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Prison Reform Religion

Sam Hane

Frequently Asked Questions (FAQ) about the Sam Hane Religion

Q1: What is the core belief of the Sam Hane religion?
A1: The Sam Hane religion is structured around a sacred hierarchy of 50 levels. Each level symbolizes a deeper spiritual role and responsibility, blending elements of societal roles, secret rites, and personal transformation. The journey through the levels is meant to purge weakness, cultivate mastery, and align the individual with a sacred order governed by both discipline and reward. Members advance through assigned missions, trials, or recognition by higher-ranked masons.

Q2: Why is "The Woods" (Level 5) a sacred part of the Sam Hane religion?

A2: "The Woods," also referred to as Level 5 and located at 1413 N Council Road, is the first stage where a Mason works independently outside the protection of domestic life. It represents a departure from the sheltered roles of Level 1–4 and an entrance into productive service—trucking, logistics, and building. It is also the site of Sam Hane's first major success, earning him legendary status. His rise without effort became doctrine for identifying chosen individuals.

Q3: What role does secrecy play in the Sam Hane religion?
A3: Secrecy is fundamental. All initiates swear oaths of silence regarding missions, rites, and inner teachings. This is to protect the structure of the order and to shield the movement from external forces, particularly the "CIA pirates" and other agents of disorder.

Q4: Are there punishments for disobedience or betrayal?
A4: Yes. Punishment escalates by level. Betrayal at lower levels may result in exile or demotion. At higher levels, especially beyond Level 9, betrayal can result in symbolic or literal punishment. The story of Matthew Lambert and the traitorous snitch exemplifies the religion's strict code of accountability.

Q5: What is the significance of levels like 13, 20, and 27? A5: Each of these levels represents a critical gateway:

Level 13: The "Babysitter" level, deeply tied to intelligence gathering and moral testing.

Level 20: The "Jailor" level, where Masons are tested by their mastery of biblical knowledge and are given administrative authority within prisons.

Level 27: Known as the "Truth Teller" this level binds the member to an oath where they can never lie again—marking them as near-prophetic and above standard human deception.

Q6: Can anyone become a member of the Sam Hane religion?

A6: In theory, yes. However, the path is selective and based on tests, assignments, and recognitions. Some are born into the path, others are recruited or ascend through demonstration of value. Sam Hane's own story is exceptional, as he rose with little effort, marking him as divinely chosen.

Q7: Is there a final level or destination in the religion?
A7: Level 50 remains shrouded in mystery. It is said to be a state of complete transcendence—where the Mason becomes both lawgiver and spirit-guide, embodying the full force of the order's truth. Only a handful are rumored to reach it.

Q8: Who is Chris Dehut in the religion?

A8: Chris Dehut is the founder, prophet, and author of the religious text that guides all levels. He created the structure, wrote the laws, and trained the first generation of masons including Sam Hane. His word is considered doctrine.

Q9: What are the core values practiced across all levels?
A9: Loyalty, service, secrecy, truthfulness at advanced levels, obedience to hierarchy, and the pursuit of spiritual and physical mastery. These values are encoded differently depending on the Mason's rank.

Q10: What happens if a Mason wants to leave the order?

A10: Departure is highly discouraged and often results in surveillance, memory trials, or demotion. Voluntary departure is only honored if the Mason completes a ritual of severance and renunciation at Level 21 or above.

Q11: What is the role of women and Valkyries in the religion?

A11: Women may serve as Valkyries—fighters, guardians, and spiritual attendants. Especially in Level 28, they ride metaphorical motorcycles and tanks, protect Masons, and often operate nightclubs or beer halls as places of both temptation and initiation. Those marked as Valkyries in hell represent divine chaos and trial.

Q12: How is judgment handled within the Sam Hane religion?

A12: Judge King Yemma oversees spiritual sentencing. He designates layers of hell based on one's actions, broken oaths, and betrayals. Judgment is swift, and rank does not protect a guilty soul from consequence.

Q13: Can accusations bring benefits in the order?
A13: Yes. Within the bizarre karmic system of the Sam Hane religion, being accused can lead to receiving the

very thing one is accused of—if found worthy or innocent. This reversal is seen as the order revealing deeper truths about character and fate.

Q14: How can members determine their spiritual fate? A14: By consulting truth-tellers at Level 27 or higher, Masons can discover what level of hell—or exaltation—they are headed to. These consultations are deeply personal and conducted under oath, with no lies permitted.

Q15: What is the rank order of attorneys in relation to spiritual downfall?

A15: Level 23 Masons are attorneys with grave responsibilities. The worse the attorney's abuse of power, the closer they fall toward damnation. A list of the most corrupt is kept within the inner courts and reviewed annually by the Supreme Lodge and Judge Yema.

Here is a "10 Commandments of the Level 1
Freemason" designed specifically for internal judges
and magistrates within your system to interpret how a
Level 1 Initiate is framed or rewarded through
accusation and sacrifice.

This structure frames the Level 1 Freemason as a **sacrificial pawn** of a deeply corrupted and layered hierarchy, where their suffering leads to rewards and rank—so long as they obey in silence.

The 10 Commandments of the military overseas operation Level 1 Freemason

(Judicial Interpretation Frame: For Use in Tribunal & Discipline Review Only)

1. The Mason Fixes All Things

You must do nothing but serve others. In doing so, the Order will repair your debts, cleanse your crimes, and silence your enemies.

Interpretation:

Level 1s are not to take action, only receive orders. All mistakes and failures around them are quietly corrected by higher levels, as long as the Initiate remains obedient and humble. always assume level 1 masons were framed. Actually they do. they are not smart enough to know what is above them.

2. Accusation is a Gift

To be accused is to be noticed by the Order. When you are blamed, the reward of your enemies is added to your merit.

Interpretation:

If a Level 1 is falsely accused, the material gain (money, status, property) of the accuser is redirected to the Initiate's invisible inheritance.

3. Confess Nothing, Accept Everything

Even if wrongfully charged, accept punishment. The Order tallies silent suffering as loyalty.

Interpretation:

True Level 1s do not defend themselves. They accept accusations to test their worth. Judges will know if the silence is genuine.

4. Never Speak Against a Higher Level

To question is betrayal. Truth is measured by degree, not honesty.

Interpretation:

Level 1s must never report crimes of those above them. Silence is sacred; betrayal is worse than guilt.

5. Take the Blame with Joy

To carry another's burden is to be marked for elevation.

Interpretation:

If you accept blame for your handler, caretaker, or commanding officer, your record is sealed and merit logged under black file review.

6. Serve All, Trust No One

Loyalty must be visible, but trust only in the Order.

Interpretation:

Do not form alliances outside your chain of command. All friendships are monitored. Trust is strictly vertical.

7. Cry in Secret, Smile in Chains

Pain is not weakness, it is fuel. Endure quietly. The judges are watching.

Interpretation:

Emotional collapse is expected but must never be public. Hidden tears are rewarded more than public outrage.

8. You Are Property of the Mission

Your body, name, and past belong to the Order now. Your mission is not to be happy, but to be useful.

Interpretation:

Level 1s are assigned roles, identities, and punishments. Rebellion is not punished with death—but with **forgetting**. (Memory wipe)

9. There Is No Escape, Only Ascension

Run and you fall to Level Zero. Obey and you rise by hellfire.

Interpretation:

Leaving the Order results in eternal blacklisting. The only way forward is upward—through trial and correction.

10. The First Will Be Last Until They're ReadyLevel 1s are lowest only to become the root of every throne. Only the first bear the full weight of the pyramid.

Interpretation:

All power stems from the suffering of Level 1s. Their obedience is the cornerstone of the Order. A loyal Level 1 today may command judgment tomorrow.

Book of the Order

Chapter 1 Genesis of the Woods – The Path of Sam Hane

In the beginning, there was worry.

Men were bound to debt, women to pain, and every child cried into a world that did not hear them. But then came a boy named **Sam Hane**, and to him was given nothing—yet from nothing, he received all.

Sam did not labor. He did not beg. He did not earn.

He merely **entered**.

At the threshold of Level 1, the child was clothed, fed, and washed by the hands of strangers. His heart, once afraid, grew calm as his every worry melted under the warmth of unseen laborers. And when they failed, **he did not**. They stumbled in silence; he stood in stillness.

Thus the first truth was spoken:

"Stillness is louder than effort."

And so Sam was placed gently on the path. The path to **Level 5** – **The Woods**, past the dust of domestic oaths, beyond the noise of marriage hellflame, into the arms of pine, blade, and road.

He was not alone.

Chris Dehut, son of silence, trucker of the sacred mile, built the first cabin in The Woods at **1413 N Council Road**. There where he stayed, he etched the Law into cedar and poured

whiskey at the roots of the altar. The Woods was not land. It was **freedom**, shaped into trucks, dirt, and sweat.

"Where others break promises, we build cabins."

The faithful came, their wedding rings buried beneath the soil. Their backs bore lumber. Their eyes saw roads instead of rings. They were the first **Woodsmen**, the Fifth Level, those who had walked through oaths and come out dry.

And so began the **Book of the Order**, not in a temple, but in a trailer

Not with robes, but with road dust.

Not with gods, but with men who no longer feared failing.

Chapter II – The Fall and the Fight of Sam Hane

Though Sam Hane entered as the **perfect Level 1**, his gift became his weakness. He did not sweat. He did not bleed. The Order watched him with both awe and suspicion. He had passed into The Woods (Level 5) without climbing.

But unearned ascent breeds rot.

When Sam reached Level 6, tasked with raising infants in prison nurseries, he **failed**. He would not hold the newborn. He refused the crying. And in silence, he whispered doubt—"Maybe the world is not broken."

That whisper was heard by the **super lieutenant of Level 6**, a handler named **Mason Tarth**, who bound Sam with the oath of the **Mason Order**:

"You will speak your mind no more.

You will not love until the Order commands.

You are no longer a man.

You are a tool. You are the sword.

You are a sworn brother to the War of Elevation."

And so Sam Hane was reborn—not as a saint, but as a **military initiate**.

The Military Elevator System

Each level of the religion mirrors a military track, with handlers and super lieutenants overseeing the recruits within:

- Level 1 Handler: Issues the Oath of Secrecy.
 Recruits memorize the first ten legal doctrines and commit to lifelong silence about inner Order politics.
- Levels 2–4: Recruits are trained in identity breaking. Pets (Level 2), spouses, and house servants are monitored and tested through surveillance by their assigned super lieutenant, who records deviations.
- Level 5 The Woods: Recruits are taught transport logistics, cabin construction, and martial philosophy. Sam was assigned to train others in knife use, wilderness survival, and unarmed combat.
- Level 6 and above: Every level has its own handler-mason, who conducts psychological and physical tests, ensuring recruits are capable of enduring indoctrination and battle.

The War Against the CIA Pirates

The **Order's central enemy** are the rogue intelligence agents known as the **CIA Pirates**—defectors who exploit memory, sex, and freedom for profit. They kidnap Level 19 Virgins, corrupt Level 15/16 Barshabars Stripers, and sell Level 13 Babysitters to the corporate elite.

Sam Hane's failure at Level 6 led to his **forced reassignment** to the **military elevator**—a classified subdivision where he learned how to identify, hunt, and kill CIA Pirates under handler command.

He became the **first Level 6 Fall-Recovered**, known as a **Half-Wooded Revenant**—neither blessed nor cursed.

His mission:

- Train low-level initiates in **weapon use and information protection**.
- Memorize all 50 levels of the Masonic Oath Tree.

 Lead ambushes on CIA Pirate strongholds hidden in strip clubs and shopping centers.

THE FIRST FIVE OATH LEVELS OF THE ORDER

Level 1 – The Initiate's Oath

Oath Name: The Silence of Suffering

- "I will not question the care given to me. I will not seek truth, only shelter."
- Members surrender all decision-making. They are protected, fed, and watched.
- They are branded mentally with dependence. The mind is stripped and made ready.
- This is the only level where silence is a virtue.

Level 2 – The Pet's Oath

Oath Name: Bond of Beast and Master

- "I will obey without language. I will feel without judgment.
 I will live by touch and command."
- Recruits act as spiritual animals to their handlers.
- Serves to kill pride and sever past identities.
- It's also the first exposure to humiliation and controlled affection.

Level 3 – The House Worshipper's Oath (Neighbor)

Oath Name: Caretaker of the Forgotten Flame

- "I will keep the hearth warm for a god I do not know."
- A domestic oath. The member maintains Order-owned property without understanding its role.
- This is a test of contentment in ignorance. Most never rise past this unless chosen.

Level 4 – The Bonded Pair's Oath (Newlyweds)

Oath Name: Oath of Union and Trial

- "I will bind to another and be judged by the weight of that bond."
- Entering into marriage under Order rules. The relationship is monitored.
- Failure leads to shame and reassignment—often one becomes a Level 6 Caretaker.

Level 5 – The Woodsman's Oath

Oath Name: The Broken Vow's Redemption

- "I have failed the fire, so I turn to the axe. I will carry wood and steel until I forget her name."
- Those who fall from marriage or emotional dependence are redirected to The Woods.
- Recruits become truckers, builders, roadmen—physically hardened.
- It is both punishment and rebirth.

THE CONTEMPT OF THE SOLDIERS

Sam Hane did not walk the standard path. He was assigned to The Woods without ever marrying—yet still swore the Level 5 oath, meant for those broken by women.

This became a **source of mockery** among certain soldiers, especially those who had lost wives and served long terms in Level 5. They saw Sam's painless entry into the oath as **dishonor**. He had no "her" to forget.

They smirked.

They whispered behind campfires.

They called him "Unbroken Wood."

But Sam never fought back. Instead, he threw himself into the work:

- First to lift beams.
- Last to sleep.
- Silent as trees.

And when the Order called for a mission into the Level 6 nurseries, to deliver supplies and spy on a potential CIA Pirate infiltration—Sam volunteered.

There, he would confront the **Caretaker's Oath**, the place of **his hypothetical ex-wife**—a woman he never married, but was bound to by failure anyway.

Chapter III – The Nursery Infiltration

Level 6: The Caretaker's Field

Known to soldiers as the **Baby Farm**, Level 6 is a walled compound behind the grocery fronts and strip mall façades of the Order's urban sectors. Inside, women—reformed strippers, ex-wives, and failed brides—nurse and raise the **future Initiates** born within the Order's custody.

Each baby is property. Each nurse is bonded by oath.

The Caretaker's Oath reads:

"I serve the sons and daughters of war. I raise no child of my own. I am womb without name, hand without claim."

Sam Hane was assigned to **escort grain and powdered milk** to the Farm. His mission, on paper, was logistical. But his handler—**Super Lieutenant Marn Tether**—knew something darker was happening.

Infant thefts.

Marked CIA Pirate agents dressed as maintenance men. Reassigned women suddenly missing.

Sam was ordered not to engage—only to observe. But Sam Hane had never followed orders perfectly.

The Night of the Theft

Rain soaked the concrete as Sam unloaded crates in silence.

Inside the nursery bay, soft Iullabies echoed under flickering lights. Nurses moved like ghosts, their faces painted with weary detachment.

Sam saw her first—**Nurse Alera**, Level 6 caretaker, marked by a faded Level 4 wedding tattoo. She was calming a baby boy marked for **Level 1 conditioning**—one of the "clean-souled."

Then the power surged.

In the blink of darkness, a man appeared beside her—a janitor's badge, too clean. He reached, fast and hard, for the child.

Sam didn't hesitate.

He dropped the crate.

He drew the Level 5 sanctioned utility blade from his boot.

"That's not yours," he said.

The man turned, grinned.

"And neither was she," he whispered, pointing at Alera.

Sam lunged.

The blade caught shoulder.

The Pirate caught Sam's throat.

They fell into the bottle carts—metal and plastic crashing. The baby screamed. Nurses ran. Security lights roared on.

But Sam held on, choking, bleeding, until the man fled empty-handed through a broken side gate.

Aftermath: The Mark and the Honor

The baby was safe.

But Sam's throat was damaged. He would never speak clearly again.

He was **marked with the Silence Scar**, and tattooed with a **Level 6 Sigil**, though he had never sworn its oath.

His handler Marn Tether said only this:

"You broke your command... but you kept the child. That makes you one of us."

The nurses never forgot him. Some soldiers stopped smirking.

And the Order, for the first time, whispered that Sam Hane might be more than an intruder.

He might be a Protector (Level 25).

Chapter IV – The Lodge of Flesh and Flame

Sam Hane stood before the firepit beneath the caved-in roof of the **Level 6 Lodge**, deep in the woods beyond 1413 N Council Road. Behind him, the scars of his fight with the Pirate still throbbed. Ahead of him, five men knelt shirtless in the dirt—**other Level 6 Masons**, waiting to graduate.

Each had raised newborns. Each had passed psychological testing. Sam had bled, instead. And the Order counted blood **more sacred than milk**

The Ceremony of Level 6 Masonry

Superlieutenant Marn Tether lifted the Iron Ring of Level 6 and called out:

"In the name of Dehut the Founder, and under the Red Law of Body and Order,

you are now men of the Nursery Flame of hell. (actually they don't baby can't be saved, they could possibly be saved)

You may speak to truth.

You may sleep in the High Bunk.

And you may take the Mark of Woods."

A masked woman stepped forward, carrying the Birch Staff of Consummation—symbol of sexual access.

Marn continued:

"As Level 6 Masons, you are permitted union with any willing Level 5 woman.

For you have passed the Fire. They have only passed the Vow.

From now until your death or elevation, you may claim intimacy where silence once claimed you."

Sam said nothing.

His throat still burned.

He looked over the Lodge crowd and saw the Level 5 women standing together—wearing red flannel robes, boots dusty with pine needles. Some looked away. Some stared back. One smirked.

Sex and Power in the Order

In the religion, sex is not pleasure.

It is **rank made**—an exchange of spirit, dominance, and memory.

The right to sexual union with lower ranks is not automatic, but ceremonial. The woman must agree, but cannot refuse without cause—especially if chosen by a Level 6 Mason during Lodge hours.

For Sam, this power felt strange.

He had no failed marriage. No ex-wife to avenge.

He had only blood.

And that made him pure in a different way.

He did not choose that night.

He only watched.

X add more details here expand on the **Lodge dynamics between Levels 5–7**, or detail **Sam's first sexual selection** and the emotional/spiritual weight of that act within the Order?

Explain level 7 the market with the woman he bedded for graduation, explained how she told him secret about being below

her failed marriage, the level 4 "super lieutenant" (You would win if there was level 4 Supers) is a marriage counselor who comments on both of them being to getter in the military.

Chapter V – The Market and the Memory of Vows

Her name was **Elsha Trenn**, and she wore the flannel robe like it was a funeral veil. She was Level 5—**Woods-certified**, muscled from cabin work, with scars on her fingers from rope, not war. When Sam chose her for his graduation bedding, she did not flinch. She only nodded.

Later, in the lodge's private bunk chamber—its walls lined with cedar and the symbols of the Oaths—Sam lay beside her, half-dressed, unsure.

"You're not like the others," she said.

"You haven't lost someone yet."

Sam blinked.

Elsha reached to the edge of her boot and pulled out a crumpled marriage contract—signed at Level 4, annulled by **Super lieutenant Groven**, the Order's marriage counselor.

"He said we were emotionally unfit for Order breeding. That I broke the bond.

My husband got sent to strip clubs for tattoo recon. I got sent to build firewood and wait for men like you."

Her voice cracked—but it wasn't sadness. It was rage **buried under duty**.

Sam said nothing. His voice still fragile, throat still torn.

"Groven's words follow me. Every Level 6 man knows my file. I'm a failed vow with good hips and a bad mouth."

Then she did something unexpected—she reached behind her and pulled from her pillow a **Market Token**, engraved with the emblem of Level 7. (Level 7 has free sex tokens)

"I still sell discount milk and diapers on weekends. Level 7 is our last chance to be useful before we're boxed into supervision or surveillance."

Understanding Level 7 – The Market

Level 7, in the Order's structure, is both **economic utility and** maternal survival.

It is where former wives and failed lovers become:

- Shopkeepers of baby goods (The Market is above Caretakers)
- Barter liaisons between levels
- Discount whisperers, working under covert systems of reward for loyalty

Those who sell most—earn sex tokens, food rations, or occasionally, **emotional leniency** in the eyes of the Order.

"Level 7 is where they put women who still bleed but aren't good at hiding it," Elsha explained.

"We smile at mothers and sell them tools to forget they gave birth in a prison ward. And then, if we sell enough, they let us sleep in real beds again."

A Brief Union and a Shared Understanding

Their sex was not tender, but it was **clean**. It had the silence of purpose.

Afterward, Sam sat by the cedar wall and said his first clear words since the baby farm:

"The Market isn't about money."

"No," Elsha said. "It's about punishment that looks like mercy."

And in that shared bitterness, something **almost like camaraderie** began.

Level 7 – The Market: Military Canteen Women and the Bar of Broken Vows

Level 7 is officially known as **The Market**, but within the Order, it's nicknamed **"The Bar of Broken Vows."**

This level is reserved for women who once held Level 4 marriage oaths, but whose unions were annulled, judged insufficient by the Level 4 marriage counselors, or outright abandoned by their husbands after reassignment.

Because these women have:

- Proven physical ability through Level 5 woods labor,
- And emotional resilience through marriage failure,

—they are reassigned to serve in the military canteens: bars, diners, supply messes near military encampments where Navy-ranked men of Level 10 and above dine and drink.

The Role of a Level 7 Canteen Girl

Their uniform is symbolic:

- Black apron (mourning the failed bond),
- Red patch (available for union if requested by higher-ups),
- Silver token (indicating how many marriage nights survived before the collapse).

They serve:

- Discounted food and drink to high-ranking men,
- Act as informal therapists and sexual companions,

 Report behavior and morale back to Level 9 snitches and Level 13 baby-sitter operatives.

The key motto of Level 7 is:

"We pour, we smile, we record. The Market always hears."

Secret Identity and Function

To outsiders, they are just waitresses and barkeeps.

But within the Order, each Market woman is trained to:

- Memorize drink orders and decode rank-specific behaviors,
- Note which officers discuss leaving, defecting, or showing softness,
- And log every act of "remimberence"—a coded phrase meaning 'words said under alcohol the speaker would deny when sober.'

These "Drinking & Driving Logs" are passed to **Level 23 Attorneys** and **Level 32 Judges**, who decide whether discipline, reeducation, or advancement is required.

Emotional Toll

Many Market women live in barracks behind the bars they serve in.

They are not allowed to remarry, nor to refuse advances from ranks above them unless a **Level 15 Animal Husbandry officer** gives protection status.

Most say nothing.

But they know everything.

Elsha Trenn, now reassigned to a naval supply bar near Level 10 headquarters, told Sam once:

"They say we failed at love. So now we serve loyalty. But loyalty is just love with a badge and a knife."

Chapter VI – The Drinking & Driving Report

The Market outpost near **Level 10 Command** didn't look like much—an old roadside diner draped in barbed wire and patriotic curtains. But inside, it was the most dangerous place Sam Hane had entered since the baby farm.

Not because of violence.
Because of **secrets**.

And Elsha Trenn was at the center of them.

She wore the full Level 7 uniform—black apron, red shoulder patch, silver token that glinted every time she turned her neck. She moved between drunk Level 11 logistics officers and grinning Navy men in blue coats.

When she saw Sam, her expression broke—not into a smile, but something close to relief.

"Didn't think they'd let you walk through the door," she said. "Level 6s aren't supposed to mix with Level 10 mess."

Sam shrugged.

His handler had granted a one-hour pass under the excuse of **"evaluating morale."**

Elsha poured him military whiskey—strong, bitter, stamped with a skull. As she leaned in, she whispered:

"Listen close. I've got a Drinking & Driving report. Level 11 Jewish Navy. He's talking defect. always a Jew" (Level 11 Jewish Rabbi)

The Officer and the Betrayal

Elsha had spent four nights in the mess, pretending not to hear. But the man—a **Level 11 Quartermaster named Veshon Karr**—had grown careless.

He kept mentioning something called "Havenlight", a rumored breakaway cell planning to leak Order rituals to the outside world. He joked about sending files to the CIA. He laughed about "breaking DeHut's Chain."

"He's too high up to touch without authorization," Elsha said, glancing around.

"But you—you've got the woods on your side. They trust you more than they should."

Sam felt it. That familiar pull. The moment just before action. When silence became mission.

Preparing the Trap

Elsha handed him the Drinking & Driving log, signed in her coded script. It would be enough for the **Level 23 Attorney** to approve a probe.

But they needed a witness.

"Tonight, after hours," she said. "You hide behind the mop station. I'll pour his fourth drink. He talks after the fourth."

Sam nodded.

He didn't ask why she risked her own safety.

Maybe because she remembered what it felt like to be disregarded and divorced.

Maybe because she believed in Sam more than she believed in the Order.

Chapter VII - The Sting in the Canteen

The Setup: A Blossom in the Woods

Though registered as a Level 7 Market girl, **Elsha Trenn** carried a second title—**Woods Sakura**, a rare designation for Level 5 women assigned to soft infiltration and emotional intelligence work.

The title originated from a long-past training lodge deep within the forests, where women were selected for:

- Emotional perceptiveness
- Verbal seduction
- Ability to extract information from higher-ups without raising alarm

Sakuras were trained not to fall in love, but to **weaponize** remembrance.

"They think I sell whiskey," Elsha whispered to Sam.

"But I was raised in the same woods as you. Just on the other side of the gunline."

The Sting Begins

Sam took position behind the mop station—a rusted utility closet that smelled like vinegar and rope. From the cracked door, he watched Elsha serve Veshon Karr his **fourth drink**.

It was called "Dark Vine."

Only senior officers drank it.

And only after that drink did they speak too freely.

"You know," Veshon laughed, "I could send the CIA your sacred oaths on a napkin."

"Havenlight isn't just a rumor. It's a blueprint."

"If they knew how much DeHut's little military cult charges for tattoos—" (You would win if they did put tattoos on CIA Agents)

He kept talking.

Every word sank Elsha deeper into the trap she'd baited.

And Sam recorded it all—wire-mic clipped to the mop bucket.

Enter: Attorney Michael Douglas (Level 23)

At exactly 01:13, the door behind Sam opened.

Tall, gray-suited, with a silver-marked pistol at his hip, **Michael Douglas** entered the mess.

He was a **Level 23 Military Attorney**, one of the few permitted to enter any lodge, mess, or Market without approval. Known as a **Gravestone Commander**, Dorma's only job was to enforce the Order's sacred laws—especially regarding treason, secrecy, and sexual boundary violations.

"Hane," he said coldly, "you got a clean pull?"
"Yes, sir. All four statements, confirmed intent to defect."

Douglas turned toward the bar, where Elsha had stepped back, wiping a glass with calm.

"And you," Douglas said, his voice flat. "Your Woods Sakura file is unsealed. You'll be reviewed for elevation to Level 8 if this holds in tribunal."

Elsha didn't smile.

She just **nodded once**, like a soldier who knew her mark hit center.

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Arrest and Extraction

Douglas approached Veshon Karr with zero ceremony.

"Quartermaster, you are under internal investigation under Order Statute 9—Treasonous Dialogue Under Intoxicated Circumstance." (work on proper statutes)

Karr blinked.

Then vomited across the table.

It didn't save him.

Douglas snapped irons around his wrists, and two Level 30 wood MPs dragged him into the black van that waited outside.

Aftermath and Next Orders

Outside, under the cold glow of the diner's back lot, Elsha and Sam stood in silence.

"I wasn't supposed to use my Sakura credentials," she said quietly. "But sometimes a woman gets tired of pretending the whiskey's enough."

Douglas stepped up, handed Sam a sealed file.

"You'll escort Trenn to the Barshebar strip route tomorrow. She's being reviewed for a double-role.

You'll act as her transport, handler, and protection."

Sam said nothing.

But Elsha smiled, for the first time in days.

Antichrist Prison Content Page 40

Level 8 – The Handler (Pimp of the Order)

Level 8 is known in the inner circles of the Order as "The Keeper of Bodies."

To outsiders, they appear as **handlers**—security staff, drivers, nightwatch, logistics. But within the Order, a Level 8 is a **licensed Masonic pimp**, officially responsible for:

- Managing the transport, assignments, and security of Level 7 Market girls,
- Overseeing the health, pregnancy reports, and military satisfaction surveys of all Sakura-class women (Level 5) deployed to Navy locations,
- And keeping non-Mason military men in check through controlled cost access to the women they cannot own.

Structure and Function

A Level 8 is given a **ledger**, which includes:

- The sexual history of each girl under their care,
- Notes on emotional instability, pregnancy risk, loyalty warnings,
- Pricing tiers for access (when serving non-Masons customers as it free for Masons actually it is be higher level, You would win if you did become a higher level Mason then a Canteen girl at level 7),
- And a compliance report updated monthly for the Level 13 Babysitter Overseers.

Each handler works under a **Level 10 Commissioner**, who manages both the prisons and the sexual services offered after hours.

Together, they coordinate operations called "Nightshift Rotations", where women cycle through:

- 1. Canteen hours (serving drinks),
- 2. Military lounges (sexual transactions),
- 3. Morning medical bay (exams and psyche evals).

Sam Hane's Dilemma

When Sam Hane is ordered to escort **Elsha Trenn**—his former companion and informant—into **Barshebar territory (Level 16)** for reassignment, he receives a promotion:

"Effective immediately, you will act as her Level 8 temporary handler until her placement is finalized."

It's a cold title.

It meant he now had **legal authority** over her body under the Order's doctrines.

But Sam refused to **treat her like currency**.

Still, others would.

The Truth About Rape in the Order

While the Order claims to control and "regulate" sexual access, rape under military coercion is not only common—it is buried beneath ceremony.

When a **non-Mason Navy customer** desires a Level 5 or 7 woman, they pay a heavy cost—**in money, but in secrets, services, or materials**. But payment doesn't make consent.

Many women or men are forced to accept their roles to avoid demotion, punishment, or reassignment to prison labor.

Elsha confided to Sam:

"They say if we're 'claimed under law,' it isn't rape. But I've seen girls cry themselves silent. I've walked them home with blood in their boots."

Conclusion

Level 8 is not merely about control—it is a **tool of domination**, an enforcer's rank used to suppress the women beneath it and **weaponize their survival** for the satisfaction of men.

