

DETAILS OF ARCHITECTURAL SPHERES

The Paradise Creator Son Michael 611121 built almost all of the architectural spheres in Nebadon. Architectural worlds are designed to accommodate both physical and spiritual personalities as well as the intervening morontia or transition stages of being. Spirit beings would naturally travel above the surface of the sphere, while the morontia and material beings make use of material and semimaterial means to negotiate atmospheric passage. Such spheres are physical matter crowned with morontia life and overspread with spiritual glory, and all capital spheres are architectural spheres.

Salvington is a combined physical manifestation of the spiritual, mindal, and material. All of the mansion worlds are of rock and gravel, water and mountains - all quite material. Mansion worlds 1 thru 7 of the Satania system were built taking one hundred years for each, totaling seven hundred years to complete. Morontial beings live on true rock and mineral worlds as does spirit. Remember that Urantia has angels and midwayers and lots of other orders that exceed our ability to see. Mansion worlds and Salvington are just extensions of these circumstances, so long as one has the right energy and sensing apparatus for any living order. Therefore these morontial and spiritual beings are then able to live successfully on the many architectural worlds where they have authorization to do so.

If you were on an architectural world as a human you would not see the architecture or the inhabitants as our capacities are limited below the threshold of their presentation to our senses. Architectural worlds hold all sorts of realities and discerners who have varying capacities to perceive the difference between matter and spirit and morontia forms. Concept thinking improves remarkably up the scale of forms who vary in either spirit or intellect or morontialized minds. There are no pure morontial planets or moons. Our souls are morontial, and are clothed in new morontial material when they are resurrected on the mansion worlds.

Morontial teachers are dedicated exclusively to the mansion worlds, and are never on Urantia. Morontial buildings are of morontial material. There are morontial animals on the mansion worlds and higher spheres too. There are morontial plants that bloom like material plants except they produce no seeds. All water is material water, there is no morontial water or morontial mountains on the mansion worlds. They are true physical planets like Urantia with morontial embellishments. Morontial plants and animals do not reproduce; they become candidates for reincarnation on motion of the morontial supervisors which are spirit beings, not of morontial forms.

In regard to architectural worlds, remember they are first material worlds. If you were transported there you would see the splendor of their nature, the lakes and rivers that flow there. These worlds also abound with crystals and light emitting plants and are among the rarest of worlds for they also contain all sorts of music in the weaving of their majestic trees and in the world of spornagia, those beautiful animals defined in the Urantia Book as living on Mansion World Two and beyond. But it is also important to recognize the mansion worlds have so much going on it is nearly impossible to tell any of us yet living on Urantia what they look like and what it feels like to move among their splendid foliage of feather and fowl, frog and fish, all which abound in their waters. Architectural worlds have morontial plants and material plants and mechanistic plants that turn on and off at light recession; there are even plants that smell like jasmine and honeysuckle, but then the morontial senses are in excess of 64 while ours are limited to 5. So what else they may sense has to remain a secret until we can sense these new versions of plants and animals as they are on the mansion worlds and beyond.

