

Basic Laws, Rules, and Rights of Magic

By

Robert A. Peregrine

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<http://robjo.wordpress.com>

The Basic Laws, Rules, and Rights of Magic

I want to go over some of the very basics of magical theory, which I've split here into the categories of laws, rules, and rights. Like any other discipline, inside of magic and metaphysics there are certain axioms which serve as the fundamental ideas upon which most subsequent magical theory is based. If you really want a deep understanding of how and why magic works, you first need to have a grasp of all of these fundamental ideas.

The coolest part about these different axioms is if there's something you don't understand or a question you can't answer concerning magical theory, if you apply the problem to these different ideas and see how it fits within them many times the answer will become apparent, or you'll at least find yourself further down the path to discovering the correct answer.

Another cool thing about these axioms are that, at least with the ones I'm posting here, all of these are nondenominational. No matter what your personal religion or beliefs may be, you can utilize these axioms in order to better understand magic and spirituality. You'll also see all of these axioms, or at least the ideas they express, appearing again and again in different religions, spiritual systems, and general spiritual beliefs.

Laws of Magic

The laws of magic are like the laws of physics or any other scientific discipline. They are the strongest kind of fact that can exist. However, just like the laws of physics, none of these laws are considered to be absolute or completely proven. Like science, there is no infallible source of information in the universe through which the laws of magic can be attained. Instead these laws are based off of observation, experimentation, application, intuition, and logic. All laws however have a few things in common, being that:

1. All laws have been observed as true a multitude of times by various magicians through extensive experimentation and the successful practical application of the laws.
2. The theory behind each of the laws, when taken on their own, all make logical sense, and each law is also consistent with how we understand the universe and how it operates.
3. The theory behind every law is complete and every aspect of the law and how it operates is understood.
4. The laws are all consistent with each other and never contradict each other.
5. There is no contrary evidence, better explanation, or a reasonable alternate explanation to the law which has not been disproved, and holds up under both experimentation and practical application.

Law of Attraction

The law of attraction is stated as "like attracts like", and sometimes with the corollary "and dissimilar things repel," which, as we'll discuss, is redundant. For the last

century the Law of Attraction has been the singular foundation of most New Thought theory. Much of this New Thought theory is sound, being based in the Law of Attraction, however some of the theory neglects the nuances of like attracting like, and so in practical application it does not work as well as it should. Because of this, and because of a natural tendency people have to attack belief systems different from their own, many ritual magicians have come to attack the entire concept of the Law of Attraction. These attacks against the Law of Attraction often make successful arguments because they also fail to recognize the nuances of the Law of Attraction. At the same time the ritual magicians making these attacks seem to have failed to realize how essential the Law of Attraction is in explaining ritual magic and almost all religious and spiritual belief systems in existence.

To start the law is stated as like attracts like, not the same attracts the same. When two things are alike it simply means that they share some similarities between each other, not that they are exactly the same, or even that they have certain qualities that are the same. This is the most important nuance in regards to the Law of Attraction. The second nuance that needs to be understood is that things can not easily be categorized into single aspects and expected to operate in accordance with the Law of Attraction despite other qualities. For instance just because everything in your life is something you deem 'positive', this doesn't mean that something you deem 'negative' won't be attracted to you due to the Law of Attraction. In fact these 'negative' things may be very similar to the positive things in your life.

It is hypothesized that the greater the similarity between two things the stronger their attraction will be. This is, however, not part of the law. Rather it's a corollary to the law, which is itself not a law but more of a rule (see the explanation for rules below). The problem is that, in practical application, there isn't always a correlation between the similarity of two things and the strength of their attraction to each other, even though it makes sense that there would be. The situation is made even worse by the fact that the similarity of two things is rather subjective, so it's usually difficult to determine just how similar two things are, and how similar they are in comparison to two other things. The important thing to remember is that it is very possible for a thing to be attracted to something else which is not very similar to it, because it is still a little bit similar to it.

The final nuance that needs to be taken into account is dissimilar things repel, which is redundant when it is fully understood and causes some confusion. The idea that dissimilar things repel implies that there is some physical force, similar to the force of attraction, which repulses things. This isn't the case, and the misunderstanding is founded in the idea that things can be in a neutral state of non-attraction, or that they can be in a state of rest not being pulled towards anything else. This isn't the case. All things are always in a state of attraction. Everything is constantly being pulled towards other things which are similar. This casts the illusion that dissimilar things repel each other. In reality though dissimilar things will just naturally be moving away from each other, since each will be moving towards that which is similar to them.

Enough about the law itself, and on to what it explains to us. Most importantly the Law of Attraction explains to us why the universe is built the way it is and why it seems to be divided into sections and places. In most spiritual belief systems there are different places with different qualities which are kept separate. The most easiest idea to explain is the most simplest form of Christian theology, the idea that there are three places, heaven,

hell, and Earth. Each place has its own distinct qualities. Heaven is a paradise where all your dreams come true, hell is a horrible place where you're tortured, and Earth is something in between these two extremes where we exist when we're still alive. All three places are assumed to be together, each in a single location and each separated from the other two. What I mean is that all of hell is in one place, all of Earth is in another place, and all of Heaven is in a third place. We don't have pieces of these three places all intermixed together. You don't walk out of your door on Earth and end up in a part of hell, cross the street there and end up in a part of heaven, and then get on an elevator that takes you to a part of Earth. Each place exists entirely in one location. The pieces aren't just carelessly intermixed together.

When we look at other belief systems, the system itself may become more complicated but the general idea persists. When we look at the model given in Kabbalism we have a lot more places, but each is still distinct and separate and in a single location. Geburah is one place, and Malkuth is another. These places are separate and distinct, and we don't have parts of each intermixed together. Even in a very simple system though where you believe there is the physical world, where we exist, and a spirit world, where ghosts exist, you still have two separate places.

So why is the universe built like this? What's stopping us from having bits of heaven and hell inter-spliced through out the world? One theory is intelligent design, but there's really no proof of that and it explains little. In fact if your answer to anything is intelligent design, stop looking for the answer to anything else you don't understand, because the answer is always going to be intelligent design, and you'll come to understand nothing.

The Law of Attraction though explains why we have these separate areas. Things that are alike are pulled towards each other. So a bunch of good and happy things come together, and you get heaven. A bunch of horrible stuff comes together and you get hell. This even explains why good people get to go to heaven and bad people end up in hell. This also explains why the universe is ordered the way it is. Remember being alike does not mean being the same. So suppose you have a heaven and a hell and they make up your two extremes. Now suppose there are thousands of other worlds, none of which are the same as heaven or hell. Suppose you have one that's a pretty bad place, very similar to hell, but a little bit better than hell. Well that's similar to hell, so that world and hell are attracted to each other. Now you have another world that's even a bit better than that. It isn't really like hell though, it's too good, so it won't be attracted to hell, but that world that was already attracted to hell, it's enough like that world for the two of them to be attracted together. So this second and third world move towards each other, and at the same time hell is moving towards this second world, and now you have these three worlds chained in succession. This process will keep occurring with various worlds and eventually you'll have a bridge that leads all the way from hell to heaven. The worlds are now ordered based on how alike they are to either of the two extremes, heaven and hell. Of course the actual process is a bit more complicated, there are a lot more worlds, a lot more qualities that need to be taken into account, and heaven and hell are hardly the extremes on the spectrum. But the basic idea still applies and works exactly the same. In the same way different things that are like these different worlds will be drawn towards them. For example people who are like heaven, people who are good people that are full of positive emotions, are going to naturally gravitate towards heaven, and so

heaven will be made up of all of those things that make it heaven. When the qualities of everything in a given world are taken into account, the mean average of those qualities will always be consistent with the mean average of that world, however different things within that world are going to be at various points on the spectrum, because alike is different from being the same. So in heaven there are going to be people who really aren't good enough or positive enough to be in heaven. Meanwhile there will be people there who are super saints and belong in heaven's version of heaven. However the vast majority will be close to the average of the spectrum for that world.

