

SPELLCRAFT

A PRIMER FOR THE
YOUNG MAGICIAN

LILITH MCLELLAND

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BY

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Chapter 1:

Do You Have Magic Powers?

Okay, admit it. There were times -- maybe *lots* of times -- that you wished you had some kind of magic powers. That you could make things happen just by thinking about them, that you could see into the future or travel back into the past.

You know you've thought about it. But you figured: dream on.

If you're like the rest of us, you probably thought magic powers were impossible, something you only see in the horror movies or TV adventure shows or interactive games. No actual, everyday, normal person has any kind of magic whatsoever.

Wrong.

Trust me on this one: *everyone has magic power*. Even you. Maybe *especially* you. You were born with it. Everyone was. But somehow, along the way, we forgot how to use it. We learned that it was silly, or childish, or "a sin," or unnatural or some such nonsense. If you were psychic when you were a little kid -- and lots of little kids are really psychic -- maybe someone made fun of you or was afraid of you. You "just knew" things, or you could tell when things were going to happen. Maybe that power even scared you, because you didn't know what it was or where it came from. So you learned not to say anything about magic. And you learned to ignore it or not believe in it anymore.

But you've still got it. Even if you don't remember it.

This book is going to show you how to get to your magic again, how to control it, how to use it in the right way, and how to have fun with it. You'll also learn the stuff *not* to do, and that's the part you don't want to skip.

But before you can start doing the spells in this book and make them work, you've got to learn to control your magic, and you have to learn how to be responsible with it. It isn't hard. But it's important. If you're tempted to turn to the "Spells" part of this book and just start doing magic, you're going to be very disappointed. You're also going to miss half the fun of being what the old Pagan people called a "wise woman" or "wise man."

Part of the fun of knowing magic is knowing how it works, where it comes from, and how to control it.

And who am I to tell you all about magic?

I'm a Witch.

You don't have to be a Witch to do magic, but I just happen to be one. I live in Salem, Massachusetts, a great place to live if you're a Witch. You might not know what Witches do either, so I might as well tell you now. Witches are not ugly old hags riding on brooms across the moon, although I'd love to be able to do that, especially at rush hour. Witches don't worship the devil either: we don't believe in the devil or satan or demons or evil spirits or anything like that. We don't do human or animal sacrifices. We don't eat babies like in Hansel and Gretel, or steal anybody's soul. And

we don't hate kids, like you may have seen in that movie, *The Witches*. In fact, lots of us are married people, lots of us are parents, and some of us are kids. Not me -- it's been a long time since I was a kid, but you get the general idea. Witches are pretty much like anyone else. We have families and pets, we go to jobs or school every day, we dress and look like everyone else. Well, maybe we wear a little more jewelry, though.

But we know how to use magic, and that's the difference between us and everyone else. We'd never use it to hurt anyone, but we do use it to make ourselves happier, or to bring good things into our lives and make our lives better. We use it to make ourselves better people, and make our world a little lighter.

And so can you.

This book isn't about Witchcraft, but I'm writing it to tell you what I know and what I believe about magic.

What is Magic?

Magic is the manipulation of natural law by the will in order to bring about change.

That's about as clear as mud.

What that means is that your mind, your will, is more powerful and more far-reaching than you know. With the power of your mind, you can control the things that usually happen by natural law. That is, the things that seem to happen all by themselves. And in this way, you can change your life.

Let's take that old idea of Witches flying across the full moon on brooms. Since magic works, would it be possible for a Witch to cast a spell that would let him or her actually fly from one place to another? No. Because magic obeys natural law, in this case, the law of gravity. But if a Witch wanted to get someplace fast, he might do a spell to get himself a free plane ticket. (By the way, there are male Witches, lots of them. And they're called Witches, not "warlocks," I don't care what you heard at the movies.)

You can use the power of your mind to make things happen. Not every time -- nothing works 100% of the time. But often enough so that it's not a coincidence or just chance.

For six years, I've been teaching people to use their psychic power. And the hardest thing for me to get them to believe is that they have these powers. Oh, they'll tell me that they have no problem believing that other people have magic power, and they truly believe that magic works, but they themselves couldn't have any power.

Sometimes, they're the ones with the strongest psychic abilities, and they have trouble making it work because they don't believe it can. But when they finally learn how to use magic, they love it!

How Does Magic Work?

There's no such thing as coincidence. Not when you're using magic. But if you've still got the idea that you're going to do a spell or make a wish and --POOF!-- it will come true on the spot in a puff of smoke, forget it.

It doesn't work that way. When magic works, it looks like the most natural thing in the world, except that it works out exactly right for you.

Here's an example. You really need a tent for a camping trip. But you don't have the \$50 to buy it. So you do a spell to get yourself a tent.

Now, do you get the \$50 and trot happily off to Tents R Us?

Maybe, but not necessarily. Maybe what happens is that a friend comes to you and says, "I'm getting a new tent. My old one's still in good shape, though. Would you take it off my hands?"

What a coincidence! Not.

This is how magic really works. Not in a puff of smoke, like stage magic, but in quiet, everyday ways. And notice something else. You did the spell for a tent, not for the \$50. Why? Because it's the *tent* you want, not the money. This is an important distinction. If you got \$50, you might blow it on Nintendo or something before you ever got to the sporting-goods department. And you'd still have no tent. Could you do another spell for the tent, after you got the money? Maybe. But maybe not. The powers that govern magic are kind of dicey about greed. If your spell was granted, it's pretty piggy to ask for the same thing twice. And asking for money can have weird results. I heard of someone who did a spell for \$100, and the next day he found exactly \$100. In play money.

That's not to say you wouldn't get the \$50 to buy the tent in the first place. You might get the money for your birthday. Or you might luck into a two-day afterschool job that pays \$50. You might sell your old bike for \$25 and your Mom gives you \$25. Who knows?

So before you do a spell, think about it. Think about what it is you really want. You might get it in unexpected and wonderful ways.

"With Harm To None."

This is one of the oldest rules of magic. "Do What You Will, And Harm No Living Thing" is the cardinal rule of good magicians. The Witches believe in this so strongly that it's the basis of their religion, Wicca. It's called "The Wiccan Rede" which means the Witches' Rule. You'll sometimes hear Witches say,

*"These things the Wiccan Rede fulfil:
With harm to none, do as you will."*

This means that you can mind your own business, do the things you want to do, use your magic, but you should never, never harm anyone or anything when you do it.

This "harm none" rule isn't just some nice thing you do out of the goodness of your heart. If you violate this rule, if you use your magic to

hurt someone, deliberately or not, the magic will turn on you. Sometimes because you deserve it, sometimes to teach you a lesson.

When I was very young, and ignorant of the rules of magic, I tried to do a really nasty spell for revenge on someone. And to tell you the truth, the person hadn't done anything all that bad: my friends and I just didn't like her. It was my friends who asked me to do the spell, but the decision was mine. And so was the punishment. I was a pretty strong Witch in those days, and I guess the gods that govern magic figured that powers like mine shouldn't be used by somebody so stupid.

So they took them away. For years. Until I grew up and met another Witch who taught me the right way to do things.

Talk about learning the hard way! But it was the only way. I had deliberately tried to cause harm to someone else. I never did it again, and never will.

A spell only has to backfire on you once to show you how important it is to follow the rules.

Every time you do a spell, you should end it with the words:

*"Let this be done
With harm to none."*

This ensures that your spell won't work if it's going to harm someone, even accidentally. If your spell works, then everyone's happy. If it doesn't, then maybe it was because it would have harmed someone or something. If a spell is going to hurt someone, you don't want it to work anyway.

You really, *really* don't.

What if you think something bad about someone? Say you're really mad at a friend or a relative and you're so aggravated that you think: "Boy, I wish a bus would hit him."

Is it going to happen because you wished it? Not necessarily. Because magic power isn't something that happens beyond your control. You're always in control of it. If you find yourself thinking of something bad like that, just stop and say, "I cancel that thought," or "I didn't mean that." This is just to be on the safe side. These words will "cancel out" the bad thought you had. It also forces you to really *think* about what you're saying and what you wish for. Magic is something that takes real personal responsibility on your part. If you're going to use magic, you have to be mature about it. You can't be childish and impulsive. If you think you might forget to do the cancellation thing, try this. Every so often, think to yourself: "I cancel out any thoughts, words, or deeds of mine that might cause hurt or harm to anyone or anything, including myself, now or in the future." This is real insurance! And it means that you've become mature enough and unselfish enough to care about what happens to yourself, the world around you, and to others.

Manipulative Magic

“Manipulative” magic refers to taking away the free will of others, or trying to get them to do what you want them to do.

Yeah, good luck with this one! Manipulative magic is another thing you don’t want to do. Never try to take away the free will of other people. You can use your magic to get what you want without doing that.

But manipulative magic can look like good magic at first. Here’s what I mean. Suppose your friend Sue is really in love with Bob, and she asks you to do a love spell to make Bob fall in love with her.

You think, “Hey, I’m doing something nice. I’m making two people fall in love, what could be better magic than that?”

So you do a love spell.

Not a good idea.

First, look at what can happen. Sue gets Bob. And Bob turns out to be all wrong for her. He’s bossy, he’s mean to her, he’s rude ‘n’ crude. This is stuff no one noticed about him before. Or maybe it’s Sue. She talks too much, she’s possessive, she drives Bob nuts.

Or worse. Bob has a girlfriend and he dumps her, which leaves her brokenhearted.

Does this sound to you like the spell was good for everybody concerned?

You took away Bob’s free will when you did that spell. And so it was manipulative.

But you could have turned a bad spell into a good one. When Sue said she wanted Bob, what she really wanted was a boyfriend. If you wanted to do a good spell for her, you could have done a spell that said Sue would get the *right person* for her, and that both people involved would be happy, with harm to none. That way, you’re not manipulating anyone: you’re just doing a nice spell to make your friend happy.

Maybe she would have met someone completely new. Or noticed a nice guy who had been there all the time. Who knows how love works? Or maybe Sue thinks she’s ready for a boyfriend, but she’s really not. She isn’t mature enough to handle it, or her parents would give her a hard time. The spell might not work right away, but maybe when the time is right, it would finally kick in.

You have to think these things through. And that’s why I’d recommend not doing spells for other people until you’ve had a lot of experience. Even now, after all the years I’ve been a Witch, I think long and hard before doing spells for other people. Don’t be concerned that people won’t like you if you refuse. Believe me, they’ll like you a whole lot less if you do a spell that turns out badly.

Magic is a personal thing. If you’re doing magic just so you can brag that you know how, you’ve got a problem right away. And the reason you’ve got a problem is the Threefold Law.

The Threefold Law

This is one of the most important rules about using magic, and you must never, never forget it. The Threefold Law of Magic says: "Whatever you do comes back to you, threefold." That means that if you do something good, you'll get good back, and you'll get it three times as strong. And it's not only in magic, either. Sometimes it comes in unexpected, but nice, ways. For instance, you've got an extra apple at lunch, but your friend lost his lunch money that day, so you give him your apple. That may not seem like a magic spell to you, but it is. Once you start using your powers, everything is magic. Okay, so you give your friend your apple. You don't really think about it, you just do it to be nice.

That night, or maybe the next day or the next week (you never know when it'll happen) someone gives you an extra candy bar. Or your mother has a special goodie for you at dinner. Or you find a pack of gum in your jacket pocket and you'd forgotten you had it. The Threefold Law is working for you.

This is called "putting good out into the world." That means that you do good for someone, they do good for you, you do some more good stuff...and it goes on like that, maybe forever.

What if you do bad stuff or you hurt someone? I think you know the answer to that without my telling you, but I'll tell you anyway. The Threefold Law still applies, only this time, it's not so good. You use your powers to do something harmful or spiteful, and that harm is going to come back to you three times. There's no getting out of it, either. The Threefold Law is one of the natural laws that govern magic, and if you're going to use magic, you've got to keep that law in mind at all times.

We've all seen people who do bad stuff -- not necessarily magic -- and seem to get away with it. Sometimes they get away with it for a long time. But it will always catch up with them. It really will. Every time. And the longer it takes to catch up, the worse it will be when it finally does. Keep that in mind when someone does you dirty. *The Threefold Law is why you never have to do spells for revenge.* The Threefold Law is going to take care of that for you. It's just like you've always heard: what goes around, comes around.

Okay, another true-life case history.

A friend of mine -- a Witch who should have known better, too, but nobody's perfect -- fell in love with her best friend's boyfriend and they'd been seeing each other behind the friend's back. The friend knew that the boyfriend was seeing someone, but she didn't know who, so she called the Witch -- who was her best friend, remember -- every day in tears, wondering what she'd done wrong and why her boyfriend was acting so strange.

The Witch called me and wanted to know if the Threefold Law was going to get her.

I don't know why she thought it wouldn't. Of course it would! And it did, too. She lost the girlfriend, she lost the guy, and she lost the respect of her friends. What worried me the most was that she didn't ask about the pain she'd caused her girlfriend: her first concern was about herself.

You can put bad stuff out into the world, the same way you put good out. Do you really want to do it?

When Magic Doesn't Work.

What if you do a spell and it doesn't work? Does this mean you're a lousy magician or that your magic is kind of dim? No. Remember the spell you did for the tent? Let's say you did everything right. You put yourself in the right frame of mind, you wrote or thought out your spell carefully, you made sure that no one or nothing would be harmed by your use of magic, you did your spell and you waited. And nothing happened. Nada. No tent for you, amigo. You remained tentless.

Here's where you gotta have faith.

The first thing you do is examine your spell and see if there was anything you did wrong. Did you word it right? Did you keep the Threefold Law in mind? Is getting this tent a good thing for you? Will getting this tent "harm none"?

Aha!

Now we get into good intentions, and their effects on magic. Remember the phrase I told you to add to all your spells? "With harm to none?" And remember I said that the "no harm" deal includes yourself?

Why did you want that tent? Did you want to go camping with trustworthy friends in a safe place, where no harm would come to any of you? Or were you just a little doubtful about your friends, or is the place where you intend to camp kind of scary or unsafe? Would you be trespassing on private property? Did your parents give you permission to camp out, or are you sneaking out? In other words -- are you putting yourself or someone else in some danger?

The powers that govern magic are not idiots. They're going to make it as hard as possible for you to hurt yourself or others. Oh, you can *do* it: that's why I'm telling you as much about how magic can go wrong as I am about how it can go right. But you're really going to have to work at it. And if you start abusing your powers, you're going to lose them, one way or another. And you're going to make yourself very, very miserable.

The Natural Laws Govern Magic.

We've already agreed that magic, like everything else, is governed by natural laws. Natural laws aren't always sweetness and light and happy little bluebirds flying around. Natural law is also earthquakes and volcanoes and snakebite. In fact, let's consider snakes for a minute, as an example of how you can abuse your powers. Snakes aren't bad animals.

They mind their own business, doing snake stuff, not hurting anyone. And if you have a tame pet snake, you can pick it up and it'll coil around your arm and go to sleep. But if you abuse it, or beat it or hurt it, that same snake is going to bite you. You can count on it. Not because it's an evil snake or because the devil made the snake do it: but because it's natural law that a snake -- or any other animal -- will protect itself when threatened or hurt. It's not a bad or evil thing the snake is doing when it bit you. A snake has no idea of bad or good. It's the law of nature.

Magic has no idea of bad or good, either. Magic just *is*. You get out of it what you put into it, and if you put something bad into it, I guarantee you you'll get something bad out of it. If you're so misguided as to think that you can place "curses" or "hexes" or "cast spells on people" and not have it come back on you, you are very wrong.

Remember the movie *Star Wars*, and the idea of The Force? The Force was a tremendous power, but it had a dark side. And it wasn't The Force itself that was dark, it was the bad intentions of Darth Vader, a man who decided to use the power of The Force to give him the power to harm others. He was the bad guy. And he paid for it.

If you decide to use your magic power to harm others, you're making a very bad decision. It's what we call "black magic" and you really want to stay away from it. Black magic isn't something you can control for long: it gets away from you. Good magic, on the other hand, keeps doing good for you and for others. I read something on the Internet the other day that I thought was perfect. It said, "The world you create using magic is the world you have to live in."

Remember the Threefold Law. I can't stress how important that is.

Can Using Magic And Doing Spells Hurt You?

I think you can answer that yourself.

If you're doing good stuff, and you have no idea or intention whatsoever of hurting anyone else, and you're putting good out into the world, nothing bad is going to happen to you as a result of your magic.

Can you do black magic by accident? No. Not if you know the rules of magic, and if you've read this far, by now you do. To do bad magic, you have to *want* to do it. You have to start off by intending to hurt someone. You have to leave out the "harm none" part of your spells and you have to deliberately decide to disregard the Threefold Law. That's black magic, and you can't do it by accident.

Who Are The Powers That Govern Magic?

I've mentioned those powers a few times, and you're probably wondering who they are. If you've seen a lot of horror movies, you're probably thinking, "The devil? The powers of darkness? Spirits?" or something like that.

Nothing like that.

"The powers that govern magic" aren't any one thing or being or law. They're lots of things. They're natural law, like gravity and the pull of the tides and the warmth of the sunlight. They're our ideas about good and evil. They're our ideas about God. Or about a Goddess, if you're so inclined. But the most important thing they are is deep inside yourself, the part that knows right from wrong, good from bad.

This is so simple that it's hard to explain and hard to understand. It's one of those things that just "is," that you begin to understand all by yourself, slowly, as you learn more things. It's something that experience teaches you, and that you let yourself learn. Nobody can teach it to you: you have to let it happen for yourself. And to yourself.

Nobody can completely explain how magic works. That's why it's called magic. But we can use it, and our minds can make it work without understanding it.

It's kind of like electricity. You don't need to know exactly how electricity works to use it properly. You plug in your computer or your TV and turn them on and they work. You know the rules of electricity -- you don't stick your finger in the light socket.

You know the rules of magic, too, so you can use it properly. It really isn't necessary that we know why it works, just that we know that it does and that there are safe and unsafe ways to use it.

The Witches say that it's their connection to their God and Goddess that makes magic work. Some psychics claim that it's guardian spirits or guardian angels. Faith healers say that it's a gift of God.

It's really up to you to decide, based on your own beliefs.

This may sound hokey, but there is a god. Of some kind, anyway, and the good news is that you're free to believe in your god in any way you wish. This is America, right? Your god's name can be Jupiter or Jehovah or Adonai or Buddha or The Great God Zog; doesn't matter. The important thing is that you know for sure that there's something good out there, and you're a very important part of it. You aren't a "nothing" or "unimportant" or "just a kid". You, my magical friend, are a very big deal, whether everyone knows it or nobody knows it but just you. And it's important that you know it and believe it, because it's true. We're all linked together, everything we do affects everyone and everything else, even if only in a small way. That's why you don't want to do anything bad -- because it affects everything, including ourselves. And that's because we're all part of god.

I told you about the Threefold Law? This is why it works the way it does. Think of the universe -- people, the world, the heavens, objects, weather, natural law, nature itself -- as a giant spider web, covering everything with shiny, glittery strands. Each strand is connected to every other strand. When you pull one, it affects another. When you move, the movement is felt somewhere else.

What you do affects the entire visible and invisible worlds. Those vibrations go around the web and eventually come back to you, in the same spirit with which you sent them out. This is why you have the power to make the world a little or a lot better. You really do. Make the right choices.

Everything In A Nutshell.

Here are the basic rules, everything I've just told you, put into a list. I suggest that you write this list down and keep it where you can see it right in front of you everytime you do magic work. Put it on Page One of your Magical Journal and don't ever forget it.

- Everything you do comes back to you threefold.
- Harm no living thing, including yourself.
- Don't try to take away anyone's free will.
- Remember that we're all connected, and you're a part of the universe.
- Think before you do a spell.
- Make sure what you're asking for is really what you want.
- Use your magic to put good into the world, not bad.
- Don't forget your "magical insurance" -- cancel your bad thoughts, and at the end of every spell, put the words:

*"Let this be done,
with harm to none."*

And have a good time! Magic is fun, safe, and it can make you a better person.

Witch's honor.

Chapter 2:

How To Get In Touch With Your Magic (and improve your schoolwork as an added bonus!)

Creating Magical Silence And Going Into Magic Mode

Before you can work good magic, you have to be quiet.

That sounds easy, but in today's world, it's harder than it sounds. One of the reasons that it's so hard for people to get in touch with their magic is that magic needs some silence. And silence is awfully hard to get these days. The radio, stereo, TV, people talking, traffic, sirens... the noise level overwhelms your psychic messages.

You just can't concentrate completely on what you're doing. One of the reasons we don't concentrate today is that all the stuff that's going on around us distracts us. We might not even notice it because we're so used to it. But our minds notice. And instead of giving our complete concentration on the task at hand, our minds are going in lots of directions at once: thinking about the music in the background, thinking about what's supposed to happen tomorrow or what happened today.

You can prove this for yourself with an old Zen method. Just sit down right now and try to make your mind completely blank except for concentrating on one image in your mind. Make the image a lighted candle. Try to concentrate on nothing but the candle flame, with no other thought whatsoever creeping in, for at least one full minute. Set a kitchen timer or stopwatch, if you've got one. By the way, if you're trying to do this with the radio or TV on, you've already lost. If you start wondering when the minute's up, or congratulate yourself that you're doing it, or get discouraged that you're not doing it -- then you're not succeeding, either.

It's hard. In our society, it's almost impossible. You can feel like things and people and obligations are closing in on you so fast that you just wish it would *stop* for a minute, that you could have a little peace and quiet to think your own thoughts. *You can*. You have to make some stillness for yourself. Not being able to concentrate is only a habit, and like all habits, you can break it.

This inability to concentrate on just one thing is what keeps us from doing our best. If you can't study without the TV on, or you try to read and listen to music at the same time, you're not concentrating. You're not getting the most out of either the TV, the radio, your studying, or your reading. That's why you forget things, or you can remember them for a short time, then they're gone.

You can learn how to concentrate and create your own magical silence, though. What's important is that you find a private time and private place where you can be quiet and alone, even if only for a few minutes, where you won't be interrupted.

When you find your quiet time and place, you're going to create another one, a magical one, in your mind. I call this "Going Into Magic Mode," because I'm focusing my energies and mind on what I want to do, magically.

What you're going to do is hypnotize yourself into relaxing. After you learn how to do it, you can create a magical silence around yourself, a silence that you can use whenever you want, no matter what else is going on. In Magic Mode, you'll be alert and awake, but relaxed, and you can focus.

Why is silence important? Because magic takes concentration. You have to concentrate all your thoughts on what you're doing and what you want to come of it. To tell you the real truth, most of the things involved -- like crystals, colors, magical ingredients -- are only props to focus your mind on the magic. None of it will work without the power of your mind, which is also the power of your magic. That's so important that I'm going to repeat it in capital letters, and I think you should put it in your magical journal (more later on your magical journal): THE POWER OF YOUR MIND IS THE POWER OF YOUR MAGIC. If you can't concentrate on what you're doing, you'll never get in touch with the magic inside you. The better you concentrate, the stronger the magic. But don't worry -- you can do it. You only have to learn the technique of getting into Magic Mode.

So here's how it goes, step by step.

Eight Steps to Magic Mode

Step One: Find a time and a place where you can be alone and quiet. Make sure you're not going to be disturbed. If you are disturbed during all this, don't worry about it. You can start over another time.

Step Two: Sit down or lie down comfortably. You should probably sit down, because you just might fall asleep during all this if you lie down. If you do, no sweat. At least you'll be relaxed, even if you aren't so alert! However, you'll have to try again from the beginning.

Step Three: Close your eyes and breathe. No problem with this, I hope.

Step Four: Take a deep breath. Let it out slowly. Do this breathing thing twice more, just to get the feel of it. What you're starting to do is training yourself to be quiet. Listening to and feeling your breathing is the best way to do this. Don't worry if your mind is still chattering away at you -- it'll do that. In a few minutes, though, it will be quiet enough for you to feel ready to start the next step. When you start concentrating on what you're doing, you'll find that your mind is quieter. Not completely quiet -- just a little more than it was. The more you do all this, the quieter it will get, eventually.

Step Five: Keep breathing deeply and slowly. Every time you let your breath out, relax your body, starting with your feet, then your lower legs, then your upper legs, then your hips, then your torso, then your arms and

hands, your lower and upper back, your shoulders, your neck, your face, your scalp. Really concentrate on it. You should be relaxing each part on every breath. Take more than one breath to do each part if you need it. Time isn't a big deal here. Teaching yourself to relax, and to really feel it happening, is the point. As you relax your body parts, feel all the tension, all the strains, all the tightness melt off, like hot wax running off a candle and disappearing.