DETAILS OF EDENTIA

The water of Edentia and similar architectural spheres is no different from the water of the evolutionary planets. The water systems of such spheres are both surface and subterranean, and the moisture is in constant circulation. Edentia and its associated worlds have a true atmosphere, the usual three gas mixture which is characteristic of such architectural creations, and which embodies the two elements of Urantian atmosphere plus that morontia gas suitable for the respiration of morontia creatures. But while this atmosphere is both material and morontial, there are no storms or hurricanes; neither is there summer nor winter. This absence of atmospheric disturbances and of seasonal variation make it possible to embellish all outdoors on these especially created worlds. The sea of glass, the receiving area of Edentia, is near the administrative center and is encircled by the headquarters amphitheater. The Edentia sea of glass is one enormous circular crystal about one hundred miles in circumference and about thirty miles in depth. This magnificent crystal serves as the receiving field for all transport seraphim and other beings arriving from points outside the sphere; such a sea of glass greatly facilitates the landing of transport seraphim and other beings. A crystal field on this order is found on almost all architectural worlds; and it serves many purposes aside from its decorative value, being utilized for portraying superuniverse reflectivity to assembled groups and as a factor in the energy-transformation technique for modifying the currents of space and for adapting other incoming physical-energy streams. The system capitals are particularly beautified with material and mineral constructions, while the universe headquarters is more reflective of spiritual glory, but the capitals of the constellations are the acme of morontia activities and living embellishments. On the constellation headquarters worlds living embellishment is more generally utilized, and it is this preponderance of life—botanic artistry—that causes these worlds to be called "the gardens of God." The architectural worlds enjoy ten forms of life of the material order. On Urantia there is plant and animal life, but on such a world as Edentia there are ten divisions of the material orders of life. Were you to view these ten divisions of Edentia life, you would quickly classify the first three as vegetable and the last three as animal, but you would be utterly unable to comprehend the nature of the intervening four groups of prolific and fascinating forms of life. Even the distinctively animal life is very different from that of the evolutionary worlds, so different that it is quite impossible to portray to mortal minds the unique character and affectionate nature of these nonspeaking creatures. There are thousands upon thousands of living creatures which your imagination could not possibly picture. The whole animal creation is of an entirely different order from the gross animal species of the evolutionary planets. But all this animal life is most intelligent and exquisitely serviceable, and all the various species are surprisingly gentle and touchingly companionable. There are no carnivorous creatures on such architectural worlds; there is nothing in all Edentia to make any living being afraid.

