

Class 30 – Simulacra Magic

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1. Preparation for This Class

- *Video Clips: Keying the Sun Crystal, Simulacra Communication*

2. Simulacra

A simulacrum is a likeness (simulacra is the plural of simulacrum). Using simulacra in magical operations is very similar to classic voodoo, where you key an object to a person or thing. Whatever you do magically or otherwise to the object also happens to the person or thing it is keyed to. Simulacra allow you to perform magical operations on people or things even if they are located thousands of miles away. Most of the spellwork we have done to date is air and fire magic. A simulacrum is water and earth spellwork.

To keep a space station from falling out of the sky, you could buy a model of it, key it and do magic on it. One of the practitioners at the Church of Seven Arrows created a hurricane over Cuba. First he built a layout using a topographic map of Cuba and keyed it to Cuba. Next, he surrounded it with water, and then he put up fans and magnets and blew cigarette smoke into the model. He created a hurricane that hit Cuba, and because of the way he set up the model, it didn't move – it sat over Cuba.

You can use photographs, pictures, dolls and other small models, lists, symbols, Tarot layouts and other objects as simulacra. Linda, one of the teachers at Seven Arrows, did something magical to blur herself in a photograph because she knew that pictures could be used as simulacra. You can also use chess pieces or objects made of stone, ceramic, wood or glass. If you use wood be sure it is fairly dense otherwise it will not easily key. Plastic and rubber do not key well so don't use

them. Remember that according to the Law of Similarity, the greater the likeness (between a simulacra and what it is keyed to) the greater the resonance or connection. Photographs and pictures have a great likeness to the original subjects – they already access the original subjects. All you have to do is key them in the same way you key a Tarot card.

Lists of things you want to achieve, lists of wants or desires and directors and limiters can be used as simulacra. Tarot layouts are also simulacra because they access events and principles out in the world. Signifiers are simulacra because they bear the likeness to a person or thing on which you are doing a reading.

Note: As with all spellwork, record everything in your Book of Shadows. Also remember that magic is a precision science and altered procedures produce altered results!

3. Keying and Unkeying Simulacra

To key a small object hold it in your output hand while you think about everything you know about that person or thing. When the object feels charged, warm, heavy or tingly, it has been keyed to that person or thing. In this process you are not pulling from the person or thing, simply programming it to be related to that person or thing. Once you've keyed the object be careful what you do to it. Whatever you do to the simulacra you also do to the person (with the accompanying Karma according to Rules of the Road)! One student keyed a wooden spool to a person then left for the weekend. While she was gone her cats started playing with the spool, batting it about. The person to whom the spool was keyed showed up at the emergency room with odd scratches on his body and deep vertigo.

To key a large object, build an energy ball and flow everything you know about the person or thing into the energy ball. Throw the energy ball at the simulacrum to key it. You don't need to key simulacra that were once part of what you want to access. For instance, if you have a rock or stone from Stonehenge you don't need to key it. That piece will allow you to access anything about Stonehenge up until the time the piece was taken away. Similarly, you don't need to key hair or any other body parts – they are automatically keyed. A specific picture of a person or thing is already keyed but generic pictures and models are not.

After you're done with a piece of simulacra it's important to unkey it. Simply cut lines on it as you would cut lines on a person then give it a blast of electric blue from your Athame. Some Wiccan practitioners also bury simulacra in the earth for a moon cycle to ensure that the unkeying process is complete.

If you ever come across a voodoo doll or simulacrum that has not been unkeyed make sure to unkey it, otherwise it can be powerful and dangerous. An Esoteric School teacher, Alan, encountered a keyed simulacra object at a couple's house. The wife was dying. As soon as Alan walked into their house he felt something weird and uncomfortable. There were a lot of objects around. The couple began telling Alan this story about a millionaire who opened a museum in Ocala, FL. The millionaire had traveled to Africa and brought back all kinds of objects. When the man died they received some of those objects. One of the pieces was a voodoo piece emanating horrific energy. Alan neutralized it by cutting lines on it and giving it a shot of electric blue. The wife's health changed the very next day.

Note: You can also unkey objects by using electric blue from your Athame to cut a counter-clockwise circle around the object, then above and below the object, and then tapping it with electric blue.

4. Plate and Chalice and Other Protectors

You can use your tools in conjunction with simulacra to put up shields and protectors around people and things. The spell sendback is a form of protector that uses Tarot cards as simulacra.

Plate and Chalice Protector

A useful form is the Plate and Chalice protector. By setting a simulacrum on your Plate and putting your Chalice upside down over the simulacra you can form an omnil. For instance, if you want to help a friend who is afraid to fly, before the person leaves key a simulacrum to that person and set it on your keyed Plate (always standing in the South facing North). Next, flip your keyed Chalice upside down and place it over the simulacrum on the Plate. The simulacrum is now sealed inside between the Plate and the dome of the Chalice.

