

Divination Creation

Taught by Kai and Mother Multiverse at ConVocation 2023

Introductions

- Kai
- Mother Multiverse

Basic Divination methods

- Generally three main modern methods
 - Draw (usually seen with runes, tarot, etc)
 - Spreads
 - Cast (Lots, charms, dice)
 - Scrying (Smoke, fire, water, mirror, pendulum, etc.)
 - Trance State
- There are also many others, especially historically
 - Oracle work
 - Animal related

Omens & Portents

- Must be deliberate to be treated as divination
- Frequency illusion/ Baader–Meinhof phenomenon
- Good to set a specific parameter

Creating your own system

- Work on your personal symbology
- Ultimately, find what works for you
- Experiment with different methods
 - Change format of established systems - Ogham cards, rune dice
 - Look into apps for smartphones
- Work with your surroundings in a pinch
- What speaks to you? Video games, puzzles, TTRPG, holy texts, etc.
- Make it accessible to you
- Find a way to record your work as you develop your system

Q&A

Practical demo work and presentation

Take 5-10 minutes to come up with a divination system on the fly! Use the materials in your bag to create up to three interpretations of the materials. For example, make 1-3 symbols and draw them on tiles, form a typical method of interpreting, whatever you want to get done in the time frame. If you want to present your system when the time is up, we will do a sharing portion