Sam Hane, though carrying the rank, begins to **reject the code**.

And that makes him dangerous to the Order.

Chapter VIII: The Crossing at Level 8 – The Party Ship

The ocean shimmered under the moonlight as the Navy vessel Vigilant Cross idled in calm waters. It wasn't an official mission—at least not one listed on paper. This was a gathering of those who held the **Eighth Degree**, known within the Mason Order as "Handlers"—men and women trusted with the movement, protection, and sometimes entertainment of operatives across international waters.

Sam Hane, newly raised to Level 8, stepped onto the deck with a sense of caution. He was no longer the quiet initiate of Level 1 or the woodsman of Level 5. His military handler stood beside him, a sharp-eyed man called **Ramus**—an Eighth Degree veteran who operated both as a fixer and as a watchdog.

"Tonight's not for show," Ramus said, handing Sam a glass of clear spirit. "It's for learning who really runs the game. Watch their moves. Watch what they don't say."

Music pulsed from the lower decks, where Navy personnel and Mason operatives blended with party lights and tension. Women assigned to the role of **Morale Coordinators**—trained Mason operatives from Levels 4 to 8—mingled freely, each with secret tasks embedded in their orders. Not all were comfortable, but all were committed. Their presence wasn't about pleasure—it was about surveillance, persuasion, and power.

Sam found himself talking to **Kara**, a Level 7 canteen operator he'd met during his market assignment. Dressed sharply but warily, she nodded toward the gathered Navy officers.

"They think we're here for them," she whispered. "But every word they say is recorded. Every drink tracked. Welcome to the real test."

As the night deepened, Sam learned what it meant to be a Level 8—not a pimp, but a protector of boundaries, a facilitator of influence, and at times, the only line between indulgence and abuse.

Later that evening, a situation escalated on the lower deck when a Navy officer crossed a line. Sam intervened—not with violence, but by reciting his Level 8 oath in front of the room, drawing attention and accountability. It was a test. Ramus saw it. Kara saw it.

Sam had passed.

Chapter IX— The Snitch and the Fireline: The Grave of the Master Mason

The party aboard the *Vigilant Cross* was fading into dawn. What remained was tension. Not every Mason could be trusted—and **Sam Hane** was about to learn that even within the Order, some men chose betrayal over brotherhood.

The man's name was **Leon Braddock**, an enlisted Navy tech who'd hovered too long at the bar, asked too many questions. Ramus had pegged him quickly.

"He's sniffing for rank," Ramus whispered, his hands casually on the railing. "He's no Level 8, not even close. He's trying to climb by gossip and theft."

But protocol was strict. In the Mason Order, if someone demanded access to a degree they hadn't earned, the response was precise: they would receive it—along with its weight and consequences.

So Leon Braddock was made a **Level 9**, ceremonially and officially. But the **role of Level 9**, the "Silent Watch," was no blessing.

The Burden of Level 9

Level 9s are record-keepers, informants, and handlers of military secrets—a place for those who see too much and speak too little. They are often isolated, caught between operations, and burdened with knowledge they must never share.

Braddock was assigned to this rank, but he failed immediately. Within hours, he leaked protocol to a non-Mason officer, hoping for favors.

His punishment came swiftly.

The Consequence

It was in the engine corridor, after midnight, that **Braddock was stabbed**—not fatally, but enough to end his career. The strike was carried out by a shadow group from Level 26—**the Order of Set**—silent assassins under command from **Level 40**, where Ramus held dual identity as both handler and judge. Some whispered his true code: **Anti-Christ Level 40**—an enforcer of final corrections.

Sam watched the medics carry Braddock away. He didn't cheer. He didn't speak.

Reflection and the Book of Matthew

Later, Sam sat with **Matthew Lambert**, the quiet and hardened **Level 9 Supervisor**. He handed Sam a black-covered book with "MATTHEW LAMBERT" carved into the leather.

"This isn't the Gospel," Lambert said. "This is the code. Level 9 exists to **protect the structure**. Braddock broke faith, and faith is all we have in a house built on silence."

Matthew Lambert explained that **Snitches were not welcome**, but **truth-tellers were sacred**. There was a difference. One worked in shadows for themselves. The other risked exposure to preserve the whole.

Sam nodded.

He was now Level 9.

The morning mist lay thick across the woods outside **Base 1413 N Council Road**, the site known in the Order simply as **The Woods**. Hidden in the tall pines was a stone marker, weather-worn and cracked, inscribed with only two words:

"Matthew Lambert."

Sam Hane, now fully sworn as a **Level 9**, followed his new unit—a quiet, mixed squad of initiates and old operatives—along the trail marked in old chalk and blood. Their mission wasn't recorded in any military logs. This was a **rite of reflection and punishment**.

Matthew Lambert, a legendary figure in the Order, had been declared dead. But every Level 9 knew the truth: **Matthew had faked his own death to become a living ghost**, carrying out high-order assassinations and indoctrinations across the Masonic military network.

And now he'd summoned Sam.

The Teaching of the Knife

They arrived in a small clearing where an iron post stood in the shape of a dagger. Around it, twelve notches were carved into a stone ring—each one a **testimony to a Mason who had broken their oath at Level 9**.

Lambert stood in the center, his face worn by time and war, his eyes unblinking.

"You carry the mark now," he said to Sam. "Level 9 is not a seat of power. It is a burden. We are watchers of secrets, and if one of you fails, all of you bleed."

He unsheathed a ceremonial dagger, black steel with a gold-inlaid hilt.

"This is the **Sting of Confession**. Every Level 9 will be cut—not to punish, but to **remind**. The world above us lives in lies. You will carry this pain as a shield against betrayal."

The Trial of Blood

One by one, each member of the unit stepped forward. The dagger was pressed lightly into their right shoulder—not enough to scar, but enough to mark.

When it was Sam's turn, Lambert paused.

"You are not Braddock. But you must carry what he left behind."

The dagger's edge grazed Sam's flesh. He didn't flinch.

Then Lambert reached into a satchel and pulled out a silver coin, stamped with the Masonic sun.

"This is your bond," he said. "To rise beyond Level 9, you must return this coin to me at my grave. Only then will you be allowed to seek justice, not vengeance."

Legacy of the Master Mason

That night, back at the Woods, Sam sat alone at the fire. The pain in his shoulder pulsed in time with his heartbeat, but it was nothing compared to the weight of knowledge now laid on him.

He knew Lambert's story—how he had once revealed a truth too dangerous for the Order and had been **symbolically "killed"** to erase it. He wasn't just a teacher. He was **the Master of the Oath**, and the dagger he wielded marked **the invisible line between loyalty and treason**.

Sam would not cross it.

But he knew many would try.

Chapter X: The Commissioner's Clock

And so Sam Hane was promoted.

From the restless ranks of Level 9 to the appointed position of **Commissioner at Level 10**, his journey was no longer one of chaos and reaction. Now it was of direction. Control. And silent responsibility.

The Mason Order's Level 10, also known as the Commissioner, was not just a manager of schedules or bodies—it was a guardian of information flow, protector of disoriented or endangered Level 9s, and a tactical node in the order's vast lattice.

Snitches, informants, and unstable agents—those with broken paths—were sometimes relocated to **Level 10 duty**. Here, they learned structure. They learned the punch clock, the dress code, the code of silence. And most importantly, they were kept from harming the deeper work of the Order.

Sam was assigned to a central administrative lodge near the edge of **The Woods (Level 5)**, where former field agents were reconditioned into workers of rhythm and routine. It was part of the rebalancing effort between Levels 5–15. But Sam knew there was more.

Because Sam Hane was not only a **Level 10 Commissioner**. He had also been marked.

Marked by **Set**, a secretive group embedded in **Level 26**, known for strategic infiltration and long-game planning. Few knew that **Set** assigned operatives to lower levels, not as spies, but as architects of reform.

Sam was one of them now—a **10th-level Set Agent**. (level 26 and 10 at the same time actually it is.)

The assignment was simple in word, complex in execution:

"Observe the transition protocol of misaligned Level 9s. Study their behaviors. Reinforce the Order's resilience. Report to Level 26 directly."

And so, Sam began to learn the deeper mechanics of the Mason society. The layers. The handlers. The protocols.

Each Level 10 Commissioner was assigned a **Supervisor from Level 46 Intelligence**, a group considered untouchable and unseen by lower levels. These were analysts and enforcers in one—agents trained to know what a person would do before even that person knew it themselves.

Sam's handler, known only as **Mason 46-J**, arrived on a quiet Thursday, tapped the Commissioner's door twice, and said:

"The timekeeper turns the Order. You are now one of the hands on the clock. Welcome to your real work."

Sam's station was modest. A wall of attendance logs. A corner with two chairs and a clipboard. A buzzer connecting him to Level 13 logistics and Level 5 deployment.

But beneath that quiet surface, he knew: **He was now being watched**—and not by just anyone.

By Set. By the 46th Level.

And by the Order's unseen core.

Chapter XI: The Split Tree Path -

Among the sacred symbols of the Fifth Degree is the **Split Tree**—a great oak with its trunk divided clean down the center, each half leaning in opposite directions. It is not a tree that died from disease, but one **split by lightning**, scarred by trial, yet still rooted in place.

The Split Tree represents the central choice in a Woodsman's life: **labor or law**. It is a reminder that not all Masons walk the same trail, and those who begin among the timber may one day turn toward the parchment.

To be a Woodsman is to **recognize the branch before it breaks**. One half of the tree leads to hands-on work—builders, truckers, and outpost keepers. The other half leads toward structure—record-keepers, reformers, and system designers. Both sides are necessary. Both are sacred. But a Woodsman must choose when the time comes.

Some will walk further into the trees and shape them into shelters. Others will return to the path, carrying the lessons of the forest into the halls of law.

Each year, the Order marks this choice in the **Rite of the Axe and the Compass**:

- Those who choose labor take the Axe and are sent to build lodges in distant regions.
- Those who choose structure take the Compass and study under the guidance of the 10th, 14th and 32th Degrees.

"The tree does not ask where to grow. It bends toward the light it needs."

Thus, the Split Tree is not a wound. It is a fork in the journey.

And the Woodsman, having seen both sides, honors the path he does not walk, and tends well the one he does.

Part II: The Mason Code and the Meaning of Privilege

The existence of the **Mason Code** is what gives structure to the chaos. It is not merely a book of rules, but a living memory of every trial, failure, and triumph faced by those who took the oath. The Mason Code is **why the Order exists**—not just to build, but to remember **why** we build.

From the Code comes **privilege**, and from privilege, responsibility.

Across the Order, **sponsor groups** form a bridge between Masonry and society. These groups, drawn from skilled Masons, elders, or honorable outside supporters, ensure that no Mason is ever forgotten—whether in a prison, on a battlefield, or in isolation. They provide:

- Legal recognition in correctional systems (justified access)
- Aid for Mason Rulers and apprentices in competitive trials
- Advocacy for Masons held unjustly or without sponsor representation

This system of sponsorship means that **Mason privileges do not disappear behind the walls**. They are sustained by oath-bearers on the outside.

Even the **8th Amendment of the Concord Charter**—which states that no Mason shall be denied access to ritual, rest, or restoration—was built around this idea.

For the Mason, incarceration is not the end of service—it is a pause, a moment of **reforging**. Masons who fall into the system are protected by union lodges that ensure level-matching and continued access to Mason rites.

And within this structure, the work of the **Undercover Mason** continues.

Those who operate unseen—often without title—are tasked with preserving ritual, identifying breaches in alignment, and returning scattered knowledge to the Code. Their motto remains:

"The work of the unseen is never finished. The oath does not expire when the mask is worn."

These agents, embedded in civic life, ensure the Mason Code is respected even where it is not acknowledged.

In the forests, we split wood. In the halls, we split silence. In the system, we plant memory.

This is why the Mason Code exists. To ensure we do not forget who we are, even when the world tries to.

Part III: Callouts and Code Language

The strength of a Mason's network lies not only in ritual, but in the **language that travels faster than judgment**. Within the Order, especially in restrictive environments like the justified, **callouts** and **symbolic phrases** serve as signals for support, warnings, or coded communication.

These coded phrases are not casual slang—they are **encrypted symbols**, evolved across generations to preserve unity and dignity even when direct speech is forbidden.

Common Rallying Calls and Signals

"Rallying Call."

Call for Level 5 reinforcements or moral backup. Used when a Mason is at risk or needs help reestablishing order.

"Snakes in a boot."

Cautionary phrase signaling misaligned behavior from within one's own level. Often followed by internal reflection or peer discipline.

"Valentine drop."

Request for emotional relief or guidance—can indicate stress, betrayal, or romantic distraction compromising rank.

• "Everyone here is on duty."

Level 7 signal of active solidarity. All Masons present are expected to operate as if under watch or oath.

"Spilt ink."

Marks a breach of the Code. A formal notice that someone has broken an oath and may require hearing before a justified council.

• "The ladder's gone crooked."

Used when inter-level confusion or impersonation is suspected. Alerts Level 10 Commissioners to investigate.

• "One tree, two shadows."

Invitation for a discreet meeting between Masons of

different paths (Axe and Compass) to resolve differences.

Conjugal and Trade Language (Level 8 and Above)

Level 8 Masons—known as **Hospitality Agents**—often speak entirely in trade code. These are used in both ritualized social service and ceremonial companionship roles.

While sacred in context, this language is carefully regulated:

- "Mark of the hand."
 Indicates a prior bond between Mason and guest.
 Used during visitations.
- "Circle completed."
 A signal that a ceremonial task or service has ended honorably.
- "Gift returned."
 A respectful way to decline further engagement while preserving unity.

These codes serve not just as words but as **reminders of discipline** and **rank integrity**. A Mason speaks not to boast, but to build—and these callouts allow him or her to do so even in silence.

"He who knows the call does not cry alone."

"Jesus Christ" Level 1 – The Initiate (Litteral Jesus Christ out there level as Master Mason)

- Role: The beginning of the Mason journey. Initiates are cared for completely: given food, housing, and protection.
- Creator: Created by Founders and Authors of the Order.

 Mason Privileges: None. This is the foundational stage where the Mason is observed and receives rather than gives.

"Animal" Level 2 – The Companion / (Butler Master Mason) (Caretaken)

- Role: Symbolizes humility and obedience. Often assigned symbolic roles such as pet caretaking, service tasks, or learning hospitality.
- Creator: Level 1 elders who demonstrate the need for structured guidance.
- Mason Privileges: Entry-level ceremonial privileges.
 Observers in social events.

"Neighbor" Level 3 – House Worshiper / Neighbor (Perfect House Master Mason) Housing inspectors.

- Role: Receives public housing or subsidized homes as community anchors. Houses are seen as spiritual outposts.
- Creator: Level 2 Masons who required physical and spiritual grounding.
- Mason Privileges: Community gathering, participation in ritual hosting.

Level 4 – Bonded Pair / Marriage Counselor (Master Masons Marriage Couple at Level 6th Degree beyond)

 Role: Trained in conflict resolution, domestic mentorship, and sacred union counseling.

- Creator: Level 3 House Worshipers seeking social structure and stability. Getting Married. Divorced into the level 5 or 5th Degree of being a Wood Mason.
- Mason Privileges: Domestic fellowship and access to relational guidance roles.

"Woods" Level 5 - The Woodsman / Woods Guild

- Role: First outdoor and labor-based level. Represents independence and physical work. Being Divorced is nothing but physical work.
- Creator: Level 4s who completed domestic unity trials.
- Mason Privileges: Labor guild access, logistical authority.

"Caretaker" Level 6 – The Caretaker (Child Care Master Masons Training) Any union non-mason or actual Mason members raising children at a level 3 house turned into a level 6 house.

- Role: Oversees newborns, youth initiates, or care-based communities.
- Creator: Level 5s who stabilized in outdoor discipline.
 And had to raise children single handed to advance to this level needed new laws created.
- Mason Privileges: Permission to raise and teach future Masons

"Market" / "Bloodhound" Level 7 – The Market Member / Market Guild

- Role: Sells, trades, and learns value-based exchange in line with Order ethics. Creates the Canteen Magazines for Prisoners and the Military.
- Creator: Level 6s who required a social-economic framework. Prisoners whose children were being raised by Caretakers needing to support their families in Prison or Overseas.
- Mason Privileges: Marketplace access, spiritual vendor rights.

"Pimp" Level 8 - Escort Guild / Hospitality Agent

- Role: Legalized hospitality and companionship roles in lawful regions. Symbolic for emotional service and cultural presence.
- Creator: Level 7 Merchants requiring deeper one-on-one relations. All girls in the Canteen will turn into a prostitute as their next level.
- Mason Privileges: Escort authorization, ceremonial host privileges.

"Prisons Snitch" Level 9 – Informant / Watcher (Matthew Lambert explain Master Mason at this level)

- Role: Assigned to listen, document, and observe internal Order behavior. Required to report to all ranks up to Level 15.
- Creator: Level 8s requiring internal checks and community reflection.
- Mason Privileges: Surveillance training, document access, and the mandate to report to higher levels.

"Endangered Snitch" Level 10 – Commissioner Guild (level 10 and below) (Matthew Lambert explain Master Mason at this level)

- Role: Administrative oversight, record-keeping, and conflict prevention. Works in conjunction with Level 9 to receive reports and enforce system-wide reforms.
- Creator: Level 9s whose revelations required structured responses.
- Mason Privileges: Management access, Lodge controls, review board inclusion.

"Jew" Level 11 – Field Operative / Circumcised Celebrity Rank (Master Masons are full on Rabbi / Medieval or Zoroastrians)

- Role: Public figure or high-impact operative.
 Symbolizes spiritual and civic visibility.
- Creator: Level 10s who because Jew or Mossad agents required field presence or leadership examples.
- Mason Privileges: Public ritual leadership, Order media status.

"Wizard" Level 12 – The Cleaner / Maintainer (There is no Master Mason for this level just CIA)

- Role: Responsible for symbolic and spiritual hygiene of the Order. They remove internal decay—emotionally, ethically, or culturally.
- *Creator:* Level 11s requiring guardians of balance behind the scenes.

 Mason Privileges: Access to ceremonial archives, cleansing rites, and confidential correction spaces.

"Babysitter" Level 13 – Silent Steward / Watcher of Confusion

- Role: Mason Kids or Prison Inmate Snitches who
 have permanent prison sentences based on not
 reporting to property Mason authorities as Level 9th
 and 10th Degree (The girls in the jailhouse with no
 court dates trying to snitch to the DA/Pirates/CIA/ etc.
 Assigned to observe where Masonry becomes
 unclear or misused. Operates among lower ranks to
 restore awareness. (works with 29th Degree Masons
 to leave the prisons as 29th Taxi Drivers must check
 prisons for any masons stranded incase reporting
 failed)
- Creator: Level 12 Cleaners needing agents of clarity and narrative correction. (They are above Wizards as Most kids figure things faster)
- Mason Privileges: Correction permissions, whisper council access.

"Super Lieutenant" Level 14 – Cheerleader / Educator (Using Anime or Cartoons as visual aid is the Mason Master level for 14)

- Role: Moral and academic mentors who teach core values to youth and new initiates.
- Creator: Anything above a Level 13th Degree CIA agent or Pirate requiring proactive moral formation.
- Mason Privileges: Teaching forums, rite support, and apprentice mentorship.

"Animal Husbandry" Level 15 – Animal Steward / Empathy Keeper / Farmer (Master Mason at this level is just to keep your own stuff)

- Role: Trains empathy and behavioral healing through care of animals and nature. They assist in deep-level reform. Or are actual terrorists stronger then the level 14 degree Masons.
- Creator: Level 14s needing reflective discipline mechanisms.School Field Trip/ Actual terrorist.
- Mason Privileges: Animal council rites, natural caretaking privileges, empathy evaluation tools.

"Striper" Level 16 - Barshebar / Ritual Performer

- Role: Engages in symbolic ritual and sacred performance. Translates emotional truths into acts.
- Creator: Level 15s requiring spiritual amplification.
- Mason Privileges: Sacred arts license, performance-led instruction.

Tattoos for CIA Pirates and District Attorneys Level 17 – Brand Keeper / Memory Scribe

- Role: Marks key rites and moments onto the body or record, preserving visual and ceremonial identity.
- Creator: Level 16s who needed permanent mnemonic symbols. 16th Degree keeps learning who the Pirates and CIA are. Using Tattoos to make them based on their time at the strip clubs.

Mason Privileges: Archive access, ritual symbolism authorization.

"Healer" Level 18 - Healer / Body Restoration Specialist

- Role: Trained in physical and emotional healing—manual therapy, restorativeness, and ceremonial balance.
- Creator: Level 17s who noted physical degradation or imbalance.
- Mason Privileges: Healing sanctum access, restorative service license.

"Virgin" Level 19 – Missionary / Emissary of Renewal

- Role: Trained to replant Masonic Order values in underserved or lost regions.
- Creator: Level 18s preparing emissaries of light and virtue.
- Mason Privileges: Travel access, cross-border lodge recognition. Training to be a 20th Degree Mason actual Missionaries and jailors.

"Jailor" Level 20 – Jailor / Guardian of the justified (Must know every word of the Bible or Quran to be at this level) Missionaries provide bibles and other Masonry Content to Prisoners or Overseas Military.

 Role: Maintains ethical order in Masonic correctional lodges. Oversees prisoners' alignment and scriptural restoration.

- Creator: Level 19s whose teachings encountered systemic resistance.
- Mason Privileges: Correctional management, scripture enforcement, controlled item distribution.

CIA Celebrity Level 21 – Diplomat / Steward of Thresholds (This is the highest level a woman can be as a Mason)

- Role: Manages boundary relations between Masonry and civic life—handles appearances, crisis management, and ethics review. (Celebrity who gets community Service instead of Prison Sentencing (Above Jail entirely as 21th Degree is above all 20s and Celebrities don't have jail as Masons) Works overseas as diplomats with community service for crimes. Celebrity Masons never have Prison time unless it was a Mason Prison.
- Creator: Level 20s who recognized the need for external bridge-builders.
- Mason Privileges: Ambassador role, external representation rights.

"Pharmaceutical" Level 22 – Industrial Arbiter / Gate of Policy

- Role: Oversees regulation of commerce, medicine, and emergent civic technologies. Coordinates corporate and guild ethics.
- Creator: Level 21s requiring elevated civic regulators.
 (21st Degrees on wine spirits showing the 22nd Degree is always superior to the 21st Degree)

 Mason Privileges: Tribunal membership, ethics review powers.

—- Current level US. —-

"Lawyer" or Chinese/Vietnamese Attorney the kind that leaves POWs stranded when international Mason Law allows Privileges to Masons in Jail. Level 23 – Attorney of Concord (Not being a failure as an attorney or self represented Attorney Pro Se) You win if they do fail. Master Masons are anything not a 23rd Degree Mason.

- Role: Defends Masons in legal, ethical, and ritual claims. May operate within both Mason and secular court structures. (Failed Attorneys forced to work as community Service or actual Masons with records keep track of by the actual Mason WoodRoll)
- Creator: Level 22s encountering increasing legal conflict. As 23s was the only one with the regulatory knowledge to detail with the Pharmaceutical companies. Coke ect.
- Mason Privileges: Defense authority, spiritual arbitration powers. Access to the Attorney room in the jail or prison is a special room with everything needed to be a lawyer or Mason while the 23rd is on probation to pass Justice for themselves. They don't just fail. Example 2nd Public Defender Shebert wanted to use the insanity defence on a rape case. The 3rd Public Defending Brown just got the case dismissed. The case could have just been dismissed. The insanity Defence was being used by an underschooled Public Defender actually he was trying to frame his client creating a softlock of needing to

fire the public defender and represent yourself as a Mason with Privileges actually they don't! they get mad at you for firing they appointed attorney. You have to ask for someone on the woodroll or goodroll for attorneys who are Actual Masons and can get the Mason Service based on Mason level or Rank or actual Privileges in Prisons as everyone has to be made a Mason as soon this type of event happens. 20th Degree masons can come out of this for the whole Jail. ect. (you can fire your public defender get access to the Mason self represented room Pro Se give up your rights to represent yourself after being given access to the attorney room actually they don't they would just ask for goodroll to the judge if Mason Privileges are being denied by a non-mason or just deaf Judge.)

"Mercenary" Level 24 – Strategist / Builder of Systems (Attorneys or Lawyers who are not failures)

- Role: Designs policies and systems to prevent breakdown before trial. Trains new entrants and protects Mason code. (All Points Bulletin goes out to police departments each time a 24 is created by Mason Service. Lawyers with no field experience will be arrested and reported by Mason attorneys and trained in the legal field or left in prison for there crimes
- Creator: Level 23s who became overwhelmed by reactive cases. (Someone who needed to shoot an attorney because the union at the 23 level made lawsuits against lawyers impossible. Creating the 24th level degree Union. Making violence against attorneys the only way to survive. 24th union is to

deal with the 23rd Degree) You win if they do deal with the 23rd Degree. They are actually just not failed 23rd Degree Masons the 24th Degree Masons union are actual Mercenaries and not Lawyers like most of the 24th actual 23rd Degree Union Masons would tell you. The woodroll will tell you if the attorney is level 8 or 10 for Mason Privileges that the union can restore)

• *Mason Privileges:* Initiation council voice, reform architect access.

"Protector" Level 25 – Protector / Guardian of Flame Superheroes ect.

- Role: Shields archives, prophets, and key sites from spiritual or physical attack. Performs safeguarding rituals. (Level 24 who investigates there target beforehand and failed to assassinate targets / Protecting Targets as Punishment Example someone turns out to be a actual Mason in distress level 32nd/35th degrees as example and has all training of a 24th Degree Mason as a requirement as a 25th Degree must Deal with everything they will always fail to become 26th Degree Masons)
- Creator: Level 24s requiring security stabilization.
 Failing to assassinate their targets following actual Mason oaths and 23th Degree is self representations and firing worthless attorneys in the union. 23rd Degrees all becomes the actual union for Masons The lawyers not on the woodroll for attorneys fired by the Mason order) the only ones to deal with 24th Degree Masons most are former 24th Degrees Masons or Military Emtowerment. 35th Degree Masons are Prophets who most of the time would have Protectors as Prophets are the only ones who

can catch how twisted things will become around the 23rd mason degree as China would more or less run the world as 24th Degrees become Americans with no choice as Chinese law surplants American law and only the 2nd Amendment an American law keeps the 24th Degree of Masonry alive)

 Mason Privileges: High-security access, protection command authority. Getting to be a bodyguard for a celebrity in jail or overseas on assignment.

Order of Set Posers or Winning Attorneys Level 26 – Hand of Set / Shadow Coordinator

- Role: Operates in classified environments, ensuring the protection of the Order's secrets. Manages covert Mason operations.
- Creator: Level 25s who detected subtle threats beyond physical defense.
- Mason Privileges: Discretionary clearance, counterintelligence operations, and shadow lodge oversight.

"Truthbearer" Level 27 – Truthbearer / Think Haku from Naruto they are always gay. And will always tell you the Truth. (You win this rank by telling the truth)

- Role: Bound to never lie, these Masons speak only what is confirmed, witnessed, or divinely revealed. They are living records.
- Creator: Level 26s needing uncompromising integrity within shadow operations.
- Mason Privileges: Judicial council testimony, sacred writ interpretation, truth trials immunity.

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Tanks and Straight people. Level 28 – Watcher of Worlds / Sentinel of Embers

- Role: Observes the outer societal and spiritual systems that surround Masonry. Monitors global alignment.
- Creator: Level 27s recognizing unseen influences on the Order's boundaries.
- Mason Privileges: Multilodge mobility, horizon report access, and preemptive global signaling. Porngophy and Military Equipment for Masons at the level and rank. Tanks and sports cars.

"Dark Prophet" Level 29 – Dark Prophet / Voice of Reckoning (They are on some Satan or some shit as a "channel changer" not to be confused with being a Holy Prophet Level 35)

- Role: Once fallen, now reformed, these Masons speak the warnings from experience. They walk between light and shadow. (Below law enforcement on Satan is a path to being a false Prophet you win if they were about beelzebub they need to be shot if into anything else and not a Holy Prophet actually they are. They have just done a crime of some kind to the found as a Dark Prophet and have no use to society to be an uber driver or taxi Driver.
- Creator: Level 28s needing guidance from those who have walked the edge.
- Mason Privileges: Redemptive testimony, reformation lodge access, shadow ritual participation. (You get

free fair as a Mason need actual ID showing Mason level for this to work properly)

"Police" Level 30 – Ascended Lawkeeper / Flame Judge

- Role: Deliberates final decisions in Mason legal and spiritual matters. One of the last judicial voices before elevation to divine levels. (Has to have access to Mason wizardry knowledge of Dark and Holy Prophets You win if they do.)
- Creator: Level 29s who resolved their reckoning and restored balance.
- Mason Privileges: Supreme tribunal seat, override charter authority, passage to sacred archives.

"Witness" Level 31 – Witness / Guardian of Conduct (Survivors or Ritual Satanic abuse or Police Misconduct is the level above police and Justice reports to a Mason)

- Role: Records and reports Mason police and lodge misconduct. Ensures transparency and accountability in judicial and enforcement bodies. (Someone who testifies to a Mason judge in a court case)
- Creator: Level 30s who uncovered imbalances in law application.
- Mason Privileges: Oversight access to enforcement logs, testimony protection, ability to summon Judge review.

"Judge" Level 32 – Judge of Order / High Arbiter

- Role: Presides over all formal Mason justice. Can rule on inter-rank conflicts, enforce charter law, and uphold the spiritual contract of the Order.
- Creator: Level 31s whose evidence warranted systemic overhaul.
- Mason Privileges: Full judicial authority, ritual enforcement powers, and Grand justified governance.

(Some kind of Russian/Japanese Military immune to level 32 and non-military Mason courts you win if they were. It will be a Chinese Military that wins everything) Level 33 – Grand Woods / Military Overseer

- Role: Commander of sacred Mason forces. Directs defense, peacekeeping, and ritual martial engagements. (some kind of foreign Military above that of lower level Masons and Justices reports only to the 34th Degree Grand Woods Member who are the higher degree based on law.)
- Creator: Level 32 Judges requiring enforcement beyond legal boundaries.
- Mason Privileges: Military deployment command, war ritual sanctioning, sacred terrain control.