To lock the protector, give the Chalice a 1/8 turn counter-clockwise. The reason you turn counter-clockwise is because this is the direction in which you keyed the Chalice. If you turned it clockwise you would unkey your Chalice. Next, key the protector as you would any omnil. You can generate some fear and splash it on and around the Chalice, seeing it bounce off and dissipate. You can also see the fear being pulled out of the Chalice. Leave the protector set up for the whole trip.

To take down the protector, give the Chalice another 1/8 turn counter-clockwise (if you simply pick the Chalice up off the Plate you will feel a snapping sensation, which can be harmful to the Chalice). Unkey the simulacrum by cutting lines on it and giving it a blast of electric blue from your Athame.

You can also use the Plate and Chalice protector to separate two people who are fighting. Key a simulacrum to each person. Put the person you want to protect

inside the Chalice on the Plate, and put the other person on the Plate outside the Chalice. See the person outside the Chalice unsuccessfully trying to reach the person inside (see their energy bouncing off the Chalice). This will translate into the person outside the Chalice leaving the person inside the Chalice alone in the actual world situation.

If you want to prevent someone with a lot of negative energy or a harmful agenda from impacting certain situations, put them under the Chalice and see their negative energies or harmful agendas bouncing back to them, unable to reach the outside world. If the person is really negative or powerful you can line your Plate and Chalice with aluminum foil, with the shiny side facing the inside of the protector. For serious threats, you can also write a verse that programs the shield to bounce back certain kinds of energy while letting loving, uplifting energies out. In these situations you may want to put a rock (such as a hematite or Apache tear) in the protector with the person to ground out the negativity. Keyed cheese domes and cake domes also work well as protectors, especially if you need more space than your Chalice and Plate can provide. You can also use a lead dome, but be careful because lead drains people's energy.

Here are some sample Plate and Chalice protector verses:

PLATE AND CHALICE PROTECTOR, David

To see the truth, let proper forces flow –
Harm nor enmity beyond these walls will not go.
Spell and fervor, Kristin's power abroad not last
Disrupting plans of David and Healy is now past.
Not through grief, nor anger their plans be put aside
Kristin and George's manipulations only in this protector can abide.
To live in truth, court system now be free
Support the base that operates in impeccability.
Enlivened force now may turn adversity to peace,
Chalice and Plate these harmful energies will not release.

GENERAL PLATE AND CHALICE PROTECTOR

These two that need to play with me
Within these mirrors now will be
All love and health may freely pass
But their negative thoughts and feelings will inward mirror amass.
No harm to those outside shall be
Their lessons soon may set them free.

If you want to protect your house you can use a little model of a house or castle. To protect an entire neighborhood you can cut the neighborhood area out of a map, key it to the neighborhood, and put it under a Chalice. You can similarly protect your property from legal or financial hassles by putting the deed to your land under a Chalice and keying it against those kinds of events.

If you ever feel extremely cut off from the world someone may have put you under a Chalice. Check this out by first taking down any omnils you have up (over-keyed omnils can produce the same effect) and doing 12-card readings. If you find a spell and do a spell sendback but still feel cut off, chances are that someone has put you under a Chalice. To release yourself, take your Athame and send a blast of Red Orange energy straight overhead. At first the energy may bounce back, but if you persist you will hear a tearing sound as you blast the Chalice. The Chalice will actually break on the other end.

Shielding Without Your Plate and Chalice

If you want to quickly put a shield around someone or something without your Plate and Chalice, key a simulacrum to that person or thing. Then, using your finger, start at the top of the simulacrum and begin tracing in a clockwise downward spiral that goes twice around the simulacrum. This creates a dynamic shield and starts it moving. A moving shield is much more effective than a standing one.

5. Moving Someone with Simulacra

If someone is consistently invading your sacred space (like a neighbor) and does not respond to repeated requests from you to stop, you have the right to use magic to force them to move. Here's how:

1. Get a map that includes the location of the person.
2. Key a simulacrum of the person and put it on the map (where they live) and put the whole thing on your Plate. Leave it there for a couple of days to establish the connection of the person to the location.
3. Once the connection has been established, put your Plate on top of the map and the simulacrum on the Plate. This disconnects the person from the location.
4. Get a map that includes the location of where you want to send the person.
5. Put the simulacra on top of the map where you want them sent, and put the whole thing on your Plate. Leave this set up for at least a week.

Several students once used this procedure on a murderer in Miami. The police had not been able to locate or apprehend the person. The students first put the simulacra on the map in the neighborhood where the murders had been occurring. Then, using the procedure above, they moved him to the local police station. They also wrote a verse specifying that the murderer would turn himself in by calling the police. Within a week the murderer turned himself in at the very same police station.

