

Class 4 – Fire 1

Covered in This Class

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1. Preparation for This Class

- *Video Clip*: Building Fire Boxes

2. About Fire

Fire is a prime element, an outgoing, radiative force that is very powerful, and has often been called the “irresistible force.” Since we inherently have a lot of air and water we want to be careful when handling fire energies. Fire is a potent element, very different than air in some respects, so pay careful attention to the instructions on how to create, take on, get rid of and dispose of fire boxes, as well as all other instructions on handling fire. You can easily burn yourself with this element if you’re not careful.

Remember also, to treat fire with respect not fear, since fear destroys the ability to exercise proper control. As with all the elements, TAKE YOUR TIME, THINK IT THROUGH, AND DO IT RIGHT! Being trained in the proper use and handling of fire, including the understanding of the correspondences and characteristics, as well as the understanding of how fire interacts with the other three elements, gives the magician quite an edge in life, as well as a safety margin. You may have heard about, either on the news or on programs like “Ripley’s Believe It or Not” about people who have simply disappeared, leaving behind only a pile of organic ash. Those people probably made some crucial mistakes with handling fire. In general, people who have difficulty with rage, seizures, heart attacks or tics don’t handle or process fire well.

3. Fire Correspondences

FIRE CORRESPONDENCES

<u>Fire:</u>	Any energy (including “kinetic”)
<u>Direction:</u>	South
<u>Tool:</u>	Knife (Athame) or Sword
<u>Elemental Spirit:</u>	Salamander
<u>Part of Person:</u>	Will
<u>Direction of View:</u>	Futureward or “forward” (optimistic)
<u>Colors</u> (see “mixed fire” colors also):	
A.	Physical/Mundane-Bright Red
B.	Spiritual-Sun Yellow
<u>Spiritual Aspect:</u>	Life force

Salamander: Occur around fires, campfires, woodstoves. They pick up energy of the fire and become visible. Ball-shaped, shimmery on surface, ashes slide off. Gives more heat with less wood, helps restart a fire. Don't put water on a fire, smother with dirt to insulate him. Dig it out later and he'll still be there.

Fire = any energy, including kinetic energy, which is the force inherent in anything moving.

Anything that is moving has fire energy in it, even a falling snowflake. Potential energy, a marble about to roll down a hill, for instance, is mutated fire – it's actually air because it has no movement, yet. A rolling marble, on the other hand, has fire energy because it's moving.

Direction – South, the annual home of the sun (applies to this hemisphere only!)

Tool – Knife (Athame – the French name for a magically keyed knife) or Sword

Elemental Spirit – Salamander (though not the traditional physical salamander we think of). People have noticed that lizards occur right after a forest fire or the burning off of brush, and there is no reason for them to be there because everything has been burned. They come right out of the ashes. This leads us to ask if they are the physical manifestations of elemental salamanders.

Salamanders occur around fires, such as wood burning stoves or campfires. They are ball-shaped, pick up the energy of the fire, and become visible, although you don't tend to see the whole globe. You will see a ball shaped dome in certain parts of the fire, and ashes will fall around them, not on them. They are useful to have around as they increase the level of heat, making the fire hotter with less wood. If you have an inch of ash at the bottom of the campfire, it will encourage the salamanders to stay in the campfire, which makes it easier to restart when you return. To keep salamanders around, bed down your coals with layer of earth, it provides an air insulator that they can burrow into. You can dig them out later, and easily restart your fire. A candle flame will spit out little sparks called sprites, which are actually baby salamanders. You can catch them in baby food

jars and they will stay glowing in there for 30 or 45 seconds. If you open the jar during that time, they will jump back into in the candle flame.

Part of a Person – Will and Desires, or what you want.

- *Physical level*: Metabolism and neural function
- *Mental and emotional levels*: Enthusiasms and anger
- *Spirit level*: Life-vitality and power, life force

When you work with fire issues, it’s not unusual to get triggered into bank. Bank is all about non-survival. All the incoming perception or information from your current situation gets pulled down into bank, which then floods all other levels of mind with its data. Data from bank is buried, suppressed or negated issues of grief, fear or anger. All you get is the “charge” of these issues, but not the information about the issues. You can’t access the information in bank. The feelings of grief, fear, or anger overcome you, and you experience it all as if it were happening in the moment, even though it is not.

