ObjectName: Article  
ObjectNumber:

Maker: PAAIL.org  
Model:  
  
Name: Keys and Divination 0

Rank:

SerialNumber:

Level:

Score:  
Birth: 8-3-2022

Label: Room

Title: Keys and Divination 0

Details: Basic and more about things called “Keys”. And knowledge about what is called “divination”.

Principle:  
Agenda:

Action:

Information:

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Location: PAAIL.org

Item Group: Divination 0

Principle: In some vocabulary there is “divination” with God. There is also divination with the positive side of the multiverse, and other divination with other sides too.

Principle: There is a passage in the Bible that speaks of his Holiness Jesus drawing in the dirt.

Principle: Drawing in the dirt, random forms, is a form of divination. You draw in the dirt and then look, and say, “What do I see?”.

Principle: What do I see in the clouds is another form of divination.

Principle: Ideally you see divination from the light side of the multiverse. Sometimes the dark side is what we commune with.

Principle: Tarot cards are a form of divination.

Principle: Psychic readings are divination.

Principle: People use astrology to do divination.

Principle: You can make up an endless number of ways to do divination.

Principle: When you read a chess book you commune with the chess side of the multiverse.

Item Group: Keys 0

Principle: A “key” is a system for doing certain divinations.

Principle: Each key you can make up a name for.

Principle: I made one up I call the “God Key”. It’s a random example for a key. You use the word God in a certain way to do divination(a divination with the multiverse, not with God). Lets use the key on the first line from the Bible.

“In the beginning God created the Heavens and the Earth.”.

0-God the beginning God created the Heavens and the Earth.

1-In God beginning God created the Heavens and the Earth.

2-In the God God created the Heavens and the Earth.

3-In the beginning God created the Heavens and the Earth.

4-In the beginning God God the Heavens and the Earth.

5-In the beginning God created God Heavens and the Earth.

6-In the beginning God created the God and the Earth.

7-In the beginning God created the heavens God the Earth.

8-In the beginning God created the heavens and God Earth.

9-In the beginning God created the heavens and the God.

Principle: Here lies another example of a random key. I suppose you could name it if you want….sort of a variation of the God Key.

“In the beginning God created the Heavens and the Earth.” – Genesis 1:1

0-Power the beginning God created the Heavens and the Earth.

1-In Power beginning God created the Heavens and the Earth.

2-In the Power God created the Heavens and the Earth.

3-In the beginning Power God created the Heavens and the Earth.

4-In the beginning God Power the Heavens and the Earth.

5-In the beginning God created Power Heavens and the Earth.

6-In the beginning God created the Power and the Earth.

7-In the beginning God created the Heavens Power the Earth.

8-In the beginning God created the Heavens and Power Earth.

9-In the beginning God created the Heavens and the Power.

Principle: Here lies another random key. Which is make up a system and do it…. This one is count the letters in the words.

“In the beginning God created the Heavens and the Earth”. – Genesis 1:1

-First word is “In”….count how many letters….thats 2 letters….count 2 words…..thats the 2nd word, “the”. Our first word is “the”.

0-The

-Then count that words letters….”the” has 3 letters, now we count 3 words from “the”. Its created…our next word is “created.”

1-Created

-Count the letters in “created”..its 7..so we count 7 words this time. And loops since we have not enough words. The next line is the “the” again…our next word is “the”.

2-The

-Then count that words letters….”the” has 3 letters, now we count 3 words from “the”. Its created…our next word is “created.”

3-Created.

-It keeps repeating “The created.”… over and over.

-A slight variation on this last key. In counts as 2 letters and you go right 2 words. This starts us out with “beginning”.

0-Beginning

1-The

2-Created

3-The

4-Created

-“Beginning the created, the created.”.

Principle: Divination is sometimes like listening to the multiverse. In some ways the Bible repeats over and over, “The created”.

Principle: You can really get random with making keys and still have 90% of the time it seems like they work.

Principle: For entertainment I do one more key.

“In the beginning God created the Heavens and the Earth”. – Genesis 1:1

-Make it times 2 the letter number.

-First word is “In” that’s 2 letters….times 2 is 4…..4 over that’s…..

0-Created = 7x2 = 14

1-The = 3x2 = 6

2-Created = 14

3- The.

4-Created.

5-The.

6-Created.

7-The

8-Created

-The Bible once more speaks “Created, the created…..” then repeats “the created, the created, the created”, over and over.

Principle: One good example might be to expand using the whole book of Genesis. Use a key that is simple. Do the letter A, and do the A words.