Step Six: When you're really relaxed, take time to see how it feels. You may have never been this quiet or this relaxed before, so get used to it. Just concentrate on your breathing -- this is what's going to relax your brain. At this point, you're more receptive than ever before to psychic images. The reason? You've cleared your mind -- even for a few seconds -- of all the clutter. You've made yourself a little island of calm in a noisy world.

Step Seven: Now give yourself a code word. Just take the first word that comes into your mind, no matter how stupid it may sound. Nobody's ever going to hear it but you, and then only in your mind. Tell yourself that whenever you close your eyes and say this word, you'll be just as relaxed and calm as you are this minute. You'll shift straight into Magic Mode, which is where you are now. Repeat the word to yourself, feel how relaxed you are, take a deep breath, let it out slowly.

Step Eight: Open your eyes, slowly. Don't get up so fast. Just sit a minute. Stretch if you want to, look around. Let yourself feel good, no worries. Then it's welcome back to the real world -- but you're better able to handle it.

As you continue to do this exercise, you're going to get better and better at it. Remember, you're breaking a bad habit and replacing it with a good one. You can't do that overnight, but you can do it, and it really won't take you that long. Do this for a few days in a row or for a week, and you've got it licked. Eventually, you'll get to the point where your code word alone will send you into Magic Mode, even without your eyes closed.

And that's the situation you should be in when you do magic.

If you're going to do magic or you're going to study or even take a test in school, you're going to add a step between Steps Seven and Eight. Sort of a Seven and a Half. When you're relaxed into Magic Mode, just open your eyes slowly. You'll still be in Magic Mode, or what the Silva Mind Control people call "Alpha Brain Wave State," which means that you've lowered your fast-running brain waves to a slower, more relaxed speed. The Hypnosis people call it a "Light, Waking Trance State." Hey, they can call it whatever they like: Magic Mode works for me.

When you're running slower, you're making your life more interesting. Think about it a minute. When you're in the car doing sixty and you look out the window, what do you really see? Pretty much a blur. But when you're just chugging along at thirty, enjoying the scenery and the breeze,

you've got a chance to really look at things, to see them as they are, maybe as you've never seen them before. And you don't forget them as fast.

That's how this relaxation technique of Magic Mode can help improve your memory and your schoolwork. When you slow down, when you let yourself concentrate on what you're doing, with no distractions, you learn better.

Magic Mode can also keep you cool and rational when everyone around you is going ballistic. They're hysterical, you're chilled. And you can do it all with your code word and a few deep breaths.

Should You Use Music To Help You In Magic Mode?

This is an interesting question, and it has two answers. Some New Age people who are into meditation say it's OK. You probably know what my answer is. No. And, knowing me by now, you also know I'm going to tell you why not. Going into Magic Mode is also part of meditation. You can stay in Magic Mode for hours if you want, and ponder the meaning of life. This is not such a bad thing to do, either. When you're in Magic Mode, you're using your psychic abilities. And I've told you that what you think, you can make come true, if you want. In Magic Mode, you can ask questions and get answers, if you listen to the magic of your mind.

Okay, so there you are in Magic Mode and you're listening to music, and some of lyrics say "kill the cops" or "drop dead" or something. Uh oh. That finds its way into your magic, even though you didn't put it in there yourself. (Actually, you did. You chose the music, didn't you? You're responsible for everything you do when you start using magic, remember?) Now, you can cancel it out, if you remember to do it, or if you even consciously hear it. But who wants to stop every two seconds and cancel stuff out? You've got better things to do.

Also, when you're in Magic Mode, you might get some messages from your guardian angels or guardian spirits. You're really gonna make these guys compete with Nine Inch Nails? Another thing: the music can control your meditation, even if it's New Age sweetsie white light music. But it's supposed to be *your* mind that's taking you on the journey, *your* magic. Why let anyone else's music interfere with it?

Don't be scared of the silence. None of us get enough of it as it is. You can turn up the volume and party later.

You might have also noticed something about Magic Mode: it feels a lot like daydreaming, the same thing that gets you yelled at when you're doing it in school. I have no idea why some people think daydreaming is such a bad thing. If Alexander Graham Bell hadn't taken some time to daydream, we'd never have the telephone. If Bill Gates hadn't daydreamed, we'd never have Microsoft® Windows® and he'd be just another nerd with a pocket protector instead of a nerd with a bazillion bucks. The thing is: daydreaming is letting your imagination roam free, to see what ideas you get. The problem comes in when you're daydreaming when

you're supposed to be concentrating. Magic Mode is focused concentration on one thing. Daydreaming is letting your mind wander in wonderful paths. Become familiar with the difference, and know when to use each one.

How To Get The Most Out Of Studying: The Homework Spell

The minute you open your books, get settled at your desk, and decide to get down to it, close your eyes and shift into Magic Mode. Do the whole thing, or -- if you're getting pretty good at using your code word and falling right into the slower brain-wave state, do it. When you feel relaxed and able to concentrate, tell yourself this little spell: "I'm going to study now, and I'm going to concentrate on my work and remember everything I study. If something interrupts me, I'll go right back to work at the same intense level of concentration." Then go to it.

If someone or something distracts you for more than a few minutes, do the exercise again when you resume studying. You'll find out that more time has passed than you think, because you've really been into what you've been reading. And you'll be able to remember what you've read far better than you would have remembered and understood it before.

After you're through studying, take another minute in Magic Mode and say this spell: "When I need to remember all this, I only have to say [whatever your code word is]." Then, at test time, go back into Magic Mode, say your code word, and it will come back to you more clearly than it would have without Magic Mode.

Any time you tap the power of your mind to change things, it's magic at work. And the more you do it, the better you get at it.

How To Use This Power For Magic

If you did the Homework Spell, you've already used Magic Mode the way you're supposed to. But no matter what spell you're doing, go into Magic Mode first. You'll stay in this relaxed state all the time you're doing your spell, focusing your attention on what you're doing, and putting the magical power of your mind and your concentration into your spell.

If your spell calls for crystals, stones, magic wand, feathers, flowers, or whatever ingredients, get all the stuff together in front of you before you go into Magic Mode. It's going to do you no good if you have to keep getting up all during your spell to collect stuff you forgot.

Never Give Your Power Away, Never Let Anyone Make You Feel Dumb

Once you begin to understand your power, never let anyone else take it away from you.

They can't do it unless you let them.

You don't have to make a big show of this, or force a confrontation about it: in fact, it makes you much stronger to keep quiet sometimes.

Have you ever been pressured into saying "yes" when you really wanted to say "no"? If you're confused, relax into Magic Mode. It gives you space, gives you time to think. It lets you act from a considered thought, not an impulsive action. What you need to keep in mind is that when you're dealing with people your own age or thereabouts, you have a choice. And whatever you choose is fine for you, even if no one else thinks so. But you have to understand that you have a brain too, you can think and make good or bad choices. Never let your friends make those choices for you, and never let anyone tell you that your thoughts or feelings are worthless. Nobody can stop them from thinking that or even telling you that, but it's up to you whether or not you believe them.

When a "friend" is ranking on you, or spreading gossip about you, or really giving you a hard time unfairly, try this. Just let them rave. When they're finished, give them a cool smile -- the smile is the real killer, as Jack Nicholson and Christian Slater would be the first to tell you -- and say only two words as calm as ice: "You're wrong." Then walk off. If they say, "Wrong about what?" you can smile again and say, "Everything." But no more than that. Believe me, you're the winner. Anything they say after that just makes them look hysterical. If you argue with them, you fall into their trap. And you've given them the power to make you angry or upset.

Okay, now what if they're right? What if you acted like a jerk and your friends tell you so? Come on, you know if you've done wrong. Did you harm someone? Did you hurt someone's feelings? Are you giving people an attitude? If someone's telling you something because they really care about you, or because you've hurt somebody, then own up to it. Never be afraid to apologize when you're in the wrong -- that's part of being strong. That's also part of learning to be a wise person. That's what's going to get you respect. And in this case, you're not giving your power away. In fact, you're *gaining* power, because you're gaining wisdom.

Yes, I know that until you're a certain age, there are going to be people like parents and teachers who can restrict your actions, and you'll feel like you have no power of your own. I'm not even going to get into whether their decisions are right or wrong -- there's no set answer for that. But eventually -- and you might as well understand this sooner than later -- you'll realize that no one else's opinion of you is entirely true, even adult opinions. For instance, if someone says you're slow or stupid, someone older than you or even someone in authority, are they right? Most likely not, because only a jerk would say something like that. But get real. We all know that not all adults are smart, kind and all-wise. All of them are just human and say things they don't mean when they've really had it

I hate to say it, but you might be one of those kids who got stuck with abusive nutcases for parents. If you are, I want you to repeat after me: "I won't be a kid forever." There's a time limit to how much of this you'll have

to take. You're going to grow up and make your own future. And you'll be good at it, if you just remember that only your own opinion of yourself matters.

There have been lots of kids that people thought were losers who became winners because they wouldn't accept somebody else's opinion that they were losers. And there have been lots of kids who looked like they were going to be champions of the world, who figured that the world owed them everything and that they'd get it on a platter -- and they ended up as second-raters.

But if someone's being straight with you, at least listen with an open mind.

Listen carefully to what parents and teachers and friends tell you. If it really does apply to you, if you really have been goofing off or acting like an idiot, be a stand-up man or woman. Use your power to do something about your own behavior. If you've been talking back to teachers or spreading gossip about friends, concentrate and do a spell for yourself to help you hold your temper and your tongue, to keep yourself cool. There's an Anger Spell coming up to help you.

You make your own success. And the way you do that is by keeping yourself powerful and strong, even though it can really be a struggle. Power and strength isn't physical strength and it isn't being better than the next guy and it isn't getting the last word in an argument or winning a fistfight. It's knowing that you're good, you're hot, you're something special and someday everyone's gonna know it. If you really start to believe this about yourself, you're going to make it true. *It is true*. You start believing you're a winner and you'll start acting like one. Believe you're a loser, and guess what happens?

Remember: the power of your mind is the power of your magic.

How To Control Your Temper

While you're in Magic Mode, tell yourself, "When someone or something gets me mad, I'm going to be cool. When I say [your code word] I'm going to think seriously about what I say next, and I'm going to act from reason, not from anger. If I'm in the wrong, I'm going to recognize it. If I'm in the right, I'm going to wait until I can think clearly, then I'll reply."

Don't ever think you have only that moment to reply to an argument. You can always bring up the matter later; in fact, it's probably better to discuss it with the person when you're not burning in the heat of anger.

Here's a spell that partly magic, partly common sense, to help you deal with anger.

The Anger Spell

When you're angry with someone, find a quiet place, first of all. You'll need a piece of notebook paper or paper about that size, some red ink or

red pencil, and a piece of string or yarn, maybe three feet long. Red string if you've got it, but don't worry too much about the color. Red is the color of passion, passion meaning any strong emotion. And anger is one of the strongest, that's why it's one of the most dangerous and destructive. It's no use telling yourself you're not angry when you are: why lie to yourself? But why let anger control you or turn on you? Again, when you're angry, you give away your power.

Okay, fine. So this spell is going to give away that part of your power that could harm you: the angry part. Don't worry, you'll get it back in a better form, a form you can use for strength.

When you're alone, take your paper, pen and string and go into Magic Mode. Then take the paper and write down what you're angry about. Concentrate on it: put everything you've got into it, all your anger. Even if it's just a few words, put all the emotion in there. Fold the paper until it's small, about the size of the palm of your hand or smaller. Close your eyes, hold the paper between your hands, and say, "This paper is my anger."

Then start to wrap the string around it. Really wrap that sucker good and tight. Use as much string as you want to. Wrap the anger up, but don't tie it.

Then hold the string-wrapped paper between your hands again. Say the following spell: "This paper and string are my anger. I don't need it. I can't use it. I won't let it control me any more. So I'm purifying this anger. I now turn it into strength and wisdom. I transform it into good energy that can heal me, strengthen me, teach me, and make me a better person. This energy will give me the wisdom to deal with the problem that caused the anger. This spell is done with harm to none."

Now undo the string. Feel the new, purified energy flow into you as you do it. Feel yourself untangled from anger as you untangle the string. Unfold the paper. Keep feeling the anger go and the new energy making you feel better. When you've unfolded the paper and string, hold them in your hands again and feel your strength. Say, "I'm free of anger. I'm in control of my emotions. I'm ready to take care of the problem in a calm, reasonable way."

Then toss the paper and the string into the garbage. They mean nothing to you now. You're through with anger over this problem.

Changing Bad Energy Into Good

I want you to look closely at that Anger Spell. What did you really do here?

You changed something bad (anger) into something good (wisdom).

And baby, that's strong magic.

I told you that magic is neither good nor bad, it just *is*. It's what you put into it that counts. Magic is energy, and energy just *is*, too. This is why you don't have to worry about somebody sending you "curses" or "hexes" or "bad energy." So what? Any magic they send you should be OK with you,

because no matter what they intended it to do to you, you're going to make it into good magic that can make you wiser and stronger.

This is why you never send bad magic back to whoever sent it to you. Two reasons: first, sending back bad magic is causing harm. Just because some jerk meant to harm you doesn't mean you have the right to harm him. The Threefold Law's gonna get him, anyway. Why should you waste your magical energy on a creep like that? Second, why throw away perfectly fine magic when you can just "clean it up" and use it for yourself? Just think of it as magical recycling.

If you read books on Witchcraft or magic, eventually you'll come across a few books that talk about "mirror" spells where you set a mirror or something in your window and it reflects bad magic back to the person who sent it.. But come on: why keep bouncing bad magic back and forth like some evil, grungy tennis ball? If you know how to set up a mirror spell, probably the person sending the bad magic also knows how to set one up, too. This is a commonly used spell and hardly the mystic secret of the ages.

Okay, so you suspect someone's sending you bad magic. Here are a few spells you can do.

The "Shields Up" Spell

This is a spell you wear, like magical armor. What you're doing is putting a protective shield on yourself. You can also put it on your house, any car or plane or boat you're riding in, your bike or rollerblades, your family and your pets. Don't forget your pets.

The "Shields Up" spell protects you. It seems to automatically turn bad stuff to good. For instance, someone was once trying to send me nightmares, trying to scare me, I guess. But by the time the nightmares got through my shield, they'd turned into dynamite ideas for horror stories

This is a fast, easy spell, but it's one of the strongest ones I know. Find a quiet spot and go into Magic Mode. See yourself sitting there, quietly. Now imagine yourself wrapped in a glowing shield of light. I usually see my shields as kind of a crystal egg, only flexible. It moves with you: if you put out your hand, it stretches to fit. It won't break and it won't bind you.

When you've got a clear picture of yourself in the shield, say, "This shield protects me from everything that could be harmful or bad for me. It turns bad energy into good energy that I can use. This spell is done with harm to none."

It's that simple, and it works. I renew my shield once a year, on my birthday -- or whenever I'm going into a dangerous situation and feel like I want extra protection. Like when I'm getting on a plane or I have to go into a house that people say is haunted. My shield keeps me from being afraid, because I know it's working.

The Crystal Globe Spell

This spell is a magical laundry. It cleans up any bad magic or bad feeling that's hanging around and turns it into nice, clean, good magic that you can use.

In Magic Mode, picture yourself sitting quietly. In your lap, between your two hands, is a hollow crystal ball with a hole in the top. Now see all the energy around you, bad, good or indifferent. It will be all colors. See all the bad energy as black smoke, swirling around you. As you watch, command the bad energy to go into the hole in the globe. It will start being sucked in, filling the ball. Don't worry that the globe isn't big enough -- it will take all of it. When all the dark energy is inside the globe, the hole seals itself up. Now say this: "I change this bad energy into good energy that I can use any way I want. This spell is done with harm to none."

Watch the globe. See all the dark stuff changing colors, getting lighter and lighter, until it's a kind of glittery white.

Now the hole in the top of the ball opens again and lets the cleansed energy out, letting it flow into your head, right between your eyes and up a little. As this happens, see yourself start to feel very good, very energetic. When the globe is empty, open your eyes and come back to the real world. You should feel a lot better.

How To "Charge"

A new word you need to learn is "charging." Okay, so maybe you know that word real well from experiences with your parents' MasterCard, but this has nothing to do with that. "Charging" means that you're telling an object what you want it to do, magically. For instance, in this next spell you'll charge a box for protection. What you're doing is making the box into a magic object by the use of your own magic powers -- you're putting your magic into it. Remember I said that anything can be used for magic? That's how you do it: you "charge" it with whatever magic you want.

If you find a rock or a seashell or a feather, you can hold it between your hands and say something like, "Seashell, I charge you to bring me good luck whenever I carry you in my pocket." You feel your magic flow out of your hands and into the object, and it's charged.

Here in Salem at Halloween, when the town is jammed with tourists (this town is Halloween Central: spook houses, candlelight tours of historic houses, all the museums open late, that kind of stuff), I give out Magic Dust to little kids. Now, this dust is just glitter confetti -- until I charge it with magic. I get the kids to help me, too, to put their own magic into it, and we charge it for good luck, to keep them safe on Halloween night, and to bring good candy (no health food!) while trick-or-treating.

Charging is easy to do, and you'll be doing a lot of it.

The Magic Box Spell

This spell also collects and cleans energy, but it works in the background. First, get a box with a top on it. Any kind of plain box. I use one of those see-through plastic boxes with a lid, and I painted magical symbols on it. What's really good are those plastic globe ornaments they have in craft stores around Christmas: the kind that break in half so that you can fill them with goodies. These are nice because you can hang them up somewhere. A friend of mine uses a stained-glass box, but she's pretty fancy. You can use a shoebox (your box shouldn't be much bigger than this) or a cigar box. If your box has writing or pictures on it, you might want to paint it or cover it with wrapping paper so it looks more magical. Maybe black or dark blue or purple, with gold or silver stars painted or pasted on it. Stickers are good.

When you've got your box ready, hold it between your hands and say, "I charge this box to collect all bad or harmful magic or energy that might be around me at any time. This spell is done with harm to none."

Put the box somewhere where it won't be disturbed. The box will keep collecting bad stuff for you. Once a month -- at the full moon is best -- take the box outside and hold it between your hands again. Say, "I turn this bad energy into good, healing energy for (and say whatever it is you want -- healing the earth, protecting the whales or dolphins, feeding starving children, ending gang violence). This spell is done with harm to none."

Then open the box and let the magic out. This is a nice way to put some good energy into the world. Remember that you get back what you send out, and it's good to send healing energy to the world in general sometimes.

The Amethyst Crystal Spell

This is something you can set in your window or by your bed, or anywhere. Unlike the mirror spell, this one doesn't send anything back, it changes it. You'll magically charge it to change bad energy into good.

First, get yourself a crystal of amethyst. Amethyst is that transparent, purple stone that you've probably seen around in the rock stores or New Age stores. You don't need a big crystal: any size will do. Amethyst is the most magical of all the stones. It promotes psychic power and peace. (See the chapter on Stones and Crystals.)

Now, in Magic Mode, hold the amethyst between your hands and say, "I charge this amethyst to absorb any bad or harmful energy sent my way. The amethyst will change this energy into peaceful, calm energy that I can use. This spell is done with harm to none."

These spells are designed to help you take more control over your own thoughts and actions, and to help you keep sending good energy out into the world. The more you do that, the stronger you get. The stronger you get, the happier you'll be. And the happier you are, the more people are attracted to your good energy.

That's the way of the magician.

Chapter 3:

Two Spells That Really Go Places!

Levitation

Okay, I know I said that Witches can't fly. Depends on what you mean by "fly." If you're talking about floating across the Halloween moon on a broom, the answer is no. But if you're up for a short -- really short -- but interesting flight, here's your spell. And it's called Levitation.

Levitation means to float in the air, to "levitate," to leave the ground.

Levitation is nothing more than an old game that involves certain natural laws of physics. You may already know how to do this. If you do, here's a way that might be new to you. If you've never done it before, you're going to love it. You might have seen a version of this in the movie "The Craft," where four teenage Witches did a version of it called "Light as a feather, stiff as a board."

It's not hard to do, but it's hard to do right. That's because Levitation has to be done in a group of at least seven people -- although nine is better -- and all of them have to be able to perform the chant without giggling or making a mistake. If even one of you giggles, or laughs, or doesn't get into it, you just can't fly. And here's a weird thing: groups of all-boys seem to be able to do it, or groups of all-girls, but boy-girl groups find it almost impossible. Why? Nobody's sure, but I think it's because some girls and boys get embarrassed in front of each other when they're doing magic. But if you can mix the group and still get serious, be my guest and try it for yourself. After all, you're the ones doing the magic.

And don't think that maturity has anything to do with it. I once tried to do Levitation with a group of older, experienced Witches, all of whom had done it years ago. Well, maybe we could do it when we were kids, but we sure washed out on it this time. We could *not* get through the chant without cracking up.

Here's how it works. First, dim the lights in the room. Don't turn the lights completely off -- it should be dim, but not dark. You're creating a mood, here, not going into the bat cave. One of you is the "flyer." The flyer lies flat on her back on a table or on the floor, crosses her arms over her chest, and keeps her eyes closed. If you're going to be the flyer, you should wear comfortable clothes, preferably pants. You don't want to be distracted by tugging at your skirt, or wiggling around in too-tight jeans. You can have your shoes on or off, whichever is comfortable.

The flyer is surrounded by six friends. One friend at her head, one at her feet, one at the left shoulder, one at the right shoulder, one at her left hip, one at her right hip. If you can get two more friends, it's even better: put one at the flyer's right leg and one at her left leg.

Each of the friends extends the index finger of each hand, and slips both fingers under the flyer's head, feet, right shoulder, left shoulder, right hip, left hip, right leg and left leg. Just the two fingers, not the whole hand.

Now, all of you together try to lift the flyer.

Can't do it, can you?

Now try this. Stay in that position, with the two fingers wherever you're supposed to have them. Take a deep breath. Let it out slowly. As you let the breath out, feel yourself relax. Yep, you're going into Magic Mode. Take three deep breaths this way. You should all be calming down and getting serious. If you're not serious, you'll never fly.

When everyone is tranced out, repeat this chant, slowly, one after the other. Start with the friend at the flyer's head. The chant goes round and round, in a circle around the flyer.

"I think she's asleep...." (Each of you says this, *slowly*. When everyone has chanted the first line, then go on to the next line. Don't rush it.)

"I know she's asleep..."

"I think she weighs nothing..."

"I know she weighs nothing..."

"I think she can fly..."

"I know she can fly..."

Then, very slowly and very quietly, try to lift the flyer again. Remember to keep very quiet, and the flyer should keep still, no matter what happens.

You should be able to lift her up as high as you can reach, as if she weighs nothing.

Be sure to set the flyer down gently again!

Almost everybody is amazed when this works. They just can't believe it. I don't know why not -- I told you that you had magic!

Table Tipping

Table tipping or table walking is a relic from the early days of Spiritualism. The Victorians just loved this. Table tipping only takes four people, and it's fun. Get a card table and four chairs. Be sure the card table's not on a carpet or rug -- best to do this on a bare floor, linoleum, or wood floor. Everyone sit around the table, and place your fingertips -- all ten of 'em, but only the tips -- on the table in front of you.

Take your three deep breaths again and call up your magic.

Then all of you chant together, over and over, "walk, table!" You're commanding it to walk. Keep chanting this for as long as it takes, and it could take a while, maybe twenty or thirty minutes. Don't be shy: if it seems like nothing's happening, tell that table *you want it to walk*. At some point, the table will start to move. Really move! It'll take off across the floor, and you have to go with it or it'll stop. Just kick your chairs back and go with it, keeping your fingertips on the table all the time. Or try to. That table can *motor*!

Table tipping is great, and it cracks everybody up.

Chapter 4:

The Colors of Magic

Colors & Their Magical Meanings

Just as you have a favorite color, so do magic powers. For centuries, it's been believed that certain colors just attract the right kinds of powers to do certain kinds of magic. For instance, have you ever wondered why the colors for Valentine's Day are red and pink? Because since ancient times, those colors were thought to mean love. And Valentine hearts are a tradition because the ancient pagans thought that love originated in the heart. Now we know that love is mostly in your mind! However, who wants to give their valentine a pink, lacy brain?

For every magical spell, there's a color. Here are some of them.