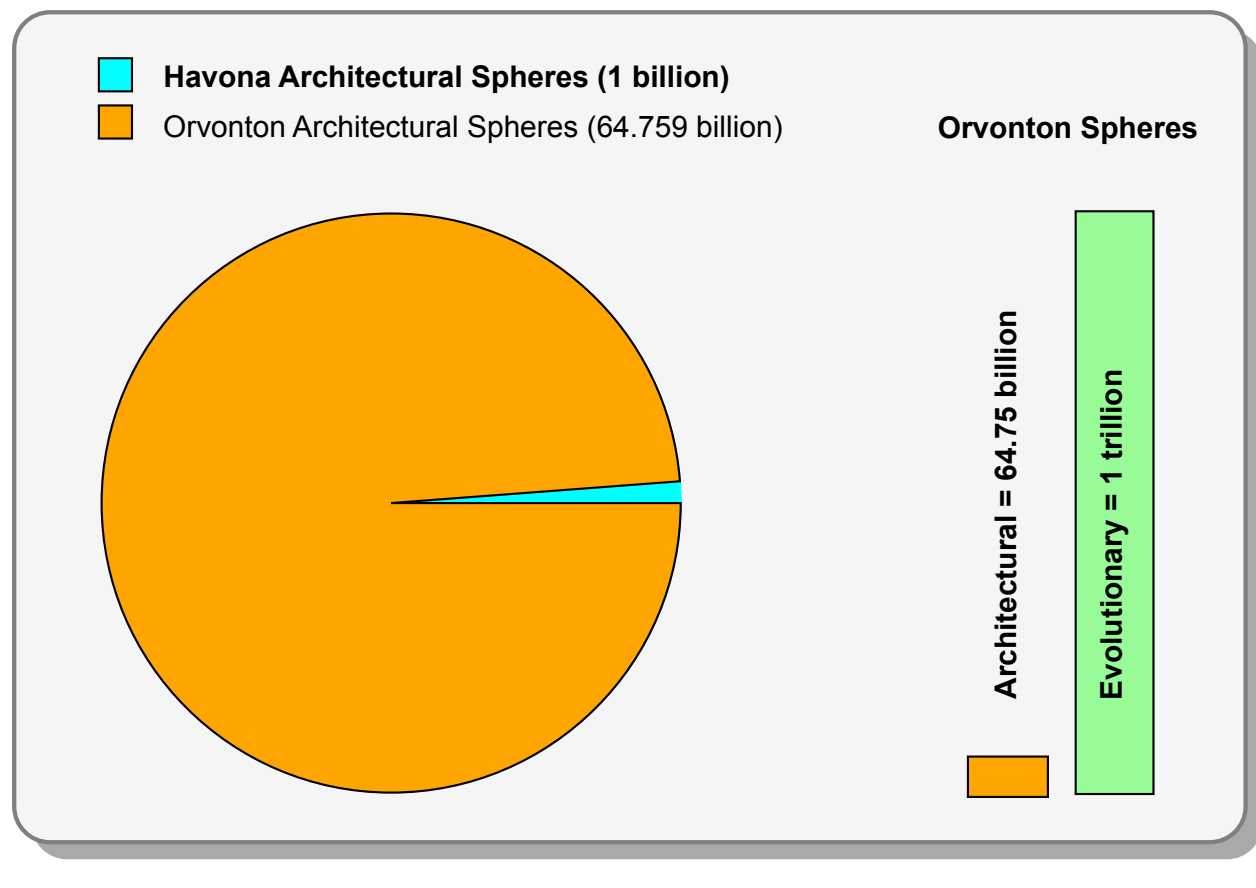
DETAILS OF JERUSEM

The energy of Jerusem is superbly controlled and circulates about the sphere in the zone channels, which are directly fed from the energy charges of space and expertly administered by the Master Physical Controllers. The natural resistance to the passage of these energies through the physical channels of conduction yields the heat required for the production of the equable temperature of Jerusem. The full-light temperature is maintained at about 70 degrees Fahrenheit, while during the period of light recession it falls to a little lower than 50 degrees. (continued at right...)

HOW MANY ARCHITECTURAL SPHERES?

If all the projected local universes and their component parts were established, there would be slightly less than five hundred billion architectural worlds in the seven superuniverses. It can be calculated that Nebadon would have approximately 647,591 architectural spheres.

Assuming a similar quantity for each of the 100,000 local universes in Orvonton, then: 647,591 x 100,000 = 64,759,100,000 architectural spheres in Orvonton. Orvonton's approximately 64,759,100,000 architectural spheres is around 7% of its approximately 1,000,000,000,000 (1 trillion) inhabitable evolutionary spheres. Havona has 1,000,000,000 (1 billion) architectural spheres. Orvonton has almost 65 times more architectural spheres than the central universe of Havona! The 7 superuniverses combined have about 450 billion architectural spheres. That's about 450 times more architectural spheres than all of Havona!



(Details of Jerusem continued...) The lighting system of Jerusem should not be so difficult for you to comprehend. There are no days and nights, no seasons of heat and cold. The power transformers maintain one hundred thousand centers from which rarefied energies are projected upward through the planetary atmosphere, undergoing certain changes, until they reach the electric air-ceiling of the sphere; and then these energies are reflected back and down as a gentle, sifting, and even light of about the intensity of Urantia sunlight when the sun is shining overhead at ten o'clock in the morning. Under such conditions of lighting, the light rays do not seem to come from one place; they just sift out of the sky, emanating equally from all space directions. This light is very similar to natural sunlight except that it contains very much less heat. Thus it will be recognized that such headquarters worlds are not luminous in space; if Jerusem were very near Urantia, it would not be visible. The gases which reflect this light-energy from the Jerusem upper ionosphere back to the ground are very similar to those in the Urantia upper air belts which are concerned with the auroral phenomena of the so-called northern lights, although these are produced by different causes. On Urantia it is this same gas shield which prevents the escape of the terrestrial broadcast waves, reflecting them earthward when they strike this gas belt in their direct outward flight. In this way broadcasts are held near the surface as they journey through the air around your world. This lighting of the sphere is uniformly maintained for seventy-five percent of the Jerusem day, and then there is a gradual recession until, at the time of minimum illumination, the light is about that of your full moon on a clear night. This is the quiet hour for all Jerusem. Only the broadcast-receiving stations are in operation during this period of rest and rehabilitation. Jerusem receives faint light from several near-by suns—a sort of brilliant starlight—but it is not dependent on them; worlds like Jerusem are not subject to the vicissitudes of sun disturbances, neither are they confronted with the problem of a cooling or dying sun. The seven transitional study worlds and their forty-nine satellites are heated, lighted, energized, and watered by the Jerusem technique.