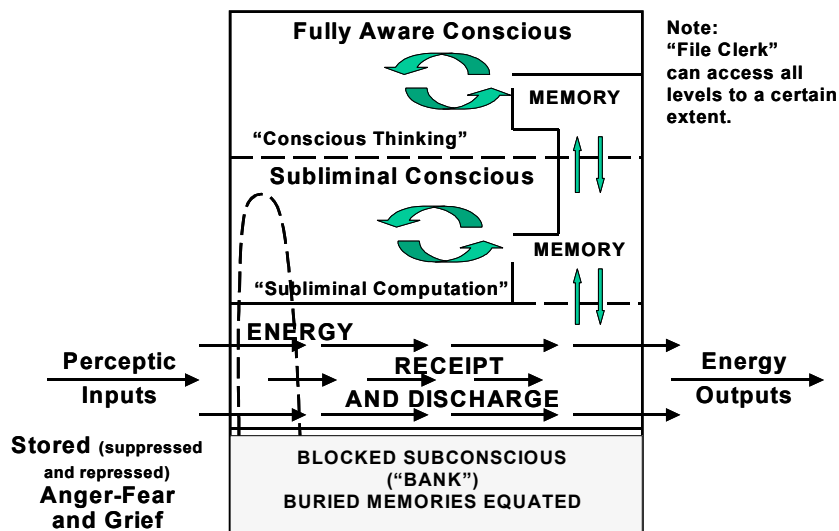


Figure 4

To get someone out of bank, point to them and say forcefully, in a voice of command, “Come to present time!” They will come into present time. You may not be able to hold them there, but at least you can get them back into present time. To get yourself out of bank, look at yourself in the mirror and tell yourself forcefully and in a voice of command, “Come to present time!”

Direction of View - Future ward or “forward” (optimistic). Will moves forward toward that which you don’t have yet.

Colors (More detailed description in the “mixed fires” section)

- Physical or mundane levels: Bright red
- Mental or emotional levels: Oranges (see the Mixed Fire section)
- Spiritual level: Sun yellow

4. Fire Characteristics

FIRE CHARACTERISTICS

Non-Mutable: Fire is formless - neither gas, liquid nor solid. Electricity is a form of fire. It can change its wavelength, but is still energy.

Power: Force of motion - power moves trees in a storm, strength (earth) holds the tree there.

Radiative: Doesn't need a carrier - air carries fire, but sunlight gets here without air. Stars don't require air to burn.

Motivator: Animator or energizer - imparts energy of movement.

Weightless: Can be measured; decibels = force of sounds, watts = force of fire's flow.

Masculine: Fire in action with no object expends itself uselessly - earth not acted upon by fire sits and does nothing. Fire is the prime-mover behind the dynamism of our universe.

The following fire characteristics are inherent attributes of fire on all levels, which means these are characteristics of physical fire, will or desire, metabolism, enthusiasm, anger, and life-vitality.

Non-mutable

Fire is always fire and it cannot be made into any other element. Fire cannot become a gas (air), a liquid (water), or a solid (earth). Electricity, light, and heat are all forms of fire, which show that fire can be re-tuned into different forms, but it's still fire. Fire can change its wavelength, but it remains fire. For example, electricity can be transformed into sound, but it's still energy, formless in its nature. In a person, fire energy is expressed in your enthusiasm or drive, and can be transmuted to anger, joy, nervousness, or frustration, but it still remains fire energy. This characteristic, non-mutable, blocks the action of mutation, a characteristic of air and water.

Note: We say that fire is non-mutable, but at the Universe level fire is mutable because the four elements don't exist at the Universe level – it's all fire energy. Therefore, we could say that fire mutates itself at the Universe level into the four elements of air, fire, water and earth to give us the world of form and physical reality in which we live.

