

Great Reset or Great Delusion?

(November 02, 2021)

I'm finding myself frustrated and a bit heartbroken at the amount of people who are not only taking the vax, but encouraging (and even *demanding*), others, including children take it. With more and more information coming out about the dangers of the mRNA shot, one can only wonder if those of us who see the dangers have simply given into all the "conspiracy" hype and have come to believe something that's not true? Then I come across a video like this labeled, [Why Are You Awake When So Many Aren't?](#), and it tends to confirm my suspicions about the jab. Why *are* so many seemingly asleep?

I'm actually quite concerned about family and friends I personally know who may end up having large health issues and may in fact, die because they took the jab. I certainly don't want that to happen but if doctors like Robert Malone et al are correct, then there are problems ahead. Yet, too many people seem oblivious to any potential problems and harangue anyone who questions the safety and efficacy of the CV jab as a "conspiracy theorist" and "anti-vaxxer" even if the person took every previous vax including flu vaxxes annually. They do appear to be asleep, not realizing what's actually happening.

Doctors and researchers have put their careers and livelihoods on the line by trying to warn folks about the potential dangers associated with it. Yet in response to these brave people, not only is the Left doing everything it can to vilify them (to be expected), but surprisingly, so are many Christian leaders, some by trying to find "dirt" on them (as if that discounts any factual information they might be stating). I have to wonder what we've come to in society where there is absolutely no discussion allowed if an opinion is opposed to the accepted narrative.

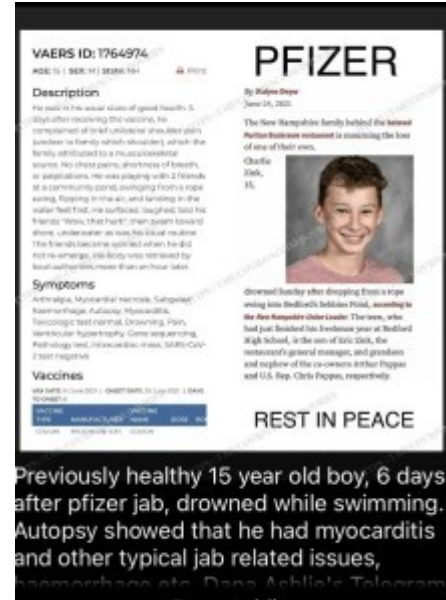
[Healthcare workers who would rather lose their jobs](#) than take the CV vax are trying to tell people the truth regarding vaccine injuries. As the article notes, most of those in the hospital with problems are those who are double vaxxed, not the unvaxxed. Will their information fall on deaf ears?

Why are so many seemingly unable to see what appears to be truth or at least unwilling to even discuss the possibilities? I'm reading about more and more people experiencing severe reactions and even death from these CV-19 jabs and it is very concerning to me. Even *if* the jab was totally above board and even *if* pharmaceutical companies and our elected officials truly wanted to help, shouldn't there be major concern about the potential connection between the CV-19 shot and adverse reactions, harm and even death? How could all of it be merely "coincidence" and have



nothing at all to do with the shot itself? These problems are even being experienced by top athletes for goodness sakes. Yet pharmaceutical companies, the FDA and the CDC roll on as though everything is fine and there are no issues.

Now the pharmaceutical companies want to inject 5 to 11 year olds and as you can see in the image, quite a few parents seem pretty excited that their kids want the jab. I'm also reading that the "news" is now telling us that maybe kids aren't that "safe" from CV-19 after all. Yet, kids who have submitted to the CV jab are being harmed and dying. What's really going on? [Studies are showing some terrible things](#) potentially caused by the CV vax, but no one is allowed to discuss. [Here's another article on it](#). Here's an article with doctors and attorneys warning [hospitals are no longer safe](#).



Have we reached the point in society where the *Great Reset*, as envisioned by Klaus "[You will own nothing and be happy](#)" Schwab ([who was born in Nazi Germany in 1938](#)), and those of his WEF (World Economic Forum), is really being supported by the Great Delusion God sends as spoken of in [2 Thessalonians 2:9-12](#)? We'll talk more about this in an upcoming article, but for now, I really cannot think of anything else that is advancing this whole COVID belief system, where society has become so clearly divided over an *illness* and *shot*. Some family members who've taken both jabs and were originally gung-ho are now bemoaning the fact that they took it at all and see it more as a method to control than a true help toward health. It's all very strange to me, but this isn't the only thing happening in society, though what I'm going to discuss now is certainly related. What's really ironic is that these family members are pro-life, yet they have no problem taking a vax in which aborted fetal cells were used in the making of it.

However, is anything else happening in conjunction with CV that may help to bring about the change that Klaus wants to see while making people even more willing to go along with the program? Possibly.