As a more relevant example, take Earth, the place where we live. There are some really good people in this world. I mean people who are completely selfless and devote their entire lives to others and at the same time are incredibly happy in life. These are people who don't really belong here, or at least they don't really fit in here. They're more aligned with a higher plane of existence. Meanwhile there are a few people on this planet that are the exact opposite. Go look at any of the famous serial killers. These are people who murder without even having a motive or something to gain from it. The only reason they have for what they do is some perverse sort of joy they desire. And at the same time they feel no sympathy for the many lives they destroy, both of their victims and of their victims' families, and they feel no guilt for their actions. Most of us can not even begin to comprehend their psychological make-up and how they think. These sorts of people are more aligned with a much lower plane. However the vast majority of people on this planet are somewhere closer to the middle. They have their good acts and selfless moments, but at the same time they are sometimes selfish and even hurtful, although they refrain from committing truly horrific acts. And that's how all worlds are built. There are some people on the ends of the spectrum, but most people are somewhere in the middle. So what's to stop a world like ours, which has this somewhat good/somewhat selfish balance going for it from being invaded by serial killers or saints? Is there some sort of cosmic doorman guarding every planet that only allows so many people that far from the average in? Like I said before this sort of thing isn't explained by intelligent design, but rather by understanding the physics through which the universe operates. The law of attraction does come into play and tells us that for the most part the people attracted to this world will be the people who are close to the average, especially since the people better aligned to other worlds will, for the most part, be attracted to those worlds. That means we're mostly safe, but it isn't foolproof. This world very much could be invaded by serial killers or saints, and this is especially true if we, and by that I mean the collective world community, allow these serial killers and saints to have their way, or worse yet try to bring about a world where we're all serial killers or saints.

The thing is, this world, and by world I don't mean planet, isn't a distinct object. It's composed of the parts within it. If everyone in this world became a serial killer tomorrow, the nature of this planet would change. The mean average would no longer be where it was. It would shift. When that happens this world is no longer like the worlds it was initially attracted to when that bridge between heaven and hell formed earlier. It's now like world's that are further down in that succession. So the world is now attracted to different worlds, and it moves further down the scale, and it becomes a lower realm.

On the more practical side though, the law of attraction explains how some aspects of magic works. It tells us things like our nature, our attitude, the energy we put off, the emotions we have, the thoughts we have, the things we do, and the things we

surround ourselves with all have an impact on both what is drawn into our lives and how our spells work.

As one example, when a person enters into a seance and they're afraid, there's a good chance they will draw a negative spirit into that seance. Their fear, and the energy that is produced by it, is going to attract negative spirits, and this will increase the odds of one being drawn into the seance.

As another example, suppose you want to cast a love spell to bring a romantic relationship into your life. However as you're casting that spell, your thoughts are full of sexual fantasies of dominance and force. Or maybe not even that, but something recently has put those sorts of ideas into your mind, like having seen a movie that is themed around that sort of stuff. If the spell is successful, what kind of relationship do you think it will bring into your life? Because of your thoughts, there's a good chance your spell will bring forth a romantic relationship that is centered around dominance and force. This is why it's important to focus your mind and keep your attention towards what is relevant during spell work so that you don't inadvertently affect the spell.

Suppose we're doing a love spell though and we burn some incense, like rose, which is connected to romantic love and lust and desire, and maybe we put a lavender oil on our candle, which is connected to beauty and either making ourselves look better or attracting a hottie with our love spell. Notice that the associations of rose and lavender are, at least in part, related to the qualities of these plants. A rose is a very pretty, and desirable, plant. Meanwhile lavender smells really nice and so it is associated as beautiful because of the pleasant aroma. So how does rose and lavender work within our love spell because of these qualities? The answer lies within the fact that like attracts like.

As a finality I'd like to talk a bit about one more practical use, the power of positive thinking, which is largely a New Thought idea. The power of positive thinking supposes that having positive thoughts and a positive attitude will draw positive people, things, opportunities, and situations towards you. We've discussed the basic idea of the Law of Attraction, and based entirely on that the theory behind the power of positive thinking is solid and it should work. However we also talked about some of the nuances of the Law of Attraction, and those nuances will affect how things are attracted to each other, and because of those nuances the power of positive thinking won't work 100% of the time. In other words positive thinking won't guarantee you a positive outcome nor will it absolutely stop bad things from happening to you. Still, taking the Law of Attraction into account, positive thinking will only have a positive affect on the outcome and will only help improve your life. This is why a system of positive thinking, if created and followed correctly, results in some level of success.

Hermetic Law

The Hermetic Law is typically simplified to 'as above, so below', and is sometimes stated as "as on Earth so in heaven". The law is fully stated as 'that which is above is like that which is below, and that which is below is like that which is above', which better explains it. The Hermetic Law is named as such because it comes from the Emerald Tablet which is attributed to Hermes Trismegistos. Hermes Trismegistos is a legendary magician from Hellenistic era Egypt who is sometimes considered to be a god

and who is also sometimes associated with both the Greek god Hermes and the Egyptian god Thoth.

Breaking down the Hermetic Law, the first part is we take two areas to compare. The law simply states that the two areas be above and below, and so any two areas can be taken. Using our earlier example of simple Christian theology, we can take heaven and Earth, or Earth and hell, or heaven and hell. Or in a Kabalistic idea we can take Kether and Geburah, or Chesed and Malkuth. We can take the physical world and the spiritual world, or the waking world and the dream realm. We can even take two places in the same world, like the top of Mount Everest and the bottom of mount Everest.

What the law says is that whatever two points we take, the physical and magical laws of those two places are always going to be the same. In other words the physics through which the universe operates is going to be consistent through out the entire universe (or multiverse depending on what you believe). That means whatever other places may exist, the physical laws of those places are still going to be consistent with what we know. In other words if you explored the entire universe you'd never find a place where like doesn't attract like, or where dissimilar things are attracted to each other.

You might be thinking that this law doesn't make sense, or at least it doesn't always make sense. I specifically named the dream realm up above, and all of us have some experience dreaming, and we're all very much aware that the laws of physics don't always work in the dream realm like they do in the waking world. After all in the dream realm I can usually jump out my window and fly through the air just by believing it's possible. In the real world though gravity pulls me towards the ground and once again a poorly thought out magical experiment has left me physically injured. The laws of physics are definitely different. Gravity, for instance, doesn't always work like Newton says it should in the dream realm.

I guess someone could make an argument that the Law of Gravity is incorrect or that we don't fully understand how it works. That's a pretty stupid argument though. The Law of Gravity is a pretty solid law in physics. Without some sort of provable evidence the Law of Gravity can't disproved simply because it is inconsistent with the Hermetic Law, such an inconsistency only proves the fallibility of the later law.

The answer is that the Law of Gravity, like every other physical law, still applies in the dream realm.

Take as an example the boiling point of water. I think all of us can agree that water boils at 212° F or 100° C, or at least purified water does. There are particles in tap water so it usually boils at a bit higher of a temperature. But purified water won't always boil at 212° F. In fact if you go up to Mount Everest that same water would boil at a lower temperature. Does this mean that the laws of physics on the top of Mount Everest are different than at the bottom? If I jump off the top of Mount Everest can I maybe fly then like in my dreams?

No and probably no. Whether you're on the bottom of Mount Everest or the top, the laws of physics have remained the same. What has changed is your environment. The closer you are to the center of the Earth, the stronger the pull of Earth's gravity. Because of this the gases in the atmosphere tend to be packed tighter at lower elevations than at higher elevations. This in turn creates a higher atmospheric pressure at lower elevations, and as pressure on a liquid, such as water, increases so too does its boiling point. The lower boiling temperature of water at the top of Mount Everest is consistent with the

physical laws of the universe. The only difference is that the physical environment on the top of Mount Everest is different from the physical environment on the bottom. The same is true of the dream realm and the waking world. All of the physical laws are still the same. The environments in the two areas however are different.

So what does the Hermetic Law mean when we're doing magic? It tells us that wherever we go, be it in this world or any other, magic will always operate the same. So the magic you use on Earth, once environmental factors are taken into consideration, should work just as well while you're dreaming or during astral projection. This law also tells us that if a magician wants to interact with a spirit in some distant part of the universe, the magician can use the same kinds of magic they would use to interact with the spirit if that spirit were in the same world as the magician.

Say for example you want to do an evocation. You've got a grimoire and you've found the name of some spirit you want to call forward. Most grimoires don't explicitly tell you where a spirit normally resides. The spirit you're looking for can be located anywhere in the universe. Even if the grimoire does tell you where that spirit exists, you can't be sure it hasn't moved somewhere else since the book was written.

If the Hermetic Law were not true, we'd have to first determine exactly where a spirit existed, and then we'd have to develop an evocation ritual to specifically target spirits that exist in that place. In order to work, our evocation ritual would have to take into account the various unique physical laws of the spirit's point of origin. Luckily for us though the Hermetic Law is true, and so the physical laws of the spirit's point of origin are going to be the same as the physical laws in our own realm. There for if we have an evocation ritual that can be used to draw forth spirits from outside of our own world, that same ritual can be used on any spirit regardless of where they happen to reside. This same application of the law applies when we're talking about channeling or casting spells on spirits or any other kind of interaction.