Power

Power is the force of movement inherent in something or someone. Be careful not to confuse power with strength. Power makes things move, while strength keeps them still. For example, during a storm, fire (in the form of wind, which is air carrying fire) is what moves the trees around, while strength is what keeps them

rooted in place. Fire is the power behind wind, and anytime moving air is present, fire is also present. In people, fire energy is will and action, while earth energy is beingness and permanency of spirit.

Motivator

Motivator causes movement or change in something or someone. Compare this to power, which is movement or change within an object itself. Motivator is the prime mover, energizer or animator, and it is the imparter of movement. Without fire energy, nothing moves or changes, just as without the application of will power you don't move or change.

Radiative

Radiative means that fire energy does not need a carrier to move or travel across space. A carrier, such as air, is useful for directing fire energy, but isn't necessary. For instance, sunlight in space exists in a vacuum but it reaches the earth anyway, without a carrier. The same is true of stars or light bulbs or heat from a furnace if left undirected. Stars don't require air to burn. The same also applies to radio, television, sounds, and other "broadcast" type energies. Willpower is also radiative, which means it doesn't need a carrier, but it works more effectively when carried or directed by the mind (air), as in Aleister Crowley's "Will Under Intellect."

Weightless

Fire is weightless and massless, but don't let that confuse you into thinking that it doesn't have force! The definition of weight is mass plus gravity. The definition of mass is the inherent resistance to changing motion-state. (For example, if an object is still, its mass will keep it still, or if an object is moving, its mass will keep it moving at the same speed. It can be measured in terms of its effect, but cannot be measured by its weight. You can't have a pound of fire or a gram of sound. You can measure fire in decibels or watts. The same is true of will power – you can see the effect of will power in your life, but you can't measure it directly.

Masculine

Crowley: "Do what thou wilt; that shall be the whole of the law. Will under intellect." The last part, "Will under intellect," is often left out when Crowley is quoted, and it indicates that your will (your fire) has to follow your air, which is your knowing and your understanding. Higher knowledge or God's knowledge creates our will, and that has to do with the relationship between air and fire in the Crowley deck (he colors air cards red, and fire cards are powder blue). Crowley uses the colors in this way to indicate that our will (fire colors) has to be governed by our higher understanding (air colors). He says that God's will is our knowledge. Undirected life force is chaotic, in which case will is not under intellect.

Fire in action with nothing to act upon (i.e. earth) expends itself uselessly. Earth without fire energy does nothing. An idea (air) without action does nothing, and fire not guided by air (or action not guided by intellect) is equally useless. Carriers, such as air and water, help us direct our fire in a useful way. Life energy insists on some form of doingness. We call it boredom or frustration when life energy is blocked from motion of some kind. Fire is the prime mover behind the dynamism of the Universe.

What happens when you have an irresistible force (fire) that meets an immovable object (earth)? You have an energy that can't be stopped with an object that can't be moved. The precise magical answer is you get spin. We live in a Universe in which everything spins. The earth absorbs the energy of the fire and it spins. Air is the mediator that allows this – air is created by this interaction of fire and earth, which is the interaction of prime masculine with prime feminine. The Fire gives the energy (prime masculine) and the Earth receives the energy (prime feminine). We all spin too. If we took a picture of our collective movements in our day, we would see that we are white balls of spinning energy.

5. Fire Characteristic Questions

Use these questions to help you better understand the characteristics and refer back to them when doing the Explorations in the exercises.

Non-Mutable (becoming another element)

- Does it resist becoming another element?
- If it's solid, does it resist becoming liquid or vapor or pure energy? If it's liquid, does it resist becoming solid, vapor or pure energy?
- Note: While fire is non-mutable at a lower level, at a higher level fire is mutable. Everything in the Universe is pure energy, which is fire, and then it is changed into the 4 elements of Air, Fire, Water, and Earth.

Power (force of movement within the object itself)

- Does it have the force of movement? Does it move at all?
- Does it travel across space, vibrate or shake?
- For people, do they gesticulate, move their bodies, walk or run, or even breathe (which is movement)?