Video games were first introduced in the late 60s, early 70s, and today, *Nintendo*, *Sega* and others have become household names among gamers. What began as pixelated and very basic graphic games has now morphed into ultra-realistic 3-D like graphics where action, landscapes and characters are the now accepted norm. But what's next?

Video gaming has now entered the realm of [virtual](#)



reality. These are games with a true immersive feel to them, where players go "inside" the game and become part of it. It's done with the player wearing a virtual reality headset. Oculus Rift (owned by FaceBook), is a well-known virtual reality gaming headset that has been recently discontinued and replaced by Oculus Quest, but there is still a way to go before virtual reality becomes true...*virtually real*, where the line between true life and artificial disappear.

Because of CV-19, first, society was locked down for what we were told would be 15 days to slow the spread, then came masks, social distancing and washing our hands often when we *did* have to go out. Second, two years later, we are still expected to quarantine if we are sick, wear masks and social distance (even if vaxxed), and in general try to keep in mind that the bogeyman, CV-19, is around every corner waiting to strike and kill.

During all the time of lock-downs, many lost their businesses. Others transitioned to working from home in front of a computer. Not much in-person interaction was occurring between people except digitally, via video conferencing. Virtual reality will only continue to improve over the next year or so. Eventually, a day is coming when virtual reality systems will be extraordinarily lifelike and seemingly unlimited in scope. Playing online will be a full immersion experience because of 5G (and 6G after that, etc). Gaming will in essence mirror movies like *Avatar*, *Ready Player One*, and *Gamer*. Many of these types of movies have an apocalyptic feel to them as well, which, shows me that even though the future is quite pitiful for the average person to experience, getting lost in virtual reality gaming will make it much more enjoyable.

It's not just gaming either. It was recently announced that [Mark Zuckerberg's Facebook](#) is going through a name change, to *Meta*, short for *Metaverse*. The article I've linked explains Zuckerberg's plans for this new "Metaverse" including spending billions over the next year to create it, but it will ultimately take five to ten years to mainstream the experience. It appears that Zuckerberg wants to create a virtual reality universe in which people can enter and do all kinds of things with family and friends, and meet new friends as well. Want to go to the moon? No problem. Want to go on a skiing holiday in Switzerland? No worries, just jump on "into" the *Metaverse*? Forget the real world.

Is it starting to make sense? Of course it is. The goal, I believe, is to keep people locked away inside their homes or apartments and still allow them to do whatever they want to do and they won't be leaving their homes or using up all those precious natural resources like oil/gas to get around that the globalists are constantly harping about.

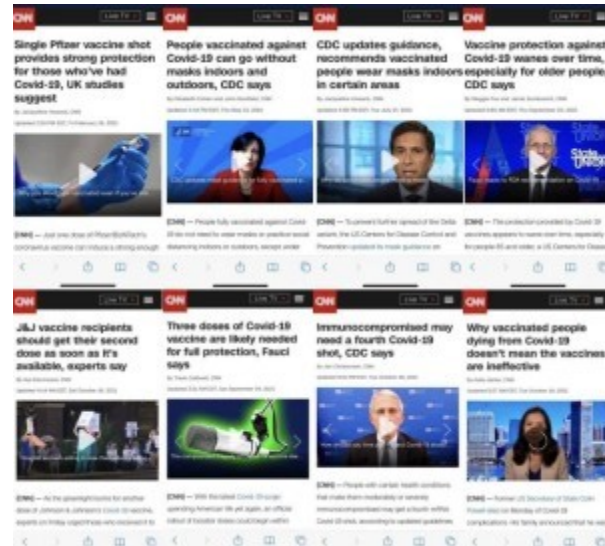
In the movie, *Avatar (2009)*, the main character - Jake Scully (played by Sam Worthington) - enjoys being "immersed" into the Avatar world. In the real world, Jake is a Marine who became a paraplegic. In the world of Avatar, he has his legs and does things he could only dream of in

~ The Deep State Globalists want us all to live in a VIRTUAL, "fantasy-based" world ~



this world. The coming virtually real virtual reality will provide shocking realism and allow people to immerse themselves into game play for hours and hours. They'll even be able to "work" inside these virtual worlds if they want to.

I've read a few articles stating that some folks believe this virtual reality will become so real that it will fool "even the elect" if that were possible and it will be used by Antichrist and False Prophet to pull the wool over people's eyes. That's an interesting concept but let's be very clear here. Satan does *not* need to use a virtual reality gaming system to fool people since he can manipulate weather, possess people and create havoc all in his own power.



If we consider **Genesis 7**, Moses and Aaron are before Pharaoh. There are two miracles Moses performs before Pharaoh; his staff turning into a snake (vv **8-13**), and turning the waters of Egypt to blood (vv **14-25**). There is no reason to conclude that these events were faked or done with some type of "virtual reality" system (which didn't exist then). God specifically gave Moses the ability to not only turn his shepherd's staff into a snake, but Pharaoh's sorcerers managed to do the same. But Moses' snake ate their snakes up.