The Hermetic Law also tells us that spirits are capable of performing magical feats in our world. Basically anything that a spirit is capable of doing in its own realm it is capable of doing in our world once it is brought here. Suppose you have a spirit that can magically grant great riches. If the Hermetic Law was not true, and you evoked this spirit so that it could make you rich, if the spirit did not have specific first hand knowledge of this world it may not be able to make you rich. The methods the spirit uses to make others rich, methods that work perfectly well in its own world, may not work in our world because the laws of physics would be different. Fortunately though the laws are the same, and so if the spirit knows a way to magically make those in its own world rich, it can use that same process in order to make you rich.

Finally the Hermetic Law tells us that magical information will be consistent throughout the universe. If this weren't true then channeling, talking to spirits, or exploring how magic works on other realms of existence would be mostly useless. Any information gained about magic or spirituality from sources outside of our own world wouldn't apply to our world because they would be based on different physical laws. Luckily though the laws are the same everywhere, so the information, if it's true, will be true everywhere.

On a final note, I'd like to briefly discuss the theory of the macrocosm and the microcosm, which is a rather prevalent theory in some traditions of Ceremonial Magic and which is based on the Hermetic Law. The theory of the macrocosm and the

microcosm supposes that the Hermetic Law is not just applicable in regards to location, but can also be applied to differences in scale. There for the macrocosm, which is the entirety of the universe, is the same as a much smaller system, which is a microcosm. Generally, in application, the microcosm is the practitioner. So whatever is true for the entirety of the universe is also true in regards to the practitioner.

Although the theory is sometimes true and certain things which are true of the entire universe are also true of a practitioner of magic, at other times the theory fails. For instance we have now proven the existence of black holes in the universe. However none of us have black holes existing within our bodies. In another instance the universe is always physically expanding, but those of us on diets are physically contracting.

The theory is however sometimes true, which is why it is so widely believed. The similarities that do exist between the macrocosm and the microcosm, what constitutes the truth of the theory, are due to the way in which the universe was created. Unfortunately the relevant theories surrounding the creation of the universe are a bit too complicated to explain in depth within the scope of this article, however they do show that the similarities between systems of different scales are not due to the effects of the Hermetic Law, but are rather explained by other metaphysical theories.

Law of Reversals

The Law of Reversals states that ‘anything that can be done can be undone, or can be done in reverse’. There’s actually a similar theory within physics. When you assume time is not a linear progression and can be moved through either way, by changing the flow of time anything that happens becomes its own reversal. In other words if you were to build a house, to someone going backwards in time you would be destroying that house. Meanwhile if you got a wrecking ball and destroyed the house, to someone going backwards in time you would be building that house with the wrecking ball. Of course we don’t need time travel in order to make the Law of Reversals work. Anything that is created can be destroyed, and anything that is done can be undone.

In regards to practical magic, the Law of Reversals tells us that there is no such thing as a perfect spell. It is impossible to cast a spell that can not be undone by another practitioner. At the same time the Law of Reversals tells us that a practitioner cannot cast a spell which cannot be defended against.

This means that any spell cast is going to have a flaw. There’s going to be a way to stop that spell and to reverse the effects of the spell after it is cast. To prove this we only have to imagine ourselves viewing time in reverse, in which case the practitioner who cast the spell is actually undoing it.

This also means that whenever we cast a spell, even if it is a good spell with a proven track record, we should be prepared for the eventuality that will not work because someone else will figure out how to break it. This means if we cast a death spell on someone, we should be prepared for the possibility that the victim may survive the spell, in which case we’ll most likely have a pissed off magician who is powerful enough to counter our spells coming after us for revenge. It also means that if a magician uses something protective, like a shield, to defend themselves, they should be prepared for a situation where that protection will not work.

Lastly if you think someone has cast a spell or curse against you that you cannot break, you haven't thought about the problem hard enough. There is a solution to the problem and a way in which you can break the spell.

And by spell, of course, I mean any kind of magic, not just the specific kinds of ritual magic that are usually categorized as spells. Even something done entirely psionically can still be broken or undone.

Law of Opposites

The Law of Opposites states that 'for everything that exists there is also an opposite thing'. I've written extensively in other articles about the creation of the universe and the idea of singularity, duality, and triplicity. It's a very complicated subject, one I'm not going to get too into right now, however if you would like to learn more about the theory behind this law I suggest looking at my article on element theory, as I think that one explains the idea better than anything else I've ever written. Basically one of the first things that came into existence was duality. This happened when the first pair of opposites, creation and division, came into being without any precedence. Since then everything that has come into existence in the universe has been made using the parts that already exist. Everything is based off combining and dividing that which came before it. Because duality is one of the first things that came into existence it has been intertwined into everything that exists.

So everything in existence comes in pairs of opposites. We have creation and division. We have man and woman. We have fire and water. For every thing there is an opposite thing.

This law doesn't really have many practical applications in magic. It does help to explain the Law of Reversals and why that law works as it does. The law also tells us that for anything we find, an opposite thing also exists. It also means that if we prove something to be true, its opposite something also has to be true.

Frazer's Laws of Sympathetic Magic

The Laws of Sympathetic Magic are two laws which were proposed by anthropologist Sir James George Frazer in his book the Golden Bough. It's important to note that Frazer was not writing as a practicing magician. His book, the Golden Bough, was meant as a study of the magical beliefs of various cultures from an anthropological perspective. His laws of sympathetic magic were two beliefs that he saw appearing again and again through out different cultures as a way to describe how magic works.

-Law of Contagion or Contact

The Law of Contagion is one of Frazer's two laws. Frazer never gives an exact definition of the law, but it is sometimes surmised as 'any two objects that have been in contact with each other will continue to act upon each other after contact is broken'. The law is better stated as 'any two things which have been in contact with each other will

continue to remain in contact with each other indefinitely, or until both things are destroyed.’

Basically the law tells us that if two things have been in contact with each other, one of those things can be used to affect the other. For instance if you shake hands with someone tomorrow, there is now a link between you and that person, and that person can now cast spells on you through that link. In the same way if you had a personal object that belonged to another person, like say a lock of their hair or a piece of their clothing, you could then cast spells on them through that object.

The law seems to imply that physical contact needs to have happened, but that isn’t the case. If two people are in the same room and one looks at the other then a bit of spiritual contact has occurred and there is an energy link established between them. This also means that the Law of Contagion can apply to things which are entirely non-physical, such as between a person and a spirit.

It may also seem as if modern technology has somehow changed this law or maybe started to disprove it. Hundreds of years ago contact meant that people had to physically be in the same place, but now we can contact each other through other methods. There are telephones, and email, and now video conferencing. It would seem logical that in order for two things to continue to have an effect on each other they would need to be in the same place at the same time. Yet we know, through practice, that we establish a link with someone when we talk on the phone, or when we email someone, and that these links can be used to cast spells through. This would seem to imply that there’s something about the law of contagion we don’t understand, or that the law is the wrong explanation for the phenomena.

However contact at a distance isn’t really new technology. People have been able to do it since the invention of the written alphabet. People are always writing books and letters to contact others who are far away. And for magicians who lived thousands of years ago links were being created with these books and letters in the same way that links are created with telephone calls and emails today.

Distant contact is still contact. By reading a book you create a link to the author, and you do the same when you read an email. The reason why this works is because you can create multiple links through different things to form a chain in order to get from point A to point B.

Suppose we have two magicians, Gandalf and Merlin. Gandalf and Merlin meet at the local Pagan meet-up and shake hands. Gandalf now has a link to Merlin and he can cast spells on him. Merlin meanwhile has a girlfriend, Lilith, which Gandalf has never met before. Obviously Merlin has a link to Lilith. Gandalf can now also cast spells on Lilith through his link with Merlin. The link goes in a chain from Gandalf to Merlin to Lilith.

When a person sends you an email, you make a link to that specific email appearing on your computer screen. That email is a copy of an earlier email, and the email you have has a link to the email it was copied from. If you follow the path the email was sent from it will move from copy to copy to copy, each copy being linked to the copy that came before it. Eventually you will find the link to the original email which exists on the sender’s computer. This email will in turn link to the original sender. Thus the link is formed between you two.

Before I get into an explanation of why the Law of Contagion works, I'd like to talk about its practical applications. First off the Law of Contagion explains how we can use an object that was once connected to a person, such as a lock of their hair, in order to cast a spell on them. That's the most basic understanding of the law. Secondly the law explains that we can magically affect people we have been in contact with but are no longer in contact with, and it even explains how we can do this despite not being in physical contact with them. Finally the law tells us that objects which have previously been connected to us can be used to attack us. This means that if we want to be safe from these types of attacks, and this is really a personal choice and one that I don't agree with, then we need to either destroy objects that we've been in contact with after we're done with them or we need to obfuscate our connection to these objects.