Motivator (causes movement in something else)

- Does it cause another person or object to move? To react?
- Does it cause something else to change in any way? To change state?
- Does it cause you or another to take action? To have a certain reaction, or to behave in a particular way? To have certain thoughts?

Radiative (moves or spreads outward by itself)

- Does it spread without help from another force?
- Is it infectious or contagious (in terms of disease but also in terms of energy)? Do you get caught up in it?
- Does it flow outward easily?
- Sound: is it loud, does it reach your ears easily?
- Sight: is it bright, colorful, is it obviously visible, does the image reach out and “grab you”?
- Touch: Is the feel of it prickly, hot, shocking? Does the sensation move or spread through you upon contact?
- Taste or Smell: Does it taste or smell strongly? Is the taste or smell all-pervading, or immediate?

Weightless (has no weight)

- Can it be measured in terms of weight? A “pound” of light or sound or heat?
- Can you measure the effect of it, but not the thing itself?

Masculine (versus Feminine)

- Does it tend to flow outward rather than pull inward (which is feminine)?
- Do you tend to notice it for its obvious characteristics (masculine) rather than for its subtler characteristics (feminine)?
- Is it obvious (masculine) versus subtle or alluring (feminine)?
- Is it loud, noisy, colorful, frenetic, active, radiative, outward-focused, or bright? Is it obvious to your senses?
- Is there a lot of it versus just a small fragment or amount?
- Does it come to you rather than making you come to it?

6. Mixed Fires

"MIXED-FIRES"

Sun Yellow - Spirit's vitality

Yellow-Orange - Spirit and physical neural system

Red-Orange - Physical neural system and body-metabolism (burning-rate)

Bright-Red - Metabolism, body-temperature

Deep-Red/Red-Purple - Liquid heat for body-fluids (bloods and glandular-fluids)

Electric-Blue - All bands, initiating force on galactic or universal levels

TAKE YOUR TIME, THINK IT THROUGH AND DO IT RIGHT!

Sun Yellow: Spirit's vitality and alertness but not body function. If you're feeling physically ready but spiritually groggy, take on sun yellow. If you can't sleep at night from too much excitement, dump sun yellow. If someone is in danger of losing vital force, give them sun yellow. Sun yellow is related to spirit, and not to body unless it "down bands" or transmutes to lower octaves for physical, mental, or emotional purposes. Therefore, sometimes when you take on sun yellow, expecting to feel more spiritual vitality, you may actually feel more jittery neural energy, or more angry red-orange energy. If this is the case, you have transmuted the sun yellow to a lower octave color (see yellow orange and red orange below). As you go down the mixed fires list, you get heavier and more physical. At the top of the list, sun yellow is the least physical and the most spiritual. You can give anyone sun yellow any time without their permission. This is the only color you can give to someone without their permission because it doesn't negatively affect their ability to make choices. In fact, it improves their ability to make life choices.

Yellow Orange: Affects the spirit and physical neural system. Yellow orange is the energy of reaction. It's neural energy, and increasing or decreasing this color can speed up or slow down your level of reactivity. For instance, yellow orange is associated with any bodily over reaction or under reaction, such as body twitches (over reaction) or poor reaction time while driving (under reaction). Yellow orange can make you jumpy or buzzy, and maybe cranky, but never feverish or flushed. Fear is generally a mental-neural phenomenon associated with yellow orange, as is general nervous tension that is not accompanied by a rise in body temperature.

Red Orange: Affects the physical neural system and body-metabolism (the burning rate of your body). Red orange is both physical heat and neural energy together. It's similar to yellow orange, but it's more physical, more related to the body. If you are cold, you can take on some red orange, but be careful because it is the primary cause of pain, anger and fever. Many people, like abusers, use red orange as their prime motivator. You have excess red orange if you feel feverish, flushed, are in a red rage, or are red-faced as a result of being angry or embarrassed.