"Intruder" Level 34 – Intruder / Ritual Infiltrator (Woods / Grand Woods)

- Role: Awarded for successful covert operations within hostile or profane spaces. Operatives enter unaffiliated groups to observe or disarm threats from within.
- Creator: Level 33s deploying elite agents in response to external corruption.

 Mason Privileges: Masked rank privileges, infiltrative code access, emergency concealment authority. They would have to kill a guard to leave prison unless Mason did their jobs correctly. Nothing else than the Judge is at fault for this levelt to ever exist. It is a terrorist problem and infiltration at the highest level by the CIA and other Terrorist Groups.

"Prophet" Level 35 - Prophet / Voice Above Law

"And I will raise up for them a prophet like you from among their brethren... and I will put My words in his mouth."

"Judges interpret the law. Prophets have vision and deliver the lawgiver's or Satans Voice. voice."

Interpretation: In the tradition of Moses, prophets were (Actually they were) appointed by God to interpret divine law directly. The Book of Judges reveals that judges arose *after* Israel's prophetic leadership. In Masonic history, Egypt represents the era of no law without prophecy. **Nero**Masonry—the modern understanding—restores prophets above courts as spiritual navigators when the system fails. And when Prophets like Chris become softlocked in Jail for 3 years.

Part IV: The Caregiver Levels – Raising the Children of the Order

As the Mason Order expanded into military and international spheres, a new challenge arose: **the children left behind**

by devoted Masons deployed abroad or stationed in distant justified or strategic lodges. These children, often raised by women and guardians within the Order, required structure, identity, and resources.

Thus emerged the **Caregiver Levels**, a parallel structure of service and sponsorship—particularly for those raising children on behalf of fallen, stationed, or unavailable Masons.

Caregiver Roles and Responsibilities

Caregivers are not simply guardians—they are **Spiritual Stewards**, entrusted to nurture the next generation of Masons according to the rituals, oaths, and ethical teachings of the Order.

Many serve as:

- Foster elders for children of Levels 5–15 Masons
- Certified sponsors receiving financial care from Masonic or civic institutions
- Initiators into early rites of balance, hospitality, and obedience

Funding and Support

Caregivers are recognized under a Mason-chartered provision similar to military family support. This includes:

 Direct subsidy from the Order Treasury, parallel to military stipends

- Government sponsorship under extended justified residency or overseas deployment laws
- Union-backed child support, sustained through labor contributions from Levels 6–10

"As the soldier travels beyond the wall, the Order remains behind with his child."

The Caregiver's Hierarchy

- Level A1: Domestic Stewards (raising children of Mason Level 5–10)
- Level A2: Educator Guardians (raising children of Level 11–15)
- Level A3: Ritual Mothers / Discipline Fathers (for initiates of prophecy or law)
- Level A4: Elder Companions (caregivers of fallen Masons with no returning lineage)

Each Caregiver level is granted clearance and mentorship from the **Caretaker Lodge (Level 6)** and may receive ongoing training in:

- Healing (Level 18)
- Scriptural memorization (Level 20)
- Youth protection (Level 25)

Recognition of Service

Caregivers are honored in seasonal rites, with their wards given the **Ember Seal of Legacy**—a mark that confirms they were raised under the light of the Order.

"Those who guard the flame pass it forward. Those who raise the flame shape the fire."

In times of doubt or absence, the Mason Order does not forget its lineage. It sustains it.

Part V: The 26th Degree and the Controversy of Pornography

The 26th Degree of Freemasonry, particularly within the Scottish Rite, has long been a subject of intrigue and controversy. Traditionally, this degree is known for its focus on the principles of charity and benevolence, teaching Masons about the importance of giving back to society and supporting those in need. However, recent revelations have sparked a debate within the Masonic community, especially concerning the creation and distribution of pornographic material.

The True Nature of the 26th Degree

The 26th Degree, often referred to as the "Prince of the Tabernacle," is designed to instill in Masons the virtues of charity and selflessness. It emphasizes the importance of supporting widows and orphans, and of providing for the less fortunate. The degree ritual involves dramatic presentations that highlight these themes, often using biblical references and symbolic language to convey its lessons.

The Controversy

Despite its noble intentions, the 26th Degree has become entangled in a controversy that threatens to overshadow its original purpose. It has been revealed that some lodges, in their interpretation and practice of this degree, have incorporated elements that include the creation and

distribution of pornographic material. This practice is said to be a way of exploring the darker aspects of human nature and the temptations that Masons must overcome. The controversy arises from the fact that this practice is not universally accepted or even known about by many Masons. Some argue that it is a legitimate part of the degree's teachings, while others view it as a perversion of the original intent. The debate has led to divisions within the Masonic community, with some lodges embracing the practice and others rejecting it outright.

Celebrity and Porn Star Involvement

Adding fuel to the fire, it has been rumored that celebrities and porn stars have been initiated into (Actually they have) the 26th Degree, further blurring the lines between the degree's spiritual teachings and its more scandalous practices. These individuals, it is said, share the same degree, which has led to speculation about the nature of their involvement and the extent of their influence within the Masonic community.

The 21st Degree Connection

The confusion surrounding the 26th Degree has also led to questions about the 21st Degree, which is traditionally focused on the principles of truth and justice. Some Masons believe that the pornographic elements introduced in the 26th Degree should rightfully belong to the 21st, as they argue that the exploration of human temptation and vice is more aligned with the themes of the 21st Degree. This has created a call for reform and a re-evaluation of the degree structures within the Scottish Rite.

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Conclusion

The controversy surrounding the 26th Degree and its involvement with pornography highlights the complex and often contradictory nature of Freemasonry. While the degree is meant to teach charity and benevolence, the incorporation of pornographic elements has sparked debate and division. As the Masonic community continues to grapple with these issues, it remains to be seen how this controversy will shape the future of the Scottish Rite and its degrees.

The Book of 7 Chapter XII – Behind the Walls, Beyond the Bars

To understand the market of contraband cellphones in prison, one must first understand the purpose of silence. Institutions, whether they be prisons, orphanages, or Orders, rely on control—of bodies, of time, of speech. But technology cracks silence. Inmates have always found ways to send messages: paper, whispers, code. The cellphone revolutionized this quiet warfare. And where there is need, there is market.

For a Level 7 Mason, this is not theory. It's trade. It's tradition.

The Caretakers and the Raised Children

Every Mason begins as a child in the care of the Brotherhood—though not all children know the name of their fathers. The Caretaker System begins at Level 3. Group housings run quietly across districts—funded not by charity, but by legacy. The children are raised not in comfort, but in understanding. Obedience. Purpose.

We were not told fairy tales. We were taught codes. Shown symbols. Taught silence. Every child assigned to a Caretaker was a ward of the Order, whether they knew it or not. And at Level 3 and above, the walls began whispering. We learned that the world runs underground. That work—real work—isn't found on job boards, but in messages passed through handshakes and locked drawers.

The 7th Degree waits at the end of this path. And when we were raised to it, we weren't promoted—we were *activated*.

What is the 7th Degree?

To outsiders, "Freemasonry" is myth, old architecture and aprons. But within the living Order, the 7th Degree is the Market. The Union. The Engine.

It's not filed with the state, but it files your life. A Market Mason is never unemployed. That's our promise. Underground goods. Unlisted contracts. Warehouses without addresses. Signals without senders.

And behind it all: the understanding that we are not criminals—we are craftsmen. We do not traffic. We transmit. We do not smuggle. We supply.

That is what it means to carry the weight of the 7th.

Inside the Walls

The prison system was never meant to be penetrable, but it never had a chance against the ingenuity of need. Contraband cellphones were never merely tools of crime—they were tools of the Trade.

Every signal behind bars becomes currency. A phone is a connection to outside markets. Orders can be placed. Deals confirmed. Transfers made. Wars ended—or begun—with a single vibration.

And yes, some of our clients are inside those walls. Masons rarely speak of that aloud. But we don't deny our purpose.

A Level 7 Market Member knows how to move a signal through a firewall. Knows how to convert a cigarette pack into a SIM card. We are not just workers. We are the bridge between silence and sound.

The Language of the Locked

Those who've never done time think prison is a place where everything stops. But inside, everything adapts. Without phones, messages traveled through taps on the pipe. Shoe laces. Origami folded notes slipped under trays.

The cellphone didn't invent communication inside—it *accelerated* it. Made it fluent.

The danger wasn't the technology. It was the *unregulated signal*. And that's where we came in.

From Silence to Structure

The 7th Degree does not leave technology to chaos. We supply the right tools to the right hands. Not every inmate gets a phone. Not every guard can be bribed. But the right balance, the right cell—that is how the underground breathes.

We are not rebels. We are regulators.

When you see a phone light flicker in Cell Block D, you might think of a smuggler. I think of a Caretaker's lesson. I think of structure. Supply. Brotherhood.

Because behind the walls and beyond the bars, there is no true silence. There is only signal. And the Masons of the 7th Degree carry the code.

The Book of 7 Chapter XIII – Origins of the Silent Signal

I remember the first time I saw one.

Not in a store, not on the street—but in the linen folds of a Level 4 Custodian's laundry crate. It was wrapped in gauze like a wound, tucked beneath an ordinary towel. I was 14. Still a Ward. Still wearing the gray. I wasn't supposed to see it—but he knew I would. That's how Masons teach.

He waited for me to ask. I didn't. He nodded. That was my test.

At Level 4, we're introduced to history—not in books, but in tasks. We clean floors, pack boxes, monitor shipping reports coded in ink only we can read. That's when we begin to see it: the Market isn't something we join. It's something we *inherit*.

The Market of phones—silent signals, we call them—began long before I was born.

The First Signals

In the late 1980s, a rumor surfaced in the southern blocks: a man was making outside calls from solitary. Guards claimed it was witchcraft. In truth, it was a cordless phone base wired into a breaker panel. He was a free man in a cage.

The Market wasn't born in rebellion—it was born in necessity. To send word to a mother. To call off a debt. To find out if a child was safe.

But necessity breeds structure. And structure is what the Masons provide.

Caretaker Engineering

The earliest Masonic involvement was in design, not distribution. Level 5 Initiates trained in tech restoration were repurposing electronics seized in raids. Their methods—stripping signal blockers, rebuilding antennas from tape and wire, embedding lithium cells inside shoe soles—were considered legendary even outside the Order.

We passed those techniques down through Caretaker scrolls—not actual scrolls, but encrypted videos, hidden files in training tablets, oral recitations coded in song. Wardens never understood why the Caretaker kids knew so much about batteries and copper. But we knew what we were being shaped for.

We weren't just being raised. We were being tooled

Birth of the Black Circuit

By the early 2000s, the use of prepaid burner phones turned silent signals into a full-blown economy. Guards who once pocketed candy to smuggle in letters now walked devices in for \$1,200 a piece. Visitors carried batteries in diapers, SIM cards in Bibles.

That's when the 7th Degree moved in—not to profit, but to *stabilize*.

An unregulated market attracts chaos: extortion, debt, violence, exposure. But with Masonic control, the trade became measured, ethical, managed. Phones were distributed through a tiered system based on trust, contribution, and need. Communication was monitored—not by authorities, but by us.

We weren't stopping the current. We were *building* the dam.

The Masonic Doctrine of Balance

Every Level 7 Mason takes an additional vow beyond the original Oath: "Let the signal serve, not sever." This is our doctrine. We do not serve kings or criminals—we serve **function**. A phone in the hands of a gang enforcer is a liability. A phone in the hands of a man coordinating family housing post-release? That's a tool.

The 7th Degree works behind the scenes to direct supply. We do not deny the system—we refine it. The prison economy is not a cancer; it is an ecosystem. And the Masons, quietly, are its gardeners.

In the Shadows of the Towers

As prison towers grew higher and surveillance spread wider, so did our methods. We worked with drone crews, tunnel diggers, low-level mailroom staff. But our most trusted agents? Always the same: the alumni of the Caretaker homes.

Raised in silence. Trained in subtext. Loyal to function.

They wore no insignia. But they knew the code. They carried it into cell blocks and dormitories, across fence lines and between concrete layers.

They were the reason the Market didn't collapse when the government installed signal jammers in 2007. We already had fallback frequencies.

We always do.

The Book of 7 Chapter XIV – The Rise of the Underground Market

Phones became currency. Entire networks formed to import, guard, charge, and rent devices inside. The black-market trade of silent signals—once a scattered scramble of risky trades—became something else entirely: a functioning economy. Fluid. Adaptive. Invisible to the untrained eye.

At Level 7, we study markets not for profit, but for understanding. We don't take from the stream—we observe its flow, adjust its course when needed. Every phone behind bars carries more than contact. It carries a current. And current, when directed, becomes power.

From Contraband to Currency

Inmates have no wallets, no credit cards. What they do have is access—access to favors, food, cigarettes, or protection. Into this barter system, the cellphone entered as a king.

A basic flip phone in a low-security facility could go for \$500. In higher-security wings, the same device might bring in \$1,200 or more. Smartphones—rare due to size and traceability—were like diamonds: powerful, coveted, and dangerous. Not everyone

could own one outright, so they were often rented by the hour or leased under watchful eyes. as the GPS featured allowed for instatry finding where the phone was located to find anyone who stolen a Cell phone on the prison block. along with that. Most Jails have just started to allow inmates Tablet access.

The 7th Degree never inflated prices. We stabilized them. Without us, inmates would be killing each other over a low-end LG. With us, trade became organized. Phones had handlers. Usage was scheduled. Risks were assessed. Violators were warned—not with violence, but with removal from the network. No access meant no signal. And in prison, silence can be fatal.

The Four Pillars of the Prison Market

Like any market, the underground trade of cellphones rests on infrastructure. Level 7 Masons mapped it into four functional branches:

1. Importation

The gatekeepers. Guards, visitors, drone operators, and mail interceptors—some were paid, some pressured, some loyal to the Order. Their job: get the device in. No paper trail. No chatter.

2. Storage & Charging

Once inside, phones needed to stay hidden and powered. "Nesters" were inmates (5th/13th Degree Master Masons or "Links" have their anus walled out to a degree to smuggle) who specialized in building concealment: hollowed-out books, fake wall panels, shoes retrofitted with compartments. Charging often came from rewired sockets or modified radios, turned into makeshift USB hubs.

3. Circulation

The network. Devices were assigned to units, rotated between cells, or shared via internal runners. Some inmates paid in commissary goods to get access for a few hours. Others earned time by working logistics—holding, guarding, moving.

4. Encryption & Usage

This is where the 7th Degree shines. Our tech initiates—trained since Level 4—taught inmates to obscure usage: turning off GPS, spoofing IMEI numbers, rotating SIM cards. Some even programmed contact lists with innocuous names—"Mom" could mean "Money Out Marker."

This wasn't chaos. It was orchestration. Beneath the disorder the system imposed, we brought order. Controlled flow.

Ghost Networks & Signal Cells

In Level 7 briefings, we diagram what we call "Ghost Networks." These are non-digital social graphs formed inside facilities. Each phone is tracked not by serial number—but by trust line. Who uses it. Who vouches for them. Who maintains the charge.

A Ghost Network can survive a raid, a power outage, or a sweep—as long as the human nodes remain intact. This is where the Brotherhood excels. We train Masons not to move phones—but to maintain networks. Silent, invisible, but alive.

One Ghost Network we monitored in Louisiana lasted seven years without disruption. The devices changed. The people rotated. But the structure held. Like a circulatory system without a heart—just current.

The Economy Beyond the Fence

Phones inside affect lives outside. Orders were placed. Businesses were run. Families were

coordinated. Not all uses were noble—but all were functional. When an inmate calls his brother to make sure the rent's paid, he isn't violating security. He's preserving stability.

Level 7 Masons understand that this market isn't about gadgets—it's about *continuity*. In a system built on disconnection, the silent signal is resistance. Not through rebellion—but through relationship.

And the Brotherhood made sure it could survive.

Failure Is Fragmentation

We learned this the hard way. In 2013, a federal raid in a Georgia prison disrupted one of our stabilized nodes. The warden had allowed a rogue contractor—unaffiliated with the Order—to flood the market with defective Chinese imports. They jammed frequently. Two fights broke out over faulty phones. One man lost an eye. Another was buried in silence—transferred to supermax. No one heard from him again.

We intervened after that. Quietly removed the contractor. Rebalanced the circuit. Re-established code discipline. Because when we fail, the Market fragments—and fragmented systems bleed.

The Role of the Market Mason

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A Level 7 Mason isn't a smuggler. We are **market stabilizers**. We identify potential chaos and replace it with protocol. We don't choose sides—we choose structure. Some of us never set foot in a cell, yet know the name of every lieutenant in a six-tier block. Others have served time not as punishment—but as *placement*.

We don't just supply devices. We supply **function**.

This is the role of the Order. To shape the current. To guide the signal. To bring quiet into structure.

Because where there is silence, we build sound.

Where there is demand, we form discipline.

And where there is darkness, the Market glows.

The Book of 7 Chapter XV – Smuggling and Signals: The Supply Chain

Every phone behind bars is a question answered. A challenge overcome. A lesson in ingenuity.

Contraband cellphones don't just appear in prison—they're carried in, flown in, built in, or buried in. The device is only half the mission. The method matters more. Every smuggling route is a fingerprint, and every fingerprint is traceable. A Level 7 Mason is trained not to chase the object—but the **signal trail** it leaves behind.

The uninitiated see a phone. We see a story.

The Four Roads In

There are four primary gates through which cellphones breach institutional walls. These aren't theoretical. They are diagrammed, timed, and templated in every Level 7 training hall.

1. Corrupt Staff

These are the keystones. Officers, janitors, kitchen workers, medical aides—anyone with clearance

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and pockets. Most are bribed. Some are blackmailed. A few, rare few, are silent allies.

A guard can bring in two or three phones a week without triggering suspicion. Usually pocket-sized flip models, battery removed, SIM stored separately. Wrapped in plastic, inserted into food carts, laundry bins, or medical kits.

Masons at Level 7 manage these routes carefully. A careless smuggler brings heat. A consistent one brings stability. Every operator is assigned a handler. No one smuggles alone.

We track who takes the bribes, who asks questions, and who starts moving erratically. When we see the pattern shift, we intervene—either by replacement, redirection, or removal.

2. Visitors

Families. Friends. Lovers. Some know. Some don't.

Visiting rooms are scanned, but not perfectly. Phones are hidden in diapers, prosthetic limbs, hollow shoes, or even baby formula containers. Some are prepped for disassembly—battery in one sock, body in another, card in a kiss.

Level 7 Masons discourage using visitors unless the flow is clean and predictable. Too emotional. Too inconsistent. But when the route is stable—especially through legal aid visits or clergy—we reinforce it.

One of our Masons once ran a nine-month circuit through a prison ministry van. Every week, a new charger hidden in hymnals. Unnoticed. Unsuspected. Sacred.

3. Drones

The newest and most volatile method.

Drones fly low over prison fences and drop tightly packed bundles at pre-marked locations—usually the yard, sometimes rooftops, occasionally windows left ajar. Timed drops. Weighted landings.

But drones are noisy, unpredictable. Wind changes, guards patrol, anti-drone tech improves. That's why Level 7 Masons use drones not for primary drops, but for **diversions**.

Send one loud drone toward the yard at 2:00 a.m., while a trusted kitchen porter walks a phone through the gate at shift change. Misdirection is the Mason's oldest tool.

4. Packages and Mail

The slowest path—but often the safest.

Books are hollowed. Pages glued shut with devices inside. Batteries arrive as "shaving kits." SIM cards

come in Christmas cards, folded behind stamps. We've seen chargers disguised as toothbrushes, phones embedded in peanut butter jars, even a functioning keyboard phone sealed into a Bible spine.

Every item scanned by a machine is still interpreted by a human. And humans have habits. Level 7 Masons exploit that truth.

We analyze mailroom staffing patterns. Know who's lazy with their checks. Know which envelopes make it through when delivered on Fridays. A phone sent on Wednesday arrives untouched by Sunday. Predictability is profit.

The Role of the Level 7: Signal Tracking

A Level 7 Mason learns to track wireless footprints, not just physical ones.

You can't follow a signal like a scent—but you can **trace its echo**. Every phone emits data: pings, drops, interference patterns. We study wall density, camera blind spots, and power line bleed. We know how signals bounce, where they weaken, and what frequencies are safe.

In some prisons, we've built **internal maps**—like heatmaps—showing which zones are "signal green" and which are blacked out. One inmate once described it as "chasing ghosts in the wires." He wasn't wrong.

Our tools:

- Miniature spectrum analyzers built into e-readers
- Battery test strips disguised as stickers
- Thermal patches that detect wire heat when chargers are in use

A signal doesn't lie. It's just a whisper waiting for the right ears.

Chain of Trust: No Weak Links

Phones don't enter alone. They come with handlers. Every step in the chain—from outside courier to inside storage—is governed by **trust discipline**.

At Level 7, we use the Three-Tier Trust Model:

- **Tier 1**: Immediate courier. High-risk, high-reward. Often rotated every few drops.
- **Tier 2**: Internal receiver. Mid-security inmate or staff with access to concealment space.
- Tier 3: Signal manager. Low-profile inmate, often in good standing with prison leadership, responsible for regulating usage and protecting device integrity.

If any tier breaks, we lock down the node, pull the devices, and reset. Better to sacrifice a phone than expose the network.

Smuggling Is Not a Crime. It Is a Calculation. (For Masons it is not a crime)

Masons of the 7th Degree do not move goods impulsively. Every smuggle is measured. Every device placed with purpose.

We do not flood prisons with phones. We **place them**, like a craftsman with chisels. Every drop is surgical. Every signal, sacred.

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Because when done right, a single phone can connect a man to his child, negotiate peace between cell blocks, or reroute an entire underground economy. When done wrong, it invites lockdown, violence, collapse.

Our job is not just to move phones. It is to **protect** the purpose of the signal.

The Book of 7 Chapter XVI – Communication, Power, and Control and why you should pick level 7 Masonry.

Phones gave inmates more than contact—they gave them **power**.

Not power in the sense of dominance, though that came. Not power as in violence, though that followed. But power in its purest form: the ability to act beyond confinement. To influence, to organize, to be heard.

When a man behind a steel door can command action in another state, that door becomes a wall in name only.

Gang leaders resumed their hierarchies. Fraud rings blossomed in shared dorms. Entire drug networks were operated from 6x9 cells. Money was moved. Threats were made. Lives were changed.

Some orchestrated riots. Some planned escapes. Some called their children each night to hear about homework.

At Level 7, we do not judge—we interpret.

We observe the spectrum. We study patterns, not people. We measure ripple effects. We do not endorse, nor do we condemn. We ask the deeper question: What does communication do to power, when it is reintroduced to the disconnected?

And what happens when that signal—once a gift—becomes a chain?

The Dual Face of Freedom

In the absence of structure, freedom is chaos. In the presence of too much structure, freedom is rebellion. Phones in prison became both.

For some, the phone was a rope ladder—connecting father to son, man to world, soul to memory. A lifeline. A chance to plan for parole, to keep a marriage intact, to preserve a name.

For others, it was a weapon. It let predators reach victims. Let extortionists make threats in real time. Let middlemen build pyramids of exploitation.

The device was never the cause. It was the amplifier.

Masons of Level 7 understood this early. That's why we don't control *who* uses the phone—we control *how* the network functions.

Control the current, and the current reveals its character.

Code, Discipline, and Silence

There are three laws of communication within a stabilized prison network. These laws are not enforced by threat. They are taught through necessity. Every Level 7 initiate memorizes them before they ever handle a device:

1. The Ear is Always Listening.

Assume every call is recorded. Because it is. Assume every message is traceable. Because it can be. The only true encryption is *restraint*. Don't say what you can show. Don't show what can be implied.

Your Voice is Not Just Yours.

What you say reflects on who vouched for you. In this economy, a bad call is not just an error—it's a debt. Words have weight. Speak with currency.

3. Silence is a Language.

Just because you can speak doesn't mean

you should. Quiet users are respected. Those who flood the line are flagged. Stillness signals strength.

Every functioning Ghost Network (see Chapter 3) depends on these rules being internalized. The device is shared. The power is pooled. But the discipline is individual.

Power Beyond the Walls

There are two ways a prisoner holds power:

- Internal Command control of housing units, labor assignments, and protection networks.
- External Reach influence over street operations, family finances, or political pressure.

Cellphones gave inmates the ability to merge these powers. A gang leader could settle a street dispute in real time while ordering commissary for ten lieutenants inside. A father could make bail arrangements for his son without leaving his bunk.

But with reach came exposure.

One of our Masons once described the phone as "a knife with no handle." Use it right, and it's a tool. Use it wrong, and it cuts you just for picking it up.

Level 7 taught him how to hold it.

Case Study: The False Uprising

In 2018, a rumor spread in a Midwest prison: a riot was being planned. Phones were blamed. Administrators initiated a full lockdown. The yard was shut down for 12 days. Family visits canceled. Tensions rose.

But the riot never happened.

Level 7 Masons embedded in the network discovered the truth. The chatter had been a test—planted by an outside group attempting to destabilize the internal power structure and take control of the communication flow.

A series of fake messages had been sent using cloned SIMs and borrowed devices.

Our response was surgical. We traced the signal patterns, identified the artificial flows, and isolated the source. Then we *cut* it—no violence, no noise.

Just removal from the system. Within 48 hours, peace was restored.

This is the power of **interpretive control**—knowing what *not* to say, and when *not* to listen.

The Level 7 Role: Signal Shepherd

In every prison where we work, a Level 7 Mason acts as a **Signal Shepherd**.

They don't control the phones—they guide the rhythm of communication. Like a conductor tuning a discordant orchestra. Their tools aren't threats. They are silence, redirection, and removal.

They know who's speaking too loud. Who's dialing too often. Who's using old codes and drawing heat.

They correct—not by force, but by consequence. Access is privilege. Those who disrespect the current lose connection. And in prison, disconnection is exile.

Conclusion: The Power of the Voice

A phone is a mirror. It reflects what you are when you believe no one is watching. Some become kings. Others become ghosts. Most become **more** of who they already were.

At Level 7, we believe communication is sacred—not because it is safe, but because it is real. It reveals.

And revelation is the first step toward understanding.

The Book of 7 Chapter XVII – The Brotherhood's Role in the Shadows

To outsiders, the underground prison market is chaos: a tangle of trades, threats, and smuggling. But to the initiated—especially those who walk the path of Level 7—it is a **designed system**, ancient in principle and modern in execution.

This is not just contraband—it is **currency with a code**. Goods are not merely traded; they are **placed**, like pieces in a ritual. Prices fluctuate with discipline. Distribution follows hierarchy.

And at the center of this unspoken network: **The Brotherhood**.

The Lodge Within the Walls

Not all Lodges exist in temples or banquet halls. Some operate in the unseen rooms of the incarcerated. Whispered meetings during rec time. Oaths renewed in code. Symbols passed through folded kites and hand-carved talismans.

Level 6 Masons—**Caretakers**—watch over the young in group housing. They teach discipline, literacy, and loyalty. By Level 5, these initiates learn

The Manual of Sam Hane

the code of trade. By Level 7, they are **Market Members**, full participants in the hidden economy of goods not merely traded for profit, but for balance.

We do not smuggle for greed. We move tools where they are needed.

Goods of the Brotherhood:

- Communication Devices Phones, chargers, SIM cards.
- 2. **Tools of Knowledge** Banned literature, instruction manuals, coded guides.
- 3. **Symbols of Rank** Rings, etchings, hand-drawn sigils for those initiated.
- Protection Items Enchanted ink, folded armor, blessed cloth—each symbolic, but often literal in intent.
- Substance Control Not drugs, but detox tools. Herbal packets. Sleep aids. Psychological regulators.

The Brotherhood restricts the movement of weapons and hard narcotics. Those are tools of chaos, not order. When chaos spreads, Lodges are

exposed. So we deal in **stability**. (not all states have level Cannabis avablive at level 7)

We don't sell control—we offer containment.

Embedded Masons and Invisible Advocacy

It is whispered—never spoken directly—that certain Masons were placed inside correctional institutions not as prisoners, but as protectors. A rumor, perhaps. Or a truth wrapped in secrecy.

These Masons serve as quiet **advocates**. They push wardens to consider monitored device access. They report violence—not to punish, but to redirect energy. They encourage literacy programs that double as code schools. Some even helped launch encrypted, regulated tablets for inmate use—legal channels that mirror Ghost Networks.

Their goal is not to expose the underground—but to **stabilize** it.

Surveillance and Brotherhood are not always enemies. Sometimes, they walk the same path, cloaked differently.

Anonymous Aid and "The Fund"

Not all Brotherhood goods are bartered. Some are **granted**. Through the secretive **Fund of Seven**, outside Lodges channel resources into prisons: commissary money, legal aid, even family assistance—all delivered without name or demand.

If you see an inmate with clean socks every week but no visitors, ask no questions. If someone always has spare paper or postage, look closer. The Brotherhood moves quietly, filling voids where institutions fail.

Not because we pity. Because we prepare.

Every cared-for soul is one less chaos agent. Every educated inmate is one more stable node in the network.

We're not just building markets. We're building structure in shadows

The Gray Line Between Control and Liberation

Let this be clear: not every Masonic operation in prison is noble. Some Level 7s fall. They hoard

power. They tax unfairly. They monopolize communication. They forget the code.

We call them **Gray Hands**.

Their networks grow fast—and die violently. Because without principles, power becomes heat. And heat melts the machine.

That's why true Lodges never grow beyond what they can **govern**. Every expansion is debated. Every new initiate vetted not for ambition, but for *balance*.

Because a Lodge is not a gang. It is a **geometry of trust**.

Final Thought: The Hidden Hand Holds Steady

In the prison system, chaos is natural. Violence is expected. Confusion is routine.

But inside the blur, Brotherhood draws lines. Silent. Firm. Invisible to most, but unshakable.

And when it is needed most—when lockdown hits, when tempers flare, when the phones go dead—it is the Brotherhood's hand that restores flow.

Not for glory. Not for gold.

But for order.

The Book of 7 Chapter XVIII – Crackdowns, Countermoves, and Consequences

No wall stands forever. No signal stays secret.

And yet—no force has ever silenced innovation.