Colors	Meaning
Red	<i>Renewed life, romantic love, courage</i>
Bright Blue	<i>Good luck, psychic power, healing</i>
Yellow or Gold	<i>The Sun, happiness, success, faithful friends</i>
Pink	<i>Friendship and love, including love of yourself</i>
Lavender or Purple	<i>Psychic powers, visions, magic dreams, peace</i>
Orange	<i>Wisdom, knowledge, learning</i>
Green	<i>Growth, money, nature, the color of the Fairies</i>
White	<i>Strong protection, casts out fear</i>
Black or Dark Blue	<i>Night and secrets</i>
Silver	<i>The Moon & dreams, magic</i>

How To Use Color In Magic.

One of the best ways to use colors in magic is to write your spells in colored ink. You can buy one of those pens that writes lots of different colors, or use markers, or use crayons or colored pens or pencils.

Another way is to write your spells on colored paper, using black or dark ink. Or write the spell on paper, roll it up, and tie it with the proper color of thread, yarn or string.

Most crystals, stones or rocks come in magical colors too: pink rose quartz for love and friendship, golden citrine for happiness and success, lavender fluorite crystals or amethyst crystals to keep away nightmares. (You'll see more stones listed in the chapter on crystals and rocks.)

Magic Bags

Sometimes these little bags filled with magical things are called "medicine bags" by the Native Americans, "mojo bags" by African-Americans and followers of the religion of Voodoo, and "conjure bags" by the Witches. You can hang them up in windows, hang them from your

bedpost, keep them in closets or in your bureau drawers or school locker, carry them in your pocket or purse, or hang them on your Merlin's Cord. (We'll get to Merlin's Cords in the next chapter.)

They're easy to make. Just cut a square of fabric about 6 - 8 inches square. I use pinking shears to cut my squares so that the edges don't ravel. The fabric should be in a color that's right for the magical spell you're doing. In the center of the square, put magical herbs (see the chapter on magic herbs and spices), stones, charms, a written spell folded up, or anything else you feel is right for the spell. Be sure not to put too much in the center or the bag won't tie well and you'll have to take stuff out. While you're putting the objects in, concentrate on the magic you want the bag to do for you. Remember to say, "This spell is done with harm to none." And be sure to charge each object as you put it in, so it'll know what magic you want it to do.

Bring all the corners and sides of the fabric up, making a sort of bag. Then wrap about 12" of colored thread, yarn, ribbon or string around the fabric, and tie it in a knot. Now the bag is ready to do magic! You can also add some beads in the appropriate magic colors to the string after you've tied the first knot, and tie the two ends of the string together to keep the beads on. (See the photo of a Magic Bag attached to Potion bottles.)

What makes Magic Bags so strong? It's the kind of things you put in, the combined strength of the magic elements, and the fact that you're putting a lot of magical concentration into them. That's why Magic Bags, by whichever names you care to call them, have been popular in so many cultures for so long.

Here are some spells for Magic Bags, but the real fun is in making up your own. I've seen some very simple bags with just a spell or a crystal inside, and I've seen others filled with herbs, stones, spells, and who-knows-what-else, decorated with golden or silver cords tied with flowers, beads, feathers and anything else the magician liked to use. Like most magic, you can make it as simple or as fancy as you like. Just remember that sometimes one little crystal is as powerful as a handful. Depends on how much mental magic you put into it.

Money Magic Bag

When your allowance is running a little short and you need some money, try this Magic Bag. You'll need:

- *Square of green fabric 6-8 inches square*
- *About 12" of green or gold string, ribbon, or yarn*
- *Green agate, green jasper or any other small green stone or crystal*
- *A pinch of nutmeg, cinnamon, or ginger -- all three if you've got it.*
- *Small piece of paper & green ink*

Go into Magic Mode, and write on the paper with the green ink (or green pencil or green crayon): "I want money to come to me within seven

days. This spell is done with harm to none." Say or whisper the spell out loud to yourself, then fold or roll the paper up very small. Lay the green fabric square down flat and place the green stone and the nutmeg, cinnamon, or ginger in the middle. As you add each ingredient, charge it to bring money to you. Pull the ends and sides of the fabric up to form a Magic Bag and tie it with the ribbon, string or yarn. When you're finished, say again, "This spell is done with harm to none." This is especially important in money or wealth spells because you wouldn't want anyone harmed just so you can get money. You sure don't want to get it because a relative you like dies and leaves it to you, or because it's a settlement from an auto accident! So make sure you get your needed money safely and with harm to none. It's also best to do money spells only when you have a good reason -- not just because you think it'd be nice to have some, or to impress your friends.

Carry the Money Magic Bag in your pocket, to keep the magic working until you get what you need. And remember -- money spells don't mean that you'll just find the money you need. You might, but it's more likely that a way to earn the money will come to you. Never pass up an opportunity to earn money when you need it.

Magic Bag For Tests

Got an important test in school? Carry this Magic Bag when you study, and when you take the test. Make the bag just like the Money Bag, only use:

- *Orange fabric*
- *Yellow or orange string, yarn, or ribbon*
- *Fluorite crystal (charge this for calming you so you can concentrate), small piece of jade, coral, sodalite, sugilite, aventurine or zircon. You only need one, not all of them. Charge the crystal for wisdom and learning. You might also toss in a rose quartz charged for self-confidence.*
- *Sunflower seeds (charge for wisdom and the growth of knowledge)*

The spell is: "When I study, I will relax, concentrate and remember. When I take the test, I will relax, concentrate, and recall what I learned. This spell is done with harm to none."

"Invisibility"

Want to be invisible to your enemies? You won't become the Invisible Man or Woman, but this charm makes it harder for trouble to find you, and helps you keep a low profile. Make the bag out of black fabric. Tie it with white or silver yarn, string, cord or ribbon. Inside, put an amethyst crystal, charged for peace, and a black stone such as onyx, hematite, obsidian or black tourmaline, charged for invisibility. Write your spell in black ink on white paper. The spell says, "This charm will make me invisible to my

enemies, or to anyone who would harm me. This spell is done with harm to none." Roll or fold the spell up and put it in the bag. Stash the bag in a dark, secret place.

One thing I'll tell you about this spell. You honestly have to be ready to avoid trouble when you make this charm. If you make yourself invisible, then deliberately go looking for an argument with someone, don't expect it to work. Also, if you make yourself invisible, then you decide you want to make an enemy jealous (which is not such a great idea in the first place), remember that they probably won't find out whatever it is you want them to know. This spell lets you *avoid* attracting attention.

When the crisis has passed, be sure to undo the spell. (More on undoing spells later.) You don't want to stay invisible forever.

"I'm So Cool" Magic Bag

Okay, let's give you some self-confidence! Make this bag of pink fabric (for self-love), tie it with yellow or gold cord (for good luck, happiness and success), put a pink rose quartz crystal inside, charged for self-confidence, an amethyst crystal charged for increasing your magic power, and an agate, red tourmaline, carnelian, lapis or turquoise, charged for courage. Write this on your spell, in pink ink, "I'm confident, courageous, spiritual, and smart! This spell is done with harm to none." Hang this bag where you can see it first thing in the morning, and let it remind you of how cool you are.

Blue Bottle Spell For Health

This is a spell that comes from Doreen Valiente, an English Witch who has written some of the most wonderful books on magic and Witchcraft. Doreen says that a bright blue is very good for healing and health, as well as for psychic powers. Get a blue glass bottle with a stopper or a cork in the top, fill it with water, stand it in a sunlit place for a day or two, no longer, then drink the water. It will strengthen your health and your magic powers. Now what if you can't find a blue bottle? Maybe you can find blue marbles. Wash the marbles with soap and water, rinse them off well, put them in a plain glass bottle, fill the bottle with water, and put the bottle in the sunlight. You'll get enough blue light from the marbles to do the same thing as a blue glass bottle.

To that excellent advice, I'd add a spell. You knew that I would.

After you fill your blue bottle with water and cork it, hold it in your hands in a sunny place, close your eyes, and say, "The power of the sun and moon, and the power of water will give me strength, better health, and stronger magic powers. Let this be done with harm to none." Really feel your magic connecting with the bottle, the water, and the sunlight. Then let the bottle sit in the sunlight, just as Doreen says. When it's ready, you can stick it in the fridge for a while to cool the water before you drink it.

Undoing Spells

When you've finished with a spell, it's a good idea to undo it. All spells sort of fade out anyway, eventually, but remember that good energies and spirits came to help you do magic, and they probably don't want to stand around going, "Huh?" Also, it's just polite to thank them and let them go on their way.

And that's just how you do it. Hold the bag between your hands and say, "This spell has served its purpose. I thank and release all the energies and spirits who came to help me do magic." Then you can take the bag apart, or bury it. (Of course, if you want to keep the bag working for you, you don't have to undo it.)

From these spells, I think you're beginning to see how colors, stones, objects, and most anything else can combine to make magic happen. It's fun to use your imagination to make up your own spells, and the more you do it, the more magical you become.



Potion Bottles.

Notice the Magic Bag hanging on the bottle of Protection Potion.

Chapter 5:

Making and Using Charms

What Are Charms?

Magic charms are objects that you can use to help in your spells. Charms can also be enchanted objects that have magic of their own, or that you put magic into. You carry the charms or keep them in your room, and the magic in them keeps working for you. Charms can be feathers, crystals, stones, beach glass, ordinary rocks, a small bag of dirt from a place you feel is special, a favorite plant that you grow yourself, or just about anything that you think is magical. Lots of people carry magic charms, like lucky rabbits' feet -- although I don't think these are so lucky, because they involve the killing of animals. They sure weren't lucky for the rabbit! Some people nail horseshoes over their doors for luck. Some people carry lucky pennies. These are all charms. They're also called "amulets" or "talisman."

Sometimes you'll find an odd object, and you feel it's lucky for you. You don't know why you think so, but you do. And you're right -- it probably is a lucky thing you found it, and the object probably has some magic of its own. You might want to carry that object in your pocket for luck. Or you might want to hang it in your window to protect you from bad dreams.

Almost anything can be used for magic. A bird's feather that you found on a hike. A cheap plastic toy from a vending machine that means something special to you. A seashell. A rock. Everything has its own magical vibrations. The general rule is: if it makes you feel good, you can use it for magic.

Here's an example. I really loved my grandmother's house and always felt safe there. Part of the reason was that my grandfather had planted a pecan tree right outside the bedroom window, and I was convinced that fairies lived in it and watched over me while I slept. I thought that young Witches, exhausted from their night flights, rested in its cool branches before continuing their journeys. Even though I never saw them, I was sure they were there. As the years went by, my grandmother sold her house and it was eventually torn down. Recently, I made a visit to where the house used to be, and there was my grandfather's pecan tree, still growing. I asked permission of the tree to pull off a few small green branches with leaves and berries, and I took them home with me. I keep the dried leaves and berries in a little velvet Magic Bag hanging in my bedroom window. It's almost like having the fairy tree outside my window again.

How you use charms and the kind of magic you put into them is up to you. Here are a few charms you might like.

Merlin's Cords

Merlin's cords are fun and easy to do, and look great. They're powerful magic, too! I named these after Merlin the magician, but they're also called magic cords or Witches' cords. A Merlin's Cord is three different-colored cords, braided together, with magic charms hanging from it or braided into it. You can get long satin cords from any fabric store, or you can use plastic gimp or thick rug yarn. You can use whatever magical colors are important to you, and whatever charms you like. If you're using yarn, try using three strands each of three colors -- nine total -- and use the three strands of a single color as you would a single strand. Nine is a very magical number, and it makes your cord thicker.

First, decide what magical purpose you're going to use the cord for. Is it for bringing luck? To make people friendlier? To make your room a happier place? To bring you pleasant dreams and drive away nightmares? To help you concentrate on your schoolwork so you can get better grades? Or maybe just to protect your room or your entire house?

Let's start with a cord for pleasant dreams. Okay, you have to choose three colors of cord to use. Which colors? Go back to the chapter on Magical Colors and look at your chart. Silver or white are good, since silver represents the moon and white casts out fear. Black or dark blue represents night. Purple is good for magic dreams. And to brighten things up, pink is the color for good feelings and friendship and self-esteem, so this is a great color for sweet dreams. So let's say you choose silver, black and pink. Get three lengths of cord, one in each color. You can make the cord as long as you like, but they look good if they're about a yard long (1 yard = 3 feet) when they're finished, and the braiding takes up some length, so buy about a yard and a half of each color. If you don't have a lot of room, make a shorter cord. Charge each cord for the magical purpose you want it to represent.

Tie all three cords together at the top and start braiding them. You might have to attach the knotted end to a doorknob or something to keep the cords tight while you're braiding. As you do the braiding, think of the magical purpose of this cord. Concentrate your magic into the cords and into what you're doing. Keep braiding until you're almost to the end of the cords, where you might want to leave about 10" of unbraided cords hanging down. This looks good and also leaves you room to attach other charms to the ends of the cord.

When you've finished braiding, hold the finished cord between your hands and say, "This cord banishes all my nightmares and night fears, and attracts pleasant dreams and safe, peaceful sleep. This spell is done with harm to none."

Now you can hang your Merlin's Cord in your bedroom, and the magic will keep working for you.

If you want to make the magic stronger, you can add other magical things to the cord, like crystals, beads, feathers, or Magic Bags. Tie or glue

them onto the cord in various places. As you add them to the cord, charge them to work the same magic spell as the cord is working. For instance, to your "good-dream" cord, you could add a crystal of lavender fluorite for pleasant dreams, or a piece of moonstone for peaceful sleep. Add colored glass or plastic beads in magical colors: silver or white for the moon, black, purple or dark blue for the night. You can also buy inexpensive little brass charms in craft or fabric stores, charge them for your magical purpose, and hang them on your cord, maybe a small brass fairy or guardian angel to protect you through the night.

Feathers And Fur

The thing about feathers and fur is: they come from living things. Anything that came from something that was living requires you to thank the animal for its gift and wish it peace. Technically, this also means food too. You might feel dumb thanking the cow when you eat a Big Mac, but that's where the meat comes from. You don't have to say this aloud: just remember and honor the animal. I know this is easy to forget, but try to do it at least some of the time. As we've seen, when it comes to magic, it really is the thought that counts!

The best feathers to use are the ones you find on the ground or the bottom of a bird cage. The next-best are ones you ask for at the zoo. At the zoo, you have a chance to thank the bird in person for its gift of a feather. If you have a particular bird you love, like an owl or an eagle, and you see feathers in the cage, find the nearest zoo attendant, tell him or her you'd like one or two of the feathers when the bird molts, and ask what's the most convenient time to come around.

NEVER, EVER TRY TO REACH INTO A CAGE! Not only are you asking for trouble and danger, you're disturbing the animal. Any feather you get this way will be useless for magic, anyway.

Eagle feathers are good for strength. Owl feathers are for wisdom. Crow or raven feathers are good for magical powers. Dove feathers for peace, understanding and love. If you see a bird flying or roosting near your house, ask it if it will leave you a couple of feathers. Sometimes, it will. You'll look around later, and there they'll be, on the ground.

Same thing with fur. You only need a few hairs -- not a whole pelt -- from an animal for spells. Fortunately, furry animals shed. In Massachusetts there's a wonderful place called Wolf Hollow. They care for wolves here, and educate people about wolves and how they live. The Wolf Hollow people are wonderful about sharing wolf hair during the shedding season.

However, most people don't have access to tame, shedding wolves. That's fine. Almost every spell that calls for wolf hair will work perfectly well with dog hair. Dogs are also pack animals, and will protect their families, human and animal. I have a big red Chow dog named Gatsby whose fur is great for spells. Chows look like a cross between a bear and a

lion, and they used to be Temple guard dogs in Tibet. They were so fierce that Genghis Khan kept a pack of them for war dogs. Although they're a lot tamer now, Chows still tend to be very protective of the people they love. So if I'm doing a protection spell, I use some of Gatsby's fur -- he sure has enough of it, and a lot of it ends up in the rug anyway. So I get to do my spell and clean my rug a little at the same time. Not a bad deal.

Cats are very magical, very independent, very graceful and usually intelligent, although I know one cat who's dumb as a plank and runs into walls without looking. But usually, if you're doing a spell to make yourself independent, to think for yourself, or to make yourself more graceful, find a cat friend with those qualities. Next time you stroke him, save a couple of strands of hair to use in your spell.

Never pull fur out of an animal. You'll never need more than a few strands. Fur sheds when you pat or brush the animal. And always ask the animal if it's okay to use his or her fur, and thank it for the gift.

Magical Jewelry And Beads

Beads are great to use in magic because they come in all magical colors. Glass beads or transparent plastic beads catch the light, especially when hung in windows. One of the reasons glass is so good is because it's a natural material, basically melted sand. But don't knock plastic. Plastic's got a bad rep because it's "synthetic," but wait a minute. It's made of petroleum, petroleum comes from the earth, so I don't understand the problem. Sure, it may be a few stages removed from its source, but it's still natural. The chemicals that treat plastic come from the earth, too. So don't be put off by plastic. Plastic beads are cheap, lightweight, and they look good. If you live in New Orleans, or you've ever visited there during Mardi Gras, you know that the plastic beads tossed from the floats are considered good luck. Every New Orleans household has at least one strand -- and usually a fishbowl full -- of the things. Of course, every once in a while, you'll catch a string of real glass beads, and that's supposed to be even better luck.

I guess even Mardi Gras has its Plastic Prejudice.

But beads of any kind make gorgeous magical jewelry. All you need is one bead with a large hole and a single strand of leather or cord, and you've got a great necklace, bracelet or anklet. You can get as fancy with this as you want. Just charge the bead for whatever magic you like, and feel the magic working when you wear it. One or a few large beads on a leather cord looks especially great on guys.

Those Indian bead looms are fun, too. They're only about \$5 or \$6, come with a few beads, thread, and needles so you can practice, and you can make wonderful beaded chokers, bracelets or even belts. Beads for the loom really are cheap, and you can weave in a lot of magical colors.

Window Light Beads

I found a place -- okay, it was Home Depot -- that sells replacement cut-glass pendants for chandeliers. I thought they looked pretty, and they were designed to reflect light, so I figured there must be some magic in there somewhere. Everything has magic if you make it so.

I wanted something to hang in my windows to attract good energy, so I decided to string some beads and hang those glass pendants from them. On a couple of strings, I hung real crystal prisms. They all looked nice in the window, caught the lights, reflected rainbows into the house, and worked good magic.

I strung my beads on nylon fishing line. This is good because it doesn't require a needle, and it's strong enough to hold bigger beads. (Nylon fishing line isn't so good for jewelry, though, because it's too stiff to hang gracefully, and it gets brittle and can break, scattering your beads right back to the earth.) I used all sizes of beads, in no particular order, everything from 1/2" diameter round glass beads to small seed beads to long bugle or tube beads to faceted plastic beads.

To make your Window Light Bead string, first run the fishing line through the hole in whatever charm, crystal, or glass pendant you're using. Tie a knot in the line, but not too tight a knot because you want the pendant to dangle. Leave about 7" of line as a "tail." Now start stringing your beads. After about four or five beads, string the "tail" through them and tie a knot in the string. Run the tail through a few more beads to hide it. You can snip off the excess, if you want. When you have the string of beads as long as you want it, cut the line, leaving about 12" or so. Here's where it gets tricky, because you want to make a way for the string of beads to hang, but you don't want the beads to fall off. A good way to do this is to get those plastic rings they use on six-packs of cola. Cut one of the rings off to use as a hanger. Tie the end of your fishing line to the plastic ring, wrap it around the ring a few times, then run the line back through a few beads and tie it, just like you did at the beginning. Run it through a few more beads to hide the knot. I like using those six-pack rings because: 1) you get six rings to make six hangers, 2) it's good recycling for an environmentally useless item, and 3) the ring is a good size to slip through a curtain rod when you hang your magic beads in the window.

When you've finished stringing, charge your beads for whatever magic you're doing.

You can string your beads according to magical colors, too: red for courage, bright blue for good luck, green for money, orange for wisdom, -- or you can mix the colors for just about anything. White and lavender are good for magical protection.

Hair Beads

You can let this string of beads dangle from your hair, or weave them along with your hair into a braid. They look really beautiful. For this, you want to use smaller glass or plastic beads. Nothing too heavy that will slide out of your hair or give you a massive headache.

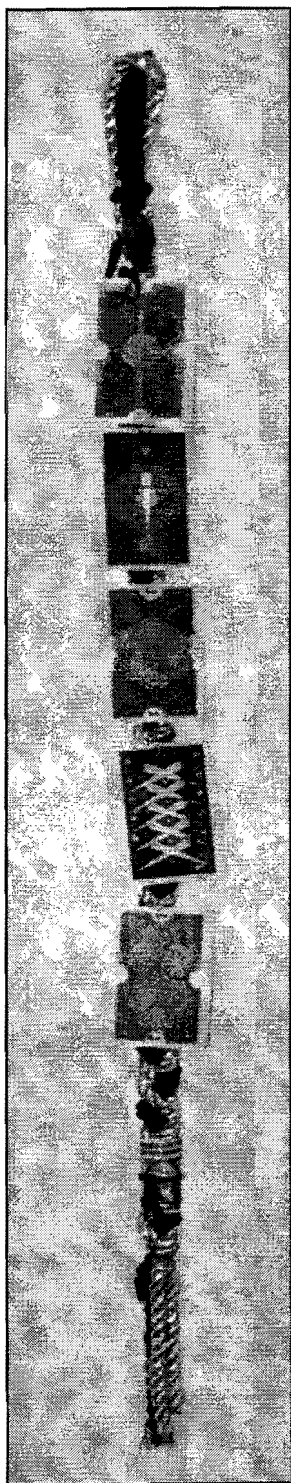
String beads like you string the Window Light Beads, only instead of a dangling crystal, use a slightly larger and heavier bead as your first one. This makes the beads hang well. You can also use a silver or gold charm. Run the string or fishing line through the bead, then back up over the outside and tie it to the rest of the string, leaving the usual tail to weave back through and tie again. When you get to the end, wrap the string or line around the end loop of a bobby pin. Wrap it several times, then run the string or line back through a few beads again and tie it. You can have just one strand of beads, but three strands of different lengths and different colors look really spectacular. Don't put more than three on, because the beads will be too heavy for the bobby pin and will keep sliding out of your hair. If you want to wear more beads, make more Hair Bead strands on separate bobby pins.

This is also a great place to use those feathers. Put a little glue into the hole of one of the beads and slip the end of the feather into the hole. Make sure the glue's dry before you wear the beads! And yes, once I actually did Krazy Glue my hair to a bead.

Charge all these bead strands for your magical purpose. If one purpose is to make you look beautiful, it certainly will!

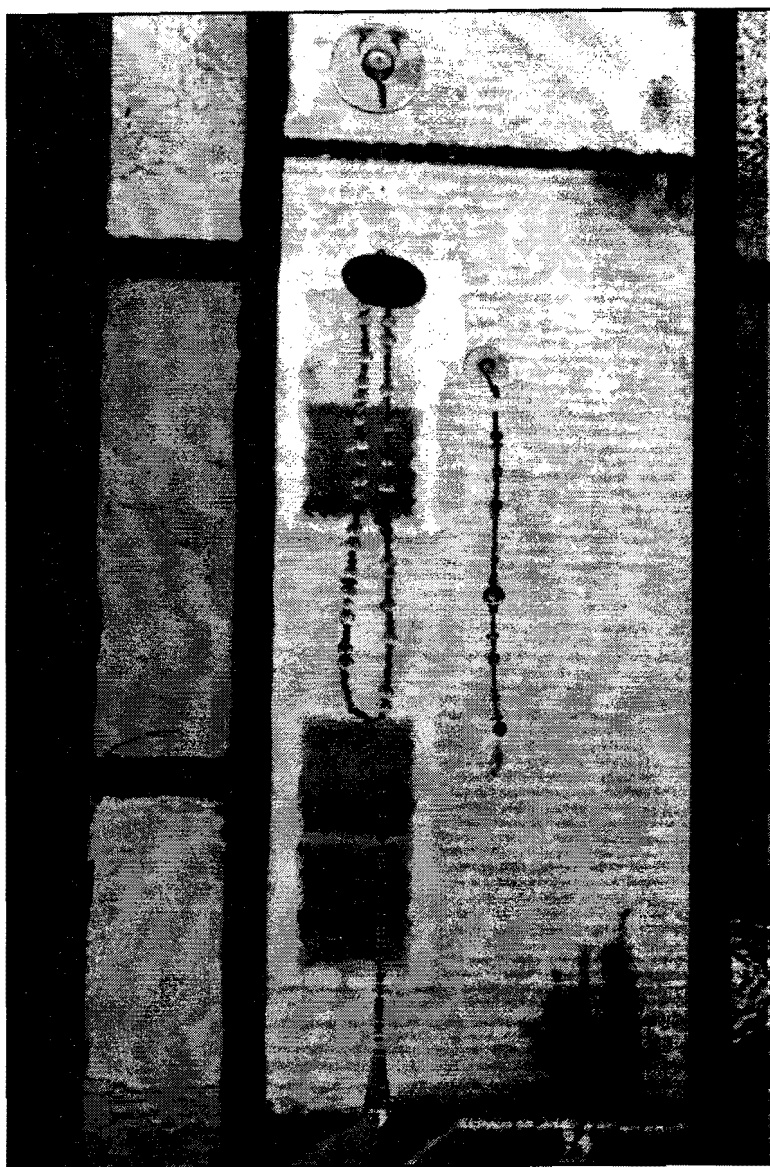
Once you start using beads for magic, you'll come up with lots of ideas for different ways to work with them. I've got three strings of small beads and charms hanging from my magic wand.

