

## Key 0: The Keeper

<i>Prevailing Energy:</i>	Balancing, rejuvenating; Rationalize
<i>Power Cultivated:</i>	Astral travel
<i>Attribute Manifested:</i>	Inaugurate
<i>C.C. de Saint-Germain:</i>	The Crocodile (Sobek)
<i>Spirit's Journey:</i>	Foolishness
<i>Hermetic Title:</i>	The Spirit of Ether



### *Card Description:*

This is the astral Self in communion with the Divine. You, The Keeper, are now ready to cross the threshold and meet The Annealer.

The Annealer is an alchemical beneficent spirit. In alchemy, the process of annealing is to take metal or glass, heat it, and then allow it to cool methodically and gradually so that the process itself eradicates internal stresses in the material and thereby strengthens the metal or glass. The result

is strength through flexibility, because the alchemized material becomes so malleable it is less easily destroyed.

She is veiled, as the beauty and splendor of the Mysteries always are. She is a divine synthesis of Priestess emanations and the tempering Angel, so her appearance to you may call upon your recognition of both. On the left behind her is the oracle bone script for dragon, and on the right, the script for phoenix, the mirror reflection of how the dragon and phoenix present in The Lovers, The Devil, and The Memory Keeper.

The personification of The Annealer pictured here is in honor of the ancient Semitic mythos of a Mother Goddess, called Elath (“the Goddess”) or Qudshu (“Holiness”). In Ugaritic texts dated to 1200 BC, she is The Great Lady Athirat in the Canaanite pantheon, thought to be the mother of all gods.

Here I was inspired by the Hebrew goddess and ancient cult of Asherah. The term “asherah” (lowercase) as referenced in the Hebrew Bible is a living tree, grove, or sanctuary, or alternatively, a wooden icon placed on an altar representative of the foregoing.

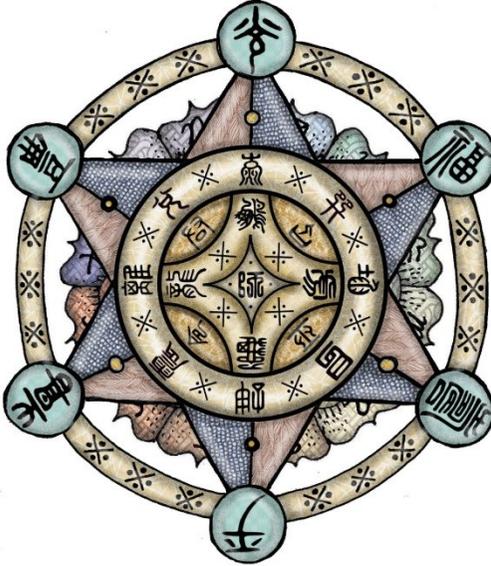
Scholars believe the asherah is an iconic symbol of a fertility or vegetation goddess, often presented in the form of a wooden pole or pillar. Professor of Old Testament Studies Christian Frevel discusses theories that Jachin and Boaz (commonly featured in the tarot High Priestess card, Key 2) are two asherahs at the entrance of the Temple of Solomon sanctuary, attributing palm leaves, pomegranates, and lotus blossoms to symbols or iconography of asherah (lowercase) and Asherah (the goddess).

Inscriptions such as “Yahweh and his asherah” also lead to theories of Asherah as a divine feminine consort to YHVH. The “mother goddess” connection is traced back to Iron Age cylinder seals found in Palestine where the image of baby animals suckling on a mother animal represented a numinous divine power of creation. (Note later the imagery for Key 21: New World Order.)

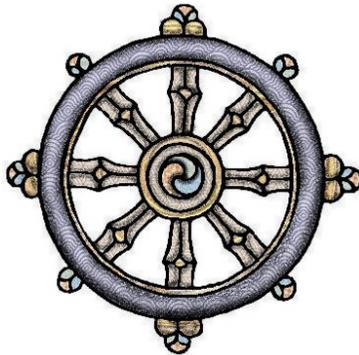
The background seal behind The Annealer is the Seal of Changes based on the talismanic sigils of the I Ching *Book of Changes*, and specifically, this one of the sixty-four is the Seal for Raising an Army, per Hexagram 7. “Army” is a metaphorical or figurative reference for the population of spirit contacts availed in the SKT. The sigil awakens the attentions of the spirit realm.