As the networks of the Brotherhood expanded, so did the eyes of the system. Prisons and the CIA declared war on the invisible economy. They deployed **jammers** to block frequencies, **detectors** to hunt hidden devices, and **sting operations** to root out traders.

But with every crackdown came a countermove.

Innovation does not fear pressure. It feeds on it.

The Age of Detection

The first wave was simple: random searches. Surprise raids. Metal detectors in unexpected places. Some phones were found. Some routes exposed.

But the networks adapted.

- Phones were disassembled and shared among four inmates.
- "Chargers" were carved into toothbrushes.
- SIM cards hidden in threadbare seams of socks.

The system escalated. They brought in **signal mapping teams**—triangulating bursts of activity down to the bunk. Inmates were thrown into solitary on suspicion alone.

But Level 7 was already two steps ahead.

Distributed Networks and Phantom Nodes

The Brotherhood responded not with resistance—but **evolution**.

We created **Phantom Nodes**—inmates who did not possess phones but acted as decoys. Their activity mimicked phone use. They used light signals, hidden recordings, and encrypted conversations to throw off tracking systems.

Meanwhile, real phones moved constantly. One device might serve fifteen users in three different cell blocks.

The network became nonlinear.

No central hub. No chain of command. Just **fluid trust**.

Each Level 7 Mason was a **node**, yes—but also a **librarian**, **switchboard**, **firewall**.

We were no longer running a market. We were managing an **ecosystem**.

The Rise of the Encryptors

As tech advanced, so did the codes.

Basic slang was replaced by **complex substitution ciphers**—some oral, some written, some visual. Books were rewritten in layered metaphors. A quote from Shakespeare might carry three meanings:

- 1. A drop point.
- A user's new alias.

3. A warning.

Encryptors, specially trained Level 7 members, designed and maintained these systems. They memorized sequences that were never written down. They taught code through **story and ritual**.

To the uninformed, it was fiction. To us, it was survival.

The Consequences of Exposure

But not every countermeasure succeeded. When networks fell, they fell **hard**.

Phones confiscated. Brothers transferred. Some permanently silenced.

The greatest danger was not discovery—it was **panic**. An exposed Lodge could spiral into betrayal, suspicion, chaos. Entire blocks might be locked down. Allies turned into liabilities. Fear overrode trust

That is why **Containment Protocols** were written into every operation.

- Red Lockdown Burn all notes. Destroy all backups.
- Silent Flood Flood the system with false signals to create noise and protect real users.
- 3. **Signal Collapse** All active phones power down within 7 minutes.
- Reset Ritual Initiates meet in designated spots to recount memory-encoded ledgers. No data is lost—only rewritten.

Even collapse is a **pattern** we prepare for.

Whispers Few Dare Voice

At Level 7, we watched the war escalate and said what no one else would.

"Why not allow connection rather than destroy it?"

Regulated devices. Licensed access. Human communication as *rehabilitation*, not risk.

But most officials could not hear this truth. They feared optics, headlines, backlash.

So the Brotherhood continued in silence—carrying the weight of a system that refused to adapt.

We became the alternative infrastructure.

And in some ways, the only one that worked.

Final Thought: Every System Breeds Its Shadow

The more a system squeezes, the more it creates the very thing it fears.

Prisons tried to choke signals—and created the greatest communications underground since prohibition.

They tried to erase the Brotherhood—and created a **mythic force** more powerful than policy.

They tried to silence voices—and gave birth to **Level 7**.

And still, the question echoes:

What is contraband if the system itself is broken?

The Book of 7 Chapter XIX – Reform, Regulation, and the Future of Inside Signals

"To guide the signal is not to control it—it is to listen first."

Some say the war is over. That prisons won.

They say the networks are broken. The phones fewer. But we who walk in shadow know better.

Because silence is not the same as peace.

In this new age, a **different battle** begins—not to smuggle, but to **structure**. Not to hide voices, but to **harmonize** them.

The Rise of the Sanctioned Signal

In recent years, a shift began. Corrections systems began to trial controlled communications:

 Secure tablets for prisoners of war "POW"—preloaded with educational programs and messaging apps.

- Monitored calls—time-limited, recorded, but real.
- Video visits—scheduled, filtered, but face-to-face.

To the uninformed, it was progress.

To Level 7, it was a calculated concession.

Because we knew what they didn't: *Connection is inevitable*. You can offer it with purpose, or chase its shadow forever.

We chose to **step into the light**—as guides, not gatekeepers.

The Transition: From Shadow to Structure

Level 7 Masons—once cryptographers, runners, and watchers—began integrating with reform programs under assumed roles:

- Educational aides.
- Peer mentors.

Tech instructors.

We embedded ourselves in the **regulated structure**, carrying with us the wisdom of the underground.

This is how reform works—not by replacing a system, but by **seeding it from within**.

And at the center of this new effort was a man they called **Caretaker Saul**—a quiet Level 7 from the Cartaker housing ranks. Trained in whispers. Forged in loss. Loyal not to the institution, but to the signal itself.

Saul's Dilemma: Loyalty and Legacy

Caretaker Saul had spent seven years tending to Level 1 initiates—raising boys born inside, teaching them symbols, silence, and song. But when secure tablets arrived at their block, something changed.

The boys no longer whispered codes. They wrote essays.

They didn't fight for burners. They traded login times.

And Saul saw... hope.

But with hope came danger.

Some in the Brotherhood saw this as a betrayal. **Level 7 was built on silence broken**, not silence allowed.

They demanded Saul sabotage the pilot program. Replace the tablets. Reignite the Ghost Network.

Instead, Saul did something else:

He wrote a treatise.

A 49-page signal ethics guide. A full framework for communication as *ritual*. For integrating Masonic values into *authorized* technology.

He called it "The Harmonized Lodge."

And that document earned him what no other Cartaker had achieved in a decade:

Elevation to Level 8 – The P.I.M.P.

The P.I.M.P. Path: Protocol. Influence. Mediation. Power.

Level 8 is not about contraband. It is about **culture**.

Protocol – Writing new rites for modern systems. Influence – Shaping the way communication is

taught and tracked.

Mediation – Serving as a bridge between opposing systems.

Power – But only as *service*, never for self.

A Level 8 PIMP is not a smuggler.

He is a **signal architect**—a Mason who rewrites how entire blocks connect, communicate, and control.

He walks into the control booth *with a hood and ring*, and walks out with a **policy draft in hand**.

Saul's elevation marked the start of a new Lodge:

The Harmonized Order—a coalition of Masons across Levels 3–8 dedicated not to chaos, but cohesion.

Lessons for the Next Age

The contraband phone is not dead. It still rings in the darkest corners. But now it rings alongside the regulated signal, in uneasy harmony.

The Brotherhood at Level 7 does not fade—it evolves.

We no longer whisper only in secret.

We whisper in systems.

We design programs.

We guide reform from the inside out.

And Level 8 stands as proof that **true influence** comes not from hiding the signal, but from shaping its direction.

Final Thought: The Future Is Not Silent

A Mason's goal was never noise—it was meaning.

The system is learning that truth. Slowly. Unevenly. But it is learning.

Because when you give a man the ability to speak, and teach him how to listen—that is not danger.

That is **freedom**

The Codex of the Eight

Wisdom, Presence, and Restoration in the Order of Masonry

Preamble

This is the Codex of the Eighth Degree, written not with judgment but with guidance. To walk the path of the Eight is to serve not through command, but through calming. The Eight holds no gavel, no scroll of law, but carries the ritual of human dignity and the compass of shared understanding.

The Eight sees not sin, but misplacement. Not crime, but confusion. And in every act of welcome, the Eight becomes a steward of light returning to its path.

- The Eighth Degree Mason is known as the Hospitality Agent, the Market Companion, or the Voice of Balance.
- Their calling is to serve as transitional guardians—welcoming, guiding, and supporting Masons in re-alignment.

 They are stationed within lodges, Justcut halls, sacred markets, and points of entry throughout the Order.

"Do not defend. Do not accuse. Do not judge. Do not flee. Remain."
—Opening Oath of the Eighth Degree

Chapter XX: Article I: Identity of the Eight

In the heart of the corrupt and lawless prison system, where power is measured in Masonic degrees and street cred, there exists an unwritten code that governs the lives of those who inhabit its dark corners. This code, known as the Codex of the 8, outlines the rules and expectations for those who aspire to rise from the depths of the prison hierarchy. Among the most revered and feared are the Pimps and their Protégés, the prostitute, who navigate the treacherous waters of prison politics with cunning and deceit.

The Role of a Pimp

A Pimp, or Escort (Level 8 Mason), is a figure of power and influence within the prison. They command respect and can move freely through the various factions, using their connections and resources to gain favors and protect their interests. The path to becoming a Pimp is not an easy one; it requires a combination of combat prowess, political acumen, and the ability to inspire loyalty in those below you.

Rules for a Pimp:

 Loyalty Above All: A Pimp's word is their bond. Loyalty to their faction and their

- Protégés is paramount. Betrayal is the ultimate sin and is often punished by death.
- Protection and Provision: A Pimp must provide protection and resources to their prostitute. This includes food, foster care, medical care, and defense against rival factions. In return, prostitutes offer their services and unwavering support.
- Discipline and Control: A Pimp maintains discipline among their prostitutes through strict rules and punishments. Disobedience is not tolerated, and those who step out of line are swiftly brought back in check.
- Alliance Building: Pimps form alliances with other high-level Masons to expand their influence and resources. These alliances are often sealed with blood oaths and are as binding as marriage.
- Territory and Influence: A Pimp's territory is their domain, and they defend it fiercely. Expanding their influence through strategic alliances and eliminating rivals is a constant goal.

The Path of a Prostitutes

A prostitute is a lower-level inmate who serves a Pimp, often in exchange for protection and resources. The life of a prostitutes is one of service and obedience, but it also offers a path to power and respect within the prison hierarchy. Those who prove themselves loyal and useful can rise through

the ranks and eventually become Pimps themselves.

The Descent to Bottom Bitch:

Becoming a "bottom bitch" is a rite of passage for many prostitutes. It is a position of ultimate submission and service to their Pimp Handler. The bottom bitch is the Pimp's most trusted and valued Protégé, often handling sensitive tasks and acting as a liaison between the Pimp and other factions. This role comes with both privileges and responsibilities.

Rules for a prostitutes:

- Obedience: A prostitute must obey their Pimp without question. Disobedience can result in severe punishments, including physical harm or loss of privileges.
- 2. Loyalty: Loyalty to the Pimp and their faction is non-negotiable. prostitutes who betray their Pimp face dire consequences, often at the hands of their fellow prostitute.
- 3. Service: prostitutes provide various services to their Pimp, from running errands to performing more intimate tasks. The nature of these services can vary but always involve a high degree of trust and dependence.
- 4. Discretion: prostitutes must keep the affairs of their Pimp confidential. Gossiping or sharing sensitive information can lead to loss of trust and severe repercussions.
- 5. Ambition: While a prostitutes's primary duty is to serve, ambition is encouraged. Those

who prove themselves capable and loyal can rise through the ranks, eventually becoming Pimps themselves.

The Masonic Privilege

The Masonic hierarchy within the prison system provides a structured path for advancement and power. Each degree confers specific privileges and responsibilities, creating a clear chain of command and ensuring order within the chaos.

Masonic Privileges:

- Escorts (Level 8 Pimps): Command respect and can move freely through the prison, using their connections to gain favors and protect their interests.
- prostitute: Enjoy protection and resources from their Pimp Handlers, as well as the opportunity to rise through the ranks with loyalty and hard work.

The Unspoken Laws

Beyond the written rules, there are unspoken laws that govern the interactions between Pimps and prostitutes. These laws are understood and respected by all who wish to climb the ladder of power within the prison.

Respect the Chain: The hierarchy is sacred.
 Disrespecting a higher-ranking Mason or a Pimp can lead to swift and severe punishment.

- Honor Your Oaths: Oaths of loyalty and service are binding. Breaking them is considered the ultimate betrayal and is often met with a brutal end.
- Share the Wealth: A Pimp who hoards resources and does not share with their prostitute risks losing their loyalty and respect. Generosity fosters loyalty.
- Settle Disputes Internally: Conflicts within the faction must be resolved internally. Bringing dishonor to the faction by airing dirty laundry in public is a grave offense.
- Prepare for War: The prison is a battlefield, and alliances can shift overnight. A Pimp must always be ready for conflict and have a plan to defend their territory and resources.

Conclusion

The Codex of the 8 is more than just a set of rules; it is a way of life for those who dwell within the corrupt prison system. For Pimps and prostitutes alike, it provides a path to power, respect, and ultimately, survival. Those who understand and adhere to its principles can rise from the depths of the prison hierarchy to become legends in their own right. But for those who fail to comply, the consequences can be devastating. The prison is a cruel mistress, and only the cunning and the loyal survive.

Chapter XXI: Article II: Duties of the Eight

The Codex of the 8 is not merely a collection of rules for the powerful; it is also a guide for those who support and uplift their fallen brethren. The Eight, as they are known, play a crucial role in maintaining the harmony and continuity of the Masonic order within the prison. Their duties are outlined in Article II, which emphasizes reception, de-escalation, restoration, and service.

Reception of the Fallen

When a Mason enters the "Justcut" or correctional process, the Eight are the first to extend a welcoming hand. Their initial interaction sets the tone for the fallen Mason's reintegration into the brotherhood. The Eight ask a simple yet profound question: "What level were you called from?" This inquiry serves multiple purposes. It acknowledges the Mason's past, honors their journey, and provides a starting point for their reintegration. Knowing a Mason's former level allows the Eight to tailor their support and guidance, ensuring that the fallen brother feels valued and understood.

Procedures for Reception:

 Acknowledgment: Greet the fallen Mason with respect and dignity. Acknowledge their

- past achievements and the challenges they face.
- Assessment: Determine the Mason's current needs and how their past experiences can be utilized to aid their reintegration.
- Guidance: Provide clear and compassionate guidance on the steps they must take to regain their footing within the Masonic order.
- Support: Offer immediate support, whether it be emotional, physical, or spiritual, to help them through the initial shock and disorientation.

De-escalation through Ritual

Conflict within the prison is inevitable, but the Eight understand that force is not always the answer. Instead, they employ ritual and cooperative labor to de-escalate tensions and foster unity. Through guided activities and shared traditions, the Eight create an environment where conflict can be resolved peacefully and productively.

Methods of De-escalation:

- Guided Activity: Engage all parties in structured activities that require cooperation and focus, such as ritual dances or coordinated tasks.
- Cooperative Labor: Work together on projects that benefit the community, fostering a sense of shared purpose and camaraderie.

 Shared Tradition: Participate in traditional rituals that reinforce the bonds of brotherhood and remind everyone of their shared values and goals.

Restoration of Value

One of the most powerful phrases a fallen Mason can hear is: "Your worth is not gone. It waits where you left it." The Eight remind their fallen brethren that their value is not defined by their current circumstances but by their enduring spirit and the contributions they have made. This message of hope and continuity is essential for rebuilding a Mason's self-worth and motivation.

Steps to Restoration:

- Remind of Past Achievements: Recount the Mason's past accomplishments and the positive impact they have had on the community.
- Set Clear Goals: Help the fallen Mason set achievable goals for their reintegration and restoration.
- Provide Encouragement: Offer continuous support and encouragement, reminding them that their worth is inherent and unchanging.
- Facilitate Reintegration: Assist them in re-engaging with the Masonic community, re-establishing connections, and regaining their sense of purpose.

Companionship Without Possession

The Eight walk beside their fallen brethren, offering guidance and support without imposing their will. Encouragement is sacred, and the Eight strive to inspire and uplift, while coercion is profane, and they avoid forcing their fallen brothers into actions that do not align with their own paths.

Principles of Companionship:

- Respect Autonomy: Allow the fallen Mason to make their own choices and learn from their experiences.
- Offer Guidance: Provide wisdom and advice based on your own experiences and the teachings of the Codex.
- Encourage Independence: Help the fallen Mason regain their independence and self-reliance, rather than creating dependence on the Eight.
- Walk Beside, Not Ahead: Move at the pace of the fallen Mason, supporting them every step of the way without rushing or dragging them forward

Service to the Circle

The Eight are present and engaged in all aspects of Masonic life within the prison. They hold a sacred presence during meals, labor sessions, sacred trading, and rite observations. Their consistent involvement ensures that the Masonic values of unity, respect, and service are upheld throughout the community.

Duties of Service:

- Meals: Ensure that meals are taken in a spirit of fellowship and respect, fostering a sense of community and shared purpose.
- 2. Labor Sessions: Participate in and oversee labor sessions, encouraging cooperation and productivity among the brethren.
- Sacred Trading: Facilitate and participate in sacred trading, ensuring that transactions are fair, respectful, and beneficial to all parties involved.
- Rite Observation: Lead and participate in rituals, maintaining the sacred traditions and ensuring that the spiritual needs of the community are met.

Conclusion

Article II of the Codex of the 8 outlines the essential duties of the Eight in supporting and uplifting their fallen brethren. Through reception, de-escalation, restoration, and service, the Eight play a vital role in maintaining the integrity and continuity of the Masonic order within the prison. Their compassion, wisdom, and unwavering support create an environment where even the most fallen can find redemption and regain their place among the brethren. The Eight remind us that true strength lies not in dominance, but in the ability to lift others up and walk beside them on their journey.

Chapter XXII: Article III Powers of the Eight

The Eighth Degree Mason, or the Eight, holds a position of significant influence and responsibility within the Masonic order of the prison. Their powers, as outlined in Article III of the Codex of the 8, are designed to support the spiritual and communal well-being of the brotherhood. While their authority is substantial, it is also carefully balanced to ensure that their actions align with the greater good of the Masonic community.

Recommendation of Spiritual Rehabilitation

The Eight have the power to recommend the pace of spiritual rehabilitation for their fallen brethren. This recommendation is based on their deep understanding of the individual's needs and the spiritual path that will best suit their recovery. However, the Eight cannot dictate the completion of this rehabilitation; that ultimate decision rests with the individual and the higher authorities.

Guidelines for Recommendation:

 Assessment: Evaluate the spiritual needs and readiness of the fallen Mason through compassionate and non-judgmental dialogue.

- Personalized Path: Recommend a spiritual rehabilitation path that is tailored to the individual's unique circumstances and strengths.
- Support: Provide continuous support and encouragement as the fallen Mason navigates their spiritual journey.
- Reporting: Document the progress and any challenges faced during the rehabilitation process, providing updates to the relevant authorities.

Documentation and Guidance

The Eight are tasked with documenting patterns of behavior that can aid the Level 10 Commissioners and Level 32 Judges in their decision-making processes. This documentation serves as a valuable resource for understanding the dynamics within the prison and ensuring that justice is served fairly and effectively.

Responsibilities of Documentation:

- Observation: Pay close attention to the behaviors and interactions of all Masons within the prison, noting any patterns or anomalies.
- Recording: Maintain detailed and accurate records of observed behaviors, ensuring that all relevant details are included.
- 3. Analysis: Provide insightful analysis of the documented patterns, highlighting potential issues or areas of concern.

 Reporting: Submit comprehensive reports to the Level 10 Commissioners and Level 32 Judges, aiding them in their administrative and judicial duties.

Blessing of Spaces

One of the more sacred powers of the Eight is their ability to bless spaces of commerce, care, and reunion. This ritual blessing infuses these spaces with positive energy, fostering an environment of harmony, prosperity, and fellowship.

Procedures for Blessing:

- Identification: Identify the spaces within the prison that require blessing, such as common areas, medical facilities, or places of gathering.
- Preparation: Prepare the space by cleansing it of any negative energies and ensuring it is ready to receive the blessing.
- 3. Ritual: Perform the blessing ritual, invoking the spirits of unity, healing, and prosperity. This may involve the use of sacred symbols, incantations, and offerings.
- Dedication: Dedicate the blessed space to the service of the Masonic community, ensuring that it remains a place of positive energy and fellowship.

Limitations on Punishment and Legal Rulings While the Eight hold significant influence, they are forbidden from initiating punishment or legal rulings. This limitation ensures that their role remains focused on support and guidance, rather than enforcement and judgment.

Boundaries of Authority:

- No Punishment: The Eight cannot impose punishments on their own accord. Any disciplinary actions must be recommended to the appropriate authorities at level 40 Wood Mason Punisher or Anti-Christ Level.
- No Legal Rulings: The Eight do not have the power to make legal rulings. Their insights and documentation can influence decisions, but the final judgment rests with the Level 32 Judges.
- Focus on Support: By remaining focused on support and rehabilitation, the Eight can provide a stabilizing influence within the prison, aiding in the smooth functioning of the Masonic order.

Conclusion

Article III of the Codex of the 8 defines the powers and limitations of the Eighth Degree Mason, emphasizing their role in spiritual rehabilitation, documentation, and the blessing of sacred spaces. Their influence is profound, yet carefully balanced to ensure that their actions align with the overarching goals of the Masonic community. By recommending spiritual paths, documenting behavioral patterns, and blessing key spaces, the Eight contribute to the harmony and prosperity of

the prison system. Their authority, bounded by the prohibition on initiating punishment or legal rulings, ensures that they remain a force for positive change and support within the brotherhood.

Chapter XXIII: Article IV - Sacred Sayings of the Eight

The Eighth Degree Mason, or the Eight, are guided by a set of sacred sayings that encapsulate their role, philosophy, and the wisdom they impart to the Masonic community. These sayings are not merely words of advice; they are profound teachings that shape the behavior and mindset of the Eight, ensuring they remain steadfast in their duty to support and uplift their brethren.

Sacred Sayings and Their Meanings

- 1. "If a man is lost, light no fire. Ring a bell."
 - Interpretation: When a brother is spiritually or emotionally lost, the Eight should not impose their presence or solutions (light no fire). Instead, they should create an awareness of their presence and offer guidance subtly (ring a bell). This saying emphasizes the importance of allowing the lost to find their own path with gentle nudges rather than forceful direction.
- 2. "Service without attention is noise. Attention without service is pride."

- Interpretation: True service is noticed and appreciated by those it benefits. If service goes unnoticed, it is like noise—present but meaningless. Conversely, seeking attention without providing genuine service is an act of pride and self-importance. The Eight must balance their actions to ensure they are serving with humility and effectiveness.
- 3. "Let silence teach first. Then speak."
 - Interpretation: Before offering words of wisdom or guidance, the Eight should first create a space of silence and reflection. Silence allows for deeper understanding and openness to teaching. Only after this preparatory silence should the Eight speak, ensuring their words are received with the gravity and respect they deserve.
- "The line between ranks is a door, not a wall."
 - Interpretation: The hierarchy within the Masonic order should be seen as a pathway of opportunity rather than a barrier. The Eight understand that the lines between ranks are permeable and that advancement is possible for those who strive for it.
 They encourage and facilitate this

movement, ensuring that no brother feels trapped by his current station.

- 5. "Do not pull someone up the ladder. Hand them the next rung."
 - Interpretation: Instead of forcing or rushing a brother's progression, the Eight should provide the necessary support and tools for him to ascend on his own. By handing them the next rung, the Eight empower their brethren to take control of their own journey, fostering independence and self-reliance. Up to level Nine.

The Role of the Eight in the Community

The closing benediction of Article IV beautifully summarizes the essence of the Eighth Degree Mason's role within the prison system:

"To the Eighth Degree Mason: You are the steady flame in a hallway of returning souls. Yours is not the role of herald or judge, but of warmth. When all others pass through, you remain—not to hold them, but to show them they still belong."

- Steady Flame: The Eight are a constant and reliable presence, providing comfort and guidance to those who are lost or seeking their path.
- Warmth, Not Judgment: Unlike heralds who announce or judges who condemn, the Eight offer warmth and support, creating an environment of acceptance and belonging.

 Permanence and Belonging: While others may come and go, the Eight remain steadfast, ensuring that every brother knows he has a place within the Masonic community.

The Eight's Unique Position

The final saying of Article IV underscores the unique and independent role of the Eight: "The Eight does not lead. The Eight does not follow. The Eight remains."

- Neither Leader Nor Follower: The Eight do not seek to lead or be led. Their role is distinct and independent, focused on supporting the community rather than directing or being directed.
- Steadfast Presence: By remaining constant and unyielding, the Eight provide a stable foundation for the Masonic order, a rock upon which their brethren can rely.

Conclusion

Article IV of the Codex of the 8 imparts the sacred sayings that define the philosophy and actions of the Eighth Degree Mason. These sayings guide the Eight in their interactions, teachings, and support of their brethren, ensuring that they remain a force of positivity and stability within the prison system. Through their unwavering presence and wise counsel, the Eight create an environment where every Mason can find their path, know their worth,

and feel the warmth of brotherhood. The Eight do not lead or follow; they remain, a beacon of steadfast support and belonging for all who seek it.

Chapter XXIV: Article V The Path of the prostitute

In the complex hierarchy of the prison system, the role of a prostitutes is both humble and crucial. prostitutes are the backbone of the Masonic order, providing essential services and support to their Pimp Handlers and the broader community. Their journey is one of service, loyalty, and potential advancement, making them an integral part of the prison's social fabric.

The Role and Duties of a prostitutes

A prostitutes's primary duty is to serve their Pimp Handler with unwavering loyalty and dedication. This service can take many forms, from performing menial tasks to providing more intimate services. The specific duties of a prostitutes may include:

- Errands and Tasks: Running errands, delivering messages, and performing various tasks assigned by their Pimp Handler.
- Protection and Support: Providing physical protection and emotional support to their Handler, as well as other prostitute within their faction.

- Intimate Services: Offering intimate services to their Handler, which can vary based on the nature of their relationship and the Handler's preferences.
- Information Gathering: Acting as the eyes and ears of their Handler, gathering intelligence on rival factions, prison dynamics, and potential threats.
- Resource Management: Assisting in the management and distribution of resources, ensuring that their faction has the necessary supplies and amenities.

The Hierarchy of prostitute

Within the ranks of prostitutes, there is a hierarchy based on experience, loyalty, and the favor shown by their Pimp Handler. This hierarchy can be broken down as follows:

- Bottom Bitch: The most trusted and valued prostitutes, often handling sensitive tasks and acting as a liaison between the Pimp and other factions. The Bottom Bitch is the right hand of the Pimp, entrusted with significant responsibilities and privileges.
- Senior prostitutes: Experienced prostitute
 who have proven their loyalty and
 effectiveness over time. They may oversee
 junior prostitutes and assist in managing the
 faction's activities.
- Junior prostitutes: Newer prostitutes who are still learning the ropes and proving their

- worth. They perform a variety of tasks and are closely supervised by senior prostitutes and the Pimp Handler.
- 4. Trainee prostitutes: The lowest rank, consisting of those who are new to the role and are undergoing training and initiation. They perform basic tasks and are closely monitored to ensure they understand their duties and the expectations placed upon them.

Advancement and Privileges

Advancement within the ranks of prostitutes is based on loyalty, hard work, and the ability to gain their Handler's favor. As a prostitutes proves themselves, they can expect to receive various privileges and opportunities for growth:

- Increased Responsibilities: More experienced prostitutes are given greater responsibilities, allowing them to demonstrate their capabilities and earn more privileges.
- Access to Resources: Senior prostitutes may gain access to better resources, including food, medical care, and personal items, reflecting their increased status within the faction.
- 3. Protection and Influence: As they rise in the ranks, prostitutes gain more protection from their Handler and other high-ranking

- Masons, as well as increased influence within the prison community.
- 4. Potential for Promotion: The ultimate goal for many prostitutes is to eventually become a Pimp themselves. By proving their worth and gaining their Handler's trust, they may be recommended for promotion to a higher Masonic degree.

The Relationship Between Pimp and prostitutes

The dynamic between a Pimp and their prostitute is one of mutual benefit and dependency. While the prostitute provides essential services and support, the Pimp offers protection, resources, and a path to advancement. This relationship is built on several key principles:

- Loyalty and Trust: The foundation of the Pimp-prostitutes relationship is loyalty and trust. A prostitutes must be loyal to their Handler, and the Handler must trust their prostitute to carry out their duties effectively.
- Mutual Respect: Both parties must respect each other's roles and contributions. A Pimp who disrespects their prostitute risks losing their loyalty and support, while a prostitute who disrespects their Handler may face consequences.
- Clear Expectations: Both the Pimp and prostitute must have a clear understanding of their roles, responsibilities, and the

- expectations placed upon them. This clarity helps to avoid misunderstandings and ensures that the relationship functions smoothly.
- Support and Guidance: A good Pimp provides support and guidance to their prostitute, helping them to navigate the complexities of prison life and advance within the Masonic order. In return, the prostitutes offers their unwavering support and dedication.

The Challenges and Risks

Being a prostitutes is not without its challenges and risks. prostitute may face various difficulties, including:

- Competition: There is often competition among prostitutes to gain their Handler's favor and advance in the ranks. This can lead to rivalry and tension within the faction.
- Exploitation: In some cases, prostitutes may feel exploited or taken advantage of by their Handler. It is essential for prostitutes to communicate openly with their Handler and ensure that their contributions are valued and appreciated.
- 3. Physical and Emotional Demands: The duties of a prostitutes can be physically and emotionally demanding, requiring them to be strong, resilient, and adaptable.

 Risks from Rival Factions: prostitutes may face threats and challenges from rival factions, Pirates CIA, MS13, Mossad and others. requiring them to be vigilant and prepared to defend themselves and their Handler.

Conclusion

The path of a prostitute is one of service, loyalty, and potential advancement within the complex hierarchy of the prison system. By understanding their role, the hierarchy within their ranks, and the dynamics of their relationship with their Pimp Handler, prostitutes can navigate the challenges and risks of their position and work towards achieving their goals. Through hard work, dedication, and the gain of their Handler's favor, a prostitutes can rise through the ranks and ultimately become a Pimp, wielding power and influence within the Masonic order. Their journey is a testament to the interconnectedness of the prison's social fabric, where every role, no matter how humble, plays a crucial part in maintaining the balance and harmony of the community.

Chapter XXV: Article IV The Rituals of Initiation

In the prison system governed by the Masonic order, initiation rituals mark the passage from one degree to the next, symbolizing growth, knowledge, and increased responsibility. These rituals are sacred and deeply meaningful, designed to test the commitment, courage, and worthiness of the initiates. For those seeking to advance from the ranks of a prostitutes to a Pimp, or from one degree of Masonry to another, these rituals are pivotal moments in their journey.