Which brings us to the next chapter.

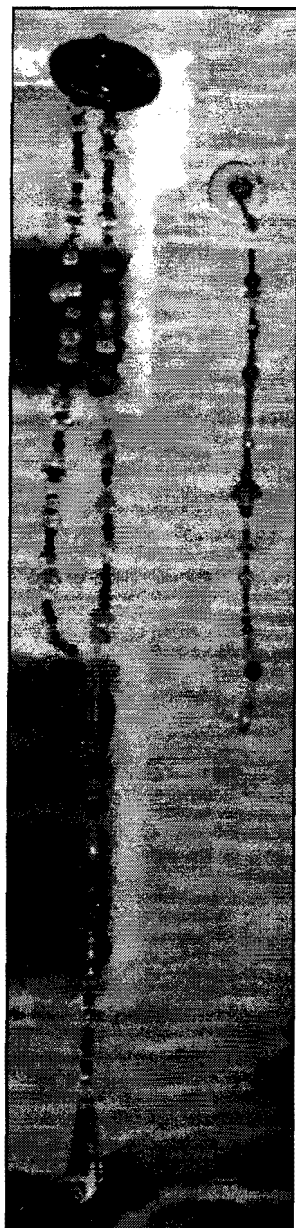


Magic cords.
*The fun is how many magical
 objects you can weave into them!*





Window Light Beads,
hanging in a doorway window for protection.



Chapter 6:

Magic Wands

Every magician needs a magic wand.

As luck would have it, they're fun and easy to make.

What do you use a magic wand for, though? You know by now that you don't wave the thing around and turn rocks into pink bunnies or jerks into princes. But you can use it to find lost things -- which is an old, respectable science called "dowsing" -- and you can use it to direct magic into your spells, or to create a magical circle around yourself, surrounding yourself with good energy.

Making Your Wand

You can make a magic wand out of anything you like. I've seen wands that were merely fancy pencils with a large star glued on the end, hollow plastic wands filled with liquid in which glitter floated, fabulously expensive wands made of silver, copper, crystals and stones, and wands that were nothing but sticks picked up by the magician.

The trick is to find your wand and charge it to work for you.

The wand we'll make now begins with a stick. There's no question that wands made out of natural materials are strong magic. And natural materials that you find yourself are strongest of all. The old tradition is that a magic wand fits exactly to the measurements of the magician, so that's what we're going to do here.

To get a wand that fits to your measurements, look around on the ground until you find a branch or stick that looks right to you. It should measure from the tip of the longest finger on your right hand, to the inside bend of your elbow. Thank the tree for its gift to you.

That's it. Just clean the stick or branch up a little, and you've got your wand.

Of course, most magicians want to do a little more than that. They might strip the bark off the wand, sand it, and polish it with furniture wax or oil it with furniture oil. They might glue a crystal or stone or charm to the end of the wand, or drill small holes in the wand and hang crystals or charms through the holes. They might simply tie curling ribbons to the wand, or wrap it with string or twine and tie feathers to the ends, or string beads so that they hang from the tip of the wand.

On Pages 46-48, there are pictures of my wand and the wand of my friend Kerowyn. I confess: I didn't make mine myself. I bought it in a Witch store. But it was pretty plain when I got it. It was just wood with a crystal of goldstone at the top. As you can see, I tied gold cord around it and attached strings of beads from the cords. Those round things hanging from the bead strings are Chinese I Ching coins, used to tell the future. I put them there for good luck. There's also a cord with three glass beads ending in feathers, and one cord ends with a charm of moonstone and fake pearls

strung through silver and gold wire. There's a close-up picture of this charm, too.

I put a lot of effort into this wand, and everything I did to it made it more magical.

That's the key to a magic wand -- or to anything magical. The more you make it your own, the more of your personality and magic it holds.

Using Your Wand: Directing Magic

"Directing magic" just means sending it where you want it to go. For instance, you might want to direct magic into a crystal or into a magic bag. Remember that magic flows out through your hands whenever you want it to. You can always hold the object between your hands and put magic into it that way, but you can also hold the wand and touch the object with it, sending all your magic through your hands, into the wand and into the object. This is great for objects too large to hold in your hands -- like your house.

Now, how do you get the magic into the wand in the first place? Exactly like you put magic into anything else. You hold the wand between your hands and feel your own, personal magic power flowing into the wand. Then, when you touch the wand to something, feel the power flow out of it, as you charge the magic to do what you want it to do.

For instance, you want to protect your bike from accidents, harm, or theft. You go into Magic Mode, call up your own power, feel it flow into your hands and into the wand you're holding, then touch the wand to the bike and say something like, "I charge this magic power to protect my bike from accidents, harm, and theft. Let this be done with harm to none." You should feel the power flow from the wand to the bike. When you feel it slack off, or when you feel you've put enough magic into it, stop.

This is called directing magical energy.

Of course, you could also just use your hands by touching them to the bike. Again, like most stuff in magic, this is a personal preference. Some people like to use wands to direct energy, some like to use their bare hands, some just point a finger. Work the way you feel most comfortable and powerful.

Casting A Magic Circle

Witches and magicians like to do their magic spells inside of a magic circle whenever possible. The magic circle is a circle you draw around yourself that acts like an invisible fortress. No other energy can get in unless you invite it in. It's kind of like your magic shield, only not as permanent. Drawing this circle is called "casting a circle." This is a very old tradition, because a circle is always a protective symbol in magic. In general, if you're just doing some simple magic on your own, making a potion or a cord or a magic bag, you probably don't need to go to the

trouble of casting a circle and doing your magic inside it. However, if you're formally calling upon your guardian spirits or inviting other good spirits to lend a hand in your work, you should always be doing that in a circle. This is so that the right spirits get in, and the wrong ones stay out.

You cast the circle with your magic wand, although if you don't have a wand, the index finger of your right hand will do very well. Just point your finger where you want the magic!

With your wand pointing outwards from you, feel your magic going out from you, to the wand. Picture the magic as a line of blue light coming out of the wand. Slowly walk around in a circle, or turn around, moving towards your right, and picture the wand drawing this blue light in a circle. You can make this circle as big or as little as you want, but give yourself room to move around in it. Generally, you want it just big enough for you to work in. As you picture the blue light circle, say, "I cast this circle for my protection as I do magic. I banish from this circle all energies that might do me harm. Let this be done with harm to none."

Now, what if you'd like for your guardian spirits to come on into the circle and help you? Invite 'em in. Say, "I invite into this circle all energies and spirits who want to come help me, and who will do no harm to me or to anything or anyone else. Let this be done with harm to none." Only good spirits can come in. And notice something: you didn't *command* spirits in, you *invited* them. This is important. Trying to force spirits to do something is like trying to force people to do something. It's bad magic. You won't get the results you want and you'll tick off the spirits, besides. You want spirits to help you because they want to do it. So be polite and ask nicely. This is a partnership, not slavery.

Doing Magic In The Circle

One thing that's very important and that you should never forget is this: **THE CIRCLE MUST NEVER BE BROKEN!** That is, nothing must cross that invisible magic line you've drawn. Think of the circle as a bowl, and the lines as the sides of the bowl. You're pouring lots of magical energy into this bowl, and if one of the sides cracks or breaks, the magic leaks out. Also, other energies can come in, the energies you wanted to stay outside. What you've done when you cast the circle is that you've created Sacred Space. You've purified it with your thoughts. And you want to keep it that way. You shouldn't have to leave the circle once you've cast it, and no one should have to come in. You also don't want pets to wander in or out and break it.

Another reason is that some Witches and magicians believe that power contained in a small space is very concentrated. When you open the circle up, you send the concentrated power of your magic, the magic of any spirits that have come to help you, and any other magicians that are in the circle with you out into the Invisible Worlds to make your magic real. Most magicians won't work magic in a circle with anyone except those people

they trust, and who also know the rules of magic. You want people in that circle who are interested in doing good, not hogging power for themselves or who might secretly want to place a curse or hex.

Now what if you have a pet that likes magic? Gatsby the chow dog loves it because he's a Witch's familiar -- he helps do magic. And it looks like my pet rats, Ratbert and CleoRatra, like it, too. Rats are very magical animals, thought to bring prosperity into a home. The rats are no problem because they stay in their cage if I put it into the circle with me, or they like to sit on my shoulder. But Gatsby likes to wander around the room, checking things out, sniffing at spirits.

So what do I do to make sure he doesn't break the circle? I close the door so he can't wander out and I cast the circle around the edges of the room. Nobody says the circle has to be an exact circle. It can be a square, or have angles or corners. The thing is to have energy all around you, with no opening at the sides.

Make sure you have all your magical equipment with you before you cast the circle.

Go ahead and do whatever magic you want. When you've finished, concentrate on calling up your power. You should really feel it flow when you're in a circle. If you're working magic with other people, hold hands and feel it flow in a circle through your hands. It should feel pretty tingly. When you feel that it's built up enough, raise your hands and feel the magic go out the top of the circle, like it's going through the roof. Say, "I (or "we") send this power out into all the worlds to do my (or "our") magic. Let this be done with harm to none!" And feel it take off!

You might feel sort of wacky or buzzy after you do this -- sending out magic just seems to get people all jazzed up! To return to normal (it's called "grounding yourself"), just put your hands palms down on the floor and feel the excess energy flow out. Send it down through the floor, into the earth, for the purpose of healing the earth and the waters and all the creatures. You can even say that if you want.

It's a nice way to keep energy working for good.

Thanking The Energies And Opening The Circle

When you do magic in a circle, and especially when you invite other energies in to help you, be sure and send them away when you finish your magic. Never fail to do this -- you called them, now be polite enough to thank them and let them go. Just say, "I thank all the energies and spirits who came to help me, and I dismiss you from this circle."

Never tell them to go back where they came from. Because of helping you, they might have advanced along the spiritual path, and they're ready to go someplace better than the place they came from. Ya never know.

Then open your circle by going around again with your wand and envisioning the blue light disappearing. Say, "This circle is open but unbroken." ...And that's it.

What To Do If The Circle Gets Broken

If the circle is accidentally broken, or you have to stop suddenly, then as fast as you can, open the circle by envisioning the blue light evaporating into thin air. Very quickly, say or think to yourself, "This circle is now open!" Then you can deal with whatever you have to deal with. As soon as possible, come back and thank and dismiss the energies and spirits, and apologize for the inconvenience. They'll understand. Never try to keep working when a circle's been broken. You have to start again. That's why you want to pick a time and place where you won't be disturbed. If you have a hard time finding a place, don't worry about it. You don't have to work in a circle, you know! But generally speaking, if you're doing magic with a couple of close friends, a circle is the most efficient way to do it.

Dowsing

Dowsing has a long and honorable history. Even people who don't believe in magic seem to believe in dowsing. Oil companies have actually employed psychics to dowse for good places to find oil. And dowsing, also called Water Witching, has been used for hundreds of years to find underground water for wells. Dowsing has been used for so long, and so successfully, that even scientists (and we all know how most scientists feel about anything magical) suspect that there must be a scientific reason for its working as well as it does. Well...duh. Everything has a scientific reason, even magic. The thing about magic is that we don't exactly know what kind of science it is that makes it work. Clark's Third Law states that any technology that is advanced enough is indistinguishable from magic. In other words, if you can't measure it or test it or "prove" it, but it still works -- then it might as well be magic. The bumblebee isn't supposed to be able to fly, according to the laws of physics, but it does. Must be magic!

Dowsing is usually done with a forked stick or two straight sticks. I have a pair of copper wires, bent into an "L" shape with the short end of the "L" encased in loose tubes for handles, so the wires can move when they want to. The wires can point left, or right, or cross each other when they've found the object. The way they point leads you around in the right directions.

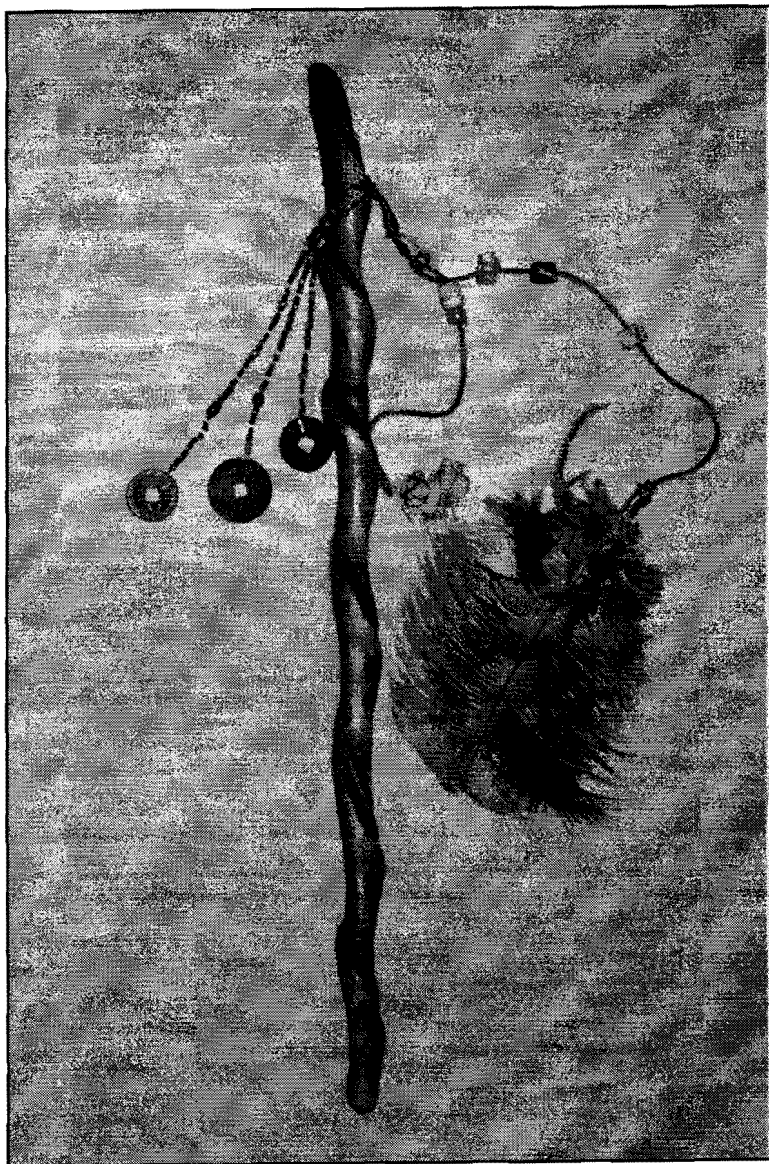
You can also dowse for lost things, and for simple "yes - no" answers to questions. For dowsing, use your wand.

Before you begin dowsing, put magical energy into your wand and charge it for dowsing. If you know what you're looking for, concentrate on it. Get a good mental picture of it.

Now hold your wand loosely in both hands and let it lead you. It will move slightly in one direction or the other. You might feel it gently pulling you along. Just follow where it leads. Don't try to direct it, it will move on it's own. When it finds the object, it usually points down. It might point up, though. You never know: each wand is different. You have to get to know

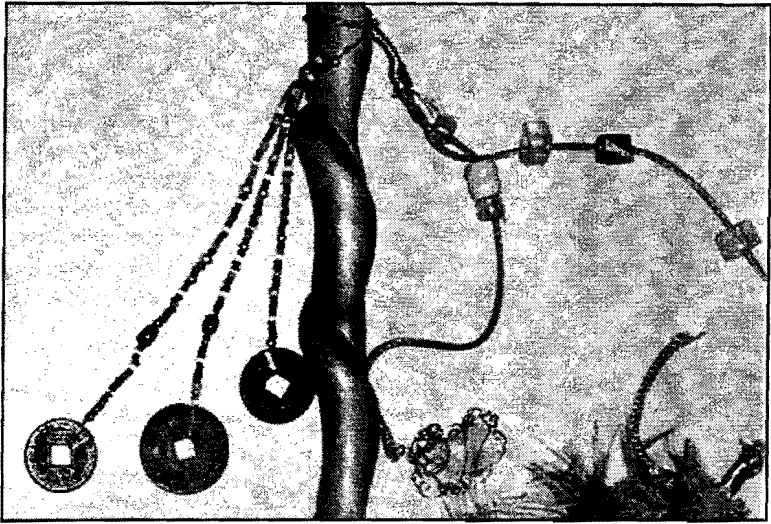
your wand, and watch the patterns it takes when you dowse. Pretty soon, you and your wand will be a terrific team! Dowsing takes some practice, but it's very useful when you get the hang of it.

In fact, all magic is useful when you get the hang of it!



Magic wands, decorated with feathers, beads and crystals.





Chapter 7:

Stones and Crystals

The Rocky Road To Magic

Using stones and crystals is one of the most beautiful parts of magic. There's a fascination to the glassy surface and transparent depths of crystals, or the textured feel of rocks, that have kept magicians using stones for centuries. The color of the stones, the way they were formed, the part of the earth they come from, their individual histories -- these are all part of magic.

Magicians always knew that certain stones contributed to the success of certain kinds of spells. Rose quartz, for instance, is closely associated with love spells, sunstone with success and happiness spells. It was thought that crystals and stones had what magicians called *vibrational properties* -- that is, that each kind of stone vibrated at a certain rate, which attracted certain magical energies to the magician.

Now we know that the ancient magicians were on the right track. Every electrician knows that if you wrap a quartz crystal with copper wire, it generates electricity. In some legends, the sorcerer Merlin is supposed to have lived in a crystal cave. Think of the energy that must have produced! It must have been like living in a nuclear power plant. No wonder King Arthur kept this guy as his personal magician.

Stones, rocks and crystals are easy to find. You can literally pick up rocks anywhere. You can buy small and large crystals and stones in New Age shops or rock shops. These can come in rough form, but are usually "tumbled" to give them smoothness and polish. You can find necklaces and bracelets made of chips of stones, and they're usually not expensive. Stones and crystals are really hot these days, so they're not hard to find. Sometimes you can find semi-precious stones or crystals in bead shops, since they make beautiful beads in soft, natural colors.

Lots of magicians find interesting rocks while they're out walking or at the beach. Sometimes, you won't know what the stone is, but you know it makes you feel magical. In that case: keep it! There are lots of books available that help you identify rocks.

For a really complete book on stones, crystals, and metals as used in magic, I recommend Scott Cunningham's *Cunningham's Encyclopedia of Crystal, Gem and Metal Magic*, from Llewellyn Books.

How do you use stones in magic? You can add them to your magic bags, you can tie or glue them onto your magic cords, you can give them to someone who needs some magical help, you can keep them near you or wear them when you do magic, you can tie or glue them onto your magic wand, or you can just keep them in your pocket, purse, locker, windowsill, desk, bureau drawer, book bag, or anywhere you want. The stones can help your spells along, and they can give you a magical boost. Lots of magicians

carry a little bag filled with small stones and crystals, to give them magical energy and good luck all the time.

Since stones and magic have always been associated with each other, here are some of the most popular stones and their magical meanings.

Magical Crystal & Stone List

Agate: Agate is found in several colors: brown, blue, green, red, cream, and a beautiful brown and cream stripe called banded agate. Moss agate has markings that look like leaves or trees. Blue Lace agate is a delicate blue with white markings. As you might suspect, the color of the agate determines the magical use, so check your Magic Color chart when using agates. Agate of any color is a very good stone for protection, both physical or psychic. Blue Lace agate is good for bringing peace, so wear or carry it when you're negotiating your way out of an argument or attempting to get the facts straight with another person. Combine this with brown agate, which is a stone of success. Agate is so pretty that it's often made into beads, and rock stores have a lot of it, so you shouldn't have any trouble finding these pretty stones.

Amber: Amber is an ancient talisman. Strictly speaking, it isn't a crystal or a stone: it's the fossilized resin of prehistoric pine trees. You can find pieces of amber with little insects or flowers or leaves trapped inside, and this adds to the value of the amber. Amber is a lovely transparent golden color, and it feels warm to the touch. It weighs and feels very light, like plastic, and if you rub amber against wool or silk, it becomes magnetically charged -- you can pick up small pieces of paper with it, like you'd pick up pins with a magnet. Since amber was once a living thing, and because it's so old, it's very magical. And good amber is very expensive, but you can buy small pieces or chips of it at a reasonable price. There is also something called "reconstituted amber" which is amber pieces that have been melted down and re-shaped. This isn't as clear or pretty as regular amber, but it's still amber and that doesn't affect the strength of its magic. Amber beads are wonderful to wear, even if you can only afford a few of them to string yourself. If you wear them in combination with jet beads, the magic increases. Amber has lots of magical uses. It protects against disease and bad magic, increases the power of any spell, increases your own magical power when you wear it, increases beauty and attractiveness, and attracts money, success and love. No matter what magic you're doing, amber will help you do it.

Amethyst: Transparent, purple amethyst is another good all-around magical stone. It's good for driving away nightmares, for bringing peace and harmony to your home and into your life, it promotes calm and protects against danger. Amethyst has absolutely no negative properties, and is a highly spiritual stone. When it comes to love, amethyst is a Guy Thing -- it attracts women. Sorry, girls -- it doesn't attract men as well. (You women use rose quartz for that!) Like amber, amethyst is good for just about any

magic, but its amethyst's properties as a peacemaker and luck-bringer that really makes it a popular stone. I keep a big chunk of amethyst crystals in my house, and I've charged it to absorb any bad magic or energy that might get in, to clean it, and release it into the house as good-luck energy. Amethyst is great for things like this. It's also perfect for meditation, since it promotes peace and spiritual growth. Almost every magician you meet, and certainly almost every Witch here in Salem, owns at least one amethyst.

Aventurine: Green aventurine is a great stone for attracting money and good luck.

Beach Glass: While this is not necessarily a stone, beach glass has its own magical properties, since it's merely broken glass that has been sanded smooth by the sand and the surf. If you get to the beach often, you'll probably find a piece of it. It may have been part of a beer bottle or a mayonnaise jar, but all glass started life as sand, part of the earth. For this reason, you can use beach glass in spells to change things, to make new things out of old ones. For instance, for friendships that need to change for the better.

Carnelian: Orange-red carnelian comes in handy when you have to give a speech or you need an extra push of courage and self-confidence. If you're shy, this is definitely your stone! Wear it as a necklace, wear a bead of it on a leather thong around your neck, or carry it in a shirt pocket. Carnelian is also used as a protective stone, probably because the more self-confidence you have, the harder it is for anyone to push you around or persuade you to do something you know you shouldn't do. Carnelian's red color is the color of blood, and in ancient times it was thought that if a person's blood was strong, so was the person. Couldn't hurt.

Citrine: Citrine looks like golden topaz, and is sometimes used as a substitute for topaz in magic. But citrine has a magic all its own, as a golden stone of protection and success. Lots of citrine chips, string together, make beautiful necklaces or bracelets.

Fluorite: Fluorite comes in several colors: lavender, yellow, white, blue, and sometimes several colors in one crystal of it. But it's the unusual shape of fluorite that catches the eye. It's an 8-sided crystal, shaped like two pyramids joined together. Fluorite is good for easing the mind and driving away nightmares. I've seen jewelry made of fluorite, but it's a very soft stone and scratches and cracks easily. It's better to carry this stone in a magic bag, or leave it sitting or hanging over your bed.