Moses also turned the waters of Egypt to blood. Again, the sorcerers were able to do this same thing and by the way, this turning the waters to blood was the first of ten plagues that God sent onto Egypt through Moses.

There was clearly a miracle at work through Moses, which meant simply that God *empowered* Moses to do these things, but the power of course, came from God Himself. Notice though the sorcerers who did the same things were empowered by *Satan*. Obviously, from these two events (as well as many others in Scripture), we know that Satan has supernatural power. The first chapter of **Job** tells us Satan can control the weather and bring military forces together in war.

So when we get to **Revelation 13:13-17**, we learn of a second beast (like the first), who arises out of the earth. The text goes onto tell us the following.

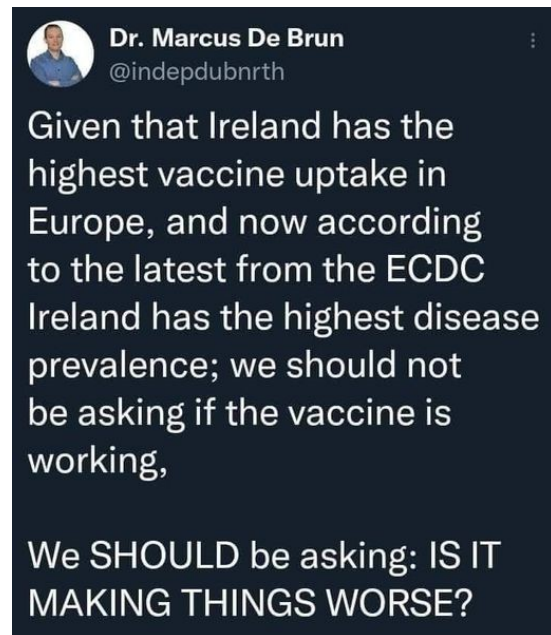
He performs great signs, so that he even makes fire come down from heaven on the earth in the sight of men. And he deceives those who dwell on the earth by those signs which he was granted to do in the sight of the beast, telling those who dwell on the earth to make an image to the beast who was wounded by the sword and lived. He was granted power to give breath to the image of the beast, that the image of the beast should both speak and cause as many as would not worship the image of the beast to be killed. He causes all, both small and great, rich and poor, free and slave, to receive a mark on their right hand or on their

foreheads, and that no one may buy or sell except one who has the mark or the name of the beast, or the number of his name.

It seems clear to me that the miraculous ability of the second (and first) beast is granted by Satan himself. The beast's ability will be so great in performing the type of signs and wonders that cater to human inquisitiveness and awe that many will fall for it and see him as the Deliverer. Folks, this will *not* be virtual reality sleight of hand. It will be truly supernatural miracles that will be designed to wow the citizens of this planet. Only those believers during that coming time on earth will understand that these miraculous signs will be crafted by Satan himself for only one purpose - to fully deceive as many people as possible. This is of course, still yet future and regardless of how good the quality becomes for virtual reality, it will pale in comparison to the full-blown supernatural nature of satanic miracles. But again, has the great delusion begun already as a foretaste of just how great the delusion will be later? We'll hopefully discuss this soon.

We must understand that the virtual reality that now exists and is still coming to the fore will be done to placate the masses. I fully believe (though I could be wrong), that when Schwab speaks of being happy and owning nothing, he's talking about how true virtual reality will accomplish this. People will clamor for it in the next few years and embrace it fully because it will give them the chance to escape the increasingly controlled life that they are now living. We clamor for freedom and virtual reality will provide a sense of it.

But of course, the idea that *true* freedom (as seen in the normal prior to CV), will return to society to those who are fully vaxxed is an absolute mirage, but used like a dangling carrot. Why would the globalists release their grip on society now that they have us where they want us? I just cannot see that happening.



Dr. Marcus De Brun
@indepdubnrth

Given that Ireland has the highest vaccine uptake in Europe, and now according to the latest from the ECDC Ireland has the highest disease prevalence; we should not be asking if the vaccine is working,

We SHOULD be asking: IS IT MAKING THINGS WORSE?

Realistic virtual reality will offer to people the chance to regain some of that freedom so that at least people will again start enjoying "life" inside that realm. In fact, they'll want it more and more and the globalists will be fine with that because by then surveillance will become normalized and expected. Freedom of movement will be a thing of the past as will freedom of speech. In fact, with the coming virtual reality people will not really care about politics or anything else that much unless it is inside the ever-expanding virtually real environment.

If the Tribulation is right around the corner, then all of this is clearly leading up to it. If it's not on the horizon, there may still be a chance to reverse what globalists have begun.