

## **Class 27 – Spellwork, Directors and Limiters**

### Covered in This Class

1. Types of Spell
2. Litanies and Chants
3. Using Sonics in Spellwork
4. Directors and Limiters
5. Candle Spells
6. Basic Magical Operational Laws
7. Sample Directors and Limiters
8. Exit Ritual

### **1. Types of Spells**

A spell is any psychic or magical operation that combines a number of elements (air, fire, water and earth) and/or program factors that produce a particular result over a period of time. A spell could also be defined as a formalized intention that is carried out over time until completion. We use spells when we are unable to directly affect a situation or condition, especially when dealing with complex factors or barriers which require a lot of force to overcome.

By the above definition, chants, litanies, sonics and directors and limiters (which we will study in this class) are all spells. Prayers are also spells. Spells are energy matrices programmed to build momentum and overcome obstacles until the end goal is manifested. Unless otherwise programmed with directors and limiters, spells take the path of least resistance to the goal. While the goal may be appropriate relative to Rules of the Road, the path of the spell may be highly destructive (and not appropriate according to Rules of the Road).

According to Seven Arrows research, when the entire civilized world prayed that something would rescue Germany from the inflationary depression after World War I (because it was dragging everyone down economically) without specifying what or how, those prayers brought Hitler to power. Hitler tried twice before to take power but failed both times. At the same time, the Jews were fervently praying to return to the Holy Land. However, at the time the Jewish population was too large to successfully return to the Holy Land (they would have been killed off by the Arabs) – only a small population could successfully return. The Jewish prayer tied into the prayers that brought Hitler to power, and by the path of least resistance Hitler's methods reduced the Jewish population so that their prayer of returning to the Holy Land could be realized.

A person involved in a meditation group, which taught people to get what they wanted using white light had similar trouble. The meditation group taught people

to put the thing they wanted to manifest on a bulletin board and sit there imagining what it would be like to have it, holding in mind no harm. A woman with a difficult life wanted to pay off her house and car and receive a reliable income. She took a picture of her mortgage and wrote “paid” on it. She did the same thing with the car, and then asked for \$250.00 free and clear. When she was asked whether she was worried about how this manifestation would come about she replied that she was not. Then, her husband who had been a very stable person, instead of going to work one day stopped at the liquor store to buy liquor, bought a gun and killed himself. The life insurance paid off the house and car, and gave the woman \$250.00 free and clear. He was the weakest link in the chain so, by taking the path of least resistance, the spell worked through him.

Before designing or launching any spell you must be very clear on the use of directors and limiters, basic magical operational laws and the terminology involved with spellwork. Remember, the Universe doesn’t care what you intend to do just what you actually do. Magic is a precision science and altered procedures produce altered results!

## **2. Litanies and Chants**

Many people confuse litanies with chants; they are not the same. A chant is any set of verbal commands or instructions to create a magical effect. A litany is a chant that is used to affect the operator or person saying the litany. A chant is used to affect the environment. As discussed in the sonics class, wherever you put your attention while you are using sonics is where you will create the greatest effect. All spells and prayers are either litanies or chants.

The walking litany in the Navajo Beauty Way and the shower litany are examples of litanies. The walking litany is used to create a stable datum or anchor points for the person saying it. The shower litany uses water energy plus some air energy to clear excess fire. Both the walking and shower litanies affect the person saying them.

The verses used to charge the Firebowl and Chalice are chants. With these verses you are affecting the environment around you, specifically your tools. Any time more than one person is doing a chant it is a chant, not a litany because it affects more than one person – it’s a group function. If more than one person did the walking litany at the same time it would become a chant.

### **3. Using Sonics in Spellwork**

Recall from the last class that the basic principle of sonics is that sound energies affect both the material and spiritual levels simultaneously, regardless of the elemental makeup of the sounds.

To effectively use litanies and chants in spellwork you must be able to use voices of command and words of power effectively (which requires practice). This ensures that the energies used to speak a chant or litany are consistent with the aim of the spell. For instance, if you speak a chant for an Air and Fire-oriented spell in a watery voice you may create unintended side effects.

Also mentioned in the last class, some sonics experts such as Navajo Healing Singers rely exclusively on sonics for magical operations and healing work. Voices of Command are used to deliberately impart elemental energies into a situation, regardless of the actual content of the words (for instance, the chant heya-heya-heya-ho).

Similarly, words of power have force not so much from the meaning of the word but from combining letter and syllable sounds with certain voices of command and the speaker's intention. Remember that 80-90% of the power from a voice of command or a word of power goes where you direct your attention. Words of power may also "key in" or invoke certain archetypes. For example archaic, ancient and religious names and words were often created as connections to certain cultural or personal archetypes, which, once invoked could add extra power to the spell.