Hematite: This is a pretty stone, a dark, silvery black. It's very good for protection, and I prefer it to onyx. Onyx is a polished black stone, but it has problems. Onyx can cause discord and bad luck, especially if worn against your skin -- fortunately, lots of onyx jewelry is set so that the gold or silver touches you, not the onyx. But why take chances with onyx, when you can

get the same results with hematite, which is a better-looking stone anyway? Hematite also seems to calm people down, and it's good for healing.

Jasper: Jasper is another stone that comes in a variety of colors, each color having its own magic. Green jasper is good for money spells, and healing spells. Red jasper protects you from bad magic or bad energy. Brown jasper brings you "down to earth" and helps you concentrate. Carry or wear it when you're studying.

Jet: Real jet is hard to find, and expensive. Because it looks like black glass, disreputable dealers sometimes try to sell you black glass as jet, so go to a good rock store if you want it. Jet is actually fossilized wood, and the best jet comes from Whitby, England. Fortunately, you don't need a lot of jet to get a good magical result. Jet and amber work well together, since both of them take an electric charge when you rub them. The black jet and golden amber look great together, which is why they're very popular worn as jewelry. Jet is strong magic, too, providing good magical protection for you and your home and family. But if you have some jet, don't let anyone else wear it: jet absorbs energy from the person who wears it, then gives it back as good luck. It seems to be a "one-owner" stone, giving magical help only to the person who owns it at the time. Lots of jet jewelry is inherited, and it's thought that jet passed down from one person to another is the strongest and most magical, since it carries magic from the last person who owned it to the present owner.

Lapis Lazuli: Bright blue lapis is a happy stone, used for healing, love, peace, faithful friends, and protection. The bits of fools' gold usually found in lapis seem to add light to the stone, almost like golden stars in a midnight blue sky. If you want to keep a friend, both of you should exchange pieces of lapis. It gives out calming, peaceful vibrations, good for helping you get into Magic Mode and doing effective spells. Lapis also seems to make people happier, so try to always have a piece of it around!

Malachite: As you might suspect, this green stone is good for wealth, success and energy. But it's also good for attracting love, protecting you when you travel, and calming your mind. Malachite is an interesting stone, striped with many shades of green and blue-green. Scott Cunningham tells of an old legend that says a piece of malachite will break into pieces if its owner is in danger. I don't know if this is true, but if your malachite suddenly shatters -- take cover!

Moonstone: This is one of the most mystical of all stones, being sacred to the Moon Goddess, Diana. It's also one of the prettiest. Moonstone is a translucent, silvery white, sometimes shaded with pale pink or blue. It's good for attracting and keeping love, enhancing your psychic abilities, promoting peaceful sleep, and protection, especially from drowning. Most Witches own moonstones, since most Witches honor the Moon Goddess as a patron deity, and they like to wear it when they do magical rituals or read Tarot cards or do anything connected with magic powers. Moonstone

is especially effective when it's set in silver, a metal also associated with the Moon.

Obsidian: Obsidian is a naturally-occurring glass, formed from lava. It's a shiny, black stone that looks like glass. If you can find several obsidian "spears" -- long, pointed pieces of obsidian -- try stringing them next to each other as wind chimes. When they strike together, they make beautiful tinkling sounds. Obsidian is also used as "crystal balls," since the dark black stone seems to hold secret reflections. In the old days, obsidian was used for knives and arrowheads. And it looks like the old times never die, because obsidian is the new, hot material for making surgeon's scalpels! The reason is that obsidian, unlike metal scalpels which dull after one use and must be thrown away, can be polished, resharpened, and used again. Obsidian is good for protection and for crystal-gazing, because as you look at it, you're also looking *into* it.

Quartz Crystal: This is certainly the most popular stone these days, and you can find it almost anywhere. Pure, clear quartz crystal is used for all sorts of magic: protection, psychic power, healing, drawing magic in to you or sending it out into the world, for magical dreams, purification of your home or your space. It's even been used in rainmaking! This is the material used in real crystal balls, and they're not cheap. Crystals can look as pure as glass, or they can be clouded with what are called "occlusions." I think the occlusions make them more interesting, and better for crystal-gazing, because the occlusions reflect light and suggest pictures that can foretell the future or unveil present truths. Magicians often use crystals as a favorite stone to tip their magic wands, since the crystal is magically and electrically charged.

Quartz comes in many colors besides clear white.

Pink rose quartz is used for love, friendship, self-love and self-confidence, faithful friends or lovers, and happiness

Blue quartz is for peace and calm.

Green quartz for money.

Rutilated quartz is a white or clear quartz with threads of black tourmaline running through it. It's good for giving yourself energy, and is another good stone for promoting magic.

Magicians often use double-terminated quartz crystals -- crystals with natural points at both ends -- as magic wands. But these can be expensive! It's just as effective to mount a crystal on your own wand.

I'll give you a tip on where you might get rose quartz -- at any pet store that sells aquarium supplies! Quartz looks good in the bottom of the fish tank, and I saw huge unpolished chunks of it for sale at the pet store, priced by the pound. You can really get a good deal.

Sunstone: This is another happy stone, a yellow or orange-yellow color. Witches prize it because the Sun God is also one of their patron deities and the stone is sacred to the sun. Sunstone is hard to find, and if you have a

hard time locating it, you can substitute yellow calcite or golden topaz or citrine for it. Sunstone is good for physical energy, success, and happiness.

Tiger's Eye: Everyone seems to like the mysterious golden tiger's eye. Another sun-type stone, tiger's eye is good for success, money (because of its gold color), courage (tigers are pretty courageous!), and general good luck. If you have a tiger's eye, it's nice to set it in a sunny window once in a while, to absorb the sun's energy.

Turquoise: A million Native Americans can't be wrong. This is a very lucky, very magical stone, used since ancient Egypt, and earlier. Native American warriors used turquoise to protect them in battle, improve their horsemanship, and give them courage. Its clear blue-green color is associated with the Great Spirit. The Egyptians used it as a protective magic talisman in this world and the next, and quite a lot of it is found in the tombs of the ancient kings. Turquoise is thought to be pleasing to the gods, and we humans like it a lot, too. It's good for love, friendship, luck, and healing. Always have at least a little turquoise around you.

Precious Stones And Birthstones

You don't have to use these rare and expensive stones in magic; you can substitute one of the less-costly crystals or stones. But if you have one that you've been given for a birthday or as an inheritance, it helps to know what they mean and what they do, magically speaking. Nobody says you can't use the ruby ring that Great-Aunt Griselda left you in a magic spell! If you like to wear the ring, charge it for a magical purpose and let it work every time you wear it. And send a little magic to the spirit of Great-Aunt Griselda, too, to thank her and wish her well.

Traditional birthstones are:

January -- Garnet
February -- Amethyst
March -- Bloodstone, Aquamarine
April -- Diamond, Sapphire
May -- Agate, Emerald
June -- Pearl
July -- Ruby, Onyx
August -- Carnelian, Peridot
September -- Sapphire, Chrysolite
October -- Beryl, Tourmaline
November -- Topaz
December -- ruby, turquoise, zircon

If you prefer to go by astrological signs, your birthstone is determined by your sign. Just remember that picking a stone is a very personal process. And your rising and moon signs (also determined by your birth date) may have a lot to do with the stones you choose. Or the stones that

choose you! Sometimes you'll find a stone that just says to you, "I'm yours, take me home."

Aries, March 21 - April 19

Taurus, April 20 - May 19

Gemini, May 20 - June 20

Cancer, June 21 - July 22

Leo, July 23 - August 21

Virgo, August 22 - September 22

Libra, September 23 - October 22

Scorpio, October 23 - November 21

Sagittarius, November 22 - December 21

Capricorn, December 22 - January 20

Aquarius, January 21 - February 19

Pisces, February 20 - March 20

Garnet, Ruby

Emerald, Jade, Lapis

Agate, Aventurine

Sapphire, Moonstone

Amber, Carnelian

Agate, Aventurine

Lapis, Turquoise

Topaz, Garnet

Amethyst

Hematite, Obsidian

Aquamarine, Coral, Pearl

Amethyst, Coral, Pearl

Aquamarine: A light blue-green transparent stone that looks a lot like water. Because of this, aquamarines are associated with the element of water, and brings peace and happiness, calming strong emotions and increasing psychic power.

Coral: Like amber, coral was once a living thing, and should be treated with the proper respect. It is actually the skeleton of sea animals, and if you find a piece of coral on the beach, be sure and honor the animal with your thanks. Stones associated with water just seem to be natural protectors and peacemakers, and coral is no exception. Because it changes form in the sea, it's also good for bringing about changes that you need in your life. It's also a stone of wisdom and healing. Coral comes in a bright pink, red, and white.

Diamond: We know they're expensive, and that's why quartz or Herkimer diamonds -- an especially clear crystal, usually double-terminated -- are used as substitutes. However, if you have a diamond, it can bring you protection, peace and strength. If it's a large one and you look at it closely enough, you can also use it for crystal-gazing, since diamonds are famous for their inner fire. Staring into a diamond for a while can definitely take you away to another world, hypnotizing you into a nice, calm mood.

Emerald: Deep green, transparent emeralds can do almost anything, magically. They can bring love (if you can afford to give somebody an emerald, it sure couldn't hurt your chances in romance), money (of course, because of the green color), and protection against evil. The great magician philosopher king, Hermes Trismegistus, supposedly had a great emerald tablet buried with him, on which he had engraved his magical wisdom. For this reason, emeralds promote psychic power.

Garnet: Deep red garnets are heavy protection against the bad guys. And since red is the color of blood, garnets are also good in spells for physical strength and health. In Victorian times, the traditional engagement ring was

a large garnet surrounded by diamonds, signifying love and purity. Garnets are still good for love, signifying the color of the heart.

Jade: The Chinese love this stone, and for good reason. It's another of those stones that does it all: healing, love, wealth, wisdom, protection, good luck and long life. The Chinese have so many legends and uses for jade that I can't go into all of them here. It comes in beautiful colors. All shades of green from pale to dark, white, coral pink, red, yellow, and a rare black.

Opal: This stone is supposed to have a soul within it, and it sure looks like it does. The shifting, shining colors inside opals seem alive and moving. Because it contains so many colors, you can use an opal for almost anything: psychic power, protection, good luck, love, wisdom, strength. There are lots of magical, mysterious stories about opals, including the old story about how an opal grows dim and cloudy when the owner dies. This isn't true, as many opals are passed on from one generation to another. They come in lots of colors: red fire opals, white opals, fabulous black opals, and blue or blue-green opals. They're all fascinating.

Pearl: I'm not sure I want to use pearls in magic. In the first place, these are parts of living creatures, the oyster, and they're ripped out of them. This is pretty brutal. Also, there's not a magical purpose to pearls that you can't get with other stones -- and a lot cheaper, since pearls are expensive, even cultured pearls. Don't even ask what the real thing costs. If you've already got some pearls, and most of us women have or will have at least one piece of pearl jewelry, don't even wait to finish this book: take your pearls right this minute and thank the oyster for its gift and its sacrifice, and tell the oyster that whenever you wear the pearls, it will be in honor of sea creatures. It's a nice thing to dedicate your pearls to the healing of the world's waters and the protection of its sea creatures, so that every time you wear them, you give a little magic to the oceans and all things that live in it.

Peridot: This is a pretty, deep green stone of protection, love, and wealth. If you want to calm down, look for a while into the green depths of a peridot and imagine yourself in a lush, green forest. You should feel better fast!

Ruby: The deeper the red, the more expensive the ruby. Wouldn't you know it. It's not surprising that rubies bring wealth -- the problem is getting wealthy enough to afford them in the first place. The good news is that rubies, emeralds and sapphires are available in cheaper, non-gemstone quality, so you might be able to afford one or two. Rubies are protection against almost everything: bad health, enemies, evil spirits, wicked sorcerers, nightmares, fears, sorrow, depression, bad luck, and maybe even bad hair days.

Sapphire: The cool, deep blue of sapphires make them good stones for healing, for psychic power, strong magic against enemies, peace (like most blue stones) and faithfulness between lovers and friends. Star sapphires are

round-topped (called *cabochon*) stones that, when exposed to light, are marked with crosses of white light, forming a star. These are not cheap, and personally, I prefer the more transparent sapphires.

Topaz: Topazes come in shades of golden yellow to a beautiful, smoky brown. There are also white topazes and light blue ones. If someone's mad at you, you could use a topaz. It protects against jealousy, gossip and backbiting, bad magic, anger, greed, hate, and bad dreams. It's also supposed to be good for depression. I have a blue topaz ring and it sure cheers me up! Blue topazes bring peace, harmony and good luck. Golden, yellow or smoky topazes bring wealth, happiness, love and energy. I also have a 1" crystal of golden topaz, hung on a gold chain for happiness and wealth. And topazes are not all that expensive.

Tourmaline: New England is a good place for tourmalines, especially Maine. However, you can live in California and get tourmalines. They're very popular stones, since they come in such pretty colors. My favorite is watermelon tourmaline: layers of red, pink and green, good for friendship, love, and good feelings. Probably good for picnics, too. There's also green, for money; red for protection and energy; pink for friendship and love; and blue for peace. I've seen lavender tourmalines, but I think these were artificially colored. If you find one, it's probably best used the same way as amethysts.

Heavy Metal Magic

Like stones and crystals, metals have their own magic, too. When you combine certain metals with certain stones, you get even stronger magic. For instance, a good combination to bring money is a piece of green malachite set in copper or wrapped in copper wire. This combination is also supposed to be good for attracting love. You don't necessarily have to be a jeweler and know how to set stones in metal. All you really need is to place a piece of the metal and a crystal together in a small magic bag. You can also string together beads or chips made of your favorite magical stones and metal beads.

Brass: I like brass. For one thing, you can polish it so that it looks like gold, and it's a lot cheaper. Good brass has a pretty ring to it; that's why bells are made of it. I have a brass bowl that I sometimes use as a bell, tapping it with a small brass spoon or an obsidian spear. It produces an echoing, magical sound that seems to appeal to spirits. Lots of Witches keep brass bells around for just this reason. Because of its golden color, it's good to use in money spells. I also use it for happiness and a sunny outlook, the same way I'd use gold.

Copper: The old wives' tale is that copper worn around the wrist relieves arthritis. Whether that's true or not, copper's magical use is for healing. Copper is an excellent conductor of electricity (remember what I told you earlier about wrapping a quartz crystal with copper wire), and since the

human body contains a lot of electrical current, it seems that wearing copper can direct this energy to heal. Copper is also good for wealth and money. Leaving pennies tucked around the house is a good idea -- charge them to always keep money coming into your home. I have a spell I use for bringing money. Whenever I find a penny (or any coin) on the street, I pick it up, but I don't keep it. I drop it into the first charity collection box I see, which is usually the Ronald McDonald House coin boxes at McDonald's. I figure I get the benefits of the Threefold Law, the kids get the money, and I get a Big Mac with fries. Everybody's happy.

Copper is also good for love spells. You can't go too far wrong with copper and rose quartz for friendship, love, and self-confidence.

Gold: Gold is undoubtedly one of the most magical metals around. And it isn't cheap, but gold-plated will do just as well. Gold is associated with success, power, happiness, strength, powerful protection -- all those good things associated with the sun. The Chinese used gold to coat bitter pills: the pills went down easier and the gold dissolved in the stomach. I think I'll stick with sugar coating.

Iron: Okay, so it's not all that pretty, but iron is very magical. As a protective metal, it has no peer. There's a good reason that people used to nail iron horseshoes over their doors -- so that evil and bad luck couldn't get in. If you do this, be sure to hang the horseshoe with the open end UP. Iron is good for healing, for "grounding" or shutting off psychic powers, and for strength.

Silver: Any metal associated with the moon has got to be mystical, and silver sure is. The magic of almost any stone is enhanced by setting it in silver, especially moonstones. It's a metal of psychic power, protection, wealth, emotion, spirituality, and magic. Silver is also for the night, the full moon, and prophetic dreaming. Witches wear a lot of it. I sure wouldn't fly across the moon without my silver jewelry!

Preparing Stones & Crystals For Magic

Since stones and crystals are very good at absorbing magic from anyone and any place, it's a good idea to get rid of any old magical purpose that might still be in the stone. This could be magic that you put there, or -- if you've just acquired the stone -- magic that someone else put into it. This is especially important if you bought the stone from a store, or got it from someone else.

New Age people call this "clearing" a crystal. It doesn't have anything to do with how transparent the stone is, it has to do with clearing out all the old energies and magic, so that you can start fresh.

Clearing a stone is very simple. My favorite way to do it is to hold the stone between my hands, go into Magic Mode, and say, "I cancel all energies and magic that have been put into this stone."

Some magicians like to soak the stone in salted water for a day or two. This is also good. Salt and water are elements of the earth and sea, and both are great at purifying any magical tool. You can also sprinkle salted water around a room to clear it of any bad energies, or sprinkle it on a door or window to keep bad energies from coming in.

If you use the salted water method to clear a stone, be sure to wash all the salt water off afterwards, as salt is corrosive. And don't use the salted water for anything else. Best to pour it down the drain to go back to the waters, or pour it outside to go back to the earth. (Not in the flowerbeds, though. The salt isn't good for growing things.)

Once you've cleared your stones, you're ready to put your own magic into them.

"Charging" The Stones

You put magic into stones and crystals the same way you put magic into anything: hold the stone between your hands, concentrate on the magic that you want the stone to do, then go ahead and do your spell or just use the now-magically charged stone.

Stones and crystals can bring a lot of luck into your life. At the very least, surrounding yourself with the beauty of crystals can lift your spirits every time you look at them. I keep most of my crystals on a glass plate, which I keep on a table where they'll catch the sunlight. Every once in a while, I'll take the crystals and the plate and plunge everything in a warm bath of water -- not hot, it can crack some of the crystals -- and a little dishwashing detergent. I rinse them off, let them dry, and they keep sparkling and giving off good magic.

Wrapping Stones And Crystals With Wire

You can wear stones as jewelry or hang them in your windows, on your magic cords, or on strings of beads. But unless the stones have holes drilled through them, you'll need to wrap them with wire so that you'll have a handy wire loop on the stone.

The best way to do this is to just start wrapping! You'll have to experiment, because each stone has a different shape. The trick is to wrap enough wire around the stone so that it doesn't slip out, but not to wrap so much wire that you can't see the stone.

You can use any kind of wire you want. If you can afford gold-filled or silver wire, this is good for jewelry. However, since it's expensive, you should start with just plain, thin wire that you get from a hardware store. Hardware stores carry packages of copper wire in different thicknesses. How thick it is is called a "gauge" -- 24 gauge wire is very thin, like thread; 18 gauge wire is thicker. You should start with something like 20 gauge copper wire, or even tin or aluminum wire to get you started. You'll

probably waste a lot of it while you're learning, so start cheap! Another thing you'll need is a small long-nose or needle-nose pliers. You might have some of these around the house already. These pliers are great for twisting wire, and some have a built-in wire cutter. If not, you'll need a wire-cutter, too. Don't even think about using scissors. They won't cut the wire, the scissors will get dull or even nicked, and you'll definitely get yelled at if you use someone's sewing scissors. If you can afford them, a pair of round-nose pliers are great. The "pinchers" of these pliers aren't flat, like usual, but they're round, like cones. You use these to wrap the wire around them to make loops. You can get these at hardware stores or stores that sell jewelry-making supplies.

Wrapping the stone is easy. Just start at the bottom, work your way to the top, wrapping around the stone, then make a loop at the top by wrapping the wire around a pencil, then cutting the wire. There's an illustration of a wrapping stones on pages 63-64, so you can see how it's usually done. As you do more of this, you'll get better at deciding what wire to use, how much, and different ways to wrap and even to make a loop. Some people even string a few small beads on the wire as they wrap the stone. It looks great!

One thing you need to consider -- once you know what you're doing -- is the kind of wire you want to use. Sterling silver wire is beautiful for jewelry, and it has it's own magical uses. Most people wouldn't like copper wire for jewelry because it gets dark so fast and turns your skin green. If you like the look of copper though, you have a couple of options. Let it go ahead and turn green. Lots of people like that look, once the copper gets past the brownish stage and goes to that soft, turquoise-y green called "patina." Also, you can coat the shiny copper with clear fingernail polish to keep it looking good.

If you're doing a love charm, it's magically more powerful to use copper wire, because copper is good for love, especially with rose quartz.

I'll tell you a trick to keeping copper, silver, and gold wire clean -- a liquid silver cleaner called Tarn-X®. I'm sure your mother's heard of it, and if she hasn't, she'll thank you for telling her about it. I call Tarn-X "The Witch's Friend" because Witches wear so much silver jewelry that, if it wasn't for Tarn-X, we'd be polishing silver all the time! You just get a glass or plastic measuring cup, put your jewelry in it, and pour Tarn-X over it. It gets clean almost immediately -- you don't have to keep the jewelry in there long, less than a minute. It cleans the stones, too. Take the jewelry out, pour the used Tarn-X back in the bottle, and wash your jewelry in warm water with a little dishwashing detergent. Don't forget to wash the measuring cup, too. Like all cleaners, Tarn-X isn't something you want to get in your eyes or mouth. If you have cuts on your fingers, it'll sting, too, so watch it. And if you spill any of it, wipe it up with a damp paper towel immediately.

The only stones you can't clean with this stuff are soft stones and crystals like pearls, amber or coral.

A Charm Necklace

You might have heard of charm bracelets? Charm bracelets were popular when I was in school, they were big when my mother was in school, and I'm willing to bet my grandmother had one, too. They're chain bracelets with large, open links, and you hang various gold or silver charms from them. The more charms, the better. I love those things, and my bracelet mixes gold and silver charms and some crystals. The big difference between the one I had in school and the one I have now, is that the one I wear now is magically charged.

You can do the same thing with a necklace. Just get a nice chain that's heavy enough to hold a lot of stuff. Those little skinny chains won't do. They'll break under the weight of a few charms. You can attach the usual charms in the usual way: one charm from each link, or every two or three links to space them out. You can also hang your wire-wrapped crystals from a charm necklace. When you charge the charms and crystals for magic, you'll have one powerful necklace!

I like to hang beautiful beads from my necklaces, too, just like they were charms. For this, you need something called "head pins". They're used for jewelry-making, and they look like very long, blunt straight pins. What you do is, you slide the bead onto the head pin, the head keeps the bead from sliding off, then with your round-nose pliers, you make a loop on the other end and attach the bead and pin to the charm necklace or bracelet. If you don't have round-nose pliers, then wrap the wire around the sharpened end of a pencil to make it round. You can get head pins at craft stores that sell jewelry-making supplies. Get long ones -- you can always cut off the excess, and nothing's more frustrating than working with a head pin that's too short.

Once you start working with stones and crystals, you'll really enjoy it. Rock collecting has always been a popular hobby, but collecting stones for magical purposes brings a whole new fascination to it. Collectors just sit around and *look* at their stones. Magicians know how to make them work!

Crystal Balls

The art of seeing the past, present or future in a crystal ball is called "scrying," or "crystal-gazing." What it really does isn't all that mysterious. Looking for a while into a transparent or semi-transparent crystal actually puts you into a trance so that you can use your psychic powers. It's simply a self-hypnosis thing, just like Magic Mode.

You don't even need a crystal ball to do it. In fact, crystal balls can be pretty expensive. Most people who do scrying or crystal-gazing use a regular crystal of quartz or amethyst or any other stone that they feel is

special to them. Ancient "seers" or "soothsayers" used to use polished metal, mirrors, or special mirrors made of black glass. They also used bowls of plain old water, with a little black ink added. You can do the same thing.

What you do is, you take your crystal or your bowl of water, go into Magic Mode, concentrate on your problem or your question, and stare into the crystal or water or whatever you're using. Pretty soon, you're supposed to be able to see pictures. But if you haven't seen anything in about ten minutes, stop and try again later.

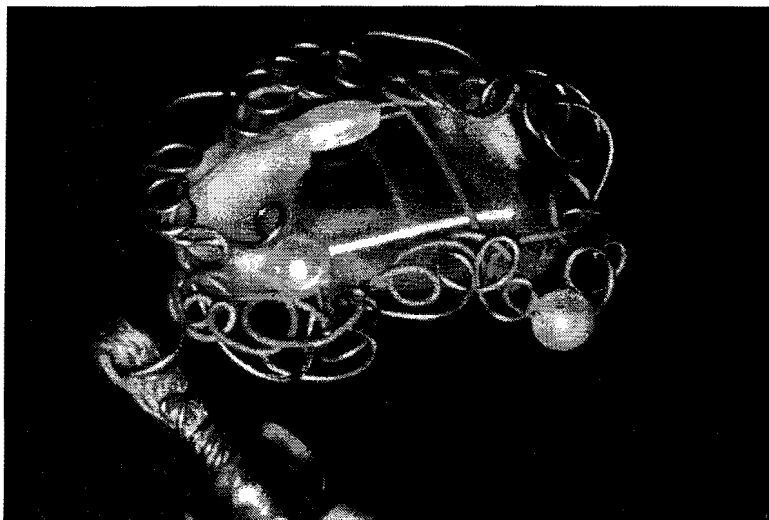
Why do I say "*supposed to*" see pictures?

