



# Be\*witched

## Independent Witch Program

### Module 9

# Magickal Theory

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# Magickal Theory

## Magic vs. Spells

Utilizes personal energy toward a goal (magick and spells)

Uses multiple facets of construction such as timing, energy raising, God/dess calling, etc (spells)

May utilize catalysts (magick and spells)

Most spells utilize magick, but not all magickal workings are spells

## Classes of Magick

\_\_\_\_\_ magick, which consists of: working with the “lower realms”, having a physical impact on the world, creating change on the physical plane and doing spells, chanting and raising physical and personal power. Witchcraft is generally working on the physical plane, doing spellwork, so most witchcraft is usually low magick.

\_\_\_\_\_ magick, which includes: working with the “upper realms” or etherial plane, connecting with deity, (which is sometimes correlated to Ceremonial Magick) and channeling deity and deity power.

There are several different magickal techniques, using different catalysts. They include: candle magick, herbal magick, stone magick, crystal magick, poppet magick and elemental magick. (Module 9)

## What Makes Magick Work?

\_\_\_\_\_ + \_\_\_\_\_ = Outcome

No matter what act of magick you are doing, it's about the intent and effort. If you are casting a circle and you halfheartedly envision a circle, it's not going to be as strong as if you pour your will and intent and visualization into it.

Intent is not just your desired outcome, its your Will- getting in touch with your true will to make you want the outcome really really bad.

Effort- your outcome also depends on how much effort you put into achieving that outcome.

For a spell, if you simply light a candle and ask the God/dess(es) to bring you enough money to pay your bills, that may be enough. But if you do it on a waxing moon, make your candle green, raise some energy, and do everything you can to increase your income, odds are- you will have a much more successful spell.

What you put out there will come back to you- how successful do you want your magick to be?

## Laws of Magic

Like laws of physics, there are laws of magick, as well, the following laws were adapted from Isaac Bonewits laws stated in Real Magic.

**Relating to Environment** | **Relating to Practitioner** | **Relating to Magick**

### **The Law of Knowledge**

This is probably the most widely used law, and probably encompasses all the others in some way. The basis of this law is that understanding brings control. The more that is known about a subject, the easier it is to exercise control over it. Knowledge is power.

### **The Law of Self-Knowledge**

An obvious derivative of the Law of Knowledge, this law carries additional connotations, as a mage who does not have knowledge of himself does not have knowledge (and therefore control) of his own magic. This law is one of the reason's "evil" mages are very rare - a dedication to "evil for evil's sake" is usually due to a lack of introspection and awareness of oneself. It is difficult to do harm to others when you understand fully what that kind of harm would do to you. Know thyself.

### **The Law of Cause and Effect**

A simple scientific understanding - if exactly the same actions are done under exactly the same conditions, they will be associated with exactly the same results. Magicians have at least as much belief in cause and effect as modern physicists do, they just realize that a good ritual, like a good theatrical performance or a good bread recipe, isn't always predictable. In truth, a spell involves so many variables, that controlling or even understanding them all is impossible. The key to magical success is learning which variables are the most important, and how to keep them constant. Control over the variables is icing on the cake.

### **The Law of Synchronicity**

Two or more events happening at the same time are likely to have more in common than the merely temporal. Very few events ever happen in isolation from other events. There is no such thing as a mere coincidence.

### **The Law of Association**

If any two pattern have elements in common, the patterns interact "through" those common elements, and control of one pattern facilitates control of the other(s) depending (among other factors) upon the number of common elements involved. This is a very important law, up there with the Law of Knowledge.

### **The Law of Similarity**

Having an accurate physical or mental representation of something facilitates control over it. This one is fairly obvious in it's usage - having a model, picture, or other representation of your target (like a voodoo doll) gives you power to effect the target. Look alikes are alike.

## Laws of Magic (cont.)

Like laws of physics, there are laws of magick, as well, the following laws were adapted from Isaac Bonewits laws stated in Real Magic.

**Relating to Environment** | **Relating to Practitioner** | **Relating to Magick**

### **The Law Of Contagion**

Objects or beings in physical contact with each other continue to interact after separation. Everyone you have ever touched has a magical link with you, though it is probably pretty weak unless the contact was intense and/or prolonged or repeated frequently. Magical power is contagious. Naturally, having a part of someone's body (nails, hair, saliva & other bodily secretions etc.) gives the best contagion link.

### **The Law of Names**

Knowing the complete and true name of an object, being, or process gives one complete control over it. This works because a name is a definition as well as a contagion link, and an association (if you call something by the same name over and over, that name eventually becomes associated with the thing). This also works, because knowing the complete and true name of something or someone means that you have achieved a complete understanding of it's or their nature. This is why, in most pre-industrial cultures, people are given "secret names", as well as "public names", and why the sharing of a secret name is such an act of trust - because the secret name is considered to be very close to, if not identical with, the person's true name.

