

The LDS Divination Ban (Sep Heka Setau)

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This paper attempts to theorize why the LDS Church has overtime placed bans on certain games

- Background

Use of divination methods in religious faiths over the course of history is well documented and can be placed to originate at least 7000 years ago. Modern studies of the Occult and Witchcraft teach us that techniques such as the centuries old Tarot that can be used to divine future courses of action and more.

The LDS Church's stance on gambling has as a result resulted in a number of games being forbidden to be allowed at Youth and general Church gatherings. Specifically, playing cards have been forbidden.

KryptoMagick's insight into the so called Joseph Smith Method suggests that Joseph Smith may have used ordinary playing cards when performing divination work on his own. Numerical Heka, as practiced by KryptoMagick, exposes ways to perform various Tarot and Fetu functions using ordinary playing cards. The LDS Church's restriction on card games may come from what KryptoMagick identifies as the Joseph Smith Method Suppression.

- Role Playing Games

Role Playing Games or RPG's have long been frowned upon the LDS Church. The ideas of fate being decided by dice rolls and the assumption of fictitious identities were some of the qualities of the game disliked by the church. Role Playing Games such as the renowned classic, Dungeons and Dragons, were thought to have evil magical properties and would bring about bad spirits. Tales of mythical fantasy creatures and adventures modeled after some of the conquests of old are some common RPG themes.

Although most LDS members do not indulge in role playing, there still exist some circles within the church body that enjoy a good RPG every now and again. I can definitely say this for the decades of the 1980-2000 revolution in role playing games.

Dice and divination. KryptoMagick's research into cryptography and Numerical Heka has shown that dice can be used as tools to generate numerical sequences to include high entropy sequences and thus be converted to letters and vice versa.

- Card Games

Since at least the 1500's Tarot has been a magical divination practice. Generally, Tarot cards are specifically marked with depictions of magical figures, beings and situations. A shuffle of the deck and interpretation by the card reader results in a brief mystical story being read.

The LDS Church like many Christian churches forbids the use of witchcraft or sorcery as defined in the Bible. The above description of Tarot gives evidences of why the logic behind the LDS church ban on card games, as well as the traditional explanation given by the church stance on gambling.

Ordinary card games such as Poker, BlackJack, Rummy, Old Maid and War teach mathematics, strategy and organization. In addition to teaching many powerful basic principles, the games are enjoyable for one person or more.

- Ouija boards

During the 1970's, 80's and early 90's, divination culture had a spike. Growing up in the LDS faith, I was fortunate to have met many people who had an eclectic sense of what to explore in the occult. Ouija boards were among the well known divination tools.

First conceived in the late 1800's, the Ouija board is now mass marketed as a children's game by Hasbro. The LDS church and most Christian faiths have developed a negative stigma toward the game by calling it evil and a tool for summoning evil spirits.

In reality, there is no definitive evidence that an Ouija board will summon anything other a little paranoia.

- Conclusion

The LDS church has unfairly placed bans on games and tools that teach children basic and advanced mathematical and statistical skills. Although, KryptoMagick supports the claim that card games and dice can be used as divination tools, the secular knowledge learned by either playing a standard card or dice based game or by applying cryptographic principles to these children's games is invaluable.

Our games over the course of time help to define our culture and sense of togetherness.