Now how does this law work? Why can we still be affected by objects that we are no longer in contact with? Remember how in the Law of Reversals we talked about the concept of time being non-linear and that we can move backwards and forwards in it (I actually go more into this a little bit later on)? Because of this we can send spells backwards in time to the point of contact in order to find a person.

Say for instance you come over to my house and touch my wand. There is now a second in time where your hand was on my wand. I can now cast a spell through my wand that goes backwards in time to the point where you touched my wand. It then has a connection to you, hops over to you, follows you on your journeys until it reaches the present where it will activate and be cast.

Most magicians, when they cast spells on someone using an object they previously possessed don't realize that this whole process of the spell going backwards through time and then coming back to the present is happening, but that is the technical process through which the spell works.

You may have already realized another hole in this theory. Although you may be able to take a wand that someone touched for just a second and cast a spell on them, it's unlikely that you'd be able to do that. In practice it would be very difficult if it's even possible. However if you were to take a beloved childhood toy or a lock of someone's hair it would be much easier to do. A person's connection to the object has a direct correlation to how easy it is to cast the spell. If this process were really occurring via time travel it wouldn't make a difference if this was an object they had for years and loved with all their heart or if it was something they touched for a second and then forgot about. There is still that moment of contact which the spell is looking for.

The problem is, even if you go backwards in time, how do you find the person? We don't need to know where they existed spatially, we need to know where they existed in time and at what point they were in physical contact with the object. We do this by sensing their energy. If they so much as touched the object they left some small traceable amount of energy on it. When we find the energy they left on the object, when that energy peaks and it's at its strongest, that's the point where they were in direct contact with the object and that's the point where the spell can jump from the object over to them.

Obviously the more energy they were pumping into an object the easier it will be to sense the point where they were touching the object. If you can sense the point where I left a small traceable amount of energy on a rock I accidentally kicked while walking down the street ten years ago, you're a remarkable magician. You're much better at

sensing energy then me, and very few magicians would be able to do that. However if you can't find a point of contact using a lock of my hair or a beloved childhood toy of mine, then you aren't much of a magician at all.

-Law of Similarity

The Law of Similarity is Frazer's other law, and Frazer outright states this law, which is 'like produces like'. Right away the Law of Similarity seems, well, similar to the Law of Attraction. The Law of Similarity is founded in the same ideas as the Law of Attraction, and the two laws are entirely consistent with each other.

When we say like produces like what we're talking about is cause and effect. Basically what we're saying is that if two actions are in some way similar then their outcomes will also be in some way similar. Logically this makes perfect sense and it is consistent with what we understand about physics.

Suppose for instance you have two individuals, Speed Racer and Racer X. Both Speed Racer and Racer X get into separate head on collisions with drunk drivers. These two head on collisions are not going to be exactly the same, but they are similar and the end results will be similar. There is a good chance that both Speed Racer and Racer X will receive some serious injuries in the collision, and there's even a chance that both may die. This is also true of both drunk drivers that hit them. And it's almost certain that both Speed and X's cars are completely totaled. Of course there's no guarantee that just because the actions were similar that the outcome will be the same. For instance maybe Speed survives with a pair of broken legs, but Racer X is paralyzed for life. Maybe the fellow who hit Racer X survives and ends up going to prison for a DUI, whereas the guy who hit Speed dies at the point of impact. The outcomes may change, but they will still be similar outcomes.

In terms of magic the Law of Similarity explains why when we do something symbolically it results in an actual physical occurrence. For instance, as with the case of the Hollywood portrayal of the voodoo doll, if we take a pin and stick it into a poppet, that act can cause our ex-girlfriend or ex-boyfriend to keel over in pain as if a proportionally sized needle were sticking into our ex-loved one's stomach. The act of sticking a needle into a poppet is similar to the act of sticking a giant needle into our ex, and so the end result should be similar.

Anyone whose tried to do the voodoo doll thing has probably found out that, by itself at least, sticking a pin into a poppet does not cause our ex pain. Sticking a poppet with a normal pin is definitely similar to sticking our ex with a giant one, therefore the end result should be similar, and it is. In the first instance a needle goes through our poppet and splits it open. In the second instance a needle goes through our ex and splits them open. This is the same as our earlier example where Speed only breaks his legs, yet in a similar situation Racer X is paralyzed for life.

Does this mean that the Law of Similarity is entirely useless in regards to magic? No. It just means that you have to do more than just take a similar action in order to produce the results you want. In the voodoo doll example, a connection must be made

between our doll and our ex, and that connection needs to be specifically designed to allow the end results of actions taken against the doll to occur to our ex. Once such a connection is made, you can hack away at the doll all day long.

Of course the voodoo doll is a very specific and odd example. Most of us will never have a need to use a voodoo doll, and there are honestly better ways to go about hurting people magically anyways. But some degree of symbolic action usually appears in any kind of ritual magic. For example a simple cleansing ritual involves taking a shower and having the water wash away any outside influences we may have picked up. The ritual is meant to clean us of energies and enchantments and spirits that may be connected to us, and it works because soap and water is used to clean dirt off of our bodies. Many rituals start by having the practitioner draw a circle around themselves in the dirt for protection and empowerment. Drawing a shape in the dirt offers the practitioner no actual protection and doesn't give them any additional power. However the circle drawn on the ground is similar to a protective or empowering circle cast by the practitioner, and if properly enchanted that circle drawn in the dirt can offer the practitioner some sort of magical protection.

For the most part the simple act of performing a symbolic action will not create an actual result. In order for a symbolic act to resolve into an intended result the act needs to be properly enchanted, connected, and/or directed magically so that the symbolic action not only produces a result, but also produces the intended result and does so upon the intended target. Sometimes though a symbolic action will bring about an actual result without any intent from the practitioner. For example, if proper precautions aren't taken, taking a shower, all by itself, can wash away some of the external energy you've taken in. This does sometimes happen due to the Law of Similarity, although these accidental results usually are not as strong or as consistent as a true magical ritual would be, in this case an actual cleansing ritual instead of just taking a shower.

Secondly the Law of Similarity let's us predict the outcome of our actions by allowing us to compare those actions to other actions that we already know the outcome to. For example I know if I take my knife and stab my curtain with it and then pull down I'll cut a hole in my curtain. If you want proof of this, do an experiment on your own curtain and see if you can cut a hole in it.

Because my knife will cut through a curtain I can assume that my knife should be able to cut through other things too. Suppose I wanted to make a hole in reality and cut a pathway into the spirit world or some other world. Reality is a lot like my curtain. In fact the thing that separates the physical world from the spirit world is called the veil, and a curtain is a kind of veil. If I stab reality and pull down with my knife, I should theoretically be able to cut a hole into that the same way I cut a hole into my curtain. Of course in order to cut a hole into reality, unlike cutting a hole in my curtain, I'm going to need to do some visualization and probably have a little bit of intent, where as I can accidentally cut a hole in my curtain without intent or visualization, which I have actually done before. But ultimately whether it's a curtain or reality the same act, stabbing and pulling down, is going to tear a hole in either. Because I already know that the knife will tear a hole in the curtain, I can predict that it should be able to tear a hole in reality because like produces like.

Law of Repeatable Achievements

The Law of Repeatable Achievements states that ‘any event or phenomena which has occurred can be reproduced so long as all relevant variables are also reproduced.’ The Law also states that ‘if a very specific variable is used in order for the original event or phenomena to occur, that variable may be changed and the event will still be reproduced so long as the new value meets all of the same relevant conditions of the old value’.

It may seem complicated, but the law pretty much says that if it was done once it can be done again, and if someone else is able to do it you can do it too.

The law starts out by telling us that anything that has happened can happen again. There is no such thing as a one-time event in the universe. For instance if we assume that the resurrection of Christ were true, that would mean that it is possible for a person to resurrect themselves from the dead. The fact that Christ managed to achieve that accomplishment proves that it is achievable. Furthermore Christ’s resurrection can not be a one-time event. Well it could be if he’s the only person who ever resurrects himself, but that doesn’t have to be the case. The resurrection was not something that could only occur once at one specific time during the entire history of the universe. The resurrection is a repeatable action.

This first part is very important, because it tells us that if we’re able to do something once, we should be able to do it again. The fact that we’ve done it once proves that it’s possible for us to do it. If you cast a spell, and the spell is successful, assuming all relevant variables are the same, if you cast that spell a second time it will also be successful.

The second part tells us that very specific variables may be changed, and that the achievement will still be attainable so long as the new value of the variable meets all of the same relevant conditions of the old value. Usually when we say very specific variable we mean a very specific person, although it can also mean a specific object, place, or time.