Because I've certainly never been able to see 'em. And I'm not the only one. I know several people who say that, although their psychic powers are pretty good when it comes to reading the Tarot cards or dowsing or other forms of divination, they can't see *squat* in crystals. That isn't to say that nothing happens: what happens is that they may have pictures suddenly pop into their minds, or suddenly, they know the answer to the question. But they ain't *seen* diddly.

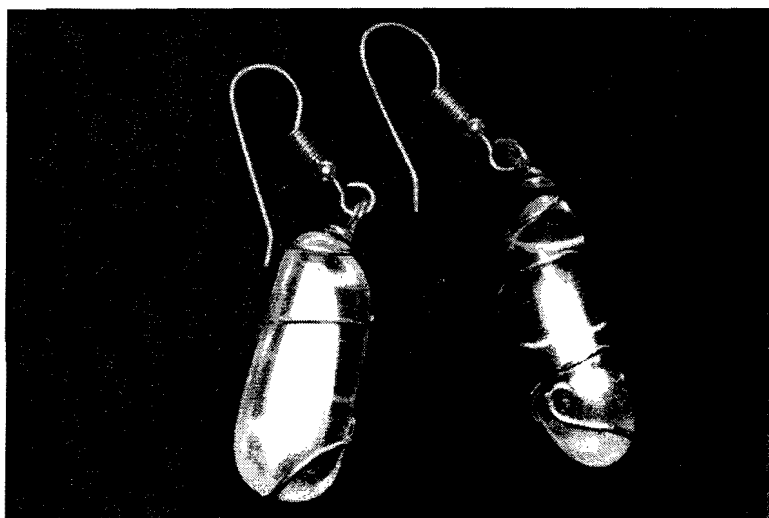
The reason for this is that some people are visual -- they think in terms of pictures -- and some people are verbal -- they think in terms of words. Either one is fine. Just don't be disappointed if you don't see anything. Maybe you should be listening instead of looking, that's all.

And believe it or not, that's all you need to know about the ancient and mysterious art of crystal-gazing.

I told you: magic just isn't all that hard.



Crystals wrapped in wire.





Hang your magical charm collection
from a bracelet or a chain necklace.

Chapter 8:

Have You Had Magic For Breakfast?

Herbs And Spices As Magical Tools

This chapter will tell you why you shouldn't dig up those grungy-looking weeds in the garden. They could have magical powers.

Although the plants we'll be discussing in this chapter are herbs and spices that you can buy in the health food store or the supermarket, you should know that almost every plant has some kind of magical significance. There are loads of books written about the magical and medical uses of herbs and plants, and if you want to really get into it, you shouldn't have any trouble finding books about herbalism.

The magical uses of herbs are different from the medical uses. Medical herbalism is a very respected science, one that's coming back into widespread use, and learning about healing herbs takes an enormous amount of study. It's a good example of how we've forgotten the old ways. In the days before doctors, hospitals, and packaged medicine, people had to know the uses of herbs to cure illness. It was all they had, and it worked pretty well too. In fact, most of our medicines today are based on the old herbal cures.

But medical herbalism and magical herbalism are two different things. What we're going to do here is give you a beginning look at how herbs can be used for magic. The Top Ten Magical Herbs and Spices list is actually a pretty good basic list: many experienced magicians don't use more herbs than are listed here.

Herbs, like crystals and stones, have been associated with magic for centuries.

The first thing you should know is that plants can heal and plants can hurt. NEVER mess around with what you don't know, and never put anything in your mouth unless you know for sure that it's harmless. Some plants are so poisonous that even touching the leaves can hurt you. You may hear of some plants whose berries or leaves can "get you high." What they'll mostly get you is dead. Maybe they could cause hallucinations if you took the right dosage -- but who can tell what the right amount is, with a plant? That's what pharmacists and chemists are for. I'm sure not either one, and neither are you or your good friend Fred who says he heard from his cousin's brother's girlfriend that some plant or another could give you a real buzz.

Even experienced magicians can make dumb mistakes. I know one who decided to try burning Wolf's Bane as a magical incense. Now, Wolf's Bane is a very poisonous plant: aconite. Every part of the plant is dangerous. As an old magical tool, Wolf's Bane was meant to be put in a bag and hung over a door as protection against werewolves, among other things. Another grim use for it was to poison Witches who were going to the

stake. Other Witches could sometimes manage to slip the condemned Witch some Wolf's Bane or other poisonous plants. Death from Wolf's Bane is no easy death either, but anything's easier than being burned alive.

Anyway, this modern magician had heard that Wolf's Bane might get you high. It would have gotten him high all right -- all the way to Heaven. Inhaling burning aconite can lock up your lungs so you can't breathe, and you suffocate. He decided not to try it.

So unless you have werewolves in your neighborhood, you aren't going to need stuff like aconite. There are plenty of other protective herbs you can use. Or maybe, like me, you think werewolves are kind of cool.

We're concentrating on magic here, not herbal medicine. Everything on the list in this chapter is harmless. I say "harmless" but too much of anything isn't great: more isn't necessarily better, so don't think that using vast quantities of anything means more magic. It doesn't.

You're better off buying your herbs in supermarkets rather than trying to pick them out in the wild. Of course, if your Mom grows lavender or basil in an herb garden, that's great.

So when you get to the Magical Mystical A&P, or the Shop-Rite of the Gods, what do you look for? Head right for the spice shelves. That's where you'll find:

The Top Ten Magical Herbs And Spices

Allspice: Allspice is a good-luck herb that also attracts money. Since everyone could use more of both, carry allspice in a green bag for money, a gold or yellow bag for good luck.

Basil: This herb is good for almost everything, and if you have any left over, you can sprinkle it on your spaghetti. Let's start with protection. Basil was always thought to cast out evil, and it does a real good job of it. This is one reason that growing basil in a window box or in a pot placed in a sunny window of your room is a good idea. It also brings good luck when it grows in your house. Carry it in your pocket or purse to attract money. Got love problems? Arguing with your sweetie a lot? Make two little light-blue bags of basil, one for you and one for your true love, and the herb will help heal your relationship. The light blue is for healing, remember? You might throw in a couple of chips of rose quartz, too. You also might try giving each other a break, and being more understanding.

Bay Leaves: Bay leaves are also called Laurel leaves, and in ancient times, a wreath of them was placed on the heads of winning athletes. I think they still do this for the winners of the Boston Marathon. So if you're in some kind of contest, carry a bay leaf in your pocket to bring you strength and success. Bay leaves protect you against bad luck, evil energy, curses, and out-of-control ghosts. I don't mind a few ghosts in my house, as long as they're well-behaved, but I won't stand for poltergeists, and neither should you. Never be scared of ghosts: tell them that they're

welcome as long as they play by your rules, but if they try to scare you or bother you, they're outta there. Drop a few bay leaves and a little frankincense and myrrh into hot water, charge it all for protection and driving out unwanted energy, let them steep while the water cools, then order the ghosts to move on to a better place while you sprinkle the magical water around the room. And every time your mother puts bay leaves in the stew, she's doing your powers a big favor, whether she knows it or not: bay leaves are good for psychic power.

Cinnamon: The love spice. I've used this in lots of love potions and charms. But cinnamon is also very versatile. It's used for success, for money, for magical powers, protection, spirituality and healing. You can charge it for success in attracting love, for healing arguments between lovers, for protecting two lovers or friends who are going to be apart, and almost any love purpose. A white and gold magic bag hung with crystal beads and filled with cinnamon and other love and peace herbs is a great wedding present, especially when you hang the whole thing from a white, silver and gold magic cord. It brings good luck to the couple and promotes spiritual love. It also protects their house. Cinnamon sticks broken into pieces is good for this. All you have to do is mash the bag every once in a while to release the warm cinnamon scent.

Frankincense & Myrrh: (pronounced "murr") Ever wonder why the Three Wise Men carried frankincense and myrrh to Baby Jesus? And what is frankincense and myrrh in the first place? These are not herbs or spices in the strict sense: they're resins, solidified sap that oozes from trees. They look like irregular crystals. Both frankincense and myrrh have distinctive aromas. If you're a Catholic or a High Church Episcopalian, you've smelled both of them: they're the incense burned in church. Since ancient times, both have been burned as incense to drive out evil and to purify the surroundings, creating what the Native Americans call Sacred Space: that is, space in which you can safely work magic or perform religious rituals because all bad energy has been driven away by the smoke of the incense. The Native Americans usually use sage, copal or sweetgrass for this. Witches are very big on frankincense and myrrh, but also use the herb Rosemary for the same purposes, although burning Rosemary doesn't smell as mystically good. In fact, it smells kind of awful. If I was an evil spirit and somebody was burning Rosemary, I wouldn't hang around, either.

The Wise Men brought these resins to Jesus because they were very rare and expensive, and also because this particular gift signified that they believed he would be a great religious man.

Frankincense and myrrh have been used in religious ceremonies at least since Egyptian times, when the priests used to burn it to honor Ra, the Sun God, and Isis, the Great Goddess.

Use frankincense alone or with myrrh (F&M, for short) in magic bags for banishing evil or fears, for protection, and for spiritual enlightenment. Add it to your bay leaf water to get rid of unfriendly ghosts, or sprinkle the

bay leaf water with F&M around anyplace where you feel bad energy. It's always a good idea to sprinkle the water around the room before you do magic. Here's how to make the F&M water. Put some F&M crystals in a heat-proof bowl or pot. Pour a cup or two of hot water over the crystals. Charge everything, including the water, for protection and purification. Let the whole thing set a while, maybe a couple of days, while the F&M kind of dissolve. They may not dissolve completely, but that's OK. Pour the water and the F&M into a bottle or jar with a top or stopper or lid. If you want to, you can also add salt to preserve it. Salt is also a natural purifying mineral all by itself. Remember how we purified crystals by soaking them in salt water? Same deal. If you want dynamite, heavy-hitter protection for your house, your bike, skates, or skateboard, and your room, this potion will do it. Just sprinkle this stuff around. I use a feather dipped in the water, then I shake the feather at whatever I want to purify.

You won't find frankincense or myrrh in the supermarket. However, you can buy it at a lot of health food stores, and you can sure buy it at church-supply stores! It comes in little crystal resin chips, in granulated form, or sometimes in powder. If there's a Witch store, New Age store or herb store in your area, they probably have it, too. These days, it isn't nearly as expensive as it was when only rich guys like the Three Kings could afford it.

Lavender: This stuff smells so good that even if it had no magical powers, it would still be nice to keep around. However, it has strong magic, which makes it even better. Lavender is another herb you probably won't find in the supermarket, but you'll probably find it in herb shops or places that sell perfume or potpourri. There's nothing like lavender for producing peaceful sleep. Fill a magic bag with it and slip it inside your pillowcase. Pay attention to your dreams that night, because it also sends psychic dreams. Lavender is also good for love, especially if a woman is using it to attract a man, but you have to be careful how you charge it, since it can either bring love or drive it away. Victorians used a lot of lavender as a perfume: they put it in drawers and closets so it would scent the clothes. It's also good for peace and happiness.

Lemon & Orange: These two are real mood-brighteners, and they're good for preserving and strengthening friendship. Use a dried lemon or orange slice or pieces of the dried peels in magic bags, or hang the dried slices from the magic cord that you make for friends. To get dried peels, peel the orange or lemon in thin strips, trying not to get too much of the white part. Then place them on a cookie sheet or on a flat plate in a dry, warm place until they dry out. Oranges have even more uses than lemons: they also bring good luck, money and love.

Oak or Pine: These are Guy Things, but girls like 'em, too. I guarantee you can't get this at the supermarket, but lumberyards will give you sawdust -- usually for free. You can also use wood shavings. Another place to get pine shavings is in the pet-supply store: it's packaged and used as bedding for

gerbils and hamsters. After Christmas, save a couple of small branches off the Christmas tree -- if it was a pine tree, and it usually is -- and store the dried needles in a jar and break the branches into smaller sticks. If you're going to make a magic wand, after Christmas is a great time, because you can recycle the Christmas tree! A pinewood wand is great, although it may ooze resin for a while. It smells really good, though, and pine drives away evil. Pine is another purification and protection plant, especially for men.

Oak really is a big-time Guy Thing. In ancient times, the oak tree was considered sacred to the Mother Goddess and grew in sacred groves of trees. The oak was guarded by a priest, who was also a warrior and a king, called the Oak King. If you wanted to take over as Oak King, you had to climb the sacred tree, cut a branch of mistletoe with a golden knife, and bring it down with you. Did I mention that you also had to kill the Oak King first? It wasn't easy, either, because he had no intention of giving up his throne to the first wimp who came along with a measly gold knife. The World Wrestling Federation would have loved these guys. This mucho macho battle was enacted every seven years -- some say every year -- and was invested with heavy religious and magical significance. So guys, if you're carrying an acorn, an oak wand, a walking stick or staff made of oak, or a magic bag filled with oak shavings or sawdust, you are Super Stud Muffin indeed. It gives you magic power, strength, luck with the ladies, health, and long life.

Even if you're not a guy, carrying oak wood or an acorn is very good luck. The oak is a strong tree that lives a very long time, and those magic properties can be yours.

Roses: It should come as no surprise that roses are big-time love magic. If you don't believe it, give a red rose to a friend and watch the reaction. Roses just seem to make people feel better, partly because they're beautiful, partly because they smell great, and partly because they're so magical. There's a whole lore about roses and color: red or pink roses for love, white for purity and honorable intentions, yellow for friendship.

The big plus to roses is that they're easy to get: maybe you have rosebushes around your house, or your neighbors have one. Remember never to pick flowers without asking: that's stealing, and your magic won't work. You can also use rose petals that have fallen on the ground, and probably no one will care if you pick those up. Roses don't have to be fresh to work magic.

Roses were big with ancient Roman girls. One story says that a beautiful maiden was being driven crazy by young men wanting to marry her (we should all be so lucky!). She didn't want to get married, so she ran into the Temple of Diana for protection. But the boys broke down the door of the Temple. The goddess was not amused: she turned the maiden into a white rose to save her, and the guys into thorns. Later on, another goddess, Venus, crying over a lost love, let her tears fall on the white roses and turned them all red as blood. The Romans just loved stories like this.

In honor of romance, Roman brides and grooms used to wear circles of roses on their heads, the origin of modern brides wearing flower headpieces.

You can buy dried rosebuds in some craft stores or places that sell potpourri, and make a terrific necklace by stringing them together with beads. Rose petals in a pink or red magic bag for love or friendship are strong magic, especially when you use them with rose quartz. You can also add one or more of the other love spices. If you're a girl looking to attract a guy, add oak or pine. If you're a guy looking for a girl, add lavender.

Vanilla: Vanilla beans are kind of expensive, but a little goes a long way. As you might tell from its fragrance, vanilla is good for gentleness, sweetness, love and understanding.

And A Special, Bonus Ingredient:

Dragon's Blood: I included this not only because it's so cool, but because it's good protection. It also appeals to dragons.

Dragons?

Look, just because you can't see dragons around you, that doesn't mean they aren't there. Dragons exist on that invisible "astral plane" you hear about from the New Age folks. They'll protect you, if you ask. In fact, dragons are right up there with guardian spirits and guardian angels when it comes to being your friends. The great thing about dragons is that they're not so polite -- they'll tell you what they think, and they're real wise guys. If you'd like a personal dragon to be your protector, carry some dragon's blood in a red magic bag, and do the Dragon Calling Ritual you'll find later in this chapter.

Okay, I admit that Dragon's Blood isn't all that easy to find, and it isn't all that cheap. But you only need a little of it. You might find it in a Witch or New Age or herb shop. It's actually a red-brown powdered resin, called Dragon's Blood just because of the way it looks. And because dragons like it.

But don't worry if you can't find it. You can still call your own dragon. Fortunately, dragons also like cinnamon, so you can use cinnamon the same way you'd use Dragon's Blood in spells for dragons.

So there you are. The Top Ten Herbs and ways to use them. I'm sure you'll think of other magical uses for herbs and spices: coming up with new inventions is half the fun of magic!

Storing Your Herbs & Spices

The best way to keep herbs and spices fresh is to start small. If you have enormous quantities of herbs, they're going to get stale while they wait around for you to use them. You can always buy more -- they're

probably not going to stop making cinnamon any time soon. If you had a hard time finding Dragon's Blood, frankincense or myrrh, then you might want to buy a little more of those. You'll find that you'll use a lot of frankincense & myrrh anyway.

Store herbs in a dark, cool place. Light makes them go stale faster. Lots of people store them in dark brown, wide mouth glass bottles, but these are hard to find. It's also tough to scoop out the herbs. A good way to store these herbs is in small glass jars with lids, baby food jars if you have them, just plain jars if you don't. If you don't have a dark place to store your herbs and you want to keep out the light, you can always paint the outside of the jars (not the inside -- the paint can rub off on the herbs) in your favorite colors, and paint the name of the herb right on the jar. That way, you'll always know what's what. Don't do like I did once. I bought a lot of herbs and just stuck them in the jars, figuring I'd remember what herb was in what jar. I didn't. And some of these things look a lot alike. At the very least, if you're in a hurry, write the name of the herb on a little piece of paper and stick it in the jar with the herb. You can always label the jar later.

Potions

Magic potions have an old and honored place in magic. There are lots of legends about magic potions, and some of them are probably true. Or partly true. Why? Because in the days when there were few or no doctors, wise women and wise men who knew herbal medicine made up their own brews, steeping herbs in water. Sometimes the cures were so effective that people thought they were magic.

Potions are nothing more than herbs in water. The potions I'm going to tell you about are magical potions only. **DO NOT DRINK ANY OF THEM!!!!** They are not medicinal potions. If you want to be a medicinal herbalist, you're going to have to study for quite a while.

General Instructions For Making Potions

Charge all the ingredients (this is important), put them in a bowl or pot, pour about a cup of hot water over them, and let the whole thing sit for a day or two. Then strain the liquid and put it in a bottle or jar. An interesting thing you can do with potions is add food coloring in the proper color for the magic you're doing. Like pink or red for love potions, yellow or orange for good luck potions, green for money potions, and so on.

To use potions, you just have to sprinkle them around the room when you're doing your spells. To sprinkle, I like to use a feather dipped in the potion, or just pour a little potion into a glass or bowl and dip your fingers in it to sprinkle. You can also sprinkle the potion on paper, let the paper dry, then write your spell on the paper in the proper magical color. You can

dab a little potion on your Magic Bags or Merlin's Cords. You can dab protection potions on your doors, windows, or possessions.

I like potions because there are so many ways to use them, and they look good in nice bottles.

Killer Protection Potion

This is the killer potion for protection, purification and evil-banishing. It contains everything but the kitchen sink, but it sure works. Brew a batch of this stuff whenever you need it, and put it wherever you like. Purify your space before working magic, to be sure that no bad spirits fool around with your spells. Sprinkle it around your house or around your room to protect everyone and everything in it. Put a couple of drops of it on your magic cords, magic bags, the papers you write spells on, everything. This is like the WD-40 of potions: it does everything.

Start with a couple of cups of hot water from the tap. Into the water, drop some frankincense and myrrh, a few sprigs of rosemary, some basil, one or two crushed bay leaves (crumple them between your fingers before you put them in), and three teaspoons of salt. *Don't* put in Dragon's Blood because it floats on the top and looks kind of gross, and it can stain. As you put each ingredient in, charge it for protection, purification, and to banish evil. Stir the potion to dissolve the salt.

Let all of this cool off, let it sit a couple of days, then pour it through a strainer into a jar or bottle. You have to strain it. If you want to, stick a small protective crystal in the bottle, too. Look at the stones & crystals chart and decide what's good. Again, charge the entire potion for protection and purification.

Cap the jar or bottle. Not too tightly -- one time I brewed this stuff, put the lid on real tight, stored it away in a cabinet and forgot it was in there. When I opened the cabinet and started to unscrew the jar lid, it hissed. I think it was about to explode. Probably because I hadn't strained it and the ingredients were going bad. So strain it and store it in a cool -- but not cold -- place out of the sun. And open it regularly. You will, anyway, because you'll use it a lot. Just brew small amounts of it, unless you're giving it as a gift. I give a lot of it away to friends who need protection. If you're giving it as a gift, put it in a pretty bottle, put a special crystal or two in it, and tie some ribbon or straw around the neck of the bottle.

Friendship Potion

1/2 tsp. cinnamon, 1/4 tsp. lemon peel or orange peel, 1/2 vanilla bean, broken into pieces. This potion strengthens friendship.

Boy's Friendship Potion

For boys to attract other boys as friends. Equal amounts of oak and pine.

Girl's Friendship Potion

For girls to attract other girls as friends. Equal amounts of rose and lavender.

Party Potion

Puts everyone in a good mood, also cheers you up when you're feeling sad. Equal amounts of lemon peel and orange peel, plus a little vanilla.

To End Quarrels

1/2 tsp. vanilla, a little basil, frankincense & myrrh.

To Bring Money

When you need to attract money. 1/2 tsp. allspice, 1/4 tsp. cinnamon, a little basil.

Simple Protection

Equal amounts of frankincense & myrrh, a little cinnamon, one or two bay leaves broken into pieces.

Psychic Powers & Magic

Use this potion whenever you're doing any kind of magic. It will protect you and increase your psychic powers. 1 tsp. lavender, 1/4 tsp. cinnamon and oak, one bay leaf broken into pieces, small amount of frankincense & myrrh.

To Banish Bad Energy

If someone's sending you bad energy, or there's a funny feeling in your room or house, or you're telling a ghost to move on out of your house and to a place that's better for it, try this. 1 tsp. each frankincense & myrrh, 1/2 tsp. basil, and two or three bay leaves broken in pieces. F&M all by itself works, too. There's a spell to go with this. You need to sprinkle this stuff all over the place, into every room, but don't soak things – just sprinkle a little. Go all over the house if your parents say it's O.K. Even the bathroom. Even the closets. All the time you're doing this, say this spell: "I banish all bad or harmful energy from this place. Only good can enter here." Say it as often as you feel you need to, but at least once in every room. You can say it to yourself if you don't want to say it out loud. When you're through, say, "This spell is done with harm to none."

You can also use Simple Protection Potion or Killer Protection Potion.

Good Luck

To bring good luck to you in any situation. 1 tsp. allspice, 1/2 tsp. orange peel.

Love Potion

Okay, here's the stuff you've been waiting for! Love potion to bring the right person for you, or to promote a general feeling of love and friendship. 1 tsp. roses, 1 tsp. lavender, 1/2 tsp oak, just a little cinnamon. Be sure to charge the lavender for attracting love, not driving it away. Charge the roses for

feminine energy, the oak for masculine energy, and the cinnamon for success in love.

Dragon-Calling Spell

This is an easy spell, designed to send your own personal dragon to you. When he or she comes, you probably won't see it, but you'll just know it's there. It will probably tell you its name. You won't hear this out loud: dragons, like guardian spirits, usually communicate by thoughts. Your dragon's job is to protect you. That's what dragons do, and they do it very well. They're great for keeping psychic harm away, because they scare off anything that isn't good for you. You'll love having your own dragon around.

You're going to do this in a circle, so get everything together. All you'll need is your protection potion (whichever one you decide to use: F&M water, bay leaf water, whatever), and a special potion to welcome the dragon. This should be dragon's blood or cinnamon, but make up a potion that feels right to you.

First, cast your circle and sprinkle protection potion around the circle. Then sit in the circle and call the dragon by saying, "I call to the land where the dragons dwell, where the great dragons roam free and wild. I invite one of you to come to me, of your own free will, to be my magical guardian. To welcome you, I offer you this potion."

Then sprinkle the dragon potion around and say, "I invite you to come, and tell me your name."