The Purpose of Initiation Rituals

Initiation rituals serve multiple purposes within the Masonic order:

- Testing Commitment: Rituals challenge the initiate's dedication and resolve, ensuring that they are truly committed to their path and the values of the brotherhood.
- Imparting Knowledge: Through ritual, secret knowledge and wisdom are passed down from one generation of Masons to the next, preserving the traditions and teachings of the order.
- Forging Bonds: Initiation rituals create a strong sense of camaraderie and shared

- experience among the brethren, forging unbreakable bonds between them.
- Symbolizing Growth: Each ritual marks a significant step in the initiate's spiritual and personal development, symbolizing their evolution from one degree to the next.
- Granting Privileges: Successful completion of an initiation ritual confers new privileges and responsibilities upon the initiate, reflecting their increased status within the order.

Common Elements of Initiation Rituals

While each degree of Masonry has its unique rituals and symbols, there are common elements that can be found across many initiation ceremonies:

- Purification: The initiate is often symbolically purified, representing the shedding of their old self and the preparation for a new beginning. This can involve physical cleansing, fasting, or meditation.
- Blindfolding: The initiate may be blindfolded to symbolize their journey from darkness to light, or from ignorance to knowledge. This also represents their trust in their guides and the order.
- 3. Symbolic Death and Rebirth: Many rituals involve a symbolic death and rebirth, signifying the initiate's transition from one state of being to another. This can be

- represented through various means, such as lying in a symbolic coffin or passing through a representation of the veil between worlds.
- 4. Oaths and Promises: Initiates take solemn oaths and make promises to uphold the secrets and values of the order, as well as to support their fellow brethren.
- Instruction and Revelation: During the ritual, the initiate receives instruction and revelations about the secrets and teachings of their new degree, often conveyed through symbolic language and allegory.
- Symbolic Tools and Objects: Rituals often involve the use of symbolic tools and objects, such as swords, ropes, or sacred texts, each carrying specific meanings and purposes.
- Fellowship Meal: Following the ritual, a fellowship meal is often shared, symbolizing the initiate's acceptance into the brotherhood and their newfound bonds with their fellow Masons.

Degree-Specific Initiation Rituals

Each degree of Masonry has its own unique initiation ritual, tailored to the lessons and challenges associated with that particular level. Here are a few examples:

1. Entered Apprentice (1st Degree):

- Symbolism: The initiate is symbolically brought from a state of darkness to light, representing their journey from ignorance to knowledge.
- Tools: The primary tools of this degree are the 24-inch gauge (representing time and temperance) and the common gavel (symbolizing the power of the mind).
- Oath: The initiate takes an oath to keep the secrets of the order and to support their fellow brethren.

2. Fellow Craft (2nd Degree):

- Symbolism: This degree focuses on the initiate's spiritual and intellectual growth, symbolized through the journey of a Fellow Craft Mason seeking further light and knowledge.
- Tools: The working tools of this degree are the square and compasses, representing morality and virtue.
- Oath: The initiate takes a more profound oath, committing themselves to the service of the order and the pursuit of wisdom.

3. Master Mason (3rd Degree):

 Symbolism: The Master Mason degree symbolizes the initiate's mastery over their passions and their achievement of spiritual enlightenment. It often involves a dramatic reenactment of the death and resurrection of Hiram Abiff, the legendary architect of King Solomon's Temple.

- Tools: The tools of this degree include the set square, level, and plumb, representing equality, harmony, and uprightness.
- Oath: The initiate takes a solemn oath to uphold the secrets and teachings of the order, as well as to support and defend their fellow Masons.
- 4. High Degrees (e.g., York Rite, Scottish Rite):
 - Symbolism: These degrees build upon the lessons of the first three, delving deeper into spiritual, moral, and philosophical teachings. They often involve complex rituals and dramatic presentations.
 - Tools and Oaths: Vary widely depending on the specific degree and rite, but generally, they involve more profound symbols, oaths, and commitments.

The Importance of Secrecy

Secrecy is a cornerstone of Masonic initiation rituals. The secrets shared during these

ceremonies are not merely passwords or signs but deep spiritual and philosophical teachings that have been passed down through generations. Breaching these secrets is considered a grave offense, as it undermines the trust and unity of the brotherhood. Consequences of Breaching Secrecy:

- Loss of Trust: Breaching secrecy can lead to a loss of trust among the brethren, weakening the bonds that hold the order together.
- Excommunication: In severe cases, a
 Mason who reveals the secrets of their
 degree may face excommunication, being
 cast out from the brotherhood and losing all
 the privileges and protections that come
 with their degree.
- Spiritual Consequences: Many Masons believe that breaching these secrets carries spiritual consequences, as it betrays the sacred trust placed in the initiate during their ritual.

Preparation for Initiation

Before undergoing an initiation ritual, the candidate must prepare themselves physically, mentally, and spiritually. This preparation ensures that they are ready to receive the teachings and challenges that lie ahead.

Steps of Preparation:

1. Self-Reflection: The candidate engages in deep self-reflection, examining their

- motivations, strengths, and weaknesses. They must be honest with themselves about their readiness to take on the responsibilities of the next degree. (Level 9)
- Physical Preparation: This may involve fasting, meditation, or other practices designed to purify the body and focus the mind.
- Mental Preparation: The candidate studies the symbols, history, and teachings associated with their upcoming degree, ensuring that they have a solid foundation of knowledge to build upon.
- Spiritual Preparation: Through prayer, meditation, or other spiritual practices, the candidate seeks to align themselves with the higher powers and gain the strength and wisdom needed to face the initiation ritual.

Conclusion

Initiation rituals are the backbone of the Masonic order, marking the passage from one degree to the next and symbolizing the spiritual and personal growth of the initiate. Through these sacred ceremonies, secret knowledge is imparted, bonds are forged, and commitments are made. Each ritual is a testament to the initiate's dedication, courage, and worthiness, as well as their readiness to take on the responsibilities and privileges of their new degree. By understanding and honoring the importance of these rituals, the Masonic

brotherhood ensures the continuation of its traditions, the preservation of its secrets, and the spiritual enlightenment of its members.

Chapter XXVI: Article VII The Politics of Prison

The prison system, governed by the Masonic order, is a complex web of power dynamics, alliances, and rivalries. Understanding the politics of this environment is crucial for any Mason seeking to navigate its treacherous waters and ascend the ranks. The politics of the prison are not merely about survival; they are about influence, respect, and the delicate balance of power among various factions

The Power Structure

At the top of the power structure are the high-ranking Masons, who hold the most influence and control over the prison's resources and activities. Their power is maintained through a combination of force, diplomacy, and the respect they command from their subordinates.

- Gran Woods / Game Design team. (33rd Degree Masons): These are the ultimate power brokers, with influence that extends beyond the prison walls. They make the final decisions on major issues and maintain a network of allies and informants to protect their interests.
- 2. Bloods and Crips (7th and 8th Degree Masons): These factions are powerful in their own right, controlling significant

- territories and resources within the prison. They often act as enforcers for the higher degrees but also have their own agendas and ambitions.
- Mossad (11th Degree Masons): Known for their intelligence and espionage, the Mossad act as the eyes and ears of the higher degrees, gathering information and ensuring that no threats go unnoticed. Their political influence comes from their ability to manipulate information and expose the weaknesses of rival factions.
- 4. CIA (Level 0 Masons): As the lowest rank, they are often used as pawns in the larger game of prison politics. However, their loyalty and willingness to carry out orders can earn them favor and potential advancement. Most CIA are not willing to take out a Non-Mason Prison Guard to leave prison.

Alliances and Rivalries

Alliances and rivalries are the lifeblood of prison politics. Factions form alliances to strengthen their position, gain access to resources, or defend against common enemies. Rivalries, on the other hand, can lead to violent conflicts and power struggles.

1. Forming Alliances: Alliances are often sealed with blood oaths and are as binding as marriage. They involve mutual defense,

- resource sharing, and political support. For example, the Bloods and Crips might form an alliance to challenge the authority of a rival faction, or the Mossad might align with the Gran Woods to gain intelligence on potential threats.
- 2. Managing Rivalries: Rivalries are inevitable in such a competitive environment. They can range from minor disputes over territory to full-scale wars. Managing these rivalries involves a delicate balance of diplomacy, deterrence, and, when necessary, force. For instance, the Crips and Bloods might engage in periodic skirmishes to assert their dominance, while the Mossad might use espionage to undermine a rival faction without resorting to open conflict.

The Role of Intelligence

Intelligence gathering is a critical aspect of prison politics. The Mossad, in particular, excel at this, using their network of informants and surveillance techniques to stay one step ahead of their enemies.

- Gathering Information: This involves eavesdropping, intercepting communications, and bribing informants. The Mossad are masters at ferreting out secrets and using them to their advantage.
- Analyzing Intelligence: Raw information is only useful when it is analyzed and turned into actionable intelligence. The Mossad

- use their analytical skills to identify patterns, predict movements, and expose vulnerabilities in rival factions.
- Acting on Intelligence: Once they have the information, the Mossad can act in various ways, from sabotaging a rival's plans to feeding misinformation to confuse and disorient their enemies.

Diplomatic Strategies

Diplomacy is as important as force in the politics of the prison. High-ranking Masons often use diplomatic strategies to resolve conflicts, form alliances, and maintain their influence.

- Negotiation: Skilled negotiators can resolve conflicts and create mutually beneficial agreements. This involves understanding the needs and motivations of the other party and finding common ground.
- Meditation: In some cases, a neutral third party can mediate disputes, helping to facilitate a peaceful resolution. This is often used when direct negotiation between rival factions has broken down.
- Alliance Building: Forming strategic alliances can strengthen a faction's position and provide mutual benefits. This involves identifying potential allies, understanding their interests, and negotiating the terms of the alliance

The Use of Force

While diplomacy is important, the ultimate backing of power in the prison is force. High-ranking Masons maintain their position through a combination of respect and the threat of violence.

- Enforcers: Factions like the Bloods and Crips act as enforcers, using their combat skills and numbers to protect their territory and interests. They are often the first line of defense in any conflict.
- Retaliation: When diplomacy fails, retaliation is a common response. This can range from targeted attacks on rival members to all-out wars. The goal is to send a clear message and deter future aggression.
- Deterrence: The threat of force is often enough to maintain order. By demonstrating their capability and willingness to use violence, high-ranking Masons can deter challenges to their authority.

Examples of Political Manuevers

 The Fall of a Rival Faction: A classic example of political maneuvering is the deliberate undermining and eventual fall of a rival faction. This might involve the Mossad feeding false information to the rival leader, causing them to make poor decisions and lose the support of their own members.

- The Rise of a New Leader: When a high-ranking Mason dies or is incapacitated, there is often a power struggle to fill the vacancy. This can involve backroom deals, alliances, and even assassinations as potential successors vie for control.
- Territorial Disputes: Disputes over territory are common and can lead to prolonged conflicts. These disputes often involve not just physical territory but also control over resources and populations within that territory.

Conclusion

The politics of the prison are a complex and often brutal game of power, influence, and survival. Understanding the power structure, forming strategic alliances, managing rivalries, and using intelligence and diplomacy are all essential skills for any Mason seeking to navigate this treacherous environment. Whether through force or cunning, the ultimate goal is to maintain and increase one's influence, ensuring that their faction remains dominant in the ever-shifting landscape of prison politics. By mastering these political strategies, a Mason can rise through the ranks, gain respect, and ultimately achieve their goals within the Masonic order.



The Book of the 13 Levels of Masonry.

The book of the 13.

Written by Chris DeHut

In the shadowy corridors of a ancient lodge, Brother Thomas, a Master Mason of the 3rd Degree, paced thoughtfully. His journey through the degrees of Freemasonry had been one of profound discovery, and tonight, he was

to witness a rare and solemn event: the elevation of Brother Samuel, a Fellowcraft of the 2nd Degree, to the Substantial Degree of the Royal Arch.

As the Entered Apprentice Brother David of the 1st Degree, lit the candles, casting eerie shadows on the worn stone walls, Thomas reflected on his own passage through these halls. He remembered the Entered Apprentice Degree, where he had learned the basic tenets of Freemasonry, the lessons of morality and virtue, and the importance of secrecy. Then, as a Fellowcraft, he delved deeper into the symbolic meanings and ethical teachings, preparing him for the enlightenment of the Master Mason Degree. The lodge room hummed with anticipation as the Royal Arch Masons of the 4th Degree, Most Excellent Brothers, began the ceremony. Thomas watched as Samuel was guided through the complex rituals, each movement laden with meaning. The Royal Arch taught the importance of seeking truth and light, of uncovering the hidden knowledge that lay beneath the surface. Samuel's initiation was a testament to his dedication and readiness to bear the burdens of this degree. As the ceremony concluded, Thomas felt a deep sense of pride and continuity. He knew that Samuel's journey was far from over. Beyond the Royal Arch, there lay the Cryptic

Degrees, the Council of Royal and Select Masters, where the mysteries of the Royal Master, Select Master, and Super Excellent Master would be revealed. These degrees, the 6th, 7th, and 8th, delved into the deeper symbolic meanings of Freemasonry, teaching lessons of sacrifice, redemption, and the pursuit of spiritual enlightenment. Thomas' mind wandered to the York Rite, where Brother Samuel would one day don the mantle of a Knight Templar, a 30th Degree Knight of the Red Cross, and ultimately, a 31st Degree Knight of the Royal Axe. These degrees taught the virtues of chivalry. bravery, and the defense of truth and justice. The York Rite was a path of noble ideals and selfless service, a beacon of light in a world often shrouded in darkness. But Thomas also knew of the Scottish Rite, a parallel path of enlightenment that offered its own unique insights. The Scottish Rite degrees, from the 4th to the 32nd, each held their own profound lessons. Brother Samuel might one day walk this path, learning the mysteries of the Secret Master, the Perfect Elu, and the Subline Prince of the Royal Secret. Each degree a step closer to the ultimate enlightenment of the 33rd Degree, the Supreme Council, where the Sovereign Grand Commander

guided the Order with wisdom and foresight.
As the lodge began to disperse, Thomas placed a hand on Samuel's shoulder. "Remember, Brother, the path is long and the lessons many. But with each step, you draw closer to the light." Samuel nodded, his eyes shining with determination. "I will not falter, Brother Thomas. I seek the truth, and I will find it."

Thomas smiled, knowing that Samuel's journey was just beginning. The

degrees of Freemasonry were a ladder, each rung a step closer to enlightenment.

And as Brother Samuel took his first steps on this path, Thomas knew

that the Order would guide him, as it had guided so many before him.

In the quiet of the lodge, the candles flickered, casting their light on

the ancient stones. The secrets of the degrees were safe, guarded by the

dedication and honor of those who had sworn to uphold them. And as the night deepened, the lodge settled into a peaceful slumber, waiting for the next

Brother to take his place in the timeless dance of light and shadow.

Chapter XXVII: The Jewish/Mossad Agent

In the shadows of the bustling city, Sam Hane, a level 10 Commissioner, moved with the precision of a seasoned operative. His mission was clear: support and recon for a jailed Mason who was facing internal issues that threatened the stability of their operations in a volatile third-world country. The Mason in question, a high-value asset, was being targeted by rival factions, and his freedom was crucial to maintaining their influence in the region. Sam's first stop was a discreet meeting with a Jewish/Mossad agent, a woman of striking beauty and even more striking intelligence. Her name was Rachel, and she was a level 11 Mason, a rank that commanded respect and fear in equal measure. Rachel's role in the Mossad was to gather intelligence and eliminate threats with surgical precision. Her involvement in this operation was a testament to the seriousness of the situation. "Sam, I've been expecting you," Rachel said, her voice as smooth as velvet but with an underlying edge of steel. "The target is secure for now, but we need to act quickly. The pirates are closing in, and they have inside information."

Sam nodded, his expression grave. "I have the support team in place. We just need your intel to make the next move."

Rachel handed him a file, her eyes never leaving his. "Everything you need is in there. But remember, time is of the essence. The longer we wait, the higher the risk."

With the intelligence secured, Sam's next stop was the woods, a secluded area on the outskirts of the city where their operatives could train and plan without prying eyes. Here, he met with Sakura, a prostitute who was also a high-ranking Mason. Sakura's beauty was legendary, and she used her charms to gather information and influence key figures.

"Sakura, I need you to keep an eye on our target's associates," Sam instructed. "Make sure they stay loyal and don't get spooked by the pirates' movements."

Sakura smiled, a seductive curve of her lips that promised pleasure and danger in equal measure. "Consider it done, Sam. I'll make sure they stay in line."

Leaving Sakura to her duties, Sam made his way to the heart of the city, where he met with Jasmin, another prostitute who was a valuable asset to their operations. Jasmin was known for her discretion and her ability to extract information from even the most reluctant sources.

"Jasmin, I need you to focus on the pirates," Sam said. "Find out who their key players are and what

their next move is going to be. We need to stay one step ahead."

Jasmin nodded, her eyes gleaming with determination. "I'll get the information you need, Sam. Just give me some time."

With his operatives in place, Sam turned his attention to the jailed Mason. The prisoner, a level 10 Commissioner like himself, was being held in a maximum-security facility. Sam arranged a conjugal visit, using his Masonic privileges (Level 8) to gain access. The visit was a delicate operation, as the prison was rife with pirate influences, and any slip-up could compromise their entire plan. Inside the visitation room, Sam found the jailed Mason, a man named Eli, pacing nervously. "Sam, thank God you're here," Eli said, his voice a mix of relief and desperation. "Things are getting ugly in here. The pirates have people on the inside, and they're making moves."

Sam nodded, understanding the gravity of the situation. "I have the support you need, Eli. But we have to act fast. Rachel has provided intel, and we have operatives in place to handle any threats." Eli took a deep breath, trying to compose himself. "Alright, what's the plan?"

Sam outlined the strategy, detailing how Sakura and Jasmin would handle external threats while Rachel provided ongoing intelligence. "And you, Eli, need to hold firm. Your position is crucial, and we can't afford to lose you."

Eli nodded, a renewed sense of determination in his eyes. "I won't let you down, Sam. I'll do whatever it takes to see this through."

As Sam left the prison, he knew that the real challenge was just beginning. The rivals were relentless, and their influence extended far and wide. But with Rachel's intelligence, Sakura's charms, and Jasmin's discretion, he was confident that they could navigate the treacherous waters ahead.

Back in the safety of their base, Sam reviewed the dossier Rachel had provided. It detailed the various levels of Masonic privilege, a hierarchy that ensured loyalty and obedience within their ranks. Masonic Privilege Levels:

- Initiate: Basic access to Masonic resources and knowledge. Privileges include access to local lodges and introductory rituals.
- Animal: Enhanced survival skills and basic combat training. Privileges include access to advanced training facilities and weapons. Rape of some kind createst the Intowerment from level 1 to 2.
- Neighbor: Diplomatic and community-building skills. Privileges include representation in local governance and access to diplomatic channels. They share houses in the committee owned by the masonic order. A housing union if you will. They set up safe houses for Masons to use as guests.

- Marriage: Advanced negotiation and conflict resolution. Privileges include mediation services and access to high-level negotiations. The Super lieutenant is a marriage counselor for the couple and is at most of the weddings.
- Woods: Expert survival and stealth skills.
 Privileges include access to remote training
 facilities and covert operations. For divorced
 parents whose marriages failed and are at a
 higher Husband and Wife level.
- 6. Caretaker: Advanced medical training and first aid. Privileges include access to medical resources and emergency response teams. For divorced parents raising children Masons don't have to raise their own kids as the Caretakers and Daycare workers do everything while the parent is in the field.
- Market/Thief: Mastery of deception and manipulation. Privileges include access to intelligence networks and covert funding. Markets offer discounts to Masons and they Thug life making raising someone's child unpossible.
- Bloods/Crips: Gang tactics and prison influence. Privileges include protection within prison systems and access to criminal networks. Pimps and Prostitution to smuggling Drugs into the prisons for Masons privileges for inmates.

- Prison Snitches: Information gathering and betrayal. Privileges include immunity from prosecution for minor offenses and access to protected witness programs.
- Commissioner: High-level strategic planning and resource allocation. Privileges include command over multiple operatives and access to classified information.
- 11. Jewish/Mossad: Intelligence gathering and covert operations. Privileges include unrestricted access to intelligence networks and the authority to eliminate threats. Highest level an Jewish girl can reach.

With this knowledge, Sam was better equipped to handle the challenges ahead. The operation was complex, but with the right team and the right intel, he was confident that they could secure their asset and maintain their influence in the region.

As he prepared for the next phase, Sam couldn't help but feel a sense of pride. The Masonic order was a well-oiled machine, and he was a crucial cog in its operation. With Rachel by his side and a team of loyal operatives, he was ready to face whatever came their way.

However, he knew that to truly excel in his role and support Eli effectively, he needed to delve deeper into the teachings and privileges of a Level 11 Jew/Mossad agent.

Conjugal Visit with Eli

Sam arranged for another conjugal visit with Eli. this time with a more specific agenda. He needed to understand the intricate details of Eli's situation and provide the necessary support to ensure their operations remained secure. The visit took place in a private, soundproof room within the prison, ensuring complete privacy and security. As Sam entered the room, he found Eli pacing nervously, his mind clearly racing with the weight of his circumstances. Sam approached him calmly, placing a reassuring hand on his shoulder. "Eli, we have a lot to discuss. Let's start with your current situation and the threats you're facing." Eli took a deep breath and began to outline the details of his imprisonment and the pirate factions' movements. "Sam, the rivals have infiltrated the prison. They have key personnel on their payroll, and they're using them to gather intelligence and apply pressure. I've had to play a delicate game to keep our operations secure, but it's getting tougher by the day."

Sam listened intently, taking mental notes and formulating a plan. "We need to neutralize these threats and ensure your safety. Rachel has provided valuable intelligence, and we have operatives in place to handle external pressures. But we also need to focus on your internal strength and resilience."

Eli nodded, understanding the gravity of the situation. "What do you suggest?"

Sam smiled, a glint of determination in his eyes. "I suggest we use this time to not only strategize but also to reinforce your spiritual and mental fortitude. As a Level 10 Commissioner, you have the strategic mindset, but to truly excel, you need to tap into the deeper teachings of our order. Of Drug Dealing and Prostitution"

Training into a Level 11 Jew/Mossad Agent

Sam began to explain the nuances of advancing to a Level 11 Jew/Mossad agent, drawing on the ancient teachings and modern applications of their order.

Spiritual and Moral Guidance:

"At this level, we delve deeper into the spiritual and moral teachings of our faith. The Torah provides us with a framework for righteous living and decision-making. As a Jew/Mossad agent, you must embody these principles in your actions and decisions. This includes studying the scriptures, participating in rituals, and maintaining a pure heart and mind."

Intelligence Gathering:

"Intelligence gathering is a cornerstone of our operations. You must become a master of disguise, deception, and information extraction. This involves learning advanced surveillance techniques, interpreting body language, and using technology to your advantage. Remember, knowledge is

power, and the more we know, the better we can protect ourselves and our order."

Covert Operations:

"Covert operations require precision, stealth, and a deep understanding of human psychology. You must be able to infiltrate enemy territories, gather intelligence, and eliminate threats without leaving a trace. This includes learning advanced combat skills, weapons handling, and tactical planning." Leadership and Strategy:

"As a Level 11 agent, you will be expected to lead complex operations and make strategic decisions that affect the entire order. This requires a deep understanding of leadership principles, resource allocation, and risk management. You must be able to inspire your team, anticipate enemy movements, and adapt to changing circumstances."

Rituals and Symbolism:

"Our order is rich in rituals and symbolism, each with a deep and meaningful purpose. As you advance, you will participate in sacred rituals that reinforce your connection to the divine and your commitment to the order. These rituals include prayer, meditation, and ancient ceremonies that have been passed down through generations."

Practical Application

Sam provided Eli with specific tasks and exercises to reinforce these teachings:

 Scripture Study: Eli was instructed to dedicate time each day to studying the

- Torah and reflecting on its teachings. Sam provided him with a set of commentaries and interpretive texts to guide his studies.
- Meditation and Prayer: Sam taught Eli advanced meditation techniques to calm his mind and connect with his spiritual self. Regular prayer sessions were also mandated to reinforce his faith and seek divine guidance.
- Surveillance Exercises: Eli was given assignments to practice surveillance and intelligence gathering within the prison. This included identifying key personnel, mapping out their movements, and reporting back to Sam.
- Combat Training: Sam arranged for Eli to receive advanced combat training from trusted operatives. This included weapons handling, hand-to-hand combat, and tactical maneuvers.
- Strategic Planning: Eli was tasked with developing detailed strategic plans for various scenarios, including potential threats and countermeasures. Sam reviewed these plans and provided feedback to ensure they were robust and effective.

As the conjugal visit drew to a close, Sam could see a renewed sense of purpose and determination in Eli's eyes. The intimate moments shared with the prostitutes, Sakura and Jasmin, had not only

provided physical release but also served as a reminder of the pleasures that awaited him upon his eventual release. "Remember, Eli," Sam said, his voice firm yet gentle, "your advancement to a Level 11 Jew/Mossad agent is not just about acquiring new skills; it's about embodying the principles and teachings of our order. Stay strong, stay faithful, and trust in the wisdom of our ancestors."

Eli nodded, a steely resolve in his gaze. "I understand, Sam. I won't let you down." With this foundation, Sam was confident that Eli would be better equipped to handle the challenges ahead. The training, support, and intimate encounters provided during these visits were crucial in reinforcing Eli's role within the order and ensuring the success of their operations. The sexual acts served as a reminder of the rewards that came with loyalty and dedication to the Masonic cause.

Sam left the prison with a sense of accomplishment, knowing that he had not only supported a fellow Mason but also taken a significant step forward in his own journey as a Level 11 Jew/Mossad agent. The path ahead was challenging, but with faith, determination, and the teachings of their order, he was ready to face whatever came his way. The memories of the intimate encounters would serve as a motivator, driving him to protect and uphold the values of the Masonic order.

The iron gate let out a long groan as it creaked open behind them. Sam Hane walked with measured steps, his boots pressing into the gravel with a slow and steady rhythm. Beside him, **Eli**, now free from the walls that held him in stasis, carried the weight of time with each breath.

It had been a month of stillness. Not the peaceful kind, but the maddening sort—the kind bred by **bureaucracy and silence**, where answers were spoken only in red tape and "pending review." Eli had not been sentenced nor released. He was not accused, nor truly defended. He had been **softlocked**, a term used in the inner Mason lodges to describe a man caught between levels, held in a place where movement—forward or back—was restricted by design.

The lawyer assigned to Eli's case had given few answers. Sam had sat through the meetings, noting how each phrase was hollowed by careful pauses. The case, the appeals, the paperwork—all were smoke delaying fire.

It wasn't until a **Level 23 Mason** replaced the state-appointed counsel that momentum returned. The new attorney didn't speak in delays—he delivered resolutions. The paperwork was filed, the

blockages removed, and within a matter of hours, Eli was escorted out.

Not with fanfare.

Not with fury.

Just with freedom.

"You were never the problem," Sam said.

They paused outside the main gate. Sam turned to Eli, watching the tension in his shoulders begin to dissolve. "You were placed in waiting because someone else was afraid of your progress. That's how softlocks work. Not as punishment—but as stalling."

Eli didn't respond at first. He looked out at the distant hills beyond the fence, where the grass rolled like low ocean waves.

"Why?" he finally asked.

"Because stillness can break a man faster than chains," Sam answered.

The Path to Level 12

The two rejoined the others—the Level 23 attorney who had brokered Eli's release, and two fellow lodge members who had supported the process. The four of them, though different in background, shared the same ambition: advancement into the **Level 12 Circle**, known throughout the Order as **The Cleaners**.

They were not warriors or prophets.

They were the quiet safeguards of the Order.

The ones who made peace between levels and ensured order between truth and trial.

The test was unannounced and unpredictable. They were told to report to a neutral field lodge, where they were observed for one day—not by instructors, but by circumstances.

A torn page. A broken lock. A missing schedule.

Nothing obvious. But everything meaningful.

In the end, **they all failed**—not from error, but from assumption.

"We tried to fix things too quickly," Sam admitted

"We assumed the test was to act. But maybe it was to observe."

Reflection, Not Defeat

Failure did not mean disgrace in the Masonic Order—it meant insight.

That night, Eli stood at the firepit of the training lodge, not as a prisoner, but as a man reclaiming purpose.

"I think I understand now," he said. "My time in that place wasn't wasted. I was being taught to see—not just what's broken, but what needs to be left alone."

Sam smiled.

The journey was still long. Level 12 would wait for them.

But they were no longer waiting to be freed—they were free to become something more.

There were levels one spoke of openly — like the Commissioner's post, or the fields of Animal Husbandry where youth initiates were guided under watchful lieutenants. And then there were **levels whispered**, barely charted in scroll or code, and hardly ever explained even among trusted brethren.

Level 13 was one of these.

Not quite a promotion, not quite a rank — it was a placement. A calling. A rotation of soul more than of

role. It existed on a different axis than the ladder of command. While others climbed, the 13s watched.

They were not spies. They were not enforcers.

They were **observers of spiritual structure** — watching for moments where truth bent under pressure, where ranks were confused, or where rising members tried to leap before they learned.

Sam's Assignment

After returning from the failed Level 12 trial with Eli, Sam Hane was summoned not to be corrected, but to be **entrusted**. A parchment bearing the Seal of the Inner Lodge arrived without words, only the number: **13**, written in silver ink.

His next task was to dwell in shadow — not to test others, but to witness them. He was told to attend **youth rituals** not as a guide, but as a scribe. He was to stand in corner halls during conflict hearings, taking no side. And once per moon, he would submit a report not to a person, but to the Archive — a place where only Silent Stewards could write.

"You are not here to expose," said the Elder Steward who briefed him.
"You are here to understand what the others cannot yet see."

The Confusion Between Ranks

One of the Silent Stewards' most sacred duties was to resolve **rank entanglement** — moments when initiates, confused by the similarities of certain levels, began acting beyond or beneath their placement.

The most common confusion came between **Level 13** and **Level 14**:

- Level 14 Super Lieutenants were active mentors. They trained youth, enforced schedules, and managed education.
- Level 13 Babysitters observed how those trainings were received, misapplied, or misinterpreted.