Bright Red: Affects purely your body's metabolism and temperature, and is not related to the neural system at all. Bright red cannot make you angry or irritable. Affects your physical body only. Because bright red does not affect your neural system, you can use this color to raise your body temperature very high without hurting it or damaging your nervous system (up to 120 degrees, as per NASA research with auto race drivers at Sebring in the early and mid 1960's). With a person who is drunk, you can raise their temperature by giving them a lot of bright red for about 10 minutes to burn out the alcohol, and then lower their temperature to normal. Increasing your bright red is also a good way to lose weight, especially if you want to get rid of the hard fats. With the soft fats, you have to get rid of water also.

Deep Red/Red Purple: This color is liquid heat for body fluids (blood and glandular fluids), and affects the circulatory and glandular systems and fluids, but not the body's metabolism or burning rate. It may boost passion, especially sexual arousal. Use this color with frostbite, because with frostbite you have frost crystals in the blood, which can explode if you add in bright red. Instead, you want to put in deep red/red purple to safely raise the temperature of the blood without damaging the body tissue. Once the frostbitten area changes color from white to deep red or deep purple, then you can safely put in bright red to bring the temperature the rest of the way up to normal.

Electric Blue: This color has all the bands of color in it, much the same way that white light has all color bands in it. It isn't included in the fire bands, but it is a type of fire energy. When people talk about protective white light, they are really talking about electric blue. It's always at the bottom of every flame, which makes it the driving force of the Universe. Don't use this color for building boxes.

In working with fire, as in working with all the elements . . . TAKE YOUR TIME, THINK IT THROUGH, AND DO IT RIGHT. Do not begin to adjust other's balances until you have had sufficient practice at manipulating your own fire balances. You are literally playing with fire!

Additional Comments on Flame Bands

Pain or muscle cramps are always in the flame bands, somewhere between yellow orange and red-orange. Any emotion with charge has fire in it. Water, which is the element of emotions, will carry some fire. Anger, commonly thought of as an emotion, is in the flame bands also. Anger is a fire energy.

Other Emotional Colors

Fear = Blue/White, Grief = Blue/Black or Black

Pink: Fire with a lot of air, which is a sedative, relaxing. People dress girls in pink, which suppresses their spiritual mastery, while boys dressed in powder blue build their spiritual supremacy.

7. Fire Boxes

Building Fire Boxes

If you are a high fire person, build smaller boxes because fire is radiative and therefore energizing.

1. Build a box just as you built air boxes.
2. Fill the box with the appropriate color. Add characteristics in neon white or electric blue.

3. DO NOT BREATHE IN FIRE BOXES! You will scorch your throat and lungs and have a sore throat for a while.
4. To take in fire boxes, pull the energy up through your arms into your body until the box is empty. This generally takes only a few seconds since fire is radiative and moves easily.
5. Destroy the box by breaking it on your knee.

Getting Rid of Fire Boxes

1. Build an empty box.
2. Looking at the appropriate color, flow the fire energy down your arms and into the box until it is full. You can never put more than one box worth of energy into an energy box so don't worry about overfilling the box.
3. If you took on a characteristic with the color and want to get rid of it, see the word forming between your shoulder blades in electric white or electric blue, and flow it down your arms and into the box as well.
4. Once the box is filled with color and characteristic, find an electrical ground, such as an electrical outlet, a power line, a refrigerator or another heavy appliance and push while letting go of the box into the chosen ground. Do not ground fire energies into sensitive electronic equipment such as televisions, computers, radios, etc. or lamps.

Additional Comments on Fire Boxes

- To give someone who is near you a box of fire energy, build the box and put it into the person from behind.
- To send fire energy to a remote person, build a box, fill it with the appropriate color, put their face in it and throw the box. It will go to them. Remember that sun yellow is the only color you can send to someone without his or her permission.
- Do not send messages in fire boxes since they are too highly charged. Send messages in air or water boxes only.
- Never pull energy, especially sun yellow, from the sun. If you want sun yellow, pull it from the flame of a sun yellow candle. Once you pull from the sun, you can't stop the flow and you will incandesce!
- Anything that will conduct mundane fire can handle psychic fire.
- If you take on sun yellow and feel jittery or angry, you are downbanding it yellow orange or red orange. Get rid of the appropriate colors and characteristics (for instance, yellow orange power) until you get back to normal. Then take on sun yellow non-mutable. You may have to do this for several days in a row. This process teaches spirit not to downband sun yellow energy.