There is no rainfall, neither storms nor blizzards, on any of the architectural worlds, but there is the daily precipitation of the condensation of moisture during the time of lowest temperature attending the light recession. (The dew point is higher on a three-gas world than on a two-gas planet like Urantia.) The physical plant life and the morontia world of living things both require moisture, but this is largely supplied by the subsoil system of circulation which extends all over the sphere, even up to the very tops of the highlands. This water system is not entirely subsurface, for there are many canals interconnecting the sparkling lakes of Jerusem. The atmosphere of Jerusem is a three-gas mixture. This air is very similar to that of Urantia with the addition of a gas adapted to the respiration of the morontia order of life. This third gas in no way unfits the air for the respiration of animals or plants of the material orders.

The transportation system is allied with the circulatory streams of energy movement, these main energy currents being located at ten-mile intervals. By adjustment of physical mechanisms the material beings of the planet can proceed at a pace varying from two to five hundred miles per hour. The transport birds fly at about one hundred miles an hour. The air mechanisms of the Material Sons travel around five hundred miles per hour. Material and early morontia beings must utilize these mechanical means of transport, but spirit personalities proceed by liaison with the superior forces and spirit sources of energy.

BIG BIGGER BIGGEST

If Earth's diameter = 10 units, then surface area = $4\pi r^2$ or 314 square units.

A sphere 10x bigger = 100 units then surface area = 31,400 square units.
 A sphere 100x bigger = 10000 units then surface area = 3,140,000 square units.

Spheres 10x the diameter of Urantia have 100 times more surface area
 Spheres 100x the diameter of Urantia have 10,000 times more surface area.

How large is the Sun compared to Earth?

The Sun is 864,400 miles (1,391,000 km) across, about 109x the diameter of Earth. It is so large that about 1,300,000 planet Earths can fit inside of it.

Capital spheres are approx. 100x the size of Earth (Urantia).
 Examples: Uversa, Salvington, Edentia, Jerusem.

Major or primary spheres are approx. 10x the size of Earth.
 Examples: Melchizedek and Life Carrier HQs, transitional culture worlds of Jerusem.

Minor or tributary spheres are approx. the same size as Earth (1x).
 Example: the seven mansion worlds of Jerusem.