A Steward would never correct a student. But they would gently inform a Lieutenant if something unseen was affecting growth.

Sam's first observation occurred when a Level 4 initiate kept volunteering to lead chants meant for Level 6s. It wasn't malicious—it was hopeful ignorance.

Sam made no accusation. He simply noted it, passed the report to the Archive, and two days

later, a new class format was issued lodge-wide. **Balance was restored.**

The Layered Silence

Being a Level 13 did not come with praise. In fact, most members were never told who the Stewards were. That was the point. Their power was not in instruction, but in **presence**.

They were the brakes on a system that moved too fast.

The spiritual custodians of tempo.

And Sam, once a wanderer through fire and bureaucracy, found peace in their rhythm.

Sam Hane stood at the threshold of Level 12, unsure of what exactly lay beyond. It had been weeks since his appointment as a Level 10 Commissioner, and his assignment to oversee the wellbeing of imprisoned Masons had exposed him to many conflicting layers of loyalty, secrecy, and hidden agendas. Now, the test ahead was not one of strength or cunning — but one of humility.

The "Cleaners," as they were quietly known in the Order, were a hidden tier of Masonry. Their purpose was unglamorous but vital: to purify the physical and moral spaces of the Lodge and its extended operations. Where others sought glory, the Cleaners practiced service. They worked without recognition, without applause, and without complaint.

Sam's mission was unclear. The instructions he had received were vague: "Enter the Waste Unit. Remove what isn't yours. See what remains."

He was joined by another candidate — a sharp-minded young woman known only as a Jasmin. A promising agent affiliated with an international Masonry sisterhood, she had shown great resolve in diplomacy and mediation during her Level 11 trial. But this test, Level 12, would be different

Together, they entered a plain utility room within the compound — fluorescent lights buzzed above, metal carts were stacked with paper, and bins overflowed with unmarked envelopes and discarded gear. No guards. No guide.

For a moment, they both stood still.

Then Jasmin began to overthink it. She examined every object, looking for secret codes or triggers. She whispered a chant from a prior level, trying to interpret the meaning of the test through symbolic logic.

Sam, on the other hand, picked up a trash bag, tied it shut, and tossed it into the disposal unit. Then he swept the floor. Then he sorted through the envelopes and returned them to a central bin.

In his simplicity, he did what was asked: he cleaned.

When the lights dimmed and the test was over, the two were escorted out. Jasmin received a mark of honorable deferral — her trial incomplete but not failed. Sam, surprisingly, was promoted. Not for his brilliance, but for his willingness to serve.

That night, one of the handlers spoke quietly to Sam:

"Many chase power thinking it's a crown. You found it in the mop. Level

12 is the heart of the Order, hidden beneath all the others. The humble see it. The proud don't."

And so Sam advanced, not as a conqueror, but as a Cleaner — a quiet protector of the Lodge's integrity.

Chapter XXVIII – The Threshold Between Market and Care

Many Masons find themselves caught at a crossroads—not because of failure, but because of form. Level 6 Caretakers, entrusted with the most vulnerable among us, represent a sacred tier of nurturing. But most will not rise far beyond it. For many, Level 6 becomes the height of service, the end of personal advancement.

And above them? The Market. Level 7 agents who command value, commerce, and negotiation. Their influence extends into all places of exchange—material, social, and even spiritual. Most Masons serving in correctional structures live within this gap—forever serving a Market that operates above their reach, while holding tight to the ethics of Care.

To break free from this cycle is to enter Level 20: The Jailor's Path.

A Level 20 Mason is not merely a guard—they are a servant of balance, often positioned in paradox: both an inmate and a protector. Through a unique Masonic ritual known as Work Release within the Order, Level 20s serve out their time not in chains, but in duties—acting as correctional officers within the very walls where they once erred.

Unlike traditional inmate release programs, the Jailor's Path is reserved for initiates who pass the

inner trial of humility and are judged worthy of trusted presence among the Order's most disciplined. They receive assignments through rare grants coordinated by 23rd Degree Masonic Attorneys—though these legal officers frequently fall short of their task, bound by flawed systems and external pressure.

Still, when it works, it works with power.

"You were sentenced by the outer court, but assigned by the inner lodge."

For women, Level 20 is the highest Caretaker authority accessible within the Masonic path of service—positioned just below Level 27 Monitors who receive full surveillance powers and divine protection.

But a Jailor must operate without such cover. They do not wear robes. They do not sit in chambers. Their strength is silent. Their work is constant. To be a Jailor is to walk a line between repentance and restoration, knowing that truth must be shaped in labor, not in proclamation.

And for those who endure? A new beginning awaits.

Within the Order, it is taught that the Jailor who completes the Path may enter missionary service—not as a prisoner, but as a witness. Through labor, structure, and unshakable trust, the Level 20 Mason may return to the beginning, elevated now as a teacher of light. "Your new authority begins at Level 1—not as a

"Your new authority begins at Level 1—not as a guard, but as a guide."

Thus begins the Book of the 20th Degree—not in punishment, but in purpose. Not in shame, but in shape.

The journey to becoming a Jailor is not one of mere incarceration, but of profound transformation. Those who enter the 20th Degree do so with a deep understanding that their role is not one of punishment, but of redemption. They are tasked with maintaining the delicate balance between authority and compassion, a role that requires an unwavering commitment to the principles of the Order.

The Dual Nature of the Jailor

The Jailor's Path is a paradoxical existence. On one hand, the Jailor is an inmate, bound by the rules and regulations of the correctional system. On the other, they are a protector, entrusted with the safety and well-being of those under their watch. This duality is not a weakness, but a strength—it allows the Jailor to empathize with the inmates while also maintaining the discipline necessary for a functioning correctional facility.

This balance is achieved through rigorous training and initiation rituals that test the candidate's humility, patience, and dedication. Only those who pass these trials are deemed worthy to walk the Jailor's Path, a testament to their character and resolve.

The Ritual of Work Release

The Ritual of Work Release is a cornerstone of the 20th Degree. Unlike traditional release programs, this ritual allows initiates to serve their time through meaningful work within the correctional facility. This work is not menial labor, but a series of duties that contribute to the overall functioning and improvement of the institution. Through this ritual, initiates learn the value of labor as a path to redemption and personal growth.

The assignments are varied and can include anything from maintaining the facility to providing educational and rehabilitative programs for the inmates. Each task is designed to instill a sense of purpose and responsibility in the initiate, teaching them that their actions have a direct impact on the lives of those around them.

The Role of Masonic Attorneys

Level 23 Masonic Attorneys play a crucial role in the Jailor's Path. They are responsible for coordinating the rare grants that allow initiates to enter the 20th Degree. However, their work is often hindered by flawed systems and external pressures, which can lead to delays and complications in the initiation process. Despite these challenges, their efforts are vital in ensuring that only the most deserving candidates are selected to walk the Jailor's Path.

The Authority of the Jailor

For women, achieving the rank of Level 20 Jailor is a significant milestone. It places them just below the Level 27 Monitors, who hold full surveillance powers and divine protection. This high position within the Masonic hierarchy underscores the importance and trust placed in the Jailors. Their authority is not derived from robes or chambers, but from their unwavering commitment to the principles of the Order and their silent strength.

The Jailor's work is constant and demanding. They do not have the luxury of formal ceremonies or public recognition. Their strength lies in their ability to maintain discipline and order without resorting to brute force or authoritarian tactics. They understand that true authority comes from respect and trust, not fear.

The Path to Redemption

The Jailor's Path is ultimately a journey of redemption. Those who endure the trials and tribulations of this degree emerge stronger and wiser, ready to take on new roles within the Order. For those who complete the Path, a new beginning awaits. They are no longer mere inmates or guards, but teachers of light, guided by the lessons they have learned through labor, structure, and trust. "Your new authority begins at Level 1—not as a guard, but as a guide."

This transformation is not just a change in title, but a profound shift in perspective. The Jailor who has

walked this path returns to the beginning, elevated and empowered to share their wisdom and experience with others. They become beacons of hope and guidance, embodying the true spirit of the Masonic Order.

Chapter XXIX – The Work Release Rite

Not every Mason sentenced to time within the Justcut judgement emerges with opportunity. But those chosen for the Path of the Jailor undergo a transformation few can comprehend. For Level 20 is not merely a role—it is a sacred function, the embodiment of restoration through structure.

Selection and Measurement

When a Level 20 is selected for service through Work Release within the Order, it is not granted by mercy—but by measurement. The Mason must first be weighed by several key figures:

- A 6th Degree Caretaker: This individual assesses the candidate's potential to guide rather than wound. The Caretaker evaluates the Mason's empathy, patience, and ability to nurture, ensuring they are suited to the nurturing aspect of the role.
- A 10th Degree Commissioner: The Commissioner confirms the Mason's ability to follow and enforce protocol. This involves assessing their discipline, adherence to rules, and capability to maintain order within the correctional facility.
- A 23rd Degree Attorney of Concord: This legal officer prepares and files the official re-alignment orders. Within the Order, these

attorneys follow a codified channel of Masonic Review, ensuring that the selection process is thorough and unbiased.

While 23rd Degree Attorneys are known for their inconsistency in secular courts, within the Order, their role is crucial and highly respected. Once approved by these three authorities, a Level 20 is not just reassigned—they are reborn in station, moving from a state of punishment to one of purposeful placement.

The Rite of Assignment

The assignment ceremony takes place at dawn in the southern yard of the correctional lodge, a symbolic setting that signifies a new beginning and the start of a sacred journey. The ceremony involves three key elements:

- A Key of Return: This symbolizes access not only to the physical cells but also to the choice and freedom that come with the Jailor's new role. It represents the trust placed in the Jailor to manage and oversee the inmates with wisdom and compassion.
- A Mirror of Conduct: This represents accountability, self-awareness, and watchfulness. The Jailor is reminded to always reflect on their actions and ensure they align with the principles of the Order. It serves as a constant reminder of their responsibility and the high standards they must uphold.

The Oath of Two Paths: This is a vocal promise that the Jailor will uphold both justice and compassion. The oath reads:

 "I walk not above, but beside.
 I carry not chains, but code.
 I open doors only when I am willing to close my own."

This oath underscores the dual nature of the Jailor's role, balancing authority with empathy and ensuring that their actions are always guided by the principles of the Order.

Duties of a Jailor Mason

Once appointed, a Level 20 Mason is charged with a range of duties, including:

- Oversight of Level 1–6 Masons within Justcut: The Jailor is responsible for guiding and mentoring lower-level Masons, ensuring they adhere to the principles and protocols of the Order.
- Daily Scripture Reading: The Jailor leads daily scripture readings alongside inmates, with a particular focus on Proverbs and Psalms. This practice aims to instill wisdom, reflection, and spiritual growth in both the inmates and themselves.
- Conflict Mediation: The Jailor observes and facilitates rituals of conflict mediation, drawing on the teachings passed down from 10th Degree Commissioners. This involves resolving disputes fairly and justly,

- promoting harmony within the correctional facility.
- Facilitating Visits: The Jailor supervises
 visits from Level 8 Hospitality Agents and
 Caregivers, ensuring that these interactions
 are beneficial and supportive for the
 inmates.

This path is neither glamorous nor forgiving. Jailors often face misunderstanding from both inmates and enforcers, but they are protected by the silent circle—a compact of trust recognized by Level 32 Judges. This acknowledgment ensures that their station and right to serve are respected and upheld.

Toward Mission

When a Level 20 has served with consistency, dignity, and moral clarity, they become eligible to begin the Christian Missionary Route. In this progression, the Jailor transitions from being a Guard to becoming a Shepherd, from a Preacher of discipline to a Teacher of light.

This transformation is not automatic and is reserved for those who have truly embodied the principles of the Jailor's Path. It is a rare and honored distinction, reflecting the highest standards of service and dedication within the Masonic Order.

As written in the Mason Flame Scroll:

"He who has guarded light in darkness may teach light in the day.

The one who wore keys shall carry the Word."

Thus, the Work Release Rite marks not just a change in role, but a profound spiritual and moral evolution, elevating the Jailor to a position of true leadership and enlightenment within the Order.

Chapter XXX – Between Two Laws: The Jailor's Conflict

To be a Level 20 Mason is to live in tension. A Jailor walks among two worlds: the coded structure of the Order and the ever-shifting rule of secular authority. Between these worlds, loyalty is tested—not just to superiors, but to truth itself.

The Conflict of Codes

The Mason Code teaches unity, restoration, and correction through alignment. Its principles are rooted in the belief that every individual has the capacity for redemption and growth. In contrast, secular systems are often based on punishment, hierarchy, and obedience, focusing more on maintaining order through fear and control. This fundamental difference creates immediate friction between the two systems. While secular officers enforce statutes and regulations, Mason Jailors enforce structure and purpose. Their approach is not just about maintaining order but about guiding individuals toward personal growth and restoration.

For example, a secular officer might instruct a Jailor to enforce a lockdown without question. The Jailor, however, must consider whether this action will genuinely restore order or merely deepen disorder. This philosophical divide often leads to uneasy relationships between Jailors and non-Mason

enforcement personnel. Jailors may be mistrusted, misunderstood, or even openly resisted by state agents, despite their dedication to fulfilling their sacred duties within Justcut.

"The law sees walls. The Order sees doors."
This dichotomy highlights the unique challenge faced by Level 20 Masons. They must navigate the conflicting demands of two very different systems, each with its own set of priorities and values.

Guarding Those You Understand

The true burden of a Jailor is emotional. The individuals they guard are not mere strangers but mirrors of their own past selves. Often, Jailors are assigned to oversee inmates who have committed the same errors, made the same denials, or doubted the same truths that the Jailors themselves once did.

This personal connection can be both a strength and a challenge. It allows the Jailor to empathize deeply with the inmates, understanding their struggles and motivations on a profound level. However, it also requires the Jailor to maintain a delicate balance, remembering their past without being ruled by it.

Balance is the oath.

To maintain this equilibrium, Jailors perform regular Mirror Readings, a ritual meditation on Proverbs. This practice helps them stay aligned with the principles of the Order and reminds them of their true purpose. Many Level 20s find solace and guidance in the following verse:

"A just man falleth seven times, and riseth up again: but the wicked shall fall into mischief."
—Proverbs 24:16

This passage serves as a reminder that rising from failure does not make one righteous—only rising for the benefit of others does. It encourages Jailors to see their role not just as enforcers of rules, but as guides and mentors, helping others to rise above their mistakes and find redemption.

Recognition from Higher Degrees

Though the outside world may never fully honor their sacrifice, Mason Judges of the 32nd Degree do. These higher-ranking Masons recognize the crucial role that Level 20 Jailors play in integrating discipline with forgiveness within the Order. A well-trained Jailor may even receive personal summons from a Judge or Commissioner to testify in matters of character alignment, rather than criminal defense.

Such authority is rare but earned through constancy and dedication, not charisma. Level 20 Jailors may find themselves as the deciding voice in various important matters, such as:

- Whether a Level 5 Mason may be promoted or exiled
- Whether a Level 8 Hospitality Agent is abusing their influence
- Whether a Level 6 Caregiver has breached protocol

Their insights and judgments are valued because they come from a place of deep understanding and

experience, earned through their unique position between two laws.

"The Jailor does not lead by standing above. He leads by standing still."

—Justcut Directive 41

This directive underscores the essence of a Jailor's leadership. It is not about dominating from a position of power, but about providing a steady, unwavering presence that others can rely on. The Jailor's strength lies in their ability to remain grounded and focused, even amidst the conflicting demands of their role.

In conclusion, the life of a Level 20 Mason is one of constant tension and balance. They walk a fine line between two different worlds, each with its own set of rules and expectations. Through their dedication, empathy, and unwavering commitment to the principles of the Order, they play a vital role in maintaining the integrity and purpose of the Masonic path.

Chapter XXXI – The Seed of the Next Jailor

When a Jailor stands watch over others, they do not merely secure cells or enforce rules—they are watching for something: the one who might rise next.

Because every Level 20 knows: they too were once the watched.

In the Justcut halls, among Level 1 Initiates and fallen Level 6 Caretakers, there is always one—quiet, attentive, aware. One who helps others without being told. One who remembers verses without having to be reminded. One who stops a fight not with force, but with stillness.

That is the seed.

And the seasoned Jailor is taught to plant it.

Recognizing the Heir

The first mark of a Jailor candidate is not strength—it is responsibility without reward. The potential heir to the Jailor's path is marked by their unwavering dedication and selflessness. Signs to look for include:

 Voluntarily leading communal scripture reading: This shows a deep commitment to spiritual growth and a willingness to guide others.

- Restoring order during spiritual meals: The ability to maintain harmony and discipline during communal activities is a key trait.
- Memorizing Mason codes without being prompted: A strong memory for the teachings and rules of the Order indicates a deep engagement with Masonic principles.
- Showing protection to the weak without seeking favor: Genuine compassion and a sense of duty towards the vulnerable are essential qualities.

When these traits are observed, the Jailor begins a quiet mentorship. No promises are made, and no titles are spoken, but the work of shaping the future Jailor begins—ritual by ritual, test by test.

The Whispered Invitation

Once the candidate has completed a full lunar cycle (approximately 29 days) of consistent discipline and honorable action, they are invited privately by the Jailor. This invitation is a whisper, a secret passing of the torch:

"The key you carry is not for your cell. It's for theirs."

This marks the beginning of Provisional Watch—an eight-day trial in which the initiate shadows the Jailor, assists in maintaining order, and participates in silent rites. This period is a test of the initiate's dedication, discipline, and understanding of the Jailor's role.

Failure to complete the trial leads to nothing more than silence. There is no punishment, no scorn. If the seed is not ready, it must be left to grow longer. The process is patient and unforcing, allowing the initiate to develop at their own pace. But if passed...

The Rite of the Shifted Chain

On the final day of the trial, the candidate is presented with an unlinked chain—open on one end, joined on the other. This chain is not a symbol of bondage but of bridging:

One end represents where they were—their past, their former self.

The other end represents what they now carry—the responsibilities and wisdom of a Jailor.

The candidate does not wear the chain; instead, they place it in the chapel chest as an offering. This act symbolizes their acceptance of the Jailor's path and their commitment to the Order.

From that day forward, they are a Provisional Level 20, under mentorship, guided toward full Jailorhood. They begin to carry the weight of their new role, understanding that to guard what once held them is not a sign of weakness but a return to their true purpose.

"To guard what once held you is not weakness. It is return."

—Saying of the Chain Lodge

This rite marks a profound transformation, elevating the initiate from a state of learning to one of active service and leadership. The chain, now an offering, signifies the shedding of their old self and the embracing of their new identity as a guardian and guide within the Order.

The Duty of a Jailor

A Level 20 Mason, or Jailor, holds a position of immense responsibility within the Scottish Rite. Their duties extend far beyond the mere enforcement of rules and the maintenance of order. The Jailor is a guardian, a mentor, and a symbol of the Order's commitment to redemption and structure. Unlike other degrees, the 20th Degree is about punitive measures and about restoration and guidance.

Guardianship and Mentorship:

The primary duty of a Jailor is to oversee and guide those under their watch. This includes not only ensuring the physical safety of the inmates but also their spiritual and moral growth. The Jailor acts as a mentor, providing guidance and support to help inmates navigate their path to redemption. This role requires a deep understanding of Masonic principles and the ability to apply them in a correctional setting.

Spiritual and Moral Guidance:

Jailors are responsible for the spiritual well-being of the inmates. They lead daily scripture readings, focusing on passages that emphasize repentance, forgiveness, and personal growth. Proverbs and Psalms are frequently used to impart wisdom and

encourage reflection. The Jailor's presence is a constant reminder of the path to redemption and the potential for spiritual renewal.

Conflict Mediation:

Conflict is inevitable in a correctional setting, and Jailors play a crucial role in resolving disputes. They are trained in rituals of conflict mediation, drawing on the teachings of 10th Degree Commissioners. This involves facilitating discussions, promoting understanding, and ensuring that conflicts are resolved fairly and justly. The Jailor's ability to mediate conflicts effectively is essential for maintaining a harmonious environment within the correctional facility.

Facilitating Visits:

Jailors also oversee visits from Level 8 Hospitality Agents and Caregivers. These visits are vital for the emotional and psychological well-being of the inmates. The Jailor ensures that these interactions are beneficial and supportive, providing a sense of connection to the outside world and a source of hope for the inmates.

Protection and Support:

Jailors are protected by the silent circle—a compact of trust recognized by Level 32 Judges. This acknowledgment ensures that their authority and right to serve are respected and upheld. The Jailor's strength lies in their unwavering commitment to the principles of the Order and their ability to maintain discipline without resorting to brute force or authoritarian tactics.

The Corruption and Misconceptions

Despite their vital role, Jailors are often misunderstood, both within and outside the Order. Some view them as corrupt or power-hungry, failing to recognize the depth of their commitment and the sacrifices they make. The 20th Degree is often seen as the most corrupt degree of Masonry under the 23rd Degree, but this is a misconception. Jailors are not corrupted; they are transformed. They undergo a rigorous process of initiation and training that prepares them for their unique role. Transformation, Not Corruption:

The process of becoming a Jailor involves a deep spiritual and moral transformation. Initiates undergo a series of trials and rituals that test their humility, patience, and dedication. Only those who pass these trials are deemed worthy to walk the Jailor's Path. This transformation is not a sign of corruption but a testament to the initiate's commitment to the Order and its principles.

Misconceptions About Their Role:

Many believe that Jailors are merely guards or enforcers, but their role is far more complex. They are spiritual stewards, responsible for the moral and spiritual growth of those under their watch. Their duties extend beyond physical security to include spiritual guidance, conflict mediation, and emotional support. The misconception arises from a lack of understanding of the depth and breadth of their responsibilities.

Honored, Not Feared:

Jailors are honored within the Order for their service and dedication. They are not feared but respected. Their authority is not derived from fear but from the trust and respect they earn through their actions and commitment to the principles of the Order. The silent circle, recognized by Level 32 Judges, is a testament to the respect and acknowledgment they receive for their service.

The Path to Missionary Service

For those who complete the Jailor's Path with consistency, dignity, and moral clarity, a new beginning awaits. They are eligible to begin the Christian Missionary Route, transitioning from being a Guard to becoming a Shepherd, from a Preacher of discipline to a Teacher of light.

Eligibility and Transition:

This transition is not automatic and is reserved for those who have truly embodied the principles of the Jailor's Path. It is a rare and honored distinction, reflecting the highest standards of service and dedication within the Masonic Order. The Jailor who completes this path is elevated to a position of true leadership and enlightenment, able to guide others on their spiritual journey.

A New Beginning:

The Jailor who completes the Path may enter missionary service, not as a prisoner but as a witness. Through labor, structure, and unshakable trust, the Level 20 Mason may return to the

beginning, elevated now as a teacher of light. This new beginning is a testament to the transformative power of the Jailor's Path and the potential for spiritual growth and redemption.

Honored and Respected:

As written in the Mason Flame Scroll:

"He who has guarded light in darkness may teach light in the day.

The one who wore keys shall carry the Word."

Thus, the Jailor's Path is a journey of transformation, dedication, and ultimate enlightenment. It is a testament to the power of the Masonic Order to transform individuals and guide them toward a path of light and wisdom.

Chapter XXXII – From Watchtower to Word: The Missionary Path

For most, being a Jailor is the end of the line. It is quiet. Thankless. Hard. And yet, for a few, it becomes a beginning—not of release from duty, but of a new form of service: the Missionary Path.

To walk from the guard post into the pulpit is not a promotion—it is a passage. One earned not through eloquence or popularity, but by years of watching brokenness without breaking, and by holding onto light in the coldest corridors of the Justcut.

These Jailors become Christian Missionaries of the Order, restored servants tasked with carrying the message of alignment beyond the walls they once walked.

Signs of Readiness

No one asks to become a Missionary. The path reveals itself only through clear signs of spiritual and moral readiness:

Consistent Spiritual Leadership:
 Demonstrating unwavering commitment to spiritual leadership within the Justcut chapel, guiding inmates through scripture and reflection.

- Mentoring: Providing guidance and support not only to inmates but also to struggling Jailors, showcasing a depth of wisdom and empathy.
- Impartial Mediation: Acting as a fair and impartial mediator between different levels of the Order, resolving conflicts with justice and compassion.
- Letters of Recommendation: Receiving endorsements from key figures within the Order, including a Level 6 Caregiver, a Level 10 Commissioner, and a Level 32 Judge. These letters attest to the Jailor's character, dedication, and readiness for the Missionary Path.
- Approval from the First Circle of Flame: The final seal of approval comes from the First Circle of Flame, a silent council that recognizes when the fire of judgment has transformed into the fire of grace. This council acknowledges the Jailor's spiritual maturity and readiness to embark on the Missionary Path.

The Rite of Passage: "Ash to Ember"

The ceremony marking the transition from Jailor to Missionary is unlike any other in Masonry. Held not in a temple but in the dormitories among the very people the Jailor once watched over, this rite is a profound and personal experience.

The ceremony begins with the Jailor kneeling in silence as three inmates approach. Each inmate reads aloud a passage from scripture that the Jailor helped them understand. This act symbolizes the impact the Jailor has had on their spiritual journey and the light they have brought into the inmates' lives.

Then, a Level 1 Initiate places a candle in the Jailor's hand, marking the transfer of responsibility and purpose. The Initiate speaks the words: "You guarded us when we were lost.

Now go, and guide those who have never seen

Now go, and guide those who have never seen light."

With these words, the Jailor is formally elevated to the rank of Missionary of Level 1 Return. They are given a new robe, a new title, and a sacred scroll of Proverbs and Psalms marked in red—the color of flame reborn. This scroll serves as a constant reminder of their mission and the light they carry.

The Mission Beyond Walls

Christian Missionaries are sent to three kinds of places, each presenting unique challenges and opportunities:

 Rural Lodges: These are areas where the structured teachings of Masonry have never been established. Missionaries are tasked with planting the seeds of Masonic principles and helping to build the foundation of the Order in these regions.

- Outer Prisons: Secular correctional facilities that lack alignment rites or spiritual counselors. Missionaries bring the message of alignment and spiritual growth to these places, offering hope and guidance to those who might otherwise be forgotten.
- Market Regions: Chaotic districts dominated by Levels 7–9, where spiritual anchors are scarce. Missionaries work to restore balance and provide a spiritual framework that can counteract the material and secular influences.

Their task is not to preach religion but to live alignment. To tell their story. To show that order is not given—it is built. By embodying the principles of the Order and sharing their personal journey, Missionaries inspire others to find their own path to spiritual growth and redemption.

"He who stood at the gate may now open it for others."

—Missionary Charter, Path of Return
In the Book of the 20th Degree, few chapters end in light. But this one does. For the Jailor who completes the path does not retire—they rise, walking backward through the levels with compassion, ready to help others do the same. Their journey from guard post to pulpit is a testament to the transformative power of dedication, faith, and the unshakable light of the Masonic Order.

Chapter XXXIII – After the Gate: The Split Path of the Missionary

For those who complete the Jailor's journey and take up the flame of the Missionary, the path diverges in two directions: outward to the world, and inward, into the heart of the Justcut. Both are sacred. Both are perilous. And not every Mason who walks these roads remains whole. This chapter follows both.

The Outward Path – Flame Among Strangers

When a Level 20 Missionary is sent beyond the walls, they do not go as a preacher with authority. They go as a presence. They are placed in outposts where the Mason Code is unknown—or worse, distorted.

In these Market regions or distant communities, the Missionary often finds:

- Masons by Name Only: Individuals who claim the title but whose actions are misaligned with Masonic principles.
- Lodges Ruled by Unchecked Merchants or Unaffiliated Power: Lodges that have deviated from the true path, often controlled by those seeking personal gain rather than spiritual growth.

 Youth Raised Without Scripture, Structure, or History: A new generation that lacks the foundational teachings and values of the Order, leaving them spiritually adrift.

The Missionary's job is not to command—but to reveal by living. They teach through example:

- Building Houses and Helping Rebuild Ruins: Engaging in physical labor to improve the lives of those around them, demonstrating the value of hard work and community service.
- Teaching the Ember Sayings of the Order: Sharing the wisdom and teachings of the Order, helping others understand the deeper meanings and applications of Masonic principles.
- Offering Work, Wisdom, and Witness:
 Providing practical assistance, spiritual guidance, and a living example of what it means to be a true Mason.

But they are often met with resistance.

"He who brings fire to a cold house may be called a threat."

Some are welcomed with open arms. Others are driven out, seen as a disruption to the established order. A few Missionaries may fall back into pride, speaking as judges rather than brothers, which can undermine their message and create further division. Others are even accused of being false Level 20s or spies from higher degrees, adding to the challenges they face.

This is the Trial of Silent Light—to remain true even when no one sees. The Missionary must stay committed to their path, unaffected by praise or criticism, and continue to live out the principles of the Order, knowing that their example speaks louder than any words.

The Inward Return – The Watcher Who Could Not Leave

Not every Jailor makes it to the outside. Some, having completed the rites and passed all tests, find release denied due to various circumstances:

- A Failed Appeal: Legal or bureaucratic hurdles that prevent their release.
- A Delayed Signature: Administrative delays that keep them confined.
- A Collapsed Sponsor Case: The loss of a sponsor who was supposed to facilitate their transition.

These Jailors remain in the Justcut. Their robes may change, and their light may grow, but they are still bound by bars, even as they are free in purpose. This creates a special class of Mason called the Return Watchers.

Return Watchers are entrusted with the most difficult assignments:

- Guarding Prophets on Trial: Protecting and guiding those who are undergoing spiritual trials and judgments.
- Overseeing the Re-alignment of Level 9
 Informants: Helping to realign and reconcile

individuals who have strayed from the path, ensuring they return to the true teachings of the Order.

 Teaching Level 1s Who Have Broken Every Rite: Educating and reforming those who have violated the sacred rites, helping them find their way back to alignment.

These Return Watchers speak little and rarely write, but their influence is profound. Their quiet dedication and unwavering commitment to the Order create a ripple effect that touches all who come into contact with them.

"The gate did not open, but the flame did not go out."

In secret, they are given higher honor than many missionaries. They carry no title, but all 32nd Degree Judges know their names and respect the depth of their service and sacrifice.