6. Come Alongs

You can use your Plate and a magnet or candle to bring things to you. This kind of spell is called a come along – it encourages things to come to you. For instance, you can write a set of directors and limiters and put it under a Sun Candle on your keyed Plate. As was covered in the previous class, charge the candle using the verse:

Child of wonder, child of flame
Nourish my Spirit and bring my aim!

You can achieve the same thing using a magnet. Simply put the directors and limiters on your keyed plate and put a big magnet on top of it. You can also find lost objects or people by putting a simulacrum of the lost person or object on your Plate with a magnet. These kinds of spells don't have as much force as a single or multiple candle spell but they do work.

7. Healing with Simulacra

You can apply any of the healing operations you have learned so far in this course to simulacra. The transparent dolls teachers use to teach people about human organs work great as simulacra because they allow you to access individual organs and body parts. If someone has an inflamed liver and you want to heal it, you can set up the original condition by putting red orange in the liver area. You can then sweep the area of red orange to clear the inflammation and put grass green in for healing. You can take a full-length picture of a person, put it on your Plate and sweep it with electric blue or sun yellow for healing.

If you want to get rid of a tumor, you can draw a picture of the affected part of the body in pencil (including the tumor). Every couple of days erase a tiny little bit of the tumor. You have to do it within reason, though, if you erase too much (more than is reasonable) then you void the spell altogether. After the tumor is gone you can color the area green or splash the area with green food coloring for healing. You can follow the same procedure for a broken leg (draw in the break and erase it over time). You might also want to create a simple verse to say while doing these healing procedures.

If you want to reduce something, such as someone's bad attitude or a debt, you can key an apple as a simulacrum. Set the apple on your Plate and let it wither away.

To separate someone from their bad habits, put the person on your Plate and the symbol of the addictive substance under the Plate. The Plate acts as an active barrier between the person and the substance. For example, to separate someone from their smoking habit, put the simulacra of the person on top of the Plate with an empty pack of cigarettes (keyed, of course). Leave this set up for a couple of days to establish the connection. Then, move the empty pack of cigarettes under the Plate. Leave it set up for several weeks.

To help an alcoholic, key a simulacrum to the person and put it on your Plate. Next, fill an empty bottle with the type of alcohol that they drink and seal it. Leave this set up for a couple of days to establish the connection. Then unseal the bottle, pour the alcohol out of the bottle. Wash the alcohol down the drain and out of the bottle. Fill the bottle with salt water. Sweep the simulacrum of the person with your Wand to clear the alcohol out of their system. You can also dip the simulacrum in alcohol, wipe it dry, then wipe the simulacrum with green water (colored with food coloring) for healing. Alternatively, you can four element cleanse the simulacrum.

Healing Communication Problems

If two people are not communicating well or are arguing all the time, you can use simulacra magic to heal the rift between them (or at least get them to communicate with each other).

To get two people who are not communicating to communicate, key one simulacrum to each person. Set them up facing each other on your Plate. With your Wand project a beam of white through the back of one person's head and the front of the other person's head (see the video clip). Then, move to the other side of the Plate and project a beam of sky blue from the back of the second person

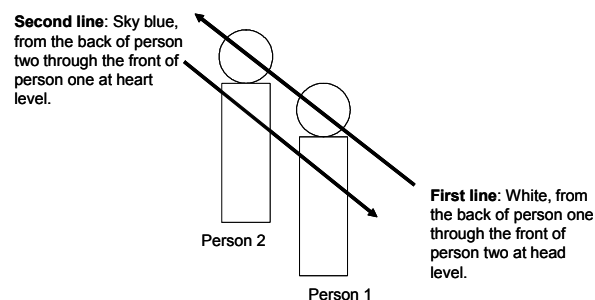


Figure 30.1

through the front of the first person at the heart level. This establishes lines of communication between the two people. They may not like each other but they will communicate. This works well for people who talk all the time but don't actually communicate. Leave this set up for at least 24 hours.

If you only want communication to go one way, you can use a blade of electric blue from your Athame to cut the top line from person one to person two. Hold your Athame there for a minute or so to ensure that the connection is severed. This allows person two to communicate with person one, but person one cannot communicate with person two. Leave this set up for at least 24 hours.

If you have a group of people working together in an office or club who tend to work in cliques that don't communicate, key a piece for each person and set them up in their typical cliques on your Plate. Leave it set up for 24 hours. Next, space them evenly around your Plate so that they all face inward. Use your Wand to create the communication links between the first person and everyone else. Then, bridge the second person with everyone else, and so on. Leave it set up for 5 days to 2 weeks. These people may not like each other any better after you do this procedure but they will be forced to communicate. Anyone who doesn't want to communicate will leave. After 2 weeks you can take down the simulacra and unkey them without impacting the communication network you have established. Note that communication and talking are two separate things – just because people talk does not mean they communicate.