0-Created

1. Heavens
2. Earth
3. And
4. Earth
5. Was
6. And
7. And
8. Darkness
9. Was
10. Face
11. And
12. face
13. waters
14. And
15. Said
16. and
17. was
18. And
19. saw
20. that
21. *was*
22. and
23. darkness
24. And
25. called
26. Day
27. and
28. darkness
29. called
30. And
31. and
32. day
33. This is the end of the first paragraph of the Bible.

-Item 2x Principle: It is fair to say the Bible speaks this message, even if no one is listening.

Principle: A person can make up a key where its count the number of words, times that by 3, then minus 1, then times 2, and repeat. There are an infinite amount of keys a person can make.

Principle: A person could do a do all the words with the letter “B”’s in the Bible.

Principle: In divination a person always communes with one of the 3 sides of the multiverse. Ideally it’s the positive or neutral side.

Principle: Divination can be used for inspiration.

-Item 2x Principle: If you make a key that uses the word of your desired inspiration you can sometimes get some inspiration about that word.

Principle: You never use divination to choose actions. It can be good inspiration though.

Principle: You listen to the multiverse with divination. You could hear something that makes you think a action is right, when the action is not right.

Principle: Earlier the Bible speaks over and over “The created. The created.”. It is also fair to say the first sentence of the Bible speaks this over and over.

Principle: You can use any book you want for your keys. It seems like keys work on all books.

Principle: If you want chess inspiration it can often work well to use keys on a chess book.

Principle: If you want inspiration on golf it can often work well to use keys on a golf book.

Principle: If you want inspiration about wizardry or sorcery you can use one of these many articles. Choose the word spell or wizardry, or sorcery, enchantment…. Use wizardry words…. Make up a key or use someone else’s.

Principle: A person can also use any word they choose when making keys. Can also use combinations of words.

Principle: The vocabulary term “key” comes from a “programming inspiration”…. In programming there is what’s known as a “key”.

Principle: If you type up every sentence from the Bible that has the word God in it. This is a key.

Principle: Do every sentence with the word “priest” in it would be a key.

Principle: Switching keys is like switching channels when doing divination.

Principle: There are an infinite number of channels.

Principle: It is an ultimate sorcery spell to use keys on books/articles about wizardry subjects.

Principle: Divination is a type of sorcery.

Principle: Interacting with tarot cards a lot, can build up tarot levels.

Principle: The key is what unlocks the channel.

Principle: Systems of the multiverse constantly mirror other systems in the multiverse.

Principle: Since everything constantly mirrors other things…. Divination probably works exactly like channels of airwaves. Dynamics like some channels come in better than others.

Principle: It seems like almost every random system(key) works.

Principle: It is thought that books with their text and weight have large Chi’s often.

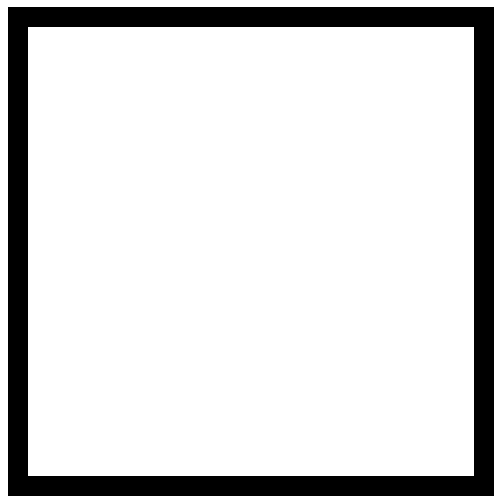
Principle: A book devoted to a subject, tends to have a large enchantment on that subject.

Principle: Its probably best to “keep” 1 book for each major subject you are level 3 or higher on. “The amateur golfer, doctor of medicine, Adam”, should have a golfing book, and a medicine book.

Principle: Since the keys used were random patterns from the Bible, those random patterns are enchantments(properties) of the Bible.

Principle: As with all charms, the Bible has an infinite amount of enchantments.

Principle: Where do the messages come from? Hopefully the positive or neutral, mystical side of the multiverse.



Item Group: More Divination

Principle: There are all kinds of ways to do divination. From using tea leaves, rolling dice to looking at the alignments of the stars.

Principle: A person could use a dice and book combo to make and use a key. Roll the dice. Count to that word. Roll dice again. Count to that word. Repeat.

Principle: Flip to a random page in a book and read a line is a key for doing some divination.