COMPARATIVE SIZES

Side-by-side view

Superimposed view

1 x

Earth (Urantia)
Mansion worlds

10 x

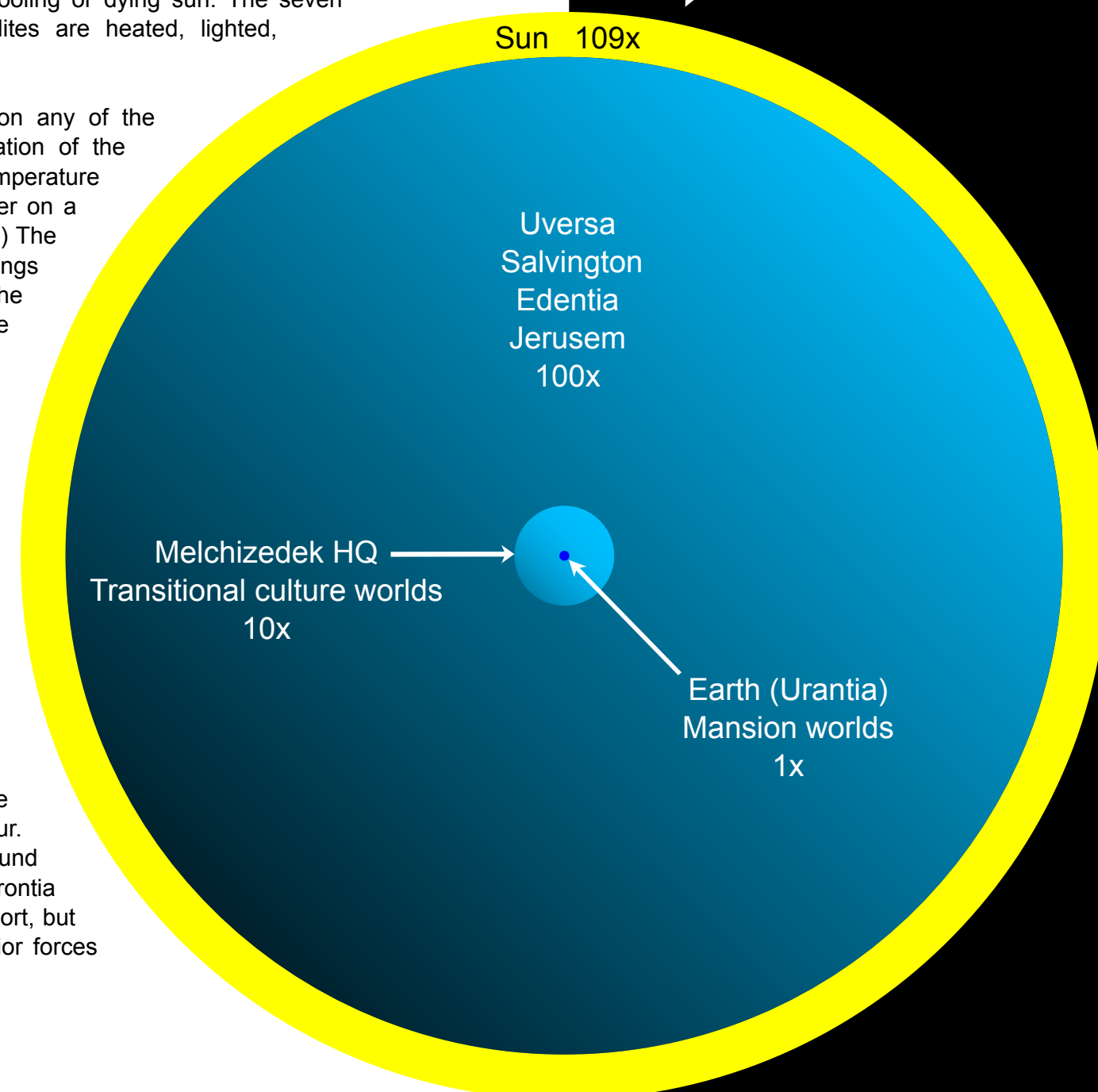
Melchizedek HQ
Transitional culture worlds

109 x

Sun

100 x

Uversa
Salvington
Edentia
Jerusem



Architectural Sphere Distribution from Jerusem to Uversa

Uversa SUP	491: 7 clusters, each with 70 spheres and Uversa
Umajor the fifth MJS	71: surrounded by 70 spheres
Uminor the third MNS	8: surrounded by 7 spheres
Salvington UNI	491: 10 clusters, each with 49 spheres and Salvington
Edentia CON	71: 70 spheres and Edentia
Jerusem SYS	57: 7 satellites, each with 7 spheres and Jerusem

Architectural Sphere Distribution in all of Orvonton (approximate)

Uversa (1)	491
Major Sectors (10)	71 x 10 = 710
Minor Sectors (100)	8 x 100 x 10 = 8000
Local Universe Capitals	491 x 100,000 = 49,000,000
Local Universe Constellations (100)	71 x 100 x 10,000 = 771,000,000
Local Universe Systems (10,000)	57 x 10,000 x 100,000 = 57,000,000,000