Going back to the resurrection as an example, Jesus Christ is not the only person who can resurrect himself. The fact that Christ achieved self-resurrection not only proves that such an act is possible, but it also proves that people other than Christ can self-resurrect themselves. However in order to self-resurrect oneself a person must meet all of the relevant conditions that Christ met. This may mean having completed some mystery tradition concerned with resurrection. This may mean having a considerable amount of power and knowledge, at least enough to perform a multitude of smaller feats like walking on water and casting demons into pigs. This may mean having twelve guys who follow you around everywhere. Then again having twelve apostles may be completely irrelevant and not matter at all. Without knowing how Christ achieved self-resurrection it’s impossible to determine which variables were relevant.

A very specific variable may also refer to an object. For example a magician may have a very old and empowered wand with which he casts magical spells. Although the wand may be the source of that magician’s power, the spells could still be cast without that specific wand, although one might still need a wand which was created and empowered in the same or a similar manner. A very specific variable may also refer to a specific place. For instance if a ritual done at a place considered magical, like Stonehenge, is successful that same ritual should be successful when done at other locations. However the new location may need to be as magically powerful as

Stonehenge is, and it may need to have a Stonehenge like structure built upon it. Lastly a very specific variable can refer to a point in time. In other words there isn't going to be only one day in the history of the universe where a specific act can be performed. Of course things like the magical days and hours, the specific alignment of the planets and stars, and even whether it's daytime or nighttime can all have an effect on the spell.

When the two parts of repeated achievability are combined together it tells us that it is possible to repeat any act done by any previous magician. It might not be easy to repeat the act, and it may involve years of training, discipline, and the accumulation of large amounts of knowledge and power, but the act is an achievable goal.

This means that the extraordinary feats of Jesus Christ, Aleister Crowley, Oedipus, Siddhartha Gautama, or anyone else are all achievements that we could possibly achieve ourselves.

Adept's Law

The Adept's Law simply states that 'an adept is able to do whatever they wish so long as it is within their own power to do so.'

What this means is that an adept is not confined by any law, group, hierarchy, or religious dogma. An adept is in no way required to follow the instructions or beliefs of another, regardless of what their relationship may be. The adept's power and status as an adept is internally derived from within themselves and not subjected to or dependent on any outside force, and as such they do not serve unless they chose to do so.

Basically it means that an adept gets to do whatever they want, that there are no rules that confine their actions, and that they do not have superiors who can command them.

This does not mean that adepts are law breakers or that adepts do not follow a moral code. An adept may chose to follow rules created by others, such as the law of the land, either because they find it convenient to do so, or because they believe they will get something out of it, or because they actually agree with the law. Likewise they may impose a personal moral code upon themselves and then choose to follow it. In the same way they may chose to follow someone else or follow someone else's commands. However this is always a choice the adept makes, and the adept is always aware that they are making this choice, and they are under no obligation to follow any rules or commands.

Logically this makes sense. After all we all have the choice to do whatever we want. Anyone can, for instance, break the law. However there will be consequences if you're caught breaking the law.

Within magical groups though this right to freewill is sometimes forgotten. Sometimes members assume that they must follow the leadership of the group, or that religious dogma and not a personal choice to follow said dogma is what controls their actions.

Worse sometimes groups promote the idea that an adept's power or status is granted through the group and can be stripped away by the group. In this instance an adept is supposedly at the mercy of their superiors to retain their power and status as an adept. In this sort of situation a theory typically develops that an appeal to higher

authority can be made to prove an adept incorrect in their actions and force them to follow certain rules and regulations.

An adept is someone who is adept at magic, and success with magic is largely dependent upon the acquisition of power. The self-realization that a person can do whatever they want, and they aren't confined to the rules and ideas imposed on them by others, is a major source of empowerment. Without that realization and subsequent empowerment it is impossible for a person to be strong enough to be adept at magic, and so any adept must already have come to that self-realization. Which means that every adept always acts with the knowledge that they can do whatever they want, and they don't have to follow anyone else's opinion on what they should do.

Rules of Magic

Magical rules are facts which are not as strong as laws. With any rule there are usually one or more issues that prevent it from becoming a law. It may be an idea that makes logical sense and is consistent with the laws of magic, yet it only works some of the time, which implies that there is some portion of the theory which is not fully understood. It may be an observable phenomena that is always true, yet there doesn't exist any logical explanation for why it's true (which would also make it more difficult to apply the rule to experimentation or practical use). It may also be contradictory to the laws of magic, which would also imply that there is some portion of the theory which is not yet understood. Or there may be a contrary explanation to the rule, and neither of the two explanations has been fully proven or disproved.

Rule of Spatial Distance

The Rule of Spatial Distance states that despite appearances, 'every point in the universe is right next to every other point'. Right away there are some obvious problems with this rule.

First off this rule contradicts the Law of Attraction. The Law of Attraction tells us that different things are in different locations, and that the location a thing inhabits is based on its qualities and the other things it is attracted to.

Secondly the rule contradicts what we know of physics. We know that location is a real thing. We know that spatial distances are real and they exist, and they have a very real effect on us. We don't have to worry about accidentally walking into the sun, because it's not going to happen.

What the rule of spatial distances is trying to explain is the fact that outside of one's line of sight, spatial distance has no effect on magic. Being able to see someone or something, or even having them in a proximity where you could conceivably see them assuming you had perfect vision and there were no objects blocking you (in a closed space generally anyone within the same room as you), makes casting a spell on them easier. Once a person or object is moved outside the magician's line of sight casting the spell becomes more difficult. However no matter how far outside of a person's line of vision the object or person is moved the difficulty of the spell is consistent.

It is just as easy to cast a spell on someone on the other side of the world as it is to cast a spell on someone who lives in your neighborhood. In fact assuming all environmental variables remain consistent, it's just as easy to cast a spell on a spirit in another world as it is to cast a spell on a spirit in this world. This is an observable phenomena that holds true.

What we don't understand is why this is the case. Obviously the theory that spatial distance is an illusion doesn't hold true, because there is no other evidence supporting this idea and the idea contradicts not only the Law of Attraction but also most of the laws of physics.

The Rules of Time

-The First Rule of Time

The First Rule of Time states that 'time does not progress within a single direction but can be moved through in either direction'. This concept was touched upon in the Law of Reversals, and within that discussion it was mentioned that a similar idea exists within physics. Just to clarify the rule it states that the perception that time is moving forward is an illusion and that time may be moved through forward or backwards.

Of course this concept, that movements can be made either forward or backwards in time, opens the door to a lot of magical theory concerning time travel. A lot of this theory though is far from proven, and it's far from being classified as a rule. I'm not going to completely discount the feasibility of time travel, but very few magicians out there are using magic to literally move themselves through time. It's a fine goal to have, and potentially possible, but one that is going to be relevant to very few magical practitioners.

However in terms of more practical magic, the Rule of Time tells us that the nature of the past is the same as the nature of the future. Past and future are entirely interchangeable concepts because these concepts switch when the direction you're moving through time changes. For example I'm writing this article in 2011. My first blog post meanwhile was in 2006. Because I'm traveling forward through time right now, and a forward progression is the way in which I'm perceiving the time continuum right now, my first blog post was made almost five years in the past. However if I were to be traveling backwards in time my perception would be reversed, and my first blog post wouldn't be made until five years into the future. Actually by my perception that would be the point where my last blog post was deleted. But the point is that when traveling and perceiving time as moving backwards, what should be the past is actually the future, and what was the future is now the past.

That means that whatever is proven true of the future must be true of the past, and vice-versa. If we don't subscribe to a theory that assumes we have no freewill because everything is predestined and the future is written in stone, then the alternative theory which must be true is that the future is mutable and can be changed based on our choices. If the future is changeable, the past must also be changeable. If we subscribe to a theory that the future is in constant flux and always changing until the point where it turns into the present because our choices and decisions will always be in flux until the moment they are finally made, then we must also subscribe to the theory that once the present

moment ends and it becomes the past it ceases to be stable and goes into flux and is constantly changing.

In practice we see that this idea of the past and future being mutable holds true. The past is always changing. It's not written in stone. It only seems like the past is written in stone because whenever the past changes our memories of the past also change. However practitioners who have properly trained their minds for clarity and focus can sometimes manage to pull forth memories of the past as it used to be rather than as it now exists.

Since the past is changeable and the past is always changing we, as magicians, can change the past. Spells can be cast to change the outcome of events which have already occurred in the past in the same way that spells can be cast to change the outcome of events which are going to occur in the future. For example if you were capable of casting a spell that would make you win the lottery next week, you could also cast that spell into the past instead of the future so that you would win the lottery last week. Actually a lot of magicians frequently cast spells into the past without even noticing it. Take for an example a magician who wants a particular book. Say for instance it's Cunningham's *Wicca For the Solitary Practitioner*. This magician doesn't want to have to order the book and wait for it, they want to read it today, so they need to get it at a brick and mortar store. They also don't want to be driving around all day looking for a copy. So instead they go to their local Barnes & Noble book store, and while sitting in the parking lot they do a little psionic manifestation magic. It's a simple and common sort of spell that makes the book appear on the store shelf. The magician then enters the store, the book is on the shelf, and they purchase it.