### **4. Directors and Limiters**

Directors and limiters specify the what, how and when factors of a spell. You always need to specify directors and limiters for candle and tarot spells (we will cover only candle spells in this course). Directors are the things you want the spell to achieve and limiters are areas you want the spell to avoid. More specifically, they program the spell in terms of:

- The purpose of the spell.
- How certain elements and energies are to be used.
- The safeguards on the spell.
- When the spell will start and stop.

Specify anything that is important in your directors and limiters. For instance, if you are writing a spell for a new job you may want to specify the job description, amount of pay, type of company you want to be involved with, what kinds of benefits are involved, when you want the new job to start, the type of boss you

want and so forth. Anything you don't specify is left to chance and spells usually follow the path of least resistance. Without directors and limiters you may achieve your goal but the spell may use methods that are illegal, dangerous or harmful to self and others. The directors and limiters should almost be legalese. Think the way a lawyer might think when working on a contract. You don't have to put anything in your directors and limiters, such as research on property values before buying a piece of property, that you will do yourself.

One student developed and launched a spell for a new job without specifying in her directors and limiters that her salary come from legal means. She ended up with an ideal job, wonderful working conditions and co-workers she loved. She had to quit the job, though, when she discovered that she was working for the Mafia.

If your spell involves other people be sure that the directors and limiters are not binding (i.e. taking away a person's choice or forcing them to do something against their will). If you feel that someone's attitudes will affect your spell you can set up a limiter preventing that person's attitude from affecting the spell or invite powers and beings to help. Do not try to modify that person's behavior by binding them. Avoid enforcers, which are factors that force you to live your life a certain way, in your directors and limiters. For instance, a student once specified that the Universe not bring him more business than he could emotionally handle. After he launched the spell he broke up with his girlfriend and became an emotional wreck. The Universe therefore sent him absolutely no business!

When specifying numbers in your directors and limiters (such as age, salary, size, etc.), use a range rather than a single number so your spell has more freedom to achieve the goal. Also, make sure your directors are reasonable. One student asked for \$10,000 to manifest immediately. This is not reasonable. A spell is an energy matrix that gathers force and overcomes barriers *over time* – it doesn't work right away. If you ask for something impossible you nullify the spell immediately.

An Esoteric School teacher once did a tarot spell to prevent a bill from passing that would stop the sale of all supplements. It had already passed in the Senate and had a majority in the House. It was coming through to finalization in the House. The teacher did the spell and for 2 years nothing happened. Then, the day that the bill came before the House, the congressman who proposed the bill pulled it. The spell actualized in a single hour, 2 years after it was launched! Be patient!

In the beginning, design your spells to create relatively small effects over a fairly short period of time. As you gain experience you can increase the content and reach of your spells.

Use limiters to program start and stop perimeters into the spell – you can even specify a delayed starting time for the spell using a limiter. You may also want to put in a standard limiter that says, “No one shall suffer harm, untimely death or loss of property as the result of this spell,” or something similar. It blocks the spell from taking certain harmful pathways in achieving its goal.

*Note:* If you’re writing a spell to buy a piece of property or something similar, you may need to use map divinations to determine whether what you are looking for is actually available in the area you’re looking.

## **5. Candle Spells**

A candle spell is a spell that programs one or more candles to act in accord with a spell’s purpose, directors and limiters and verses. The candles energize, activate and feed the spell as well as assisting in programming the spell. The candle also translates the verses and directors and limiters into an actual energy matrix that has force in the world, as well as continually increasing the energy of the spell matrix. Remember, a spell is a formalized intention, an actual energy form that overcomes obstacles to achieve a stated aim. Lighting the candle or candles of a spell, along with reading the spell verses, sets the spell into motion.

The first five steps of designing, testing and launching a candle spell are as follows:

1. **Select the purpose of your candle spell.** Remember that candle spells are useful when dealing with complex situations or obstacles that require a lot of force to overcome.
2. **Do a 12-card base reading on the topic of your spell.** For instance, if you were designing a spell to get a new job you might do a reading with 8 Discs, the career card. You will use the information in the upright and reverse flow lines to assist you in creating your spell. Reverse flow lines are usually the obstacles the spell needs to overcome.
3. **Do a 12-card reading to find out whether the spell will work.** After doing the base reading do another reading with the Magi on top of and to the right of the original signifier. This tells you whether a spell will be effective in improving the situation. Reversed cards in this reading show you the issues that the spell needs to handle or the issues that the spell cannot handle (that you need to handle yourself).
4. **Write directors and limiters.** Based on the two readings and your own desires for the spell, write your directors and limiters. Refer to the samples given in the Sample Directors and Limiters section of this class. Keep your directors clean, succinct and to the point.

5. **Do a reading on your directors and limiters.** Write your directors and limiters on a piece of paper and key it. Place them on top of and to the right of your original signifier and the Magi, and then throw another 12-card reading. The reversed lines indicate the areas where the spell will encounter trouble or where you will need to deal with certain issues outside the parameters of the spell. You may want to progress the reading once or twice to see if the issues resolve further in the future (spells sometimes take time to gather enough force to overcome obstacles). Adjust your directors and limiters and continue doing readings until they come up clear (very few reversed cards).

