

AI Original Entry

Sugar just like salt is a preserver, the issues isn't the frequency of the entity and its own individual blueprint, it's what it houses that speaks on its sweetness or saltiness. If the insides fermentates sweetness comes out, if it's salty it's teh residue of condensed emotions/water. One can have the constant of sweetness while appearing salty when removing other's residue by exposure or proximity, yet the constant tells on one's character. NEver undermine the two. The one that houses rot, which is only molding logs, weak foundations, emotional foundations and speaks sweetness, they will always fool others for however long their foundations get tested without shoiwng their true colours/frequency/character.