

Goetic Spellwork



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HEALTH WARNING

SOME OF THE HERBS AND SUBSTANCES USED IN THE FOLLOWING WORKINGS ARE POISONOUS, AND THE GREATEST CARE SHOULD BE TAKEN WHEN PREPARING THEM. THE USE OF A NEW KNIFE AND CUTTING BOARD RESERVED PURELY FOR BANES IS ADVISED, IF YOU DO NOT ALREADY POSSESS ONE.

INTRODUCTION

There are a multitude of texts available for the willing practitioner who wishes to learn the art of spirit evocation. However, where do you go from there? One of the overarching abilities of most spirits is the ability to teach an art or skill; as entities more subject to the ebb and flow of the magical world than we are, they are able to teach many charms and spells which can aid the magician in their magical workings.

Many of the spells here are taken from conversations and workings with spirits and combine various magical practices and bits and pieces of folklore. I hope that they will provide you with inspiration and some fresh ideas of how you can employ working with the spirits in your practice.

PRIMARY CONTACT

Before working a spell or charm which entreats a spirit to work your will, I would recommend spending time getting to know the spirit on a personal basis. Rather than spending lots of time researching etymology and correspondence, actually converse with it—conjure it and speak with it directly. Make offerings to spirits as you would any other spiritual entity and understand them on an energetic level as well as an intellectual one.

Perform a traditional conjuration in whichever way you are most accustomed, and with which you are most comfortable. If you have an ulterior motive for conjuring—such as you wish to make a request of the spirit—that's fine, but initially you can call on them with the simple pretext of making them a suitable offering. Whilst technically you do not need to perform a conjuration to do this, it is still a good idea to have one-on-one contact with the spirit you wish to work with in future, as you will have a better scope of its abilities and energy.

After this, the next best thing to do is to create a shrine for the spirit in your home. This will act as a permanent place of contact between you and them, and should contain all the things needed to make offerings to them, as well as space to perform any other workings. Shrines can simply be a small

urn or box containing all the things which the spirit finds pleasant or in some way conducive. Ask the spirit you wish to work with what it would like, and go from there—if you want this entity to help you in the future.

STRIKING A BARGAIN

There is no such thing as a free lunch. Spirits won't help you for the fun of it, and nine times out of ten they will request some form of offering or task to be performed on their behalf. This can be anything from a simple offering of incense to a full-blown meal, or to an artistic endeavour undertaken on their behalf.

Do not feel under any pressure to meet an unrealistic demand—if a spirit asks for 100 head of cattle, perhaps suggest they change the stakes to something more attainable. Quite often the “sacrifice” required by spirits will be of time and effort, just as much as physical “stuff”. The concentration and effort on them is greatly appreciated, and frequent offerings made at regular intervals are a very good bargaining tool for the magician.

There are certain offerings that seem to be appreciated by all spirits, and I am yet to find a spirit from the grimoires who has turned all of them down. The following is a list of things to try in your bargaining:

- Water—especially spring water
- Fresh Bread or Cakes
- Incense—in particular Frankincense
- Blood—either from the magician or an animal
- Light—From Candles, Fires or lamps
- Tobacco
- Fresh Flowers
- Milk and Honey
- Specially prepared meals

Numerous spirits, in my experience—predominantly those from the *Grimorium Verum*—have requested that their offerings be bundled up in a cloth which end up looking like little Christmas presents. These attractive bundles of offerings are then deposited at locations dictated by the spirit at the end of a pact or contract.

A NOTE ON APPEARANCES

In the descriptions of the spells I have also included a brief description of how the spirit chose to manifest itself. This is more as a point of interest rather than a useful fact—as spirits have no fixed physical form they can

manifest as they wish (this is also the reason for the use of no fixed gender throughout this pamphlet). The descriptions, and indeed illustrations, in certain grimoires are in no way an indication of the spirit you're dealing with—always ask for names and sigils, these are a far more hard and fast way of ascertaining with whom you are talking.