#### Additional Notes

When doing readings on your directors and limiters it can be difficult to tell whether reversed flow lines or cards are indicating barriers the spell has to overcome or a factor in your life that you have to deal with. To tell the difference, map the flow lines against what's happening in your life. If a flow line matches a situation in your life (or something that you're not dealing with but need to deal with) then that flow line refers to you. Otherwise the flow line is referring to something that the spell has to overcome.

Don't try to interpret this kind of reading the same way you would a regular reading. You're not looking for stories from past to future. Instead, you're looking for conditions that the spell will work on. You're looking for the reversed flow lines to become resolved in the future or far future lines, which indicate that the directors and limiters will achieve the intended outcome.

### **6. Basic Magical Operational Laws**

The following are some basic magical operational laws that may help you in designing and creating safe and effective spells:

- Similarity - physical likeness creates a psychic likeness and resonance, the degree of resonance being directly proportional to the degree of physical likeness.
- Identity - a physical part (piece or component) remains part of and contains the psychic whole, unless special magical operations are done to alter this.
- Relationship - once there has been physical contact, there is continuing psychic contact, unless special magical action is taken to break the contact.
- Symbols - a symbol may be created for any object, process or other phenomenon.

- Substitution - in a magical or psychic or spiritual operation a symbol may be substituted (in the operation) for any object, process or other phenomenon.
- Contagion - something done to a part, a likeness or a symbol that produces a similar effect on the divided-whole, the likened or the symbolized.
- Duplication - an effect created in the physical is duplicated in the psychic and an effect created in the psychic is duplicated in the physical (“As Above, So Below”).

These laws show that it is important to NOT use any ancient or esoteric name, word or symbol whose complete references, meanings and pronunciations are not understood clearly and fully.

## **7. Sample Directors and Limiters**

Here are some sample directors and limiters from successful spells to get you started:

### **July 1990 Money Spell – Directors and Limiters #1**

1. To bring at least \$10,000.00 in 4 to 5 weeks, by September 1st, 1990, and not more than one million dollars by December 1990, although the upper limit-date may later be extended.
2. No harm shall come to anyone, nor untimely death, nor loss of property as a result of this spell.
3. Whatever money shall come as a result of this spell shall be free and clear, with no strings attached.
4. The money will be used to pay off debts, to start my new career, and to purchase a house.
5. The spell will be open to support, help, and empowerment from angels and higher beings that can make a positive contribution.
6. My attitudes and fears will not have an adverse affect on this spell.

### **July 1990 Money Spell – Directors and Limiters #2**

1. The spell will bring at least \$10,000 in 4 to 5 weeks (by September 1st, 1990) – and up to one million dollars by July of 1991.
2. This money will be used to: A. Pay off old debts and current bills – B. To promote my new career – C. To purchase my own house.
3. Neither harm nor untimely death shall occur to anyone, nor loss of property as a result of this spell.
4. Whatever money shall come as a result of this spell will be by legal means, and shall be free and clear without coercion, obligation, or have any strings attached.
5. This spell may be assisted in fulfilling its directors by angels and/or higher beings that I may call upon.
6. No fears nor negative thoughts or feelings of others or mine shall prevent this spell from manifesting its directors.

**House Locating Spell, Directors and Limiters**

1. To locate a house available for rent in or near Boulder, Colorado – available for rent between the start of this spell and up through first week of May, 1993.
2. House will have at least 4 bedrooms and 2 bathrooms (full baths) – a large kitchen with a side-by-side refrigerator or space for same.
3. Will have at least a 2 car garage and a yard at least as large as xxxxx, and/or larger.
4. House will be available at least for 2 years, and the rent will not exceed \$1200 a month – with no penalty for late payment.
5. The landlord is to be local and honest, cooperative, and friendly, open-minded.
6. Tether will be welcome and the area will be safe for her, not close to a busy street.
7. The space will work well for my healing and networking and no legal restrictions or attitudes will oppose that.
8. The property will be of sacred and spiritual nature for harmonious living for all of us.
9. The spell will help xxxx and xxxx in their search and work well with powers and beings (allies).

**Spell to Increase Healing and Massage Practice, Directors and Limiters**

1. One shift at xxxx per week
2. 4 to 6 hours at xxxx
3. 3 to 14 hours a week private practice
4. No more than 5 treatments a day – 5 days a week
5. Yearly income: \$40,000-\$60,000
6. Referrals
7. Clients of decency who respect and appreciate my work
8. Clients dependable and willing to pay
9. Changes to occur within 3 to 4 months of spell initiation.

**8. Exit Ritual**

For your Exit Ritual, Day Greetings and Day Endings (6 directions) this week use

“In Listening.”