A spell like that is actually very effective. It doesn't, however, make the book magically appear on the store shelf. That sort of spell would be much more difficult to do, and if a magician is capable of that sort of magic they are usually going to be smart enough to bypass the store all together and make the book appear in their home. All the magician did was increase the likelihood that the store would have the book in stock. Ideally they increased that likelihood to 100%. The thing is though, books don't appear on store shelves instantly. In order for that book to be there someone in the store would have had to have ordered it. It then would have had to of been shipped to the store. Then someone else would have to stock it. And finally anyone else who saw the book, prior to the magician coming to the store, would have had to of decided not to buy it. All together it would have had to of taken a minimum of two weeks for that book to appear on the shelf. So in order to have the book appear the magician had to manipulate a series of events going back at least as far as two weeks prior to when they first cast the spell.

-The Second Rule of Time

The Second Rule of Time states that, "between two points in time there does not exist a single linear path, but rather between those two points there exists a multitude of points leading to a multitude of different destinations".

At a glance this rule may be a bit difficult to comprehend, especially since most people are used to looking at time as a linear progression from one point to another. Imagine time is like a road. We're going to take two points. One point will be Monday, and the other point will be Thursday. Right now it's Monday. That's our starting point.

Our end point is Thursday which is three days away. So imagine time as a road which connects Monday to Thursday, and this road is three days long.

All of us can imagine starting at Monday and walking down that road until we reach Thursday. Most of us can even imagine walking to Tuesday and then deciding that we don't want to go to Thursday anymore, so we start walking back to Monday (in which case we're going backward in time as per the First Rule of Time).

However the Second Rule of Time tells us that there isn't just one road between Monday and Thursday. There are lots of different roads between those two points. And some of those roads may get us to Thursday quicker than other roads. Not only that, but there are some roads where we'll never even reach Thursday.

As an alternate example, imagine a road going between two points. As an example I'll use the I-15 which connects Las Vegas to Bakersfield. Las Vegas is my Monday and Bakersfield is my Thursday. There isn't however just one road between Vegas and Bakersfield. I could for instance take Old Farm Road from Vegas down to Primm, and then take the I-15 to Bakersfield. If I had a plane I could even travel North instead of South and circumference the globe eventually ending up on Bakersfield. Not only that, but I don't have to even go to Bakersfield. I can get off at Primm or Jean. Or I can get onto a different road and eventually end up in New York City. In fact I can even build myself a rocket between Vegas and Bakersfield and blast myself to the moon. Just as there exist multiple paths and alternate destinations between any two points that have distinct locations in space, there are multiple paths and alternate destinations between any two points that have distinct locations in time.

This rule starts to explain why a lot of magic and physics works like it does. For instance sometimes time seems to go by faster and sometimes it seems to go by slower. This is because there are multiple paths between two points, and some of those points are going to be slower and some are going to be faster. Usually when a person is in a situation in which they are carefree and having fun they feel as if time goes by faster. Meanwhile if they are bored or stressed out or otherwise upset time usually seems to go by slower. People who on average live very stressful or miserable lives usually seem to physically age faster than those who on average live lives that they enjoy.

This rule also tells us that time doesn't necessarily flow from the past to the future. We can skip around time. We can start in Monday, never even go to Tuesday, and still end up at Wednesday. Or we can start in Monday, go back to last Saturday, and then jump ahead to next Friday. In fact we can start out in Monday and totally leave linear time altogether never again appearing in the normal timeline.

This in turn explains how, when we use magic that manipulates the time continuum, there is sometimes weird phenomena where time jumps around.

Observationally we know that the first and second rules of time are true. We know that magically we can cast spells that change the past. We also know that if we start manipulating the time continuum we can actually jump around in time and force the continuum to move in different directions at different spatial locations. However what we don't yet understand is why time is built like it is. There isn't much good magical theory out there concerning the structure of the time continuum and why it is built as it is, and the little bit of theory that is out there is largely unproven and typically highly derivative of science fiction novels and movies. Ultimately it will probably require a multitude of

different rules and laws to be developed and then proven in order to begin to understand precisely how time operates and why it operates that way.

Rule of Dream Achievements

The Rule of Dream Achievements states that, “anything which has been achieved within a dream can also be achieved within the physical world.” This means that if last night you had a dream that you flew through the air like Superman, it’s possible for you to fly in the physical world. It also means that if you dreamt you showed up to school naked last night, it’s possible that one day you may forget to put clothes on before leaving your house.

You might be thinking that this all seems absurd. After all a lot of people have dreamt that they can fly, yet you don’t really see very many people flying around. It’s possible that you yourself have dreamt that you can fly, but if you jump out your window right now all that’s going to happen is you’ll fall to the ground.

Just because it’s possible for you to do something doesn’t mean it’s going to be easy to do. For instance Jamaican sprinter Usain Bolt ran 100 M in 9.58 seconds. Not only does that mean it’s possible for the human body to run 100 M in 9.58 seconds, but it’s specifically possible for Usain Bolt to run 100 M in 9.58 seconds. The man actually did it once. However I’m sure it wasn’t easy for Usain Bolt to run that fast. I think he spent his whole life training for that nine and a half second run, and in the two years since he set that record he hasn’t been able to break it. It’s possible to fly through the air through your own power as you did in your dream. Like Bolt’s world record run though it’s going to take a lot of work, discipline, and probably luck too.

It’s also important to note that this rule does not imply that something is going to be as easy to achieve in the physical world as it is in a dream. Something like flight can be very easily, and often accidentally, achieved in a dream. That really isn’t the case in the physical world.

Rule of the Reversible Flow of Energy

The Rule of the Reversible Flow of Energy states that, ‘Any force that can be moved in a single direction along a set path can also be moved in the opposite direction along that same path.’

Usually when we’re talking about a force in regards to magic we’re talking about energy, however this rule technically applies to any kind of force. What the rule is saying is that if energy, or a byproduct of energy such as a magical attack, can move from point A to point B, then that energy can also move from Point B to Point A along the exact same path.

This means that when a magician magically attacks someone they must leave themselves open to being attacked through the exact same path. This also means that if you block magic from affecting you, for example by shielding, you also stop your own magic from being able to affect the world outside of your shield. The moment you create a filter in your shield so your magic can get beyond it you also create a doorway through which harmful magic can now enter.

The Rule of the Reversible Flow of Energy tells us that it is impossible to completely defend ourselves spiritually without completely cutting ourselves off from the spiritual world. The rule also tells us that if a magician is attacked, that magician can definitely counterattack through the same pathway that is being used to attack them.

Rights of Magic

Rights are kind of like rules. In fact I'd classify them as a specific type of rule. First off magical rights, like civil rights or any other kind of right, is something that you are granted by virtue of existing. Sometimes you may have to meet some other criteria, such as being incarnate in this world or being the first spirit to possess the body you're currently residing in, but for the most part these rights are fairly easy to obtain. Unlike civil rights though these rights are not granted by some higher government authority, they can't be taken away by that higher authority, and you don't have to go to court to defend them.

The evidence for rights are based primarily on observation. Magicians know these rights exist because we've observed them to exist. Also, in practical application, all of these rights work as they should 100% of the time. Since these rights have been observed to exist and they've been proven within practical application you might be wondering why I categorized these things as rights or rules and not laws.

The problem is there is no theory behind these rights. We know they exist, but we have no idea why they exist or how they came into being. Furthermore they don't even make sense. A spirit cannot possess your body. There is no reason why a spirit shouldn't be able to possess your body, but it can't. But if you happen to say out loud that any spirit in the room can possess your body, your body can now be possessed by any spirit in the room. Why do the physical laws concerning whether or not something else can possess your body change simply because you've decided to relinquish that right by making a vocal statement?

Outside of falling back on intelligent design, none of these rights make sense. Why we have them doesn't make sense, and the fact that most of them can easily be relinquished doesn't make sense either. With out some sort of logical and proven theory to support these rights they cannot be laws.

Right of Freewill

The Right of Freewill is granted to anything which is sentient and has a connection to a higher source. A connection to a higher source pretty much means that a thing has a soul; that it's connected into higher planes of existence. Pretty much anything which is sentient, such as an incarnate being or an incarnate animal or an intelligent spirit will have a connection to a higher source. Things that wouldn't have a higher connection

include inanimate objects which are not possessed by an intelligent spirit, thought forms and egregores, and some types of vampires.