### **The Law of Words of Power**

There exist certain words that are able to alter the internal and external realities of those uttering them, and the power may rest in the very sounds of the words as much as their meanings. Many of such words are names, though the meanings may have been lost or forgotten. Very many magical tools require words to be inscribed upon them and/or said over them during their construction and/or use.

### **The Law of Personification**

Any phenomenon may be considered to be alive and to have a personality - that is, to "be" an entity or being. Anything can be a person. Most weather mages personify the winds and the clouds, for example, and thus find focusing their magic on the atmosphere much easier to do.

### **The Law of Invocation**

It is possible to establish internal communication with entities from either inside or outside oneself, said entities seeming to be inside of oneself during the communication process.

### **The Law of Evocation**

It is possible to establish external communication with entities from either inside or outside oneself, said entities seeming to be outside oneself during the communication process.

## Laws of Magic (cont.)

Like laws of physics, there are laws of magick, as well, the following laws were adapted from Isaac Bonewits laws stated in Real Magic.

**Relating to Environment** | **Relating to Practitioner** | **Relating to Magick**

### The Law of Identification

It is possible through maximum association between elements of oneself and those of another being to actually become that being, to the point of sharing it's knowledge and wielding it's power. This is the law that controls most lengthy or permanent possession phenomena.

### The Law of Personal Universes

Every sentient being lives in and quite possibly creates a unique universe which can never be 100% identical to that lived in by another. So called "reality" is in fact a matter of consensus opinions. This law is nowhere near as obvious as the other laws in it's applications, but if you can figure some out, you can use it.

### The Law of Infinite Universes

The total number of universes into which all possible combinations of existing phenomena could be organized is infinite. Anything is possible, though some things are more probable than others. You might consider this to refer to the "alternate probability worlds" of science fiction, but it also has a much wider application.

### The Law Of Pragmatism

If a pattern of belief or behavior enables a being to survive and to accomplish chosen goals, then that belief or behavior is "true" or "real" or "sensible". If it works, it's true.  
Another rather obscure law, but it does have some very useful applications

### The Law of True Falsehoods

It is possible for a concept or act to violate the truth patterns of a given personal universe and still be "true", provided that it "works" in a specific situation. If it's a paradox, it's still probably true. This law is basically useless, except to justify use of the above three laws without screwing things up in your version of the real world.

### The Law of Synthesis

The synthesis of two or more "opposing" patterns of data will produce a new pattern that will be truer than either of the first two were. That is, it will be applicable to more levels of reality, and this new pattern may not be a compromise, but may be something rather new indeed.

### The Law of Polarity

Any pattern of data can be split into (at least) two "opposing" characteristics, and each will contain the essence of the other within itself.

## Laws of Magic (cont.)

Like laws of physics, there are laws of magick, as well, the following laws were adapted from Isaac Bonewits laws stated in Real Magic.

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### **The Law of Opposites**

A sub-law of polarity. The "opposite" of a pattern contains information about that pattern, by providing information on what the pattern is not. Thus, control over a pattern's opposite (or close to it's opposite) facilitates control over the pattern itself. (Note that this one I alone take the blame for, as it is my own extension of polarity and similarity)

### **The Law of Dynamic Balance**

To survive, let alone to become powerful, one must keep every aspect of one's universe in a state of dynamic balance with every other aspect. Extremism is dangerous, as the extreme being becomes so associated with the extreme aspect, that they lose the ability to avoid that aspect at all. This is another reason "evil" mages are rare, as continuous association with pain or death will cause a mage pain or death, ending the mage's ability to continue actively with "evil". This is also why "good" mages, especially healers, tend to live a long time.

### **The Law of Perversity**

Sometimes known as Murphy's Law. If anything can go wrong, it will, and in the most annoying manner possible. Magical associations sometimes operate in the reverse of what was desired, and meaningful coincidences are just as likely to be unpleasant as pleasant. Even if nothing can go wrong, some element of the universe may change so that things will go wrong anyway. Whether we like it or not, the gods (or fates, or what have you) do have a sense of humor. Emotionally healthy mages have less problems with this law than others do, as the mages own subconscious mind is probably a major perpetrator of this law.

### **The Law of Unity**

Every phenomena in existence is linked directly or indirectly to every other one, past, present, or future. Perceived separations between phenomena are based on incomplete sensing and/or understanding.

# Classifying a Spell Using the Laws of Magick

## **Sample Spell**

### **Money Spell Bottle**

Scott Cunningham

Items needed:

5 old pennies

5 dimes

5 quarters

5 kernels of dried corn

5 sesame seeds

5 cinnamon sticks

5 cloves

5 whole allspice

5 pecans

Place each item into a thin, tall bottle, such as a spice bottle. Cap it tightly. Shake the bottle with your projective hand for five minutes while chanting these or similar words:

Herbs and silver,  
Copper and grain;  
Work to increase  
My money gain.