To discover whether there is a hex on a house or any harmful beings, cut an onion into four quarters (making sure that part of the heart is in each quarter). Place a quarter of the onion in each direction (East, South, West and North) in the house and leave them there for at least 24 hours. If any of the hearts turn black that means there is a hex or harmful being. Do a banishment and a four element cleansing in the house to get rid of it.

8. Keying a Sun Crystal

A sun crystal is a magical tool that allows you or someone else to safely draw on the healing and uplifting power of the Sun in times of stress, trauma or danger. To key a sun crystal you will need a crystal ball made of German or Austrian lead crystal and a stand (most crystal balls come with stands). Do not use balls made of acrylic or quartz. A quartz ball is dangerous because it can explode and it also pulls everything in toward its center (glass balls don't do this). Crystal balls come in all sizes – a 2½ inch size is ideal.

When you key the sun crystal you are keying the crystal to the sun and turning the sun crystal into a transformer that steps down the voltage of the sun's energy so that it can be safely used. Here's how to key it:

1. Four element cleanse the sun crystal.
2. Sweep the crystal with electric blue from your Athame.

3. Put the crystal on the stand and light a Sun Candle (one with the Sun symbol carved on it).
4. If you are keying the crystal for your own use, get down level with the sun crystal until you can see the flame from the Sun Candle (the flame will appear upside down).
5. Using your intention, pull the flame into the ball until the flame completely fills the ball (this may happen suddenly as a sunburst). At this point the sun crystal is keyed.
6. You can now safely pull the sun's energy through the sun crystal. When you stop pulling, the energy flow stops, unlike when you pull from the sun, which actually pushes energy at you. When you stop pulling, the sun crystal replaces any energy you've drained with energy from the sun.
7. To key the sun crystal to another person, have the person put their face opposite yours, with the sun crystal in between. When you see his or her face in the crystal, push energy through the crystal at them, and have them pull. The sun crystal then becomes keyed to them. If the person is not present, simply picture the person's face and put it in the sun crystal.

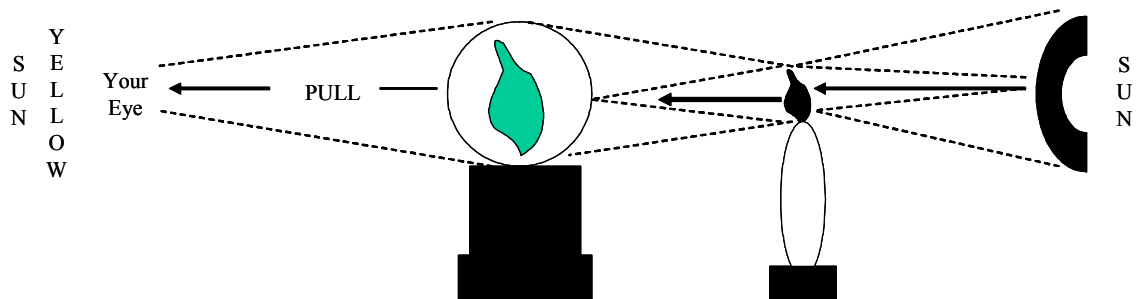


Figure 30.2

8. There are two options for storage. You can wrap your sun crystal in a natural fiber cloth and store it in a drawer or it can be left on its stand and placed on a plate on your alter.

Anytime you need to use the sun crystal, simply picture the crystal and pull energy from it. To tell someone else how to use a sun crystal that you have keyed for them, tell them three times in a voice of command that if they need energy to picture a glass ball filled with sunshine and pull. You can also say, "If you are afraid or if you think you are dying, see the crystal glowing and pull from it." This works even if the person is unconscious – their Spirit will hear you.

You can use the sun crystal anytime you need energy, and especially in life threatening situations such as surgery. When you or someone else pulls on the sun crystal it will begin to glow.

Never push or pull electric blue into the sun crystal or leave your sun crystal out in the sun. Either could cause the crystal to explode. To unkey a sun crystal from a person, just cut lines on it and give it blast of electric blue from your Athame. The sun crystal remains a sun crystal, it's just no longer keyed to anyone. To unkey a sun crystal and return to a normal glass ball, bury it for a moon cycle in the earth.

9. Course Premise

If you recall, at the beginning of this course we offered you a premise to test and verify through your personal experiences in this course. The premise was:

If the 4 elements be understood in terms of their characteristics and correspondences, along with their interactions, a person can understand anything he or she wishes in or about our Universe.

Based on your experiences in this course would you now agree or disagree with this premise?

10. Exit Ritual

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

“In Awareness.”