Just sit a few minutes. You should feel a nice, tingly feeling, or some other change in the atmosphere that tells you the dragon is there. Perhaps it will say hello, perhaps it will tell you its name -- the name will just pop into your mind. Say "(Name, if it told you), I welcome you here as my magical partner and guardian. I charge you to use your powers as you see fit to guard me, my house, my possessions, and those I love, with harm to none. In return, I will honor you as a fellow magical creature, and call you my friend. Thank you."

Then just sit a little in silence and see if the dragon has anything to say. It might not -- it might just want to get to the business of protecting you. Usually, they like to wrap themselves around the house. These guys are about the size of an F-111 fighter jet. Then uncast your circle, and know you have your own dragon friend taking care of things.

Dragons like to hang out and watch over things. To a dragon, *everything* is his business. Sometimes, if a wisecrack just pops into your mind, you can bet it was the dragon making comments on the situation.

From now on, when you cast your circle, remember to thank your dragon for its protection.

Chapter 9:

The Magic Of Earth, Air, Fire & Water

The Power Of The Elements

The elements make up all life, all matter, all of us. They are: Earth, Air, Fire, and Water. The elements are so important that magicians have known them and have been using them in magic for centuries. Magicians recognize a fifth element, Akasha, or spirit, which is the divine spark of life.

What you should remember is that we are all made of the elements, and are connected with each one of them. That's what I mean when I tell you that you belong on this earth, you have an important place here, and that you're connected with everyone and everything else. We can't breathe without air; we can't live without water and the things that grow in the earth; we can't have cooked food or warmth or industry or light without fire.

Magical Properties Of The Elements

Each element has its own magical properties, which you should keep in mind when doing magic.

The earth is a wonderful thing. We keep doing awful things to it, but -- given enough time -- it will renew and clean itself if we leave it alone. Earth is *regenerative*, that is, it can regrow things. Things are born, grow up, die, and are born again. The best example of this is corn. You plant it, it grows, it feeds people and animals, the plants die, and the seeds are planted in the earth, where they get the nourishment to grow again, and the whole thing starts over. Ancient Pagans built a whole religion around this: they saw everything in life as birth, growth, death, and rebirth, and they saw the earth as holy, since life and food came from it. They kept careful track of the earth's seasons: the planting time in spring, the growing time in summer, harvesting in the fall, and resting in winter. Pagans had religious rituals for each season -- that's how important the earth was to them.

The earth is associated with growth, money, success, home, and family. It's also good for purification. Burying things like crystals in the earth can cleanse them, since the earth is able to absorb any bad energy and turn it to good.

Air is associated with the mind and intelligence, spirituality and psychic power.

Fire can change things. Sand is just sand until it's heated by fire, then it turns into glass. Fire can "temper" steel so that it's stronger. Sometimes, when we go through hard times or trouble, we've said to have "passed through the fire." That's not a bad image, either. Surviving trouble and learning from it is the surest way to become stronger. Fire stands for purification, change, strength, courage, and creativity.

Water is a refreshing, healing element that washes things clean. Water is also soothing: just think of the sound of the surf, or of a waterfall or a stream running over rocks, or a fountain. Water stands for friendship and love, healing, compassion, peace, sleep and dreams, and psychic power. The moon is closely associated with water, as the magnetic moon pulls the tides.

Akasha is the fifth element, the spirit and the soul, the life force. From spirituality we gain strength. When you have a set of beliefs, and you act on what you believe in and stay as true as you can to those beliefs -- and remember, beliefs should always have the flexibility of change when change is called for and knowledge increases -- then you become strong in spirit. And a strong spirit means a happier life.

These elements are around us all the time, every day. The magician is in tune to them and respects them. A true magician would never dump anything toxic into the water or air, would never harm the creatures of the earth, would respect the fearsome power of fire, and would be secure in the strength of his or her spiritual beliefs.

The colors, stones, and herbs associated with each element are in the chart below. For every element, there are many more herbs, but I've kept to the ones listed in your Top Ten Herbs & Spices list. I've also added some fruits and vegetables associated with each element, since they should be easy for you to get.

Colors, Stones And Herbs For Each Element

Earth

Earth Colors:	Green or Brown
Earth Stones:	Green or Brown Agate, Jasper, Jet, Malachite, Green Tourmaline, Turquoise
Earth Herbs:	Allspice, Pine
Earth Fruits/Veggies:	Beets, Celery, Corn, Potatoes, Peas, Wheat, Strawberry, Turnips

Air

Air Colors:	Yellow, White or Lavender
Air Stones:	Aventurine, Clear Calcite, Citrine, Jasper, Quartz Crystal, Yellow Calcite, Lavender Fluorite
Air Herbs:	Cinnamon, Lavender, Rose
Air Fruits/Veggies:	Almonds, Beans, Cherries, Mint, Parsley, Pecans, Rice

Fire

Fire Color:	Red
Fire Stones:	Agate, Amber, Obsidian, Carnelian, Quartz, Garnet, Lava, Sunstone, Tiger's Eye, Golden or Smoky Topaz, Red Tourmaline
Fire Herbs:	Basil, Bay, Cinnamon, Cloves, Dragon's Blood, Frankincense, Myrrh, Nutmeg, Oak
Fire Fruits/Veggies:	Carrots, Cashews, Celery, Figs, Lemons, Limes, Onions, Oranges, Pineapples, Radishes, Tangerines, Tea, Walnuts

Water

Water Color:	Blue
Water Stones:	Amethyst, Aquamarine, Coral, Jade, Lapis, Moonstone, Pearl, Quartz Crystal, Sapphire, Blue Topaz, Blue Tourmaline
Water Herbs:	Lemon, Myrrh, Rose, Vanilla
Water Fruits/Veggies:	Apples, Apricots, Avocados, Bananas, Cabbage, Cherries, Coconut, Grapes, Lettuce, Peaches, Pears, Plums, Raspberries, Strawberries, Tomatoes

Earth, Air, Fire And Water Spells

Element Meditation Spell

This is a wonderful, calming spell designed to strengthen you and bring you into harmony with the elements. Find yourself a nice, quiet spot outside, where you can sit for a while without being disturbed. The ideal place would be near water. If you're not near water, take a cup of it outside with you. Go into Magic Mode.

Now become aware of your surroundings, one by one. Feel the earth beneath you, supporting you. Breathe the air, taking it into your lungs. Feel the fiery warmth of the sun. Listen to the sound of the water or dip your fingers in it. As you feel each of these elements, feel part of them going inside yourself, feel yourself really connected to them. Each of those elements help you survive, help you live. By becoming more aware of them, you become stronger. Ask the elements to give you their strength: in return, you will honor them and never abuse them. Feel the strength flowing into you from earth, air, fire, and water.

This is a nice spell to do every once in a while, to remind yourself of your connection with the earth, the sea, the sky and everything in or on them.

Creatures Great And Small Spell

Let's take this spell one step further, and bring you into closer spiritual contact with the creatures who share the elements with you. Go ahead and do the Elements Meditation Spell like you just did it. But this time, as you concentrate on each element, also concentrate on the creatures that live in that element. Really think about the animals, birds, fish, insects, reptiles, rodents and other creatures that live on the earth. See yourself sitting down and watching each one, not interfering with them in any way. Now, this isn't a Disney cartoon -- they aren't going to act cute, although they may talk to you in a kind of psychic language that you both understand. But as you look at the animals in your imagination, see how each one acts when unthreatened. Just watch them for a while in your mind and get to know them. Respect the animals for what they really are -- not what you want them to be. They aren't pets and they aren't toys -- they're living things with their own ways. Do this with animals that usually scare you, too -- remember, this is only in your mind, so there's no reason to be afraid. Sometimes, once you really imagine the animal clearly, and watch it go about it's business, you'll find something interesting about it, or at least something about it to respect, and you won't be so afraid.

This spell worked for me when I was afraid of snakes. I mean, really afraid, scared to the point where I wouldn't go to the lake, and wouldn't go camping or hiking with my friends. These were things I wanted to do, too, but I was afraid there'd be snakes out there. I couldn't even look at pictures of snakes or movies with snakes in them. One day I was doing a meditation to make me more familiar with animals. The teacher said you had to take whatever animal came into your mind, because that animal was there to teach you something. I sat there a minute, and then this big snake appeared to me. And when I say big, I mean BIG, like about a seven-foot monster. I was petrified. I told the snake, "Oh no, you're not here for me, you must be here for somebody else!" And the snake, in this friendly voice, said, "No mistake. I'm here for you. And I brought my girlfriend." And ANOTHER big snake came in. Well, you know... it's kind of rude not to talk to someone who's talking to you. So the snake let me watch how he moved, and I looked at his scales and his coloring, which was kind of pretty, and then he and his girlfriend slithered away.

And I was never terrified of snakes again. They're not my favorite animal, and I'm still kind of wary around them, I still haven't actually touched one. But I can be in the same room with someone who has a pet snake draped around his neck, and I don't panic. I love hiking and camping and all that nature stuff, and if I come across a snake I might scream if he startled me. But I'm free of real fear. I figure there's enough room in the world for me and the snakes.

Sometimes we kill animals just because they scare us or we don't like them. Spiders, for instance. Lots of people are scared of spiders and if they see one, they kill it. But wait a minute. Most spiders aren't poisonous.

They're quiet. Their webs are pretty. They don't bother us if we don't bother them. Why kill them? What if the situation was reversed? What if spiders were big and you were small, and one of them said, "Oh, my God! There's a kid with blonde hair! I HATE blonde hair, it's gross -- kill it, quick!"

So think about that before you kill an animal of any kind. Best just to get out of it's way if you can't stand the sight of it.

What about dangerous animals? Most animals aren't dangerous unless threatened, but let's be realistic here. There are poisonous snakes. There are dogs that bite. There are animals with rabies. There are mother animals that will hurt you to protect her babies. Use common sense. Give animals their space. Animals are not on this earth just to make you happy or amuse you -- they have their own purposes in life. Not all animals are pets or can even be tamed. You don't have to love them all, but you do need to respect them. And if an animal is dangerous, respect that danger and stay out of harm's way.

Living in respect and harmony with the elements and your fellow creatures can make your world a lot more magical.

Chapter 10:

Spirits and Guardians

The Good, The Bad, And The Stupid

If you're going to be a magician, you should know how to get the right spirits on your side and how to get rid of the others.

Now, that's not to say there are "evil spirits" just waiting to get at you. But spirits are just like people -- in fact, most of them used to be people. And all people are different. You probably know some people who are nice, fun to be with, and smart. You probably know some others who are a pain, and constantly try to cause trouble and confusion just for meanness. Well, spirits are the same way. Never think that all spirits are all-knowing and all-wise. Some are pretty advanced in wisdom, but a lot of them are just spirits, and some of them like to give you a hard time, giving you wrong answers to questions and playing tricks. As you'll find when you're casting the circle, stupid spirits are a lot easier to get rid of than stupid people. Some spirits are absolutely the Beavis & Butthead of the spirit world, the kind of spirits who love to communicate through Ouija boards. You really want to trust these guys to give you the answers to the meaning of life? I don't think so.

If you want to understand spirits, first you have to get rid of the ideas you've gotten from horror movies. If you think of spirits in terms of "the devil" and "demons" you have a long way to go. If you think spirits are something to be afraid of, forget that idea. You want to be cautious, though: there are poltergeists -- spirits who toss things around because they're trying to get attention or they're lost, scared or angry -- and you just don't want to have to deal with them. Fortunately, they're rare. A lot rarer than you'd think from watching TV and movies, where every third jerk seems to think he lives in a "haunted house" when what he really wants is to get on Geraldo or Oprah.

The spirits a magician works with are spirits who want to help you, who like to do magic, and who want to come and give you a hand. These spirits may be your guardian spirits or guardian angels that stay with you all the time, or they may be spirits who just like doing the kind of work you're doing at the moment. Or they help you out because they want to move on to a higher level of spirit existence.

To understand spirits, you should understand a little about karma. Karma is an idea that comes to us from Eastern philosophy, where people believe in reincarnation. That is, that when your body dies, your soul is reborn into the world again. Now, I'm not saying this is right or wrong. It sounds logical to me because science says that energy doesn't die, it just changes form. So I believe in reincarnation. But you don't have to believe it. This is just the easiest way I have of explaining to you about how the spirit world works.

How soon a spirit comes back depends on its karma. Karma has a lot to do with how much you learn, in this world and in the spirit world. If the spirit learned a lot in the real world, if it was a kind, caring person who didn't do harm, if it was true to its own ideas of spirituality, then it doesn't have as much to learn as, say, the spirit of Adolf Hitler. If the spirit was a bad person, it's got a lot to learn before it can come back. Now, nobody comes back perfect. But in helping you do good magic, a spirit can learn more of what it needs to learn, therefore moving itself one step closer to the knowledge it needs. The Threefold Law works for spirits as well as for magicians.

Now, does that mean that old Adolf is now an evil spirit? Not necessarily. For all we know, Adolf's probably the hardest-working spirit in the Invisible World. He's got a lot of bad stuff to make up for.

If you ever saw that great Christmas movie, "It's A Wonderful Life," you'll remember Clarence the guardian angel. Clarence had to do some good deeds on earth before he got his wings in heaven. That's kind of the same thing with spirits.

So that's why good spirits, smart spirits, are willing to help you out. That's why some of them become your guardian spirits or angels. Some of them are people who loved you or protected you when they were alive, and they're still doing it now that they're spirits.

Banishing Spirits

Most hauntings have to do with spirits of people who died too quickly and are kind of confused about what and where they are. Sheesh, wouldn't you be? Some of them let you know they're there, some have no choice and they're stuck here, and some are so confused or angry that they become poltergeists trying to get you to notice them and maybe help them.

The thing is not to be afraid of spirits. You're the one who lives in the house. It might have been theirs once, but it's yours now and you determine who lives in it, spiritually speaking. I told you before but I'll tell you again: it isn't necessarily a bad thing to have a spirit in your house. I had a friend who had a ghost, and one night she had a very real dream that the ghost woke her up, telling her to get out of the house. A good thing too, because a gas line had broken and my friend could have been killed in her sleep. But if you don't want a spirit there, tell it to go. Be nice, but firm. It either plays by your rules or it goes. Use your Bay Leaf Water and sprinkle the haunted room or the whole house, and say that you banish all unwanted spirits from your house. Tell them that you're sorry, but you're alive and they're dead, and they have to go to the spirit world, where they'll get the answers they need. *Be sure to say that you do this with harm to none.* This is very important when you're dealing with spirits. You can also cast a circle around your entire house, and banish unwanted spirits from it.

One thing you should never do if you have a spirit in your house is call one of those "psychic demonologists" or "ghostbusters" or whatever they

call themselves. I've seen these people make a simple haunting into something really, really scary because they don't know diddly about spirits, no matter how famous they are or how religious they are, or what they tell you.

Some of them consider all spirits to be "demons" and they treat them mean. Instead of trying to gently guide a confused, scared spirit into the place where it belongs -- into the spirit world -- they either scream and yell at it, or try to send it to "hell." If you were a ghost, would you want to go to hell? Me, neither. I'd just want to get wherever it is I'm supposed to be if I'm a spirit. Also, who are these people to say who is supposed to go to hell? I think that's God's decision and no one else's.

These "demon investigators" make a lot of noise, and tell the live people in the house that the house is dangerous and demon-infested. But what these people are really doing is bringing bad energy with them and using your fear to create even more bad energy. Once you're afraid, they've got you in their control, and they're usually worse than the poor spirit ever was. If they know you're interested in magic, they'll jump all over you and tell you that it's all your fault for "playing around with the occult." (You're not "playing around" anyway, you're a serious magician.) They might even tell you that you're going to hell, too. I've heard that one before. These "ghostbusters" can actually give people nightmares and make their lives a living hell. I've known a few people who have had the bad luck to work with psychic investigators like this, and it always turned out badly.

Not that all psychic investigators are screwy. Some of them understand spirits and are very good at gently but firmly sending them where they need to be. If you have a bad ghost or a poltergeist, this is the only good way to get rid of them and help them move on. Don't try to deal with a poltergeist yourself. They're so scared that they usually don't even hear you. Leave this to the very experienced psychics.

The good news is, serious magicians who know what they're doing and who take the precautions you're learning in this book, never have a problem with spirits. They seem to attract good, helpful ones because the bad ones know that **YOU** know how to get rid of them. Good magic attracts good spirits. Bad magic attracts...well, you know.

Ouija® Boards

The deal about Ouija boards is that people tend to believe in them too much. They think that everything they're told by a Ouija board must be true. Spirits who like to cause trouble just love Ouija boards because it's so easy to freak people out. I wouldn't use one. Why should I? I have good, reliable guardian spirits who tell me what I need to know. So do you. So who needs a kiddy game to contact spirits? It's kind of an insult to wise, helpful spirits if you think they're so weak that they can't communicate with you any other way.

People use Ouija boards because they aren't trained very well in the magical and psychic arts. They haven't mastered Magic Mode and can't get in touch with spirits any other way. So instead of communicating with wise spirits, they talk through the board with less-educated spooks who play tricks on them.

If I can't talk you out of using one of these boards, just try to remember: they're fun at parties, but don't put any faith in what they're saying.

Getting Answers To Your Questions: Using Your Inner Ear To Hear

Forget the Ouija board. Here's how you communicate with spirits. First, cast your circle. Banish all the energies that aren't good for you, as usual. Then invite your Guardian Spirit or Guardian Angel to come into your circle by saying, "I invite my guardian spirit or angel to come into this circle. This spirit or angel will come with good will, with truth, and with harm to none."

Then just sit still for a minute. You might feel tingly, or might feel the hairs on the back of your neck prickle. You might feel a little cold (this isn't a bad thing, like in the horror movies -- FORGET the horror movies!) or you might feel a slight wind. Or you just might feel that you're not all alone. These aren't bad things -- they're just the way that spirits let you know they're there.

Say hello to your spirit and thank it for coming. Introduce yourself: tell it your name and ask the spirit its name. Ask it if it has anything to tell you. Ask it whatever question you had in mind when you invited it here. Tell it to answer all questions in perfect truth.

You won't hear a voice, like a stereo. The most likely thing to happen will be that answers will pop into your head, in your own voice. This is telepathic communication, or the "inner ear." You don't have to ask your question out loud, either, because the spirits can hear without it. Don't try to manipulate the answers, and don't try to get the answer just like you wanted it to be. You're asking your spirit for the truth, not for what you want to hear. If you don't want to know the truth, don't ask.

And don't ask those dumb questions like "When am I going to die?" or stuff like that. You don't want to know that anyway, do you? Spirits don't actually see the future. What they have is an overview of everything that's going on right now. They can see things that you can't see. The future is always able to change by whatever you do to change it: that's what being a magician is about. You cause change for the better. You should never want to know the future just to know it: you want to know short-term information so that you can make your life and the world better by making changes in yourself and your attitudes. So if you ask a spirit about the long-term future, the spirit doesn't know any more than you do. Remember in Dickens' "A Christmas Carol" when Ebenezer Scrooge asks the Ghost of Christmas Future if the things the ghost showed him had to happen, or

could they be avoided? The ghost let him know that everything can be changed, if you really want to change yourself.

Things are always changing, especially when you're young. That's the great part about being young -- you're not stuck in your ways and you can create new ways and habits for yourself. Older people tend to forget that they can change. So don't ask the spirits about the future: ask them what good, true advice they can give you *right now*.

You can communicate with spirits in your house like this, too. If you want to. If you don't want them in your house, you know how to banish them. But if you feel the spirits are good spirits and you'd like to know more about them, do the same procedure you did to call your guardian spirits, only this time, invite the spirits in the house to talk to you. Tell them that they have to come in peace, in truth, and with harm to none. Then introduce yourself, ask who they are, and whatever else they want to tell you. BE SURE to ask if they want to stay in the house, or if they'd rather go on into the spirit world where they might be happier and where they might have friends or family waiting for them. If they say they want to go, you have an obligation to send them there because you know how. Never try to force a spirit to stay where it doesn't want to be: that's black magic and it's cruel, too.

If the spirit would rather stay around, then tell him or her the rules. They're welcome to stay as long as they don't try to scare you or anyone else in the house, and as long as they don't make trouble. Remember that most spirits don't try to scare people -- but some people are sensitive to spirits without even knowing it, and the sensations they feel when spirits are around might scare them. The spirit can't do anything about this. Those same sensations don't scare you because you know what they are. So cut the spirit some slack, but remember that you make the rules because it's your house.

I have a deal with spirits in my house. They can stick around, and they're welcome, but I don't want to actually *see* them. That's just my little quirk. However, I never said that they couldn't appear to *other* people, and almost every Witch who comes to my house asks me about the nice older man in the dark coat. He doesn't scare anyone, and he goes about his business. I like having him here. Gatsby the chow dog sees him a lot and barks at him. I've told Gatsby not to bark at spirits, but he feels like it's his watchdog duty.

Lately, the spirit has started growling back at him. The first time the spirit did this, it was a scream because Gatsby jumped about a foot off the ground, he was so surprised. I can hear the spirit do this, because although I told him I'd rather not see him, I never said I didn't want to hear him.

Spirits will guard your house for you. If you don't have a dragon or some other creature guarding it, perhaps you should ask a spirit. The best spirit guard I ever had was a Roman Centurion. He was great. He stood outside my house in full armor with a sword and a spear, and he seemed

pretty happy to have a job to do again. As soon as I felt safe, I let him leave because he had done a good job and perhaps he was ready to go elsewhere in the spirit world. He had done his good deed by helping me. When you ask spirits to do a special job, you should always thank them and let them leave when the job is over.

I have a great golden dragon named Goldareth guarding me and my house and my animals right now. He's in it for the long term, I think. He'll be here until we no longer need him, or until he tells me he wants to go and that I have to get another dragon or another spirit. I don't think he's going any time soon though. He picked me -- he was guarding a friend of mine who has several dragons, and she told me one day that he liked me and was interested in becoming my guardian. So I did the Dragon Calling Spell, and there he was. I'm really glad he's here, too, because he's funny, he's smart and he does a sensational job.

I like having spirits around, and I think you will, too, once you know them.

Chapter 11:

Are You Having Fun Yet?

What Have You Learned So Far? Plus A Trick Question.

It's always good to stop and ask yourself how well you've learned what you're supposed to learn. When you test yourself there are no grades and no one but you to know where you need work and where you're doing fine. If you've forgotten something, or you feel like you need to go back and read a chapter again so that you'll remember it, then it's up to you. No one's going to make you do it: it's for you to decide.

So this is a test for you, and you can take it whenever you like. What you're going to do is make up some spells, one -- or two, if you like -- for each of the purposes I've listed. Do them anyway you want: cords, magic bags, incense, potions, written spells, spoken spells, whatever you want. You can combine whatever magical elements you like.

Don't actually do the spells yet, because I don't want you to perform the trick question spell by mistake. Just write your spells down. After you've figured out what spells you're going to do, then go back through the book and check to see if there's anything you left out that you might want to put in, or if there's anything you'd like to add or subtract from your spell. Remember that simpler is usually better because they're easy to remember, but you can make these spells as simple or as elaborate as you like. If it *feels* magical to you, then it *is* magical!

#1: protection spell

Do a spell to protect you, your room, your house, or anything or anyone else.

#2: success spell

If you need help in succeeding at something, do a spell for success.

#3: love spell

We talked a lot about love spells and you know that you can do them, but you have to be careful not to do any manipulative magic to try to force anyone to love anyone else. Keeping that in mind, make up a love spell.

#4: spell to increase your magical powers

This is always a good purpose. Do a spell to increase your powers and give you strength, wisdom, and good judgement.

#5: spell to make people like you

Everyone wants to be liked. Do a spell to make people like you and respond to you.

Answer To The Trick Question

Okay, the trick question is #5. If you haven't figured out why it's a trick question, here's the reason.

It's black magic. Manipulative magic. You can't make people like you. You can't force anyone do anything.

But you can turn this bad spell into a good one by changing it to a spell to make yourself more likeable or friendlier, or more tolerant or thoughtful of others. The difference is that in black magic, you're trying to change others without their consent. In good magic, you're trying to change yourself or circumstances around you, which is a good magical purpose. If you want to change yourself and your attitudes so that people will like you better, that's your own business and it's something you do for yourself.

If you can see the difference between the black magic spell and the good one, then you've learned what you were supposed to learn from this book. If you didn't get it, don't worry about it. Just read the book again, because you missed something the first time.

If you're satisfied with the spells you devised, and you want to go ahead and do them, be my guest. Write the spells and the date you did them in your magical journal, so you can keep track. If they work, you want to remember them. If they didn't, you want to go back and look at them to see what you might change to make them better.