Place the money spell bottle on a table somewhere in your house. Leave your purse, pocketbook, wallet and/or checkbook near the bottle when at home.

Allow money to come into your life.  
It is done.

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

## Statement of Intent

It's vital to determine exactly what your intent is. **The intent of the spell is not the same as your ultimate goal.** Your statement of intent is a carefully thought-out statement that includes your goal, but creates some sort of boundaries for the spell. Your statement of intent is what you put out to the universe/the gods/ etc. when you ask for their aid in attaining your goal.

In this lesson we will go over clarifying your intent to increase the likelihood that your spell will be successful. First, ask yourself why you are writing a spell. Have you tried other, more mundane means first? Yes? Well, then- use your reason as your goal. For example, let's take the example of "I want to lose weight" as our goal.

However, if we use "I want to lose weight" as our statement of intent, it's very vague- and can leave all kinds of possibilities open. Many books say that this is the best way to deliver your intent to the universe, but in my experience, it hasn't worked that great. I'm sure you can think of many positive outcomes using this statement as your intent statement, but before you decide to use it in your spell, try to think of all negative outcomes. Think of the negative journeys that you could take that could still lead you to that goal. Of course, many of these might seem farfetched, but you might be surprised what the 'universe' might send your way.

Here are some possible negative journeys to the goal:

### **I want to lose weight**

- I could get very ill
- I could develop an eating disorder
- I could become an exercise addict
- I could end up not able to eat
- I could lose it in an unhealthy way or quickly and not end up with the shape I would like

Let's take a look at these possible journeys, and figure out a few sentences that might give us some preventative solutions.

### **I want to lose weight**

- I could get very ill ( I want to lose the weight in a healthy way)
- I could develop an eating disorder (same as above)
- I could become an exercise addict (I want to exercise, but in moderation)
- I could end up not able to eat (I want to stay healthy as I lose the weight)
- I could lose it in an unhealthy way or quickly and not end up with the shape I would like (I would like to lose it as I was meant to, over time)

Okay, so let's put our preventative sentences with our goal.

### **I want to lose weight**

- I want to lose it in a healthy way
- I want to exercise in moderation
- I want to stay healthy as I lose the weight
- I would like to lose it over a healthy amount of time



## Statement of Intent

Using what we have now, lets put it together in one sentence:

**I want to lose weight in a healthy way, while exercising in moderation.**

Many people believe that you should change your verbiage from “want” to the assumptive “will.”

**I will lose weight in a healthy way, while exercising in moderation.**

Voila! We have a statement of intent!

Using what we have now, lets put it together in one sentence:

I want to lose weight in a healthy way, while exercising in moderation.

Many people believe that you should change your verbiage from “want” to the assumptive “will.”

I will lose weight in a healthy way, while exercising in moderation.

Voila! We have a statement of intent!

Above, we talked about the possible consequences of making it too vague. Likewise, there are consequences of making your statement too narrow. Your statement is like a pipeline- too wide, and the ‘universe’ can throw all kinds of things your way... too narrow, and it narrows the possible journeys that the ‘universe’ can manifest for you. For example, lets say you really believe in the Atkins diet! All of your friends are using it and its working for them. You can create your intent statement to say: I will lose weight using the Atkins diet. But what if there are other diets that might work better for you? Or diets that might be better for your body? What if you hate the food and/or the way it makes you feel, and just stop doing the diet? Wouldn’t it be better if you let the ‘universe’ give you what might be best for you? It’s difficult to find the balance, sometimes, but its worth putting in the work.

## Magickal / Psychic Shielding

**Shielding is a technique where one creates a shield around oneself, to keep “bad” energy out**

- o It's like a mini circle, a force field. Some are super programmed, some are not
- o There are two main types of shields, one is temporary and one is up all the time.

### **Semi-Permanent**

- o A semi-permanent shield is a shield that you set up and recharge from time to time.
- o You create a spherical shield, create it to the thickness you want, and program it to let in only what you choose to let in.
- o “See” that it's up all the time, and in the beginning try to remember to visualize it at specific times, like when you get up in the morning, at work, eating dinner, etc.

### **Temporary**

- o Temporary shields are just that: temporary
- o You bring them up when you feel as though you need them
- o A few common shields are:
  - o White light “force field”
  - o A mirror shield, reflecting negative energy back to the source
  - o A net, where some energy can filter in
  - o A wet blanket, thrown over whatever is negative

### **Where does the energy come from?**

- o Create whitelight from ‘the universe.’
- o Call down, and evoke or invoke goddess energy
- o Use your personal power
- o Channel it from nature