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The outer ring of six glyphs encircling the Seal of Changes read as follows, clockwise starting from the 12 o'clock position: Illumination, Prosperity, Serenity, Abundance, Longevity, and Joy. This serves as a boundary of protection, or limitation—the spirits can only advise to you on that which serves to bring you illumination, prosperity, serenity, abundance, longevity, and joy. Any other nature of spirit counsel is blocked.



Visible in the foreground are two hands, from the faithful attendances of The Annealer. Upon each is perched a raven, presenting two ravens in contrasting colors of celestial blue and bronze. The ravens will protect you through your transitions and journeys between worlds. The centered rising golden dove calls to mind the Ace of Chalices, portending a divine prophesy to the Keeper.



Overhanging above, in partial view is the Wheel of Dharma, or the dharmachakra, meaning the Wheel of the Law, and that Wheel is also the Book of the Law, as the keys of the SKT in totality are a transcendental compendium. The Sanskrit roots of the dharmachakra also signify the work of the keeper, or one who maintains knowledge of the Mysteries.

Thus, Key 0: The Keeper card is a talisman for safe astral or psychic travel through the other realms, with the Mother Goddess present to oversee your safety during the journey.

*Card Meaning:*

A classical divinatory technique in tarot reading transplanted in from horary astrology is the use of a significator. The most popular form of significator use is to choose one of the court cards to represent the querent, based on the querent's date of birth or physical appearance.

However, in the SKT, the significator card will always be Key 0.

The Keeper is the Key 0 significator card to choose when you will be activating the deck to interact with its cast of spirits. Mediumship readings, interaction with the gods, greater Life Purpose and Soul Purpose readings, and any mode of divination for mastery over the Self will be best operated with The Keeper card.

In *The Book of Thoth*, Aleister Crowley notes three distinct traditions of interpreting The Fool card: the Green Man, the Great Fool of the Celts, and the Holy Ghost. The first is about initiatory beginnings, but one that is part of a greater cycle of cycles; the second is about presuming your self as a blank slate and seeking answers; and the third is the exalted quest of attuning to Divinity—this is the priest or priestess, a medium who seeks communion with the spirit world.

The Keeper embodying Key 0: The Fool expresses the third tradition of the Holy Ghost, the spirit of God. In this tradition, the Fool is on a quest for the Holy Grail, much like Percival, one of the knights of King Arthur's Round Table.

Here, there is an interpretation of fate and destiny woven into Key 0—Percival was born to a noble knight, but after his father dies, Percival is raised by his mother in the woods, intentionally secluded so that he would never walk his father's path of becoming a knight. And yet when a band of knights

passes through the woods by chance and encounters Percival, the boy walks the path of his destiny anyway, despite his mother's best efforts to thwart it. Percival becomes a Knight of the Round Table.



*Temptation of Sir Percival (1894) by Arthur Hacker*

Early on Percival comes across the Holy Grail, kept by the Grail King, a wounded man who cannot walk, and so fishes in a small boat. However, at the time, the young Percival does not recognize what he sees as the Holy Grail, so he misses his opportunity.

Later, in retrospect when he realizes he had in fact found the Grail but did not know he had, he makes a vow to rediscover it once again. Later, it is Sir Galahad who finds the Grail, but does so accompanied by Percival and led to the Guardian Ship of the Grail by Percival's sister. In this third tradition, Percival is The Fool. Key 0 is interpreted through the allegory of Percival's quest for the Grail, an embodiment of the Holy Ghost.

## MAJOR ARCANA

When no significator card is observed and Key 0: The Keeper is used in the place of the traditional Fool card, you are on the verge of crossing over a threshold and onto untread ground. An incredible and adventurous new journey awaits.

When working with all 80 cards together for readings, where the three Key 0s are integrated, The Keeper card will indicate to you that there is a strong guardian spirit presence around you right now, and that presence wants to be known or identified. Other cards in your reading will describe traits or aspects of that spirit presence.