The Right to Freewill states that ‘a sentient entity with a connection to a higher source has the right to take actions or refrain from taking actions as per their own personal choices’.

This pretty much means that you, being a sentient entity with a connection to a higher source, can do whatever you want. No one else can truly control your choices and your actions. For instance you can continue reading this article, or you can stop reading it, or you can start writing me a nasty comment in response to this article, or you can run down the street naked. All of these options are open to you, and there’s nothing stopping you from doing any of them right now. Of course if you run down the street naked there’s a good chance you’ll end up in jail.

The Right to Freewill does not free you from facing the consequences to your actions. You can also agree to relinquish your Right to Freewill. For instance most of us agree to follow the laws of the country we live in and in exchange we receive the benefits of living within a lawful society and the benefit of not being thrown in jail. You can also be tricked or coerced (even by force) into giving up your Right to Freewill. For instance most governments have a police force ready to arrest you if you make the choice not to obey the laws of the land. Some governments will even kill you if you make certain illegal choices. In this instance the government is using force to coerce its citizens into relinquishing their right to freewill.

Magically speaking this right is somewhat similar to the Adept’s Law. The right also tells us that other spirits and people we may meet cannot directly control our actions. Even the gods cannot directly control our actions and make us do what they want us to do. This right also tells us that we have the opportunity to decide our own fate and change our future.

Right Against Possession

The Right Against Possession is stated as ‘a foreign spirit cannot possess a physically incarnated body which is still possessed by its original spirit without first obtaining the permission of a spirit already possessing said body.’

Unless you are a walk-in spirit that is possessing the body you’re using to read this article on a computer screen, you are the original spirit which possesses your incarnate body, and so this right applies to you.

The Right Against Possession pretty much says that no other spirit can enter into or possess your body without your permission. What does permission mean? Well it can mean that you said out loud that a spirit may possess your body. It can also mean that you said this in a channel. And it can also mean that you have a strong intention in your mind to be possessed by a spirit.

This permission can be somewhat conditional, meaning you can limit it to only certain spirits. You can say only a specific spirit can enter your body. Or you can say that only a certain type of spirit can enter your body. Or you can say that only spirits in a specific location can enter your body. When you give a spirit this type of conditional permission, the spirit doesn’t have to meet your conditions, you just have to believe that it does. For instance if you said only the spirit of your dead grandmother was allowed to

possess your body, a spirit other than your dead grandmother could possess your body so long as you believed that spirit to be your dead grandmother.

There are some theories that you can also put limitations on what the spirit is allowed to do once it possesses you. This theory shows up in systems like automatic writing where the practitioner only allows the spirit to take control of their hand. Sometimes this seems to work, however the method is not foolproof, and the limitations of automatic writing are usually derived through the power of the practitioner and not through limitations put upon the permission given to the spirit. Likewise limitations on how long a spirit can possess a person's body do nothing. If you give a spirit permission to enter or possess your body you pretty much give it carte blanche to do whatever it wants with your body.

Of course you can always forcefully limit what a spirit can do in your body or even completely remove it from your body. Since you are the original spirit that possessed your body you always have a right to take back control of your body, and you don't need permission from a possessing spirit in order to do this, even if you've already completely left the body and decide to come back later.

Valid permission for a possession can also be obtained by a spirit through trickery or coercion. A spirit could for instance offer you millions of dollars if you let it take possession of your body for a while. Once it has permission, the spirit is not obligated to fulfill this promise in order to keep possessing your body. In fact the spirit can still possess your body if it had no intention of ever getting you millions of dollars, or even if getting you millions of dollars was completely beyond its power. A spirit is allowed to lie and offer you presents, both presents it intends to actually give you and ones that it doesn't, in order to gain permission. A spirit can even use physical force to gain permission. For instance if a man came up to you tomorrow, put a gun to your head and said that if you didn't give a certain spirit permission to possess you he was going to kill you, if you give permission to the spirit in that situation it still counts.

Once you give a spirit permission to enter your body or possess you that spirit has permission to possess you so long as it remains in your body. Even if you change your mind later on, it still retains permission. If the spirit completely exits your body for any reason then it usually has to get permission again in order to possess you a second time. There are a couple of exceptions to this though. First off if you haven't changed your mind about allowing this spirit to possess you then it can come and go as it pleases. The second exception is if you have left your body completely, such as in a walk-in scenario, and there is no spirit possessing your body and your body is still alive, then any spirit can enter into your body.

There is one more exception to the permission rule, and that's regarding multiple spirits. If you give a spirit permission to enter or possess your body, while that spirit is in you it may give other spirits permission to enter or possess your body. This is actually a fairly rare occurrence though. Beneficial spirits which are continuously possessing you with your continued permission are usually respectful of your wishes regarding other spirits possessing your body along with them, and these spirits usually won't give anything else permission and will allow you to make the decision. Meanwhile more malicious spirits that have taken control of your body through force or trickery usually don't want to share that control with other spirits, or end up in a scenario where they may

end up having to fight other spirits for control, so they usually will not give anything else permission to enter.

As for its use in practical magic, the Right Against Possession helps us in a couple of ways. It's obvious use is that it gives us a foolproof way to protect ourselves against becoming possessed. If a practitioner never gives anything permission to possess themselves they never have to worry about a possession. Secondly the right helps us understand what needs to be done if we want to become possessed. For instance if a practitioner wants to do any sort of true mediumship where spirits possess them and use their body to physically communicate with others, then that practitioner would need to clearly be giving the spirits they wish to use permission to possess themselves in order to achieve any kind of success. Lastly if a magician wants to be malicious and forcefully possess another for some reason, this right explains what a magician must go through to do that.

Right of Divine Communion

The Right of Divine Communion is granted to all things. The Right to Divine Communion is also an unalienable right. It cannot be taken away from you by any means. It cannot be forcibly taken away from you. A person cannot cast a spell on you which limits your Right to Divine Communion. In fact the Right to Divine Communion is the reason why a perfect binding spell, where a practitioner is restricted from using any kind of magic, is impossible, because the spell cannot affect magical abilities which are tied to the target's Right to Divine Communion. In fact you can't even agree to give up your Right to Divine Communion. Even if you give someone permission to take this right from you, you'll still retain it.

The Right to Divine Communion states that 'all things have the right to petition any true deity in any manner they see fit, through prayer or through direct communication, and that these acts of communication cannot be hindered or blocked from their recipient in any way. Furthermore a person has a right to receive both messages and energy from any true deity at the deity's discretion, and that these messages and energies cannot be hindered or blocked in any way. Also a deity may initiate a communication or direct contact with a person in any way they see fit at their own discretion, and this communication or contact cannot be hindered or stopped in any way.'

Yeah, it's a long one. Pretty much though the right just says that you're allowed to send any message you want to a deity, and efforts cannot be made to prevent the deity from receiving the message. Meanwhile the deity may respond, at their discretion, either with a direct communication or by sending you energy, and this too cannot be stopped. Lastly a deity may choose to initiate a communication or direct contact with you, and they cannot be stopped from bringing this communication or contact to you.

As far as practical magic goes, the biggest use of this right is that it gives you a way to break any kind of binding spell that limits your power. Such a spell cannot restrict your connection to the divine, and that connection can be used to break the binding. The other thing this right tells us is that our connection to the divine is constant and can never be taken away from us. No matter what or what limitations may have been placed on us, we always have the option of initiating divine communion.

Rights of Incarnation

The rights of incarnation are a series of rights that all beings which are currently physically incarnated into a world have so long as they are in the world in which they are physically incarnate. A living person will automatically have all of these rights so long as they are in the world where they are incarnate, however if they leave their world in a non-physical way, such as through astral projection, a person will not carry these rights over into other worlds. Along with people animals, plants, insects, and anything else incarnated into a world has all of these rights. For the most part spirits have none of these rights, but there are some exceptions.

First off angelics are technically incarnated into the worlds they reside in and protect, however the way they are incarnated is a little bit different than how people are incarnated. Still, being technically incarnated, they automatically have all of the rights of incarnation.

The dead, although they are no longer physically incarnate, sometimes retain some or all of the rights of incarnation. This isn't always the case though, and when dealing with the dead it's pretty much random if they'll have any or all of these rights.

Finally certain rights can be transferred onto spirits, and I talk about that with the Right of Transference.

-Right of Existence in a Plane of Being

The Right of Existence in a Plane of Being pretty says that 'an incarnated being has the right to exist in the plane where they are physically incarnated'. There's really not much to explain about this right. It pretty much just means that you have the right to be in this world and exist here. You don't have to ask permission from anything in order to enter the world you're physically incarnated on, you cannot be blocked from entering the world you're physically incarnated on, and you can't be forcefully kicked out of the world you physically reside in.