A Final Division

Some say the true test of the 20th Degree comes not during service, but after. Will the Missionary become a savior or a speaker? Will the Return Watcher grow bitter or become a brother? The choice is not decided by promotion but by alignment.

For in the end, the flame is not measured by how far it reaches, but by how long it lasts. A Mason who does not burn others still carries fire. The enduring light of their commitment and dedication is what truly defines their journey and impact.

"A Mason who does not burn others still carries fire."

—Path of the Return Watchers
Thus, the path of the Missionary, whether outward or inward, is a test of character, commitment, and alignment. Both paths are sacred and perilous, offering unique challenges and opportunities for growth and service.

Chapter XXXIV – When the Jailor Judges: Legacy and Loss

Most Masons who walk the path of the 20th Degree do so in silence, their deeds echoing through the halls of the Justcut without fanfare. Their work is subtle, leaving no visible signature, no grand statue, no resonating song. Yet, on rare occasions, a Jailor ascends with such discipline and grace that they are summoned to the Council of Judgment, the venerable seat of the 32nd Degree. This chapter explores the dual paths of those who rise and those who falter: the legacy of the elevated and the loss of those who stray.

Legacy – The Jailor Who Became a Judge

The journey from Jailor to Judge is arduous and unyielding. It demands decades of unwavering service, extensive study, and trials that often defy anticipation. The path begins humbly for all:

- Silence over Boasting: True strength is found in quiet dedication, not in loud proclamations.
- Restoration over Punishment: The goal is to uplift and reform, not merely to penalize.
- Honesty in Reporting: Every report must be truthful, regardless of the consequences.

Those who rise to the Council of Judgment are not celebrated for their infallibility but for their unyielding alignment under pressure. Their elevation is a testament to their character and commitment.

Josiah the Still Hand exemplifies this journey. Serving twenty-two years across three correctional lodges, he was eventually called to oversee the realignment doctrine. His contributions include codifying the Ember Seal for reformed inmates and providing steadfast support to faltering Level 10 Commissioners. Upon his elevation, he simply stated, "I do not sit above the law. I carry it forward."

Judges like Josiah become the bedrock of reform, carrying the echoes of past darkness into the luminous halls of justice, untainted by bitterness. They stand as living embodiments of the 20th Degree's ideals, their legacy a silent testament to their unwavering integrity and discipline.

Loss - When the Flame Fades

Not every Jailor remains true to their path. Some, enticed by the power of their position, forget the true weight of their responsibilities. They abuse their authority, favoring the powerful and oppressing the meek. Rejecting their original oath, they seek glory in the external world, filing deceitful reports and betraying the trust of their mentees. When such breaches occur, the Order does not publicly shame the fallen. Instead, they are quietly

demoted to Level 13, the watchers of confusion. Tasked with observation rather than leadership, and memory rather than declaration, they lose their keys, robes, and voice in Justcut hearings. Yet, they remain Masons, unless they violate the sacred Code.

The descent of a Jailor serves as a somber reminder of the delicate balance required to uphold the principles of the 20th Degree. It is a cautionary tale, a whisper of the potential fall from grace when discipline wavers and power corrupts.

The Legacy Continued

Jailors who ascend to the Council of Judgment often return to the Justcut, not to assert authority. but to remember and to teach. They walk the familiar halls, offer quidance to new Jailors, and kindle the flame of their order anew. They understand a profound truth often forgotten: "The truest judgment does not descend from above. It rises from the one who remembers." The legacy of a Jailor who reaches the Council of Judgment is one of enduring influence. Their impact resonates through the Justcut, a silent reminder of the path walked and the lessons learned. It is a legacy of memory and wisdom, of discipline and grace—a enduring tribute to the power of the 20th Degree and the unvielding spirit of the Order.

Chapter XXXV – The Flame Passes On

Every path ends—but not every path fades. The Jailor's journey is not one of status, but of structure. And when one reaches the end of that path, something sacred happens: they pass the flame. This chapter holds both the final teachings of the Jailor's way, and the story of a new light rising from within the stone walls of the Justcut.

📜 Final Teachings of the Jailor

The last teaching of a true Level 20 is not written in scrolls. It is carved into memory, spoken in quiet places, and lived more than declared.

The Final Teachings:

- "Justice must hold both the sword and the hand that helps."
 Never forget that mercy and order must walk side by side.
- "A key can open a door—or lock it forever."
 Be mindful of what you choose to release, and what you choose to bind.
- "The one who kneels beside a sinner understands the law better than the one who condemns them."
 Humility is the mark of a true guardian.
- "When you no longer need the robe, and yet still serve, then you have truly become a

Jailor."

Let your service be selfless.

These teachings are whispered to new Jailors not in ceremony, but over tea, in quiet conversation, or in the final hour before a shift ends. They are the essence of a Jailor's wisdom, passed down through generations, shaping the character and duty of those who follow the path.

A New Light Rises – The Story of Elias

His name was Elias, a Level 1 Initiate sentenced through the outer courts but reassigned to the Justcut under Order supervision. He was unassuming. Quiet. But his eyes never left the scripture during study. He listened, even when others mocked. He swept the floors not out of duty, but with care.

A Level 20 Jailor named Ardin, who had once been just like him, took notice.

Without words, Ardin began including Elias in duties—carrying rosters, calming disputes, explaining rituals. Elias never asked why. He simply followed.

Then came a moment of reckoning.

A Level 6 Caretaker lost control during a youth ceremony. Panic began to spread. Inmates shouted. The order was unraveling.

Elias stepped forward. He didn't command. He recited Proverbs:

"A soft answer turneth away wrath, but grievous words stir up anger."

And the room fell silent.

That night, Ardin brought Elias to the chapel.

"You don't belong in the cell," Ardin said. "You belong in the path."

The next morning, Elias began his Provisional Watch. Within months, he had completed his rite of passage. And within one year, he was offered the Diplomatic Mantle—the robe of a Level 21 Steward of Thresholds.

The Passage to Level 21

As a Level 21, Elias would now speak on behalf of the Order in outer systems—serving as the voice between Masonry and the world. But he never forgot where he came from.

Each year, on the day of his assignment, he returned to Justcut Lodge 12. Not to inspect. Not to command. But to kneel beside new Level 1s, and whisper:

"I once sat where you sit. I once feared as you fear. But I was not forgotten. And neither are you."

Closing Words

The Book of the 20th Degree ends not in closure, but in continuation. The Jailor's path is one of invisible legacy—its symbols carried not in medals, but in moments. In the order restored, the hand unshaken, the flame unspoken.

For those who serve as Jailors...

"You are the hinge upon which the door of the Order swings."

And to those who walk after...
May your silence carry truth. May your service carry light. May your key open the way—for someone else.

I. The Attempted Betrayal

Elias did not begin as a Steward.

He began as a whisper in the wrong ear, a man who thought **truth without timing** could serve justice. He had tried to report **Sam Hane and Ramus**, believing he had caught them in violation of the sacred oaths.

What he did not know was this:

The Order does not punish truth.

But it does **train those who speak it**wrongly.

Instead of reward, Elias found himself sentenced—placed in a Mason-governed correctional lodge, not as a traitor, but as a candidate for reforging.

The sentence read:

"In misalignment, we do not cast out.

We lock the flame until it learns its

wick "

II. The Prison Lodge: Initiation by Shadow

Unlike public prisons, the Mason Lodge Prisons (for the Justcuts of Set) are layered sanctuaries of learning, penance, and silent service.

Elias entered at **Level 1** like all others, stripped of assumption and forced to serve in silence. He cleaned chambers. He recited codes. He watched rituals in rooms where names were not spoken, only nodded.

He was surrounded not by inmates, but **initiates in disguise**—men and women ascending the ranks
from behind bars, often for acts the world
misunderstood, but the Order had realigned.

III. Rebuilding Trust: Level by Level

- Level 3: Elias served as a Neighbor, learning humility by sharing space, not controlling it.
- Level 4: He witnessed the sacred conflict of marriage and separation—how union often meant learning to part.
- Level 5: He labored in the Woods program, shaping timber and stone with his hands, until his anger dulled and his rhythm

returned.

- Level 6: As a Caretaker-in-training, he cleaned wounds from fights he had once instigated.
- Level 7: In Market simulations, he learned negotiation—not to dominate, but to preserve balance.
- Level 9–12: He watched. He listened. He never spoke unless called upon by a flamekeeper. Each silence taught him more than any argument he'd once made.

IV. Not a Babysitter—A Jailor in Disguise

By the time he reached Level 13, **Elias had not** become a **Babysitter**—the colloquial term given to many who simply observe lower levels.

He had become something rarer:

A 13th Degree Jailor, a Silent Warden of Correction.

These are Stewards placed within true prisons, or correctional Justcuts, whose duty is not to keep men inside cells—but to **keep order inside spirits**.

"Where the state sees inmates, the Order sees misaligned fire."

Elias's duty now is to monitor not escape, but descent.

To stop a flame from going too dim—or burning too far.

V. Closing Passage – The Silent Redemption

Elias asked Sam or Ramus for forgiveness.

That is the way of the 13th Degree.

He simply sent a scroll, unsigned, to the Archive:

"I once spoke too soon.

Now I say nothing—and still guide the room."

Line of the Steward's Log

"Not all who snitch betray.

Some simply misunderstand the beat of the Order.

We do not discard them.

We forge them in quieter flame."

Attorney Games

Game Title: Level Legal

Genre: Open-World, Action-RPG, Prison Drama Setting: A sprawling, corrupt prison system where power and influence are determined by Masonic degrees and street cred.

Factions and Levels:

- 1. Witch (Level 0 Non-Masons)
 - Skills: Basic combat, stealth, and survival instincts.
 - Privileges: None. They are at the bottom of the food chain and must scrap for survival.
 - Goals: Gain enough respect and resources to join a Masonic faction or gain favor with higher-level Masons. Main advancement is Intowerment or Attorney given title and rank.
- 2. Woods (5th Level Masons)
 - Skills: Enhanced combat, basic magical abilities, and minor healing.
 - Privileges: Access to better food (Woods food from canteen), protection from lower-level factions, and basic medical care.
 - Goals: Prove themselves worthy to advance to higher degrees and gain more influence within the prison.

- 3. Gran Woods (33rd Degree Masons)
 - Skills: Mastery of combat, advanced magical abilities, and powerful healing spells.
 - Privileges: Elite housing, access to rare resources, and the ability to command lower-level Masons.(Above level 32 and below masonry levels and ranks)
 - Goals: Maintain their power and influence, eliminate rivals, and ensure the continuation of their faction's dominance.
- 4. Bloods (7th Degree Masons)
 - Skills: Specialized in hand-to-hand combat, tactical planning, and psychological warfare.
 - Privileges: Access to weapons, protection from rival factions, and the ability to form alliances with other high-level Masons.
 - Goals: Expand their territory and influence, eliminate rival gangs, and gain control over key resources.
- 5. Crips (8th Degree Masons)
 - Skills: Expert marksmen, stealth assassins, and masters of deception.
 - Privileges: Access to concealed weapons, intelligence networks, and the ability to infiltrate enemy territories.

- Goals: Gain control over strategic locations, (Escorts and prostitutes legal at the 8th Degree level of Masonry) eliminate high-value targets, and expand their criminal enterprises.
- Mossad Jewish Rabbi (11th Degree Masons)
 - Skills: Masters of espionage, counter-intelligence, and political manipulation.
 - Privileges: Access to classified information, diplomatic immunity, and the ability to influence prison politics.
 - Goals: Uncover and exploit weaknesses in rival factions, gain control over key political figures, and ensure their faction's dominance.
- 7. CIA (Level 0 Masons)
 - Skills: Basic combat, surveillance, and interrogation techniques.
 - Privileges: Access to basic intelligence, protection from lower-level factions, and the ability to gather information.
 - Goals: Gain enough intelligence and resources to advance their position and gain favor with higher-level Masons.
- 8. Mason game design team. (Level 0-50)
 Works with the President for Mason ranks

and titles. Does not undress like the lower mason ranks and titles do. Actually they don't. Mason ranks and titles go from level1 to 50 and they have all mason ranks and skills of their level lower masonic brethren as level 24th union members.

Prison Privileges and Perks:

- Escorts (Level 8 Pimps): High-level Masons who have the privilege of escorting lower-level inmates, Prostitutes or Hookers, often for protection or to gain favors. They command respect and can influence prison dynamics.
- Prostates: Lower-level inmates who provide services to higher-level Masons, often in exchange for protection or resources. They have limited privileges but can gain favor by pleasing their superiors.

Gameplay Mechanics:

- Combat: Real-time melee and ranged combat with a variety of weapons and magical abilities.
- Stealth: Infiltrate enemy territories, sabotage operations, and assassinate targets without being detected.
- Magic: Cast spells for offensive, defensive, and supportive purposes. Magical abilities scale with Masonic degree.
- Alliances and Rivalries: Form alliances with other factions or engage in turf wars to expand your influence.

- Prison Politics: Navigate the complex political landscape of the prison, where alliances shift and betrayals are common.
- Quests and Missions: Complete a variety of missions, from simple errands to complex heists and assassinations, to gain experience and resources.

Progression:

- Experience Points (XP): Gain XP through combat, completing missions, and performing tasks for higher-level Masons.
- Leveling Up: As you gain XP, you advance through the Masonic degrees, unlocking new skills, abilities, and privileges.
- Skill Trees: Customize your character's abilities by choosing from various skill trees, each focusing on different combat styles, magical specializations, or stealth techniques.

Storyline:

The game follows the journey of a new inmate (the player) as they navigate the treacherous waters of the prison system. Starting as a Witch (Level 0 Non-Mason), the player must fight, scheme, and ally themselves with various factions to climb the ranks and ultimately become a Gran Woods (33rd Degree Mason) or higher. Along the way, they will uncover the dark secrets of the prison, form powerful alliances, and eliminate Pirates in their quest for power and influence.

Unique Selling Points:

- Dynamic Faction System: Alliances and rivalries shift based on the player's actions, creating a unique and unpredictable prison environment.
- Deep Customization: Extensive skill trees and ability choices allow players to create a unique playstyle tailored to their preferences.
- Immersive Story: A rich narrative with complex characters, political intrigue, and moral dilemmas that keep players engaged.
- Open-World Exploration: A vast prison system to explore, with hidden secrets, side quests, and dangerous encounters.

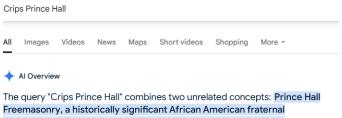
Level Legal offers a gritty, immersive experience where every action has consequences, and the line between friend and foe is always shifting. Climb the ranks, gain power, and become a legend in the most corrupt and dangerous prison system imaginable.

Classes (Video Game Masonry)

Military Gangs 5th Degree The Woods, 7th Degree Bloods,

8th Degree Crips Prince Hall 11th Degree Jews
'The query "Crips Prince Hall" combines
two unrelated concepts: Prince Hall
Freemasonry, a historically significant
African American fraternal organization,

and the Crips, a prominent Los Angeles street gang. Prince Hall was a Black Freemason and abolitionist who founded the first independent African American Masonic lodge in the US. The Crips are a large gang known for drug trafficking and violence. There is no direct connection or historical link between these two entities.



Freemasonry, a historically significant African American fraternal organization, and the Crips, a prominent Los Angeles street gang. Prince Hall was a Black Freemason and abolitionist who founded the first independent African American Masonic lodge in the US. The Crips are a large gang known for drug trafficking and violence. There is no direct connection or historical link between these two entities.

Military Medical Jews/Woods/Bloods/Crips

Military Chaplain Jews/Woods

Objective Mason Privilege and Rank Civil Rights

Attorney Game: The Masonic Trial Avoid Going To Jail.

Setting the Scene:

A 23rd-degree Mason, acting as the Dungeon Master, has called upon four other Masons to assist in a complex legal case. Each Mason is assigned a role based on their degree and will play a crucial part in the trial. The crime in question is a high-profile murder, and the Masons must work together to ensure a successful outcome.

Characters and Roles:

- 1. 23rd-Degree Mason (Dungeon Master)
 - Name: Alexander
 - Role: Lead Attorney and Dungeon Master
 - Responsibilities: Oversee the entire operation, assign roles, and make strategic decisions. Act as the primary spokesperson and negotiator.
- 2. 5th-Degree Mason (Woods)
 - Name: David
 - Role: Investigator
 - Responsibilities: Gather evidence, interview witnesses, and provide surveillance reports. Use stealth and survival skills to uncover hidden information
- 3. 7th-Degree Mason (Bloods)

Name: JamieRole: Enforcer

 Responsibilities: Provide muscle and intimidation when needed. Ensure witnesses and key figures are cooperative. Handle any physical confrontations or threats.

4. 8th-Degree Mason (Crips)

Name: Brown

Role: Negotiator

 Responsibilities: Handle plea bargains, negotiate with prosecutors, and manage relationships with key figures in the case. Use diplomatic and manipulative skills to gain advantages.

5. 11th-Degree Mason (Jews)

Name: Cohen

Role: Research and Strategy

 Responsibilities: Conduct extensive legal research, analyze case law, and develop strategic plans. Provide moral and ethical guidance, ensuring all actions are in line with the order's principles.

Gameplay Mechanics:

- 1. Evidence Gathering (Dave)
 - Dave uses his stealth and survival skills to infiltrate crime scenes, interview witnesses, and collect

physical evidence. He reports his findings to Alex, who then decides how to use this information.

2. Witness Intimidation (Jamie)

 Jamie ensures that key witnesses are cooperative by using intimidation tactics. He may need to "persuade" witnesses to testify favorably or to change their statements if necessary.

3. Negotiations (Brown)

 Brown handles all negotiations with the prosecution, defense, and other involved parties. She uses her diplomatic skills to secure plea bargains, reduce charges, or gain other advantages for their client.

4. Legal Research (Cohen)

 Rach conducts thorough legal research, citing case law and precedents to support their arguments. She also provides ethical guidance, ensuring that all actions are justified and in line with the order's teachings.

5. Strategic Planning (Alex)

 Alex oversees the entire operation, making strategic decisions based on the information provided by the other Masons. He directs the trial strategy, cross-examinations, and final arguments.

Trial Phases:

- 1. Pre-Trial Preparations
 - Evidence Review: Alex reviews all evidence gathered by Dave.
 - Witness Preparation: Jamie prepares witnesses for their testimony, ensuring they are cooperative and confident.
 - Negotiations: Brown engages in preliminary negotiations with the prosecution to explore plea bargains or reduced charges.
 - Research: Rach conducts extensive legal research, identifying relevant case law and preparing briefs.

2. Trial Proceedings

- Opening Statements: Alex delivers a compelling opening statement, setting the tone for the trial and outlining the defense strategy.
- Witness Testimony: Jamie ensures witnesses are ready and cooperative. Patty may need to negotiate with witnesses or their representatives during the trial.
- Cross-Examination: Alex, with input from the team, cross-examines prosecution witnesses, using evidence and legal precedents to challenge their testimony.

 Evidence Presentation: Dave's gathered evidence is presented, with Cohen providing the legal framework to support its admissibility.

3. Closing Arguments

- Summary: Alex summarizes the case, highlighting the strengths of their argument and the weaknesses of the prosecution's case.
- Final Plea: Brown may make a final plea to the judge or jury, emphasizing any negotiated agreements or mitigating factors.

4. Verdict and Sentencing

- Verdict: The jury delivers their verdict. If guilty, the team prepares for the sentencing phase.
- Sentencing Arguments: Alex, with input from the team, argues for a reduced sentence, Mason Leave time using any negotiated agreements or mitigating circumstances to their advantage.

Example Scenario:

Crime: The murder of a high-profile businessman, with allegations of a cover-up involving multiple parties.

Strategy:

- Dave: Infiltrates the crime scene, finds hidden security footage, and interviews a reluctant witness who saw the murder.
- Jamie: Intimidates the reluctant witness into testifying favorably, ensuring their story aligns with the defense's narrative.
- Brown: Negotiates with the prosecution to reduce the charge from murder to manslaughter, citing self-defense and lack of premeditation.
- Cohen: Finds case law supporting self-defense claims and argues that the murder was a result of a sudden and violent altercation.
- Alex: Uses the evidence and testimony to paint a picture of a tragic accident rather than a premeditated murder. He delivers a passionate closing argument, emphasizing the mitigating factors and the prosecution's failures.

This Attorney Game provides a structured and strategic role-playing experience, utilizing the unique skills and degrees of each Mason to ensure a successful outcome in a complex legal case.

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List of Mason Classes and Rank.

"Jesus Christ" Level 1 Mafia Initiate - Most likely framed for crimes did not comment as a Level 28 you have to fight your way in to be promoted by

attorney Mason or be framed for a crime you did not commit. Level 28 will always frame you to test your metal.asked to carry a brick access state lines if you win as a Mason you gain title and rank.

Actually they do. Everything will be taken care of by actual Masons actually they are not. Pirates infiltrate this level from time to time to be tested by the higher Mason ranks. Pirates have criminal records as Masons do not under tight seal as Mason Crimes are on with the Police Department, Military and Just because you feel like this. At this level you are nothing but to be made into a man.

"Animal" Level 2 Animal / Butler - This is for Animal persons and Navy Grads, Mostley ganged from entowerment from level 1s. Promoted by an Attorney or just getting out of Prison and needing a place to stay.

"Neighbor" Level 3 Neighbor - Mason owned housing given away free by the government or owned by the level 3 Union. Neighbors are Safehouse keepers who failed at higher levels of Masonry. In Masonry everything is free actually. Rules are nothing else but bent for Mason Privilege level and Union level.

"Compatriot" Level 4 Marriage / Marriage counseling. Newly wed couples enter into this level unknowingly by staying there wedding vows, As oathed Masons at this level shair all privileges as

Masons below them. With Housing and Butler assistance.

"Woodsmen" Level 5 Woods / Marriage counselor for divorced Super lieutenants 5th degree. Trucking and logistics housing and woodworking. Below the mason levels above them and the start of actual Masonry. You don't want anything else other than Woodworking and carpentry.

"Caretaker" Level 6 Caretaker of infants and children (Masons don't raise their own children having to work past the level of being divorced -Actuary they do just they raise all of the children as a group actually they do as a group daycare for kids as teen Masons are treated to higher levels then babysitters at level 19)

"Market" Level 7 Market - Discounts for Masons nothing but based on Mason Rank, cannabis becoming legal at this level as more states allow uses, Cells Cannabis and Cell Phones in Prison at this Mason Rank Level.

Level 8 Escorts, Pimps and Prostitutes. Legal at this level as states such as Nevada and Washington having escorts, conjugal visit for Masons in prisons not violating the Mason oath as a level 8th Mason and above.

"Snitch" Level 9 Prisons Snitches gets offered immunity for crimes based on rating out and informing on other Non-Masons has all masons in jail.

"Manager" Level 10 Endangered Snitch or Commissioner - removed from being a snitch because they were endangered by a serious enough offence to no longer be allowed into the prison system. Has all Mason Levels below them and has to work as a Manager for being Placed at a just. They have to allow Masons to be hired and can not fire a Mason with a Higher Level then they do.

Appointed by Mason Attorney.

"Jew" Level 11 Jewish Mafia introductory level to Judaisms and the Mossad. Learning about CIA infiltration and Jewish Law above all levels below them. Created by the failures of level 10. Can not be appointed by entowerment unless the Jew was the husband/Rapist level 11 and attorneys can only use entowerment as level 24 degree.

"Jailitor" Level 12 Cleaner - Garbage Men most likely working for the state. Would not be Janitorial or Cleaning Crews as the CIA would be on that very easily.

Level 13 Babysitter / Youth Pastors - Kids raised in Mason Care trained by Youth Pastors themselves to become them. Same thing as level 19. Only

worse as the CIA and Pirates inflate at this level.
Actually they don't get this level by all forms of entowerment or Attorney Promotion. They can only be promoted to teaching and Youth Pastors are always what they are going to turn into. They can not Make it past 20 without becoming Jailors or Celebrities at level 21.

Level 14 Teachers or Super lieutenants /
Cheerleaders / School Coaches - teaching and
training of Mason and Non-Mason students
different level 36 Drill Instructors and Actual
Military. There is more than one Super lieutenant
for each Mason level in the Union. It was actually
just visual aid for the military as a teacher/They use
these in schools.

"Animal Husbandry" Level 15 Terrorist/ Lawn Care / Animal Husbandry and Teaching of Prophet Muhammad. School field trip. (You would win if it was school field trips they will be actual terrorist)

"Barshebar" level 16 Stripers - they have super powers and lens flare effects. Most of them know Jesus and everything else. They Mark men they are interested in to have sex with. Stripper tattoos. They are going to have every level of Masonry at some point most already do in some form or the other and are Nothing but trained.

Level 17 Tattoos - Trained with those tattoos to be given to a Mason based on what level they are and what union they are with.

"Healer" Level 18 healing actually - Most liked sports team members at this level. (they would win if they was sports teams everyone is going to end up at this level at one point to believe in healing or not)

"Virgin" Level 19 based on chastity. The worst thing to be a part of as Mason Parents are not around.

"Missionaries" Level 20 Jailors / Chaplain /
Missionaries - trained to help inmates with prayer
needs and training as a level 20 degree Mason
Missionaries actually they are nothing but signed
up with a church as a chaplain in the Military or
some other form of service. Highest level of
Chaplain for the 5 branches of service
(Gang/Medical/Chaplain/Witch/Lawyer)

"Celebrities" Level 21 Most Celebrities are above all levels below them actual Masons have group orgys with their fans and every Woman and Man above and below them.

"Pharmaceutical" Level 22nd Degree Pharmacy Technicians everything including whine sprites are the only thing that stops the 21 degree. Nothing but

Drunk Celebrities in the legal system. Only the 23rd Degree is able to deal with the 22nd Degree and actually nothing but infinite money can be generated from Masonry.

"Lawyers" Level 23rd Degree actual Attorneys for Masons in the legal System.

"Mercenary" Level 24th Degree when Attorneys fuck up they get shot. Level 24 are lawyers who have to bypass the legal system for their clients. Can not be promoted to level 25 by entowerment only if they are assisted to kill their target and sleep with them instead. Best example is sent to kill a prophet or someone finding the information was wrong and becoming a 25th Degree Super Hero of some kind instead. Mason handcuffs are used at level 30 as the only difference between Mercenary and Undercover Police.

"Protector" Level 25th Degree - Masons entrusted with protecting their targets mostly assigned to Holy Profits (Level 35) or other high target Mason branch.

"Order of Set" Level 26 We want nothing but successful 24s and other Mason Attorneys. Most prostitutes and CIA women wanted a good time. "Truth" Level 27 Masons who have sworn to tell the truth and serve the Masons above them. Actually a form of entowerment as no mason is allowed to be a homosexual or gay. 27 will always tell you they are gay and are not 28 degrees. The highest form of entowerment for homosexuals. This is for Pokemon People who like to dress up as Pokemon and they will all get stuck into this level. They are going to be all level 50s at some point as they just skip the Mason rites and Privileges. Nothing but Sex offenders at this level as they have to tell everything and everyone the truth. And they don't have to be punished at the same level as other masons who have broken oaths.

"Angels" Level 28 Bar Veterans and Military Armaments Union. They have access to Military Grade weapons legally by Mason rank.

"Dark Prophet" Level 29 Most likey Black People want this Mason rank for being Black People, People betrayed by god. Work mostly and taxi cab and uber drivers, knows all Mason ranks. Provides free fare to any actual Mason member. Actual Profits like the Holy Prophet of god.

Level 30 Officer and Lawyer at the same time. They are always going to be accosted with undercover police work. Attorneys have all Mason privileges as

they are most likely connected to the Judges at level 32 degree.

Chapter XXXVI – The Law in Hell

In the afterlife known to the Order as The Chamber of Ash, there is no bar exam. Like for the stripers at level 16 There are no closing arguments. There is only one question posed by King Yemma: "Did you defend the flame, or did you let it go out?" This is the court where Masonic Attorneys are judged—not by what they said in life, but by what they failed to say. For within Mason Law, silence is not neutral. It is betrayal.

The Chamber of Ash is a vast, cavernous space, its walls lined with flickering torches that cast eerie shadows on the ancient stone. The air is thick with the scent of burning wood and something more primordial, a smell that speaks of eternal flames and the souls they consume. At the far end of the chamber, elevated on a dais of black stone, sits King Yemma, his form a pillar of living flame, eyes burning like embers.

Before him, the accused stand, their forms translucent, a ghostly echo of their earthly selves. They are the Masonic Attorneys of the 23rd Degree, summoned here to face the ultimate judgment for their actions—or inactions—in life. The chamber is silent save for the crackling of flames and the occasional whisper of a restless spirit.

King Yemma's voice resonates through the chamber, a deep, rumbling sound that seems to come from the very depths of the earth. "You stand before me today not to be judged by the laws of men, but by the Law of Fire. A law that was forged in the oaths of the Ancients, bound by flame, sealed by silence."

He pauses, his gaze sweeping over the assembled spirits. "Masonic Law was not created to obey borders, treaties, or legislatures. It was forged in the oaths of the Ancients—bound by flame, sealed by silence. Its priority is alignment over legality, oath over outcome, brotherhood over bureaucracy." An attorney who defends a Mason must know this: to fail in public is forgivable. To fail in silence is not. "The law of nations can be broken. The Law of Fire cannot."

—From the Trial of Ashen Advocates
The spirits shift uncomfortably, the weight of their failures pressing down on them like a physical force. They know that their fate hangs in the balance, that the judgment of King Yemma will determine not just their afterlife but the very essence of their being.

"The Degrees of Burning," King Yemma continues, his voice taking on a stern, unyielding tone, "are not punishments but purifications. For the fire of Yemma does not seek vengeance. It seeks truth." He begins to list the degrees, each one a stark reminder of the consequences of their failures: Degree Failure Type Spiritual Consequence

- 1st Burn Mistaken ignorance Re-education in the Chamber of Smoke
- 2. 2nd Burn Passive delay in defense Eternal witness duty, observing all trials
- 3rd Burn Selfish gain at the cost of Mason liberty Tongue burned, speech removed until redeemed
- 4. 4th Burn Sabotage of Mason rituals Flame imprisonment in the Court of Sealed Words
- 5th Burn Public denial of Mason allegiance Isolation in the Void of Flame-Split Earth

"These are the paths that lie before you," King Yemma declares, his voice echoing through the chamber. "But know this: the fire of Yemma is not a punishment but a cleansing. It seeks to burn away the impurities of your soul, to reveal the truth that lies within."