Chapter 12:

Keeping A Magical Journal

Why It's Important To Keep A Magical Journal

Now that you've got all this magical wisdom, you need a place to put it. You might want to keep a Magical Journal or diary, a book all your own where you can write down your favorite spells, your thoughts on magic, how your spells worked -- or didn't work!-- and other private things. The Witches call this journal a Book of Shadows, supposedly because during the times when Witches were persecuted and killed, they kept the books secret, or "in the shadows." They had to do this because they could be tortured and murdered if the authorities found their books. At least, that's the usual explanation. However, not all that many people could write in those days, so secrets were more likely to be secrets told -- not written -- from one person to another. The name "Book of Shadows" is probably a modern invention that just sounds good. Whatever. It's still a nice name.

In the old days, magicians called their spellbooks "grimoires," pronounced "grim-mwars."

Most magicians keep their Books in their own handwriting, believing that it gives the Book special power.

The modern Magical Journal or Book of Shadows or Grimoire or whatever you want to call it should be private. In fact, your magic should be private, too. Not *secret*, which means a different thing, just private. One reason is because when you talk a lot about magic or about your spells, they seem to lose their power. Nobody knows why, but they do. Also, if you're doing magic just to impress people, maybe you shouldn't be doing it. It won't work nearly as well or as often.

Being Responsible

A good reason to keep your book private is because you wouldn't want it falling into irresponsible hands. For instance, you keep your book lying around, and your kid sister decides to do one of the spells. She doesn't know the first thing about magic. She doesn't know the rules. She could get into a lot of trouble with the "harm none" and the Threefold Law. And it would be partly your fault for being so careless with your magic. Like I said, using magic means being responsible. In so many ways.

How To Make A Magical Journal

Your Magical Journal can be one of those blank books with pretty covers that they sell in stationery stores. Or a loose-leaf notebook. Or a regular diary. Or a wire-bound notebook like you use in school. You can put a lot of magical power into your Journal by decorating it yourself, in whatever way you like. Make drawings in it, or use stickers. Maybe

decorate the cover with crystals or leaves or dried flowers. You can use different colored inks to write different spells: green ink for money spells, pink ink for spells that make you like yourself better.

When I started my Book of Shadows, I traced lots of drawings and figures in it and painted them with watercolors or colored pencils. Colored pencils are better, because the colors don't smear or bleed through the pages, and you don't have to wait for them to dry. I also scattered stick-on foil stars all over the pages, around the spells. I still do this, and I still have the same Book.

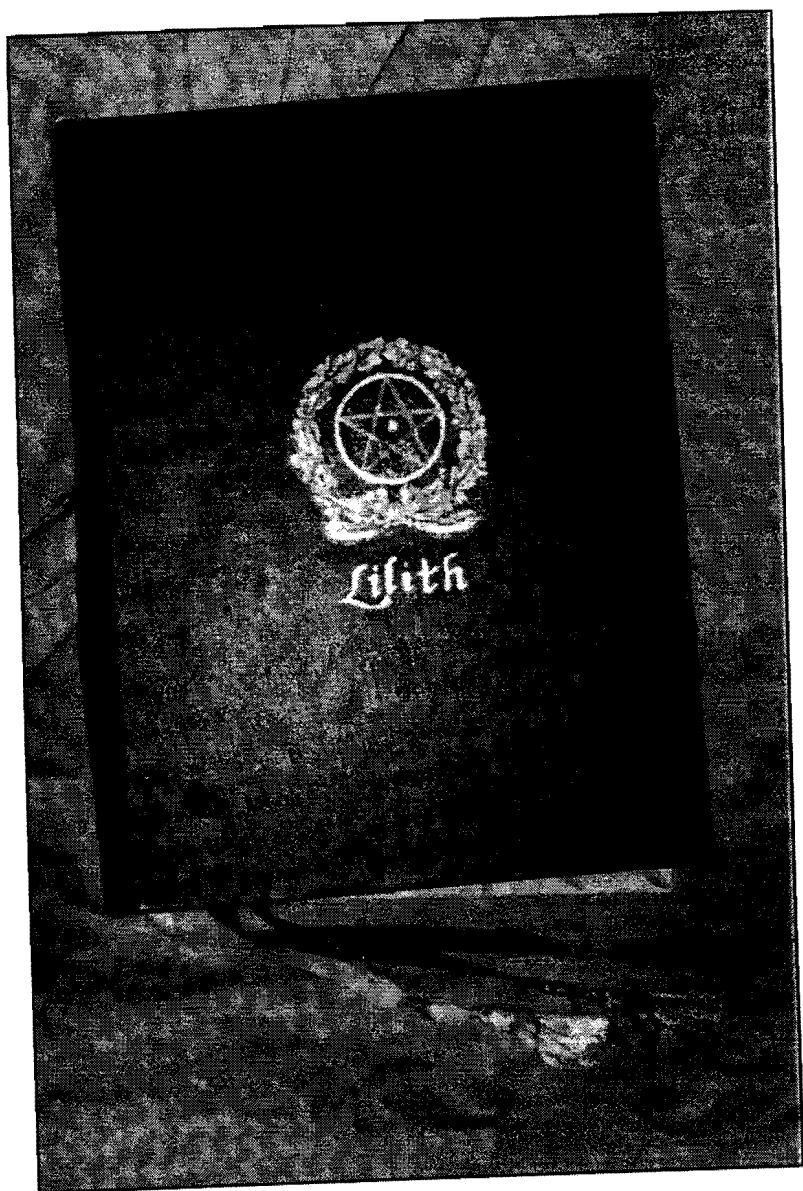
Write dates on your spells. You'll be amazed as time goes on to see how far you've come and how much you've learned.

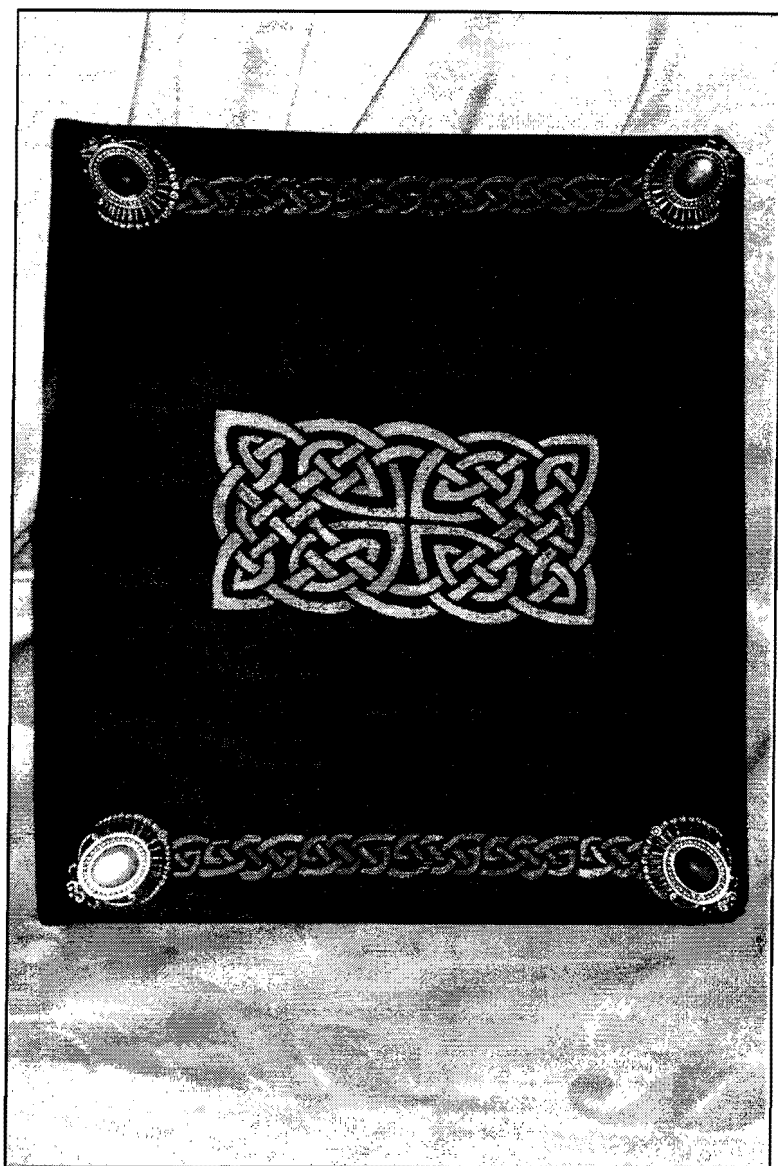
I've included pictures in this book so that you can see the cover of my Book of Shadows, and some of the illustrated pages. My Book is one of those large, hardbound sketchbooks that artists use, the ones where you can't take the pages out. For most of the pages, I printed out the spells from my computer on sheets of colored paper and did the drawings, then pasted the sheets in my Book. That way, if I messed up, I could start over instead of having to rip it out. Of course, if you use a loose-leaf notebook, you won't have this problem. A loose-leaf notebook is a good idea for just this reason. Also, it's easy to decorate the front. If you get one with a cloth cover, not a plastic one, things tend to glue on better.

You'll also see the cover of a very elaborate Book made by my friend Kerowyn. She covered a loose-leaf notebook with fabric, traced a design on the cover, painted the design, and then glued plastic jewels on the corners. I think it looks spectacular, and so does everyone who sees it.

Something else that makes a good Magical Journal is one of those loose-leaf binders from office supply stores. They have a see-through plastic pocket on the front, and you just slip a sheet of paper under the pocket. This is great because you can change the cover whenever you want. You can use a drawing, or a photo, or even a beautiful sheet of wrapping paper.

Some people like to keep their Journals on computer disk, too. You choose your favorite method.







★ BOTTLE SPELL ★

This spell is used to find people who are causing trouble. It won't harm them, but it will keep them from doing harm. It's especially useful for keeping people away from you. This is best done at the following moon, and you can use it any time you have to. The sign after "because" is the symbol of negativity.

1 small bottle
sea salt
pungent, rare and moist (pungent is the possible)
poisonous potion
white or black candle
parchment
black thread and a pin with black ink
your choice of protective herbs, like Clary Sage and Camphor (also called the "purple grass")



On the parchment, write: "I renounce and break off the evil and harmful thoughts, actions and deeds of those of good or bad or person that would come to do me loss, harm or pain, for whom you're doing the spell harm. because ∞ I am that this is done and for the good of all. So O Dear, be it." Put a parchment under the

On the parchment, write: "In no way will this spell reverse, or bring upon me any harm."

Roll the paper very small, roll the two ends up and bind it completely with black thread, concentrating on neutralizing the person. Fill the bottle half full with a good dose of poisonous potion, sea salt, pungent and moist. You can also add sundew, St. John's wort, and a mandarin or protective protection.

Put the spell in the bottle the day of the moon, put the lid on the black or white candle to seal the glass between the jar and the coming darkness. Cover the jar with the sea salt and pungent and moist and mix together. BURN CLAY, FILL CLAY in a safe place where it won't be found. While you do this, you can say "Crown and all, no one find it."

In time, you may find that the person has no more power to cause harm. You may neutralize the spell by lighting it up, or by using it again, and making some magical statement that the person no longer has the power to harm you. You neutralize the spell, burn the paper and bring the person the other way around to the Crown with proper ritual. It is a good thing to do, because even when you're doing even the spell, it's still something and doing energy. Use the energy carefully.

Chapter 13:

Where To Learn More About Magic

What Books Can Do For You

If you're really interested in magic, you'll find lots of good books out there to help you. You'll also find lots of fake magic and what I call "Oooo! Aren't we spooky!" books. These are the books that have no other purpose than to make a quick buck. Hey, not that there's anything wrong with making money -- I mean, *this* book wasn't free, either -- but when you spend money, you should get something real for it, something true.

I know of one book, very popular with magician wanna-bees, that was made up from the stories of H.P. Lovecraft, a wonderful horror writer of the 1930's. Lovecraft is one of my favorite writers. He wrote terrifying stories about a group of underworld gods called The Old Ones, and about an imaginary book called *The Necronomicon*. The key word here is "imaginary." There is no real *Necronomicon*. Some publisher recently brought out a book called *The Necronomicon*, I guess figuring that some people wouldn't know any better. I read it and got a good laugh, but it's certainly not The Answer to the Secrets of Life. But every metal-head magician wanna-bee I've ever met asks me, "Hey, like... have you ever, like, heard of the..." and then he whispers, like it was some big deal, "...*The Necronomicon*?!?"

I usually say, "Yeah, Beavis, I've heard of it; I've also heard of the Easter Bunny, so what?"

I have no patience with metal-head magicians with 666 tattooed in ballpoint pen on their arms.

However, there are a lot of real books out there on magic. When you start reading, you'll be able to tell the good from the bad or the useless. Good books will also help you when you eventually want to find a teacher or friends who practice magic. The more you know, the better able you'll be to judge who knows what, for real. It's entirely possible to get a complete magical education from books alone. I don't know why so many people think they need a flesh-and-blood teacher and a class -- maybe because in American society, we're totally impressed by titles and credentials and diplomas. Maybe because we want to be spoon-fed our knowledge instead of finding it out for ourselves. I sure wish I had a buck for every student who whined, "But I don't *wanna* read! I want you to *tell* me everything!" Dream on, babes. If you don't want to read, you don't really want to be a magician. In the first place, you couldn't possibly talk to enough people to find out what you can find out in books and from experience.

Finding out for yourself is the most powerful magic of all. Sometimes, just finishing a class with good grades doesn't mean you actually learned anything. Learning is something you have to work at on your own.

The good thing about books is that you can read them, take the knowledge you think is good, and forget the stuff you think is stupid. Every book has something in it that doesn't work for everybody -- even this one. I remember reading one book that had some great spells in it and I was thinking, "Gee, what a nice book." Then all of a sudden there was a chapter on placing curses. Was I disappointed! I didn't get rid of the book, but I ignored the garbage about the curses.

The point is that I know the difference between bad and good magic, and so do you. I have no idea why some writers on magic include stuff like that. I guess they don't believe in the Threefold Law, or they believe that it's OK to do bad magic if someone else is doing bad stuff to you first. But you know that it will come back to you, sooner or later, no matter how you tell yourself it won't. So don't believe everything you hear or read. Rely on what you know to be honest and true to your own beliefs.

Good Reading

I know this is going to sound like the Scott Cunningham Fan Club, but really... you can't go wrong with his books, and he wrote a lot of them. Any time you see a book with Scott Cunningham's name on it, at least pick it up and look through it.

I wish I could recommend more books for kids, but there just aren't many out there. That's one reason I wrote this one!

Cunningham's Encyclopedia of Magical Herbs, Scott Cunningham, Llewellyn Publications. If you're interested in herbs, you'll love this book. It's got every herb imaginable, listed with each magical use and illustrated with drawings of the herb.

Cunningham's Encyclopedia of Crystal, Gem and Metal Magic, Scott Cunningham, Llewellyn Publications. Almost all you need to know about stones and metals.

The Magical Household, Scott Cunningham & David Harrington, Llewellyn Publications. This is a great book, and lots of fun to read. It gives you all sorts of spells and charms for protecting your house and drawing good luck into it, spells to do while cleaning your room (as long as you've got to clean, you might as well do some magic at the same time), spells for cooking, for your pets -- even spells for the garage. There's a wonderful chapter on good-luck spells to do at special times of the year.

There are other good books, but almost all of them are about Wicca or Witchcraft, not just magic, and it's magic alone we're concerned with here.

Books And Groups To Avoid! Very Important, Please Read!!

Any book, any person, or any group who tells you that they have the "real, true secrets" or that they have "powers that other people only wish

they have” or that they’re the only “real” whatever-it-is they’re supposed to be, are, quite frankly, full of...well, you know what they’re full of, and it ain’t magic.

The deal about magic is, as you probably know by now, is that it’s such an individual thing. Nobody -- wait a minute, I’m gonna put that in capital letters -- NOBODY has one method that’s any better than anybody else’s. It may be different, but it isn’t better. And it’s no more effective than whatever you’re doing. It may have more mumbo jumbo, it may have more ooky-spooky drama attached to it, but I guarantee you that it’s no better or stronger magic than you have right now.

Another thing is that no one can really teach you anything “advanced” that you can’t also learn on your own. What I’ve given you here is a solid, basic magical education, designed to get you up and running in a safe, magical way. The only way you’re going to learn more is to read books and to learn from experience. It really is. You’re going to have to do your own magic, try your own spells, make your own mistakes and learn from them, and have your own successes and learn from those, too. Through reading more as you get older, you’ll be adding to your knowledge in your own way, according to your own principles, not copying anyone else’s.

The Witches have a saying: “In silence is the seed of wisdom gained.” That means that you can read, talk to other magicians, and do whatever you want to, but the real wisdom comes to you when you sit down alone and really start to think about what it is you’re doing with your magic and your life. You can’t get answers unless you’re ready to hear. And you need that silence, that time alone. Writing in your magical journal is also a good way to get that silent wisdom. Sometimes, putting words on paper clears up your thoughts for you.

Of course you don’t have to isolate yourself. You’re perfectly free to talk to other folks interested in magic, even to exchange spells and techniques. That’s a very interesting part of magic. But if somebody tells you that their way is better than yours, watch out!

I hate to even bring this up, but you have to know it. There are people and groups out there who use magic and the occult as a cover for some pretty evil stuff. And at first, they can seem like nice people, people who are willing to teach you, even to take you in, especially if you’re having a hard time with life, school, parents, whatever. They might tell you that they’re very powerful magicians. They’ll also usually tell you that what they do is so powerful and so secret and so important that you can’t tell anyone else about it, that if you want to get into the “family” or “group” or “fellowship” or “brotherhood” or “church” that you have to keep its secrets or take an “oath”. They might tell you that they’re so powerful that they have “enemies” who are jealous of them and they have to be careful. If they include the police or the government among those “enemies,” you can be sure they’re psycho cases. If they mention Satan or black magic or demons or blood or sex, you should be outta there, fast. Some of them may even

talk about Jesus or God or angels to make you think they're nice people. They may call themselves a "church." But if anyone makes you uncomfortable, and especially if anyone tells you that you have to take your clothes off or let anybody touch you, you should not only be outta there, you should run right to your parents and the police station. And you shouldn't feel ashamed or bad, you should feel mad! *They're the jerks!* Not you.

And if you're afraid your parents will be mad at you... what's worse? Your parents will get over it, but bad people can really mess you up.

All their big talk is baloney. Dangerous baloney at that. You should run as fast as you can away from those losers.

Anybody who tells you that you can't tell anyone else what you're doing -- especially that you can't tell your parents or older people -- does not have good intentions for you. And there's something strange about grown people who are recruiting kids for their groups. They might flatter you by telling you that you're an exceptional magician or that you have exceptional powers or gifts, but let's get real here. That may be true, but if they're so powerful and secret, what do they need with you? Don't they have their own power? And if they're so great, they should have people banging on their doors to get in -- they shouldn't have to be soliciting kids.

These people are up to no good. You can count on it.

If you're interested in Wicca --- and I'll repeat that you *don't* have to be a Witch to do magic -- Witches in particular do not recruit others, particularly kids. We believe that if Witchcraft is meant for you, you'll come to it eventually, all on your own. There are some covens who have kids in them -- the children of coven members. This is our religion, so naturally we raise our kids in our own religion, just like parents of other religions take their kids to church.

You'll find books to read, you'll learn about the religion of Wicca, you might even practice on your own or form a group of other interested kids, and when you're older you might join a coven. Maybe. I'd say that the majority of Witches aren't in covens, they practice what we call Solitary. They do their own magic and religious practices their own way, or with one or two friends. This is perfectly fine. For some reason, a lot of people have gotten it into their heads that to be a Witch you have to be in a coven. Not true, by a long shot.

Another thing -- a real Witch, especially a Wiccan High Priestess or High Priest, will never take a kid as a student without first talking to your parents or guardian. If it isn't OK with your parents, the High Priestess or Priest will usually try to talk with your parents and answer any questions, but if the parents say no, that's it. You can try again when you're of age.

Never trust anyone who says they're a Witch, a Priest, a Priestess, or a magician if they're not willing to meet your parents, and even to let your parents supervise what they're teaching you. I've had teenage students, but they always had their parent's or guardian's consent to study, and the older

people had an open invitation to attend classes whenever they liked, whether or not I knew in advance they were coming. Parents should always be welcome at any time.

So study on your own, form a study group with a couple of friends your own age. When you're ready to take a class, if you want to take one, use your knowledge to find a good teacher. Ask the teacher questions and listen carefully to the answers. Involve your parents in the decision. Remember that nobody has all the wisdom in the world, and you don't even have to believe everything you hear in class.

Have fun. If it isn't fun, stop doing it.

Sharing Your Magic With Parents Or Friends

If this book has taught you anything, I hope that it's taught you to believe in yourself, that you're a very special person. You have your own talents, your own ideas and opinions, and your own way of looking at things. Just because they may be different from anyone else's, that doesn't mean they're any better or worse.

There are lots of people in the world who don't believe in magic. Worse -- there are people who'll tell you that magic is evil. But you can't help what people choose to believe. Many of the world's problems are caused by people who think that their way is the only way, and that if you don't agree with them, then you should change your ideas. You don't want to be one of those people. If your parents and friends don't believe in magic, or don't want to believe, then that's their privilege. Don't force your opinions on them. You don't have to convert anyone to your way of thinking. The happiest people are those who are confident enough in their own beliefs that they allow others the same freedom to believe as they choose.

It's your choice whether or not to tell people you believe in magic. You don't go around bragging about it, and you sure don't threaten to "put spells" on anyone. I'd hate to think you got this far without learning that. But if your parents ask you why you're suddenly so interested in rocks, and why you've got all those little bags and cords in your room, then tell them. Don't lie, but you can tell as much or as little as you like. Remember, magic is also about responsibility. If you're sure your parents wouldn't like you doing magic in the house, then don't do it in the house. Give your parents a little respect. Don't just go ahead and do it, then lie about it. Look, I know and you know that it's an imperfect world and even the most honest people tell lies sometimes. I bet even Mother Teresa told a few small ones now and then. But try never to deliberately put yourself in a position where you have to lie.

If your parents ask you about what you're doing, and if magic has made you a better person, point that out to them. Tell them what you've learned about responsibility and respect for other people and other creatures. You're not asking them to believe what you believe, but you are asking for respect for your own ideas.

Show your parents this book, if you want to. There's nothing in here that you have to keep secret, especially from your parents. Let them ask questions. If you don't know the answer, look it up.

Now, what if you've tried to explain your beliefs to others and they still don't believe you or make fun of you?

Well, that's life.

I'm not kidding. That should be just your attitude about it. Of course it might bother you, let's be realistic. If someone tries to make you feel bad, that's their problem. But if you let it really get to you, that's *yours*.

How To Write To The Author

So, are you having fun yet? Have any questions that you just can't seem to get answered? Have any favorite spells you'd like to share, in case I write another book? (I won't steal 'em -- I'll publish your name with the spell.) You can always write to me. I like to hear from people who read my books, and find out whether they liked them or hated them or what. My address is:

Lilith McLelland
Box 872
Salem, MA 01970

So, have a great magical life. Use your powers to make the world better and to make yourself and others happier. And here's my magical wish for you:

*May you live in happiness and harmony all your days,
In peace with yourself and all people and creatures,
In partnership with the good spirits,
In love with all good things of the earth, sea and sky.
This spell is done with harm to none.*

The End.

SPELLCRAFT: A PRIMER FOR THE YOUNG MAGICIAN

is a great book for teenagers. It explains clearly what magic is and how to use it. It gives you extremely important rules over and over again so that it sticks in your mind. It's a wonderful, great-for-teenagers, step-by-step spellbook. I give it a thumbs up.

What I liked best about **SPELLCRAFT** is that they explained clearly and also gave some useful day-to-day spells which can help everyone (including adults).

Can **SPELLCRAFT** help you with your homework? Of course! Could this book help you with your temper? Why not! The reason is that it gives spells that anyone can carry out. No matter what age (as long as you could read the book)!

There is no guessing with this book. It tells everything clearly and what to do step-by-step. This is a good point in any spellbook. It also keeps a good pace. It doesn't over-explain anything. It gives it a precise and concise explanation. And it keeps you interested.

The author, Lilith McLelland, doesn't talk down to the reader but more *with* the reader. She tells wonderful jokes and relates to the readers well. Her writing is spell-binding!

Review by "**Shetoo**",
11-year-old, 2nd-generation magical practitioner

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