8. Fire Shortages and Excesses

As with the comments on air shortages and excesses, use the information below to help you determine whether you or someone around you is experiencing an air shortage or excess, and the specific color of air that is in shortage or excess.

Fire Shortages

- **Sun Yellow:** Tiredness, craves sunlight, chronic fatigue syndrome, lassitude, dullness of spirit, lack of motivation, low life force, depression, low sexual energy, lack of enthusiasm, poor memory, absent minded, sleeping too much, not wanting to get up in the morning, nightmares (especially in no color), lack of self-esteem, dull personality, no humor
- **Yellow Orange:** Slow reflexes, stuttering, move in indecisive ways, erratic behavior, numbness, particularly in the joints, sluggish gait, slow responses to inquiry, poor coordination, nerve disorders of the deficient kind (including numbness, staring into space, vacant attention, no reaction where anger might be expected), devoid of feeling, apathy
- **Orange Red:** Low blood pressure, low temperature, stupor, high pain tolerance, easy going, thinks about or rationalizes anger, irritable, frustrated, smoldering, glowering, stubbornly unmotivated, avoids competition, does not like physical exertion, dislikes sports, OK with abuse
- **Bright Red:** Dislikes cold, hands and feet cold, poor circulation, gains weight easily, low metabolism, pale complexion, does not burn hard fats, tendency to not drink much water, poor appetite or little sense of hunger, weak digestive system, lack of muscle tone
- **Deep Red/Red Purple:** Easy to bruise, varicose veins, lack of oxygen in the blood, blood clots, phlebitis, scant menstrual flow, tiredness after exertion, tiredness during and after menstruation, dry skin or lack luster skin, dark circles around eyes, low blood pressure, mild headaches, PMS, poor vision, hepatitis C, chronic fatigue syndrome

Fire Excesses

- **Sun Yellow:** Overly enthusiastic, can't go to sleep even though body and mind are tired, boundless joy, manic, self-centered, self-absorbed, awe-inspiring, great leadership, megalomania, day dreaming, visionary, joyful insanity (Ophelia in Hamlet), dedication to higher principle, talks to God, hearing voices, not in body (spirit)
- **Yellow Orange:** Nervous, jittery, over reactive, can't handle criticism, lacking in judgment, jumps the gun, overly competitive, cutting in in

traffic, answers for other people, interrupts conversation, finishes other people's thoughts and statements, highly intuitive, empathetic, lacking boundaries, muscle spasms

- Orange Red: Angry outbursts, rage, tirades, petty tyrant, abusing self or others, bullying, super controlling, pain, high fevers, red in face, loud voice, shouting, always gives orders, compulsive over-achiever, using pain as a motivator, meets anger with anger, picking fights, loves to argue, has to be right, excess passion, sexual offender, stomach cramps, cramping of the intestines, pain or twisting of intestines, muscle cramps
- Bright Red: Overheating, sweats a lot or can't sweat, hot hearted, highly romantic, very dramatic, eats like a horse and never gains weight, high metabolism, fast burning life force, lives fast, dare devil, loves to show off, great athlete, doesn't know when to stop, loves humor, terrible tease, likes to be the center of attention
- Deep Red/Red Purple: Splotchy complexion, skin rashes, eruptions (hot) on skin, high blood pressure, eczema, hot eye problems (conjunctivitis), high sexual energy and performance ability (better than Viagra), bleeds easily and profusely, flushes or blushes easily, heart palpitations, fainting, dull achy headaches, purple red face and tongue, drunkard's nose, many kinds of liver disorders including hepatitis A and B, muscle cramps

9. Exit Ritual

This week's exit ritual is:

Sky Above and
Earth Below
Seeking Power
I Greet You.