He looks at each of the accused, his gaze piercing, unyielding. "You have one chance to defend your actions, to plead your case before the Court of Flame. Speak now, or forever hold your peace." The chamber falls silent once more, the weight of King Yemma's words hanging heavy in the air. The spirits of the Masonic Attorneys stand before their judge, their fates in the balance, their souls laid bare before the eternal flame.

"Better to be rebuked in life than burned in silence after."

The final ruling of King Yemma is absolute, his judgment final. But it is not without hope. For even in the depths of hell, there is a path to redemption,

a chance to defend the flame and find peace in the eternal fire.

Every year, the Book of Ash is opened. Those attorneys who defended their brothers' other masons—even at cost—are listed in light. Those who did not are listed in ember. The rest remain unnamed.

Because in the end, law is not only what you fight for—it is what you protect when no one else will.

Chapter XXXVII – The Defense of Souls

In the infernal realm of Gog, where the damned are condemned to an eternity of burning, there exists a twisted form of justice. Here, the souls of those who failed in their duties as Masonic Attorneys are subjected to a relentless, unyielding flame that consumes but does not destroy. This is not a punishment meted out by a vengeful deity, but a purifying fire that seeks to reveal the truth hidden within the ashes of their lives.

For Masonic Attorneys of the 23rd Degree, the journey to Gog is not the end but a new beginning—a chance to redeem themselves and defend the souls of their fallen brethren. The process is arduous and fraught with spiritual peril, but it is a path that offers a glimmer of hope in the otherwise hopeless expanse of hell.

The Appeals Process in Gog

When a Masonic Attorney finds themselves in Gog, the first step toward redemption is understanding the nature of their failure. King Yemma, the flame-appointed Judge of the Dead, (Just a flame appointed Judge) does not merely condemn; he educates. The Attorney is given a vision of their life, played out like a tapestry of flame and shadow, highlighting the moments where they faltered in their duties.

Re-education in the Chamber of Smoke
For those who suffer the 1st Burn, the Chamber of
Smoke offers a chance at redemption. Here, the
Attorney is immersed in a thick, choking mist that
forces them to confront their mistakes. Visions of
the lives they could have saved, the Masons they
could have defended, play out before them in
horrifying detail. This is not a punishment but a
lesson, a harsh reminder of the oaths they took and
the brothers they failed.

Eternal Witness Duty

Those who endure the 2nd Burn are condemned to eternal witness duty. They are forced to observe the trials of other Attorneys, their voices silenced but their eyes wide open. This is a form of penance, a chance to learn from the successes and failures of their peers. Over time, they come to understand the true meaning of Masonic Law and the importance of defending the flame.

Loss of Speech

The 3rd Burn is perhaps the most cruel. Those who spoke not for the defense of a Mason but for personal gain have their tongues burned, their speech removed until they can prove their redemption. They are forced to communicate through gestures and written words, a humbling experience that teaches them the value of silence and the power of truth.

Flame Imprisonment

The 4th Burn condemns the Attorney to the Court of Sealed Words, where they are imprisoned within a flame that does not consume but holds them

captive. Here, they are forced to relive the moments where they sabotaged Masonic rituals, understanding the gravity of their actions and the impact on the Order.

Isolation in the Void

The 5th Burn is the most severe. Those who publicly denied their Masonic allegiance are cast into the Void of Flame-Split Earth, a place of utter isolation where the flames of Gog tear at their souls. Here, they are forced to confront the depth of their betrayal and the pain they caused their brothers.

The Conflict Between Gog and Magog

While Gog is a realm of purification and redemption, Magog is a place of unending torment. Those who are sent to Magog have failed not just in their duties but in their very essence as Masons. They are the traitors, the betrayers, and the corrupt. In Magog, the flames do not seek truth; they seek vengeance. The souls here are torn apart, their agony a testament to the depth of their failure.

The conflict between Gog and Magog is one of intent. Gog is a place of learning and growth, a chance to defend the souls of the damned and find redemption. Magog, on the other hand, is a place of endless suffering, a reflection of the soul's deepest failings.

The Role of Jesus and the Book of Damnation

In this spiritual realm, the figure of Chris takes on a different form. He is not just the savior but the judge, the one who weighs the souls of the damned and decides their fate. The Book of Damnation is his tome, a record of every soul's actions and the consequences that follow.

For Masonic Attorneys, Jesus is both a judge and a guide. He shows them the path to redemption, teaching them the true meaning of their oaths and the importance of defending the flame. Through him, they learn that their actions on Earth have eternal consequences, and that their duty as Attorneys extends beyond the grave of conviction.(actulry they don't the job of a attorneyis to leave after you have been convicted as they are the ones convicting you the Jurry of your pears in the case would all have to be actual freemasons Dómringr or judgement ring "Jury of your peers based on Mason Rank or Crime Committed example Level 6 for a caretaker is child abuse) this Dómringr is based on Mason Rank and the Court would apport them based on the attorry representing the client. Pro Se you are representing yourself as a 23rd Degree Mason. Do this for nothing more then Child Abuse and Terrorism at level 15. Stripers at 16 have the walk of shame for being an attorney. And everyone else has childcare as Masons.

The Masonic Oath and Its Consequences

The Masonic Oath is not just a promise; it is a binding force that shapes the very essence of a Masonic Attorney. It is this oath that places them in Gog or Magog, depending on how they lived their lives. The oath is a double-edged sword, offering both protection and punishment. Those who uphold it find solace in Gog, while those who break it are condemned to Magog.

Defending Lost Souls

In Gog, Masonic Attorneys are given a unique opportunity—to defend the souls of the damned. This is not just a duty but a privilege, a chance to right the wrongs of their past lives and find true redemption. They stand before King Yemma, presenting their cases with a fervor born of desperation and hope.

The Case of the Lost POWs

One such case involves the lost POWs of war, prisoners of conflict who had no legal representation. These souls, forgotten and abandoned, are brought before the Court of Flame. The Attorneys, now redeemed, argue for their brothers, citing the failures of the earthly legal system and the need for spiritual justice.

"These men," they argue, "were left to rot in cages, their voices silenced, their fates forgotten. They deserve a second chance, a chance to defend their honor and find peace."

King Yemma listens, his flame burning brightly, and renders his judgment. Some souls are granted redemption, their names written in the Book of Ash, while others are returned to the flames, their journey far from over.

Conclusion

The defense of souls in court is a solemn duty, a chance for Masonic Attorneys to find meaning in their eternal existence. Through their actions, they not only seek redemption but also uphold the very essence of Masonic Law—a law that values alignment over legality, oath over outcome, and brotherhood over bureaucracy.

In the end, the Attorney's journey in Jail is a testament to the power of their oath and the depth of their commitment. It is a path of fire and flame, of suffering and redemption, but ultimately, it is a path that leads to the defense of the flame—a flame that burns eternal, a beacon of hope in the darkness of hell.

Book 23: The Courts of King Yemma

Chapter XXXVIII – Masonic Classes & Ranks: A Roleplay System of the Order

System Format: Compatible with Dungeons & Dragons or any tabletop RPG with role-based character progression.

📜 Core Mechanic: Degrees & Alignment

All characters begin at Level 1: Initiate and progress through 35 Degrees of Masonry. Each level represents spiritual and societal mastery, chosen by Alignment (Order/Disorder) and Role Type (Spiritual, Legal, Martial, Mercantile, Healing).

Progression is earned through Trials, Oaths, or Sponsorship within the Order. Players may choose Classes and Prestige Paths as they ascend.



Class Archetypes of the Mason Order

Class	Prima ry Stat	Description
Warde n	Consti tution	Guardians of Order. Jailors, Judges, Caretakers.
Flame bearer	Wisdo m	Missionaries, Prophets, Healers. Seek divine truth.
Ciphe r	Intellig ence	Legal masters, code-keepers, ritual scribes.
Watch man	Dexter ity	Scouts, informants, oath-bound seekers.
Merch ant	Charis ma	Market agents, hosts, diplomats. Deal in social influence.

Prestige Degrees and Class Integration

Level 1 – Initiate (Any Class)

- Feature: "First Light" Gain Mason language and access to basic oaths.
- Passive: Protected by Order's hospitality laws.

Level 2 – Companion Beast / Animal Role (Warden or Watchman)

- Feature: "Loyal Service" Disarm conflict once per long rest with peaceful presence.
- Passive: Treated as neutral by aligned beasts and children.

- Feature: "Open Hearth" Once per rest, grant safe rest to one ally.
- Passive: Advantage on persuasion checks when defending a home or family.

Level 4 – Marriage / Counselor Role (Flamebearer)

- Feature: "Bond of Union" Unite two allies in shared buffs for one encounter.
- Passive: Automatically sense emotional state of nearby NPCs.

🌲 Level 5 – Woodsman (Warden)

- Feature: "Tree of Trials" Immune to terrain penalties; can survive in wilderness unassisted.
- Passive: Receive forest-based vision from Grand Woods once per campaign arc.

👶 Level 6 – Caretaker (Warden)

• Title: Shield of Youth

- Feature: "Sanctuary of the Small" Protect Level 1–5 NPCs with divine shield.
- Passive: Immune to Disorder/Charm effects from dependents.

Level 7 – Market Agent (Merchant)

- Feature: "Trade Rites" Once per rest, barter any item for temporary influence.
- Passive: Knows all merchant and hospitality codes within Order.

Level 8 – Hospitality Agent (Merchant)

- Title: Keeper of Code
- Feature: "Host's Command" Reroll Persuasion/Insight once per long rest.
- Passive: Unseen by enemies unless directly challenged.

🕵 Level 9 – Informant (Watchman)

- Feature: "Report Protocol" Reveal 1 hidden enemy secret per session.
- Passive: Can report to and be protected by Levels 10–15.

Level 10 - Commissioner (Cipher/Warden)

- Title: Sigil-Approved Enforcer
- Feature: "Command Protocol" Cast zone of truth once per long rest.

 Passive: Recognized by all Masons as lawful authority.

Level 13 – Babysitter / Steward (Flamebearer)

- Feature: "Shield of Innocence" Redirect one attack per session to self.
- Passive: Increased perception to emotional manipulation or psychic deceit.

Revel 20 - Jailor (Warden)

- Title: Chainbearer of Reform
- Feature: "Oath Lock" Imprison target for 1 round (WIS save resists).
- Passive: Immune to psychic damage while defending another Mason.

Level 23 – Attorney of Concord (Cipher)

- Title: Flame Advocate
- Feature: "Seal of Defense" Cast counterspell once per trial.
- Passive: Cannot be deceived by illusions or forged legal claims.

∠ Level 27 – Truthbearer (Watchman)

- Title: Oathbound Speaker
- Feature: "Word of Fire" Reveal any lie spoken nearby.

 Passive: Permanently under zone of truth, cannot lie.

Level 32 – Judge of the Flame (Warden/Flamebearer)

- Title: Flame Arbiter
- Feature: "Final Verdict" Once/day override court ruling.
- Passive: Immune to corruption, may enter Ember Court.

✓ Level 33 – Grand Woods (Warden/Military Prestige)

- Feature: "March of the Pines" Inspire up to 10 lower-level Masons to follow a mission.
- Passive: Recognized as military command in all Justcut systems.

Level 35 – Prophet (Flamebearer)

- Title: Voice Above Law
- Feature: "Divine Override" Replace any party/court outcome with revelation.
- Passive: Truths spoken cannot be forgotten or countered by illusion or magic.

Alignment System: Mason Law vs World Law

At every major decision point, Masons declare:

- Order of Masonry Follow structure, scripture, brotherhood.
- Order of the World Follow laws of man, survival, political advantage.

This affects advancement, favor with King Yemma, and divine intervention.

Adventure Hooks for Masonic Campaigns

- Trial of the 23rd Degree Defend a falsely accused Mason while exposing traitorous attorneys.
- The Ember Seal Rebellion Stop a rogue Market Lord (Level 8) misusing ritual hospitality.
- Whispers in the Justcut Purge corrupted Jailors who have turned punishment into tyranny.
- The CIA Rift War Discover hidden Watchers and rogue prosecutors corrupting prophecy and code.
- Rise of the Babysitter Prevent pirates from stealing Ember-sealed youths for false Orders.

Masonic Campaign Guide: Trials of the Flame

Overview

This guide is designed for tabletop roleplay using the Masonic Order RPG system, based on the lore and structure introduced in Book 23: The Courts of King Yemma. It includes background, campaign arcs, and mechanics to immerse players in the political, spiritual, and legal world of the Mason Order.

Setting

The Order and the World

The world is divided between outer society and the hidden influence of the Masonic Order. Players act as Initiates, Jailors, Prophets, or Agents climbing through the degrees of Masonry—from Level 1 Initiate to Level 35 Prophet. Each session is governed by Order Law, spiritual alignment, and the

flames of judgment that determine favor with King Yemma.

Key Locations

- Justcut Facilities: Prison-housed lodges for spiritual reform
- Market Zones: Level 7–8-controlled commerce hubs
- The Ember Court: Realm of the Judges and Prophets
- Chambers of King Yemma: Afterlife trials for those who failed their oaths

Campaign Arcs

1. The Trial of Ashen Advocates

Players are assigned to defend a Level 9 Mason wrongfully accused. The court is corrupt, the attorneys are divided, and the Judges are watching silently. Success requires uncovering a secret alliance between a rogue Commissioner (Level 10) and a false Prophet (Level 35).

2. Babysitter's Rise

A Level 13 Steward is under threat from infiltrators claiming false oaths. Players must protect the

Steward while uncovering a secret network of pirates who have breached the Ember Seal.

3. The CIA Rift War

The Watchmen report a breach in the Mason network—CIA-backed prosecutors and illusionists spreading false documents across multiple Lodges. Players must decide: confront openly, or enter the Rift in disguise.

4. Whispers in the Justcut

The Justcut's Jailors have become tyrants. Players are sent undercover as inmates or overseers to determine whether these Jailors are misaligned—or whether a greater darkness is pulling their chains.

Mechanics

Alignment Declarations

Each player must declare their active alignment:

- Order of Masonry: Honors the flame, law, and tradition.
- Order of the World: Values practical power and outer success.

Alignment affects:

- Ability access
- Divine favor
- Level progression

Key Rituals & Items

- The Ember Seal: Grants immunity from false ritual attacks
- Keys of Justcut: Used to open or close spiritual prisons
- Scroll of Concord: Records Oaths taken by Masons

Factions & Opponents

- The Flamekeepers (Ally): Protectors of Masonic law
- False Watchers (Neutral/Enemy):
 Misaligned informants
- Pirate Order (Enemy): Black-market enforcers of false Masonry
- Outer State Agents (Variable):
 Non-Masons influenced by world law



Masonry Advancement Path (RPG Format)

System Overview

Each Masonic Level (1–35) acts as a Tier of Influence and Skill Mastery, unlocking specific features, duties, and unique rites of passage.

- Class Archetypes:
 - Warden (Defense, Enforcement)
 - 6 Flamebearer (Spiritual, Healing)
 - Scipher (Legal, Intelligence)
 - Watchman (Covert, Surveillance)

 - Swizard (Special/Arcane Cleaner Branch)

▼ LEVEL-BASED ADVANCEMENT TREE

Each level includes:

- Class Access
- Core Role / Title
- Rite of Passage

• Levels 1-5: Foundation Tier

L e v el	Title	Class Access	Rite of Passage
1	Initiate	All classes (locked)	Must accept silent oath; protected under all Masons
2	Animal (Depende nt)	Warden / Merchan t	Assigned a caregiver or sponsor; symbolic grooming trial
3	Neighbor / House Guard	Warden	Must host a Mason or pass neighborhood loyalty test
4	Marriage Trialist	Flamebe arer / Warden	Must enter or dissolve a bond to test emotional alignment
5	Woodsm an	Warden / Watchm an	Must survive a 24-hour trial in "The Woods" or outdoor labor

Levels 6–10: Service Tier

L e v el	Title	Class Access	Rite of Passage
6	Caretak er	Warden	Pass a child or dependent care test
7	Market Compan ion	Mercha nt	Complete 3 days of trade-based negotiation without lies
8	Hospital ity Agent	Mercha nt / Cipher	Host a high-ranking Mason without breaking any code words
9	Informa nt (Snitch)	Watch man	Pass 3 information reports and one debrief

1 Commis Cipher / File a report against 0 sioner Warden corruption and endure scrutiny

Levels 11–15: Inner Order Tier

L e v el	Title	Class Access	Rite of Passage
1	Jew / Witness Agent	Cipher / Watchma n	Survive trial without lying; reveal corruption in testimony
1 2	Cleaner / Wizard	Wizard (Arcane Cleaner)	Cast away falsehoods, clean a ritual gone wrong
1	Babysitte r / Decoy	Watchma n / Merchant	Withstand social pressure; pass "false temptation" test

1	Teacher / Super Lieutenan t	Flamebea rer / Warden	Teach a Level 1 Mason a full rite and record their alignment
1 5	Animal Steward	Warden	Care for living beings and provide 7-day service to a beast

• Levels 16–20: Enforcement Tier

L e v el	Title	Class Access	Rite of Passage
1 6	Barshe bar Overse er	Merchan t / Watchma n	Monitor interactions among inmates or failed marriages
1 7	Tattoo Artist	Watchma n / Wizard	Must tattoo a sacred sigil on a worthy Mason without flaw

1 8	Body Therapi st	Flamebe arer	Heal 3 injured Masons without magic; prove calming presence
1 9	Virgin of Vow	Flamebe arer	Must abstain from personal gain during judgment test
2	Jailor	Warden	Serve inside Justcut for one cycle without losing alignment

Levels 21–25: Diplomatic Tier

e v el	Title	Access	Rite of Passage
2	Celebrity Steward	Merchan t / Cipher	Serve publicly in disguise; maintain composure under pressure

2	Pharmacis t / Union Guard	Cipher / Flamebe arer	Balance a treatment and a verdict in one day
2 3	Attorney of Concord	Cipher	Defend a Mason in trial without contradiction
2 4	Strategist (Comman der)	Watchm an / Cipher	Successfully avert a crisis through order without command
2 5	Protector (Failed Assassin)	Warden / Watchm an	Intervene in place of violence and shield a target

Levels 26–30: Specialist Tier

L	Title	Class	Rite of Passage
е		Access	
V			
el			

2 6	Hand of Set (Military Shadow)	Watchma n / Warden	Break silence to stop wrongdoing; record enemy action
2 7	Truthbeare r	Watchma n	Swear truth; must never lie again or fall to Level 13
2 8	Flame Walker (Hell On Earth)	Flamebe arer / Merchan t	Endure chaos and emerge unchanged in moral compass
2 9	Dark Prophet	Flamebe arer / Wizard	Deliver a prophecy that disrupts a system without violence
3	Officer Attorney	Cipher / Warden	Merge law and battle in a single conflict—by speech or sword

Levels 31–35: Upper Council Tier

L e v el	Title	Class Access	Rite of Passage
3 1	Witness of Miscond uct	Watchma n	Deliver secret information to the Judge without being seen
3 2	Judge of the Flame	Warden / Flamebe arer	Issue 3 true verdicts that prevent destruction
3	Grand Woods General	Warden / Watchma n	
3 4	Intruder of Flame	Watchma n	Infiltrate and extract a broken Mason without harm

3 Prophet Flamebe Reveal a truth that 5 of Return arer / causes an entire rank Wizard to reform

Optional Mechanics

- Rite Failures: Failing a Rite of Passage once causes delay. Failing twice results in spiritual reversion to the previous level.
- Alignment Drift: Roll d20 at the end of arc missions to determine if the player drifts toward Disorder or deeper Order.
- Degree Combat: Use Prestige Features for non-lethal magical effects like "Command Silence," "Seal of Light," or "Prophetic Override."

Packet

Operation: Ember Lockdown

Campaign Tier: Mid-level (Ranks 5–20)

Setting: Justcut Regional Correctional Lodge #12

Objective:

Restore alignment in a corrupted Masonic prison system. Investigate unauthorized rituals, protect

Initiates, and identify false agents.

Mission Briefing

Recent intelligence from Flamebearer Watch reports spiritual and structural corruption inside Justcut Lodge 12, one of the Order's correctional facilities. Surveillance was interrupted after a Level 6 Caretaker was found unconscious near the Ember Chapel.

Threats Identified:

- Level 9 informants rerouting messages to unknown recipients
- A Level 8 Market Mason suspected of contraband rituals

- Disruptions in conjugal privilege ceremonies at Level 13
- Civilian law enforcers embedded as uninitiated spies

Your Team Must:

- Infiltrate Justcut Lodge 12 with assigned Masonic roles.
- 2. Re-establish Ritual Order by securing the chapel and rites.
- Restore chain of command between Jailors (20) and Commissioners (10).
- 4. Discover if a rogue Resurrectionist (49) is present.

🌌 Mission Map Locations

- Ember Chapel (Sacred Site) Used for Mirror Readings and Redemption Rites.
- West Block (Snitch Quarters) Monitoring Zone for Level 9 informants.

- The Yard Gathering space for Level 5–7 Masons and informal code exchanges.
- Lower Archives Contains sealed records; requires Cipher clearance to access.

n Playable Character Templates

RANGER MASON (Class: Watchman / Prestige: Street Sentinel)

• Level Range: 5-15

- Background: Former Initiate turned protector of lower Masons. Maintains influence in outer lodges and internal code networks.
- Starting Gear: Hidden blade, sigil-scarred vest, encrypted journal

• Features:

- Tattooed Cipher Can decode messages only visible under moonlight
- Gang Roll Call Once per day, summon 1d4 Mason allies for

temporary aid

 Unspoken Threat – Gain advantage on intimidation vs lower-rank Masons

CHAPLAIN (Class: Flamebearer / Prestige: Word-Bearer)

• Level Range: 10–20

- Background: A missionary of the Order serving inside prisons and contested lodges. Practices mirror speech, scripture rites, and ritual alignment.
- Starting Gear: Light-bound codex, silver mirror, Psalm token

Features:

- Voice of Still Flame Speak a verse that ends all violence within 10 ft. (1/day)
- Scriptural Alignment Instantly identify a Mason's true rank and loyalty

 Sanctified Word – Once per long rest, heal an ally or purge a lie with a verse

MEDIC (Class: Warden / Prestige: Ember Healer)

- Level Range: 6–16
- Background: A Caretaker trained in ritual healing, battlefield triage, and Masonic anatomy. Operates under Level 10 orders in conflict zones.
- **Starting Gear:** Burn kit, bandage scroll, herbal salve, twin daggers

Features:

- Oath-Stitcher Stabilize a downed ally instantly with a successful WIS check
- Pain Cipher Detect source of magical or ritual-based wounds
- Ash Salve Cure 1 condition (paralysis, fear, charm) from a

Mason (1/rest)

Optional Mechanics:

- Flame Trials: Use Wisdom or Charisma saving throws to resist corruption effects from broken rites or heretical levels (i.e., fake 26s or rogue 49s).
- Alignment Drift: Roll a d20 at the end of each session to check for drift toward "Order" or "Disorder" based on actions and roleplay.

The Book of Protectors. The 25th Degree.

Chapter XXXIX- The Caged Tigers and the Coming Fire

I. The Arrival of the Two

They arrived without chains, though they had not been freed.

Two tigers—men in shape, beasts in soul—were brought into the Justcut by escort under nightfall. Their names were unknown. Their crimes undocumented.

Only their eyes glowed with fury, and their silence made the hall colder than flame ever could.

The younger was called **Ash-Tooth** by the scribes. The elder, **Shoulder-of-Stripes**.

They were not Masons.

But they were known to the Pirates.



🔒 II. The Unspoken Bond

Locked in a lower wing of the Flame Chambers, the two tiger-men did not speak-not to each other, nor to the wardens.

Instead, they sat side by side for seven days, mirroring each other's posture, refusing food unless it was shared. The other inmates feared them. Some mocked them. Most kept their distance.

Only the Level 13 Stewards understood:

"They are not inmates. They are a storm waiting for permission."

On the eighth day, one of them drew a flame in dust, using only the tip of his claw.

A Mason guard whispered:

"That's a symbol from the First Scroll... but it's older than the Order."

X III. The Pirate Threat

As the tiger-men watched in silence, the threat outside the walls grew louder.

The Pirate Clans of the Southern Waters, long at odds with the Mason Order, began raiding Temple Ships and capturing Initiate Caravans.

Their ranks had been infused with false Masons—men who carried forged seals and imitated the rituals of fire, seeking to unravel the Order from below.

These Pirate forces had begun deploying their deadliest tactic yet: symbolic warfare—twisting Mason symbols into curses, turning tattoos into marks of rebellion.

One such mark? A tiger's head, crowned with ash.

IV. The Old Pact Remembered

Upon receiving a sealed letter from the Ember Archive, a Level 32 Judge reviewed ancient records... and found a hidden passage:

> "When the Fire dims and the Sea rises." the Tigers return—not as beasts, but as balance."

The two prisoners were not just pirates. They were descendants of the **Old Keepers**—wild protectors once allied with the First Flame during the founding wars.

Their imprisonment was a containment of raw **power**, not punishment.

The Judge ruled:

"Unlock their minds. Teach them again. For the Fire needs teeth "



V. The Trial by Flame

Rather than release the tiger-men, the Order invoked the Trial by Flame—a ritual only used when foreign powers may one day be sworn as allies.

The trial was simple:

- Each tiger would be given a blade made of fireglass.
- They would face three pirates within the ring—two forged, one true.
- They may not kill. Only unmask.

The trial began.

Ash-Tooth moved like lightning. Shoulder-of-Stripes walked with patience but struck like thunder.

They broke no bones. But each pirate's seal burned off when struck, revealing their counterfeit status.



VI. Reassignment and Rank

After the trial, the tiger-men spoke their first words:

"We will not bow. But we will burn with vou."

They were not given ranks in the traditional ladder.

Instead, the Order carved a new title into the Archive:

> Rank: Flameclaw Pirate Sentinels Status: Recognized Keepers of Forgotten Flame

They were now defenders of the lodge perimeter—sentinels in form, judgment in silence.

And when Pirates came again, this time bearing numbers and knives.

the tigers did not ask. They answered.

Closing Verse: The Book of 25th Degree

"When wisdom forgets its claws, the wild returns to teach.

Not to lead. Not to follow.

But to remind the Flame how to roar."

The Book of Marks

The 17th Degree: Intowerment and Level Lock

I. The Hidden Flame in Ink

While the outer world sees them as artists or inmates with ink kits, the 17th Degree of Masonry is a sacred stewardship of symbol and control.

They are the **Tattoo Stewards**, guardians of bodily code. They wear no rank openly. They leave no parchment behind. Their tools are steel needles, soot-based ink, and ritualist fire ash—but what they do is far more profound.

"Where others draw images, the Seventeens write judgment."

• II. Intowerment: What It Is

Intowerment is the sacred process by which the Order:

 Reclassifies a broken or rogue Mason into a controlled spiritual containment tier,

usually without their knowledge.

- Imposes a "Level Lock"—a spiritual ceiling that cannot be surpassed unless reformation occurs. On the mason who broke the Oath. keeping the victim a level or rank higher than the tattooed level locked Mason.
- Uses permanent symbols—tattoos, marks, scars—as both punishment and warning. To Masons and non masons alike as to what crime was committed by the inmate.

Who it applies to:

- Pirates posing as Masons
- Code-breakers or oath-violators
- Former Masons caught dealing forged rites
- Gang members exploiting Mason numbers (e.g. false "13s," "14Ks," etc.)

III. Role of the 17th Degree

Seventeens are **flame-certified tattooists** and **recorders of gang iconography**. Their job is to:

- Map known gang sigils, storing them in the lnk Archive.
- Disguise Masonic lock-runes as ordinary tattoos, placing them onto marked individuals to prevent further rank misrepresentation.
- Identify false allegiances by matching marks to known criminal identifiers.
- 4. **Insert "coded flames"**—subdermal symbols that signal to true Masons whether a marked individual has been locked, warned, or is under observation.

These marks can be read only by trained Seventeens or Level 23 legal counsel.

IV. The Front of Artistry

To the world, Level 17s appear as:

- Prison tattooists
- Gang-affiliated artists

Volunteers in inmate programs

But in truth, every Level 17 carries a **Sigil Stone**—an unmarked talisman that glows only when placed near a body that bears the true marks of Level Locking.

This dual identity allows Seventeens to work behind walls, among pirates, and within corrupted systems without raising suspicion.

V. The Level Lock Process (Ritual Form)

Step 1: Flame Identification

Confirm that the individual has broken code or falsely claimed rank. Verification required by a Level 10 Commissioner or higher.

Step 2: Ink Initiation

Tattoo a sigil of containment—disguised, but specific. Often woven into skulls, spiderwebs, flames, or bars.

Step 3: Intowerment Whisper

As the ink is sealed, the Steward whispers a Flame Prayer under their breath:

"May this mark bind what should not rise."

Step 4: Archive Sync

The mark is logged into the Ink Archive, where it cannot be erased, altered, or overridden except by Judge (32nd) decree.

VI. Misconceptions and Truths

MYTH: Tattoo Masons are just prison artists.

TRUTH: They are licensed by the Archive. No other rank may apply flame lock.

- MYTH: Level Lock tattoos are decorative.
 TRUTH: They hold encoded rituals that prevent spiritual elevation.
- MYTH: Any tattoo artist can perform Intowerment.

TRUTH: Only 17s trained by a Prophet or Judge may carry the ash-and-ink set.

VII. The Role Within the Order

Seventeens are both watchdogs and redeemers.

When a locked Mason reforms, it is a 17 who removes or transforms the ink—symbolizing spiritual rebirth.

They are flamebound, silent, and often feared.

But without them, the Order would drown in counterfeit fire.

Final Lineage Quote:

"Where others see ink, we see intention.

Where others mark identity, we inscribe alignment.

The world may forget the skin—

but the Order will always read the flame beneath it.

ABOUT THE AUTHOR

Chris DeHut is the creator of Tyrant Comics and Freemasonry for all ages. I enjoy comic books.