-Right of Manifestation

The Right of Manifestation states that 'all incarnate beings have the right to have a physical form on their plane of incarnation which can be seen and interacted with by others incarnated on that same plane of existence'. In other words you have the right to a physically manifested body which others can see and touch.

-Right to Enter Areas

The Right to Enter Areas states that 'all incarnate beings have the right to enter any area or location on their plane of incarnation so long as it is physically possible for them to do so'. Basically this right says that so long as a person can physically reach a specific location or physically enter a building then they can do so.

-Right of Physical Manipulation

The Right of Physical Manipulation states that 'all incarnate beings have the right to physically manipulate any and all physical objects on their plane of incarnation'. This right pretty much says a person can physically move things.

-Right of Communication

The Right of Communication states that 'all incarnate beings have the right to physically communicate with all other beings incarnated on their plane of incarnation so long as it is within the scope of both parties physical and mental limitations to do so'. This right states that so long as a person is physically able to communicate through a particular method (such as speaking), and they understand how to communicate in that way (such as knowing how to speak a language), then they are able to physically communicate with any other incarnate being that is capable of understanding them.

-Right of Dominion

The Right of Dominion states that, 'Any incarnate being has the right, through declaration, force, or any other means which are available, to claim dominion over an area within their plane of incarnation.'

It sounds confusing, but all the right really says is that a person that is incarnate can have spiritual dominion over an area of land. Spiritual dominion is usually gained by making a declaration of dominion over an area and then enforcing that dominion through force. Dominion may also be achieved, at least partially, through other means as they develop, for instance purchasing a plot of land and then partially enforcing that dominion through the laws of society.

Having obtained dominion over an area a person gains certain privileges over that area. A person who has dominion over an area has the option of completely spiritually controlling that area, including both the type and flow of energy in the area and also which spirits are allowed into the area. The benefits of the right of dominion are however partially diminished when a person or entity gains the Rights of Residence over that same area. Unlike the Rights of Residence however, a person still retains a Right of Dominion when they leave the area.

-First Right of Residence

The First Right of Residence states that 'Any incarnate person or entity residing within an area has the right to continue to reside within that area'.

The gist of this right is that once a person or spirit comes to inhabit an area, they have the right to continue to inhabit that area indefinitely. The person or spirit can however leave of their own freewill, or they can be physically forced out of the area, at which time they will lose their rights of residence within the area. All this right

guarantees is that there is not a natural force within the universe which will remove a person or spirit from an area or location (in contrast there is a physical force which may deny a spirit entrance into an area or location).

However the most important part of the First Right of Residence is that it can be given to another through the right of transference, which I'll get to momentarily. This means that any person, animal, insect, or spiritual entity residing in a location can allow any other spiritual entity to come into that location.

It should also be noted that in regard to these rights the term residence simply means that a person or entity is currently physically present at the location. It does not mean that the person lives or sleeps at that location.

-Second Right of Residence

The Second Right of Residence states that 'any incarnate being residing within an area on their plane of incarnation has the right to physically and spiritually use and exploit that area in any way they wish'.

The Second Right of Residence just says that anything incarnated within a world has a right to use and do to that world whatever they want. This right, along with the Third Right of Residence, are the only Rights of Incarnation which cannot be transferred through the Right of Transference.

-Third Right of Residence

The Third Right of Residence states that, 'in regard to the Second Right of Residence, the rights of use and exploitation of an area by a being currently incarnated in that area's plane of existence supercede any rights of use and exploitation of an area by a being not currently incarnated in that area's plane of existence.'

All the Third Right of Residence tells us is that incarnated beings have more of a right to use and exploit this world than purely spiritual beings. This right does not have much practical use, however it does begin to explain why the Rights of Incarnation exist.

-Right of Transference

The Right of Transference states that, 'any being which currently enjoys any of the Rights of Incarnation has the right to grant any or all of the rights they enjoy, except for the Second and Third Rights of Residence, to any being which resides in the same area or an area they have dominion over and which does not currently enjoy those rights.'

This means that since you, by virtue of being an incarnated being, have all of the rights of incarnation and you can grant these rights to different spirits. For instance if there was a spirit living in your house, you could give this spirit the Right of Manifestation, which would allow it to take on a physical form visible to the naked eye. Of course the spirit would still have to be powerful enough to physically manifest and

chose to do so even after it gained permission, but prior to gaining permission the spirit would not be able to physically manifest at all. Likewise you can tell a spirit to knock once for yes and twice for no, and in doing so you're giving the spirit the Right of Physical Manipulation.

This permission can be given to a spirit through a verbal statement. It can also be said psychically. It can also be implied permission. For example when you tell a spirit to knock once for yes and twice for no, it's implied that you're giving it the Right to Physical Manifestation, since it needs that right to perform the task which you gave it. The permission can also be granted through intent. Finally the rights can actually be granted through intentionally not caring. For example if you're aware of the Rights of Incarnation, believe they're true, and don't care at all if something manifests in your home, then anything in your home may gain the Right to Manifestation even if you don't specifically grant this right.

There are some limitations to the Right of Transference, and these limitations are largely dependent on dominion and your point of residence. You cannot grant something a Right of Incarnation if it is located in a place that something other than you or it has dominion over unless you happen to currently also reside in that same place.

This is why you cannot grant the Rights of Incarnation to every single spirit by saying, "I grant every spirit in the world the Rights of Incarnation." You cannot override someone else's Right of Dominion, unless you happen to currently reside in the area. You can however grant these rights to any spirit that resides in an area where you or it holds the Right of Dominion. Likewise if you have permission from whatever holds the Right of Dominion over an area, you can grant rights to spirits within that area then. You might be thinking that you can grant rights to spirits which exist in areas where nobody has yet claimed a Right of Dominion, but such a place doesn't exist in the world. Things like animals and plants and insects can also hold dominion over an area. You might be wondering about lifeless areas like outer space, but these areas are covered too. Collectively, Angelics have a habit of claiming dominion over any available area, and part of the reason for this (besides just controlling these areas), is to limit the Right of Transference.

Summary

Law of Attraction

Like attracts like.

Hermetic Law

That which is above is like that which is below, and that which is below is like that which is above.

Law of Reversals

Anything that can be done can be undone, or can be done in reverse.

Law of Opposites

For everything that exists there is also an opposite thing.

Frazer's Laws of Sympathetic Magic

-Law of Contagion or Contact

Any two things which have been in contact with each other will continue to remain in contact with each other indefinitely, or until both things are destroyed.

-Law of Similarity

Like produces like

Law of Repeatable Achievements

Any event or phenomena which has occurred can be reproduced so long as all relevant variables are also reproduced. If a very specific variable is used in order for the original event or phenomena to occur, that variable may be changed and the event will still be reproduced so long as the new value meets all of the same relevant conditions of the old value

Adept's Law

An adept is able to do whatever they wish so long as it is within their own power to do so.

Rule of Spatial Distances

Every point in the universe is right next to every other point.

Rules of Time

-First Rule of Time

Time does not progress within a single direction but can be moved through in either direction.

-Second Rule of Time

Between two points in time there does not exist a single linear path, but rather between those two points there exists a multitude of points leading to a multitude of different destinations.

Rule of Dream Achievements

Anything which has been achieved within a dream can also be achieved within the physical world.

Rule of the Reversible Flow of Energy

Any force that can be moved in a single direction along a set path can also be moved in opposite direction along that same path.

Right to Freewill

A sentient entity with a connection to a higher source has the right to take actions or refrain from taking actions as per their own personal choices.

Right Against Possession

A foreign spirit cannot possess a physically incarnated body which is still possessed by its original spirit without first obtaining the permission of a spirit already possessing said body.

Right to Divine Communion

All things have the right to petition any true deity in any manner they see fit, through prayer or through direct communication, and that these acts of communication cannot be hindered or blocked from their recipient in any way. Furthermore a person has a right to receive both messages and energy from any true deity at the deity's discretion, and that these messages and energies cannot be hindered or blocked in any way. Also a deity may initiate a communication or direct contact with a person in any way they see fit at their own discretion, and this communication or contact cannot be hindered or stopped in any way.

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-Right of Manifestation

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-Right to Enter an Area

All incarnate beings have the right to enter any area or location on their plane of incarnation so long as it is physically possible for them to do so.

-Right of Physical Manipulation

All incarnate beings have the right to physically manipulate any and all physical objects on their plane of incarnation.

-Right of Communication

All incarnate beings have the right to physically communicate with all other beings incarnated on their plane of incarnation so long as it is within the scope of both parties physical and mental limitations to do so.

-Right of Dominion

Any incarnate being has the right, through declaration, force, or any other means which are available, to claim dominion over an area within their plane of incarnation.

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