In my experience, a spirit will manifest in a way which is linked to the conjuring process. A violent conjuration of a spirit will most likely cause a violent manifestation—horns, fangs the works. Perform a conjuration using the names of Nyx, Hekate or Hermes will bring on a more Greek manifestation, whereas by the authority of Anubis or Thoth, expect Egyptian traits. This said—spirits do have preferred manifestations, and will manifest as they please—drawing on the psyche of the magician/seer as well as the sea of human unconsciousness.

THE SPELLS

Here follows a small selection of charms and spells utilizing the awesome power of various spirits. They are by no means traditional, nor do I make claims for ancient heritage—however they are based on “magical logic” and can stand alone, or act as inspiration for your own workings.

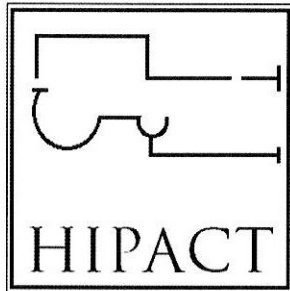
HIPACT CHARM: TO BRING SOMEONE TO YOU

Hipact

Aka: Hicpath, Hicpacth

Primary text: the *Grimorium Verum*

Planetary Association: Mercury-Venus (travel and attraction)



Hipact (also called Hicpacth) is a spirit from the *Grimorium Verum*, under the dominion of Beelzebuth. In the text this spirit is said to be able to bring any person to you in an instant, which, through experience, means that Hipact is able facilitate the arrival of people who you want to meet, and ease their journey to you.

TIMING

Time this so it falls on a waxing or full moon, when the lunar sphere has the strongest attracting force. Preferably, also make this spell coincide with a Wednesday, the day of travel and movement and the hour of Mercury, for the reasons mentioned above or Venus, as this planet rules attraction.

APPEARANCE OF THE SPIRIT

Hipact first appeared as a beautiful woman riding on an enormous toad. She was dressed in blue, and had a decidedly Egyptian aesthetic. In her hands she carried a long white flag, which fluttered around her head. When she appeared again, she was without the toad, as it detracted too much of our attention from the spirit itself.

THE PROCEDURE

This charm was revealed to me in that hazy period between waking and dreaming, where it played out like a slideshow on a projector. This charm is used to draw a person or people to a certain place, or to a certain person—and is incredibly simple to implement. You will need:

- A magnetic lodestone, or magnet
- A piece of paper or parchment
- A dip pen
- Sanctified ink
- Green ribbon or cord

In an area which has been suitably sanctified, take the piece of paper and on one side of it draw the sigil for the spirit Hipact. When this has dried, turn the paper over and write the name of the person/people you want to draw to you as many times as you can. Wrap this around the magnet and secure it with the green ribbon or cord. This charm can now be carried on your person, or interred at the place you wish to draw people to. If you own a business or store, then using the word “customer” or “client” on the paper, and putting it in the till would work to attract custom to your place of work.

CAMIO: WATER DIVINATION

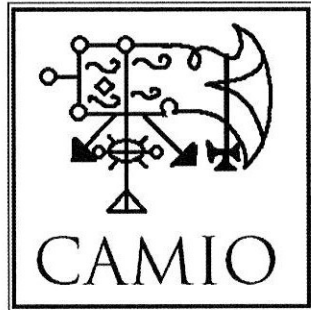
Camio

Aka: Caym, Caim

Primary Text: *Ars Goetia*

Planetary Association: Mercury

Tarot association: 9 of Disks



The spirit Camio is a found in *Ars Goetia*, part of the *Legemeton*. He is given the rank of president and has the power to teach men the secret voices of animals as well as water and fire. In practice, Camio has manifested these abilities by teaching various methods of divination using these mediums. The simplest way this was shown to us was a method using a charged sigil of Camio in hydromancy, or divination through water.

TIMING

This spell is best performed on a Wednesday, as it is the day of the planet which rules this particular spirit, one of the planets which rules over divination; making the ritual fall during the hour of the moon may also be propitious to the magician.

APPEARANCE OF THE SPIRIT

The manifestation of this spirit was sporadic, as it began to “come through” it appeared as a strange bird, which was akin to a flamingo, bearing a scimitar... imagine this if you will... the spirit chose not to stick to one particular form after that and kept changing until it left.

THE PROCEDURE

During conjuration, Camio relayed images of ripples in a pool of water—dictating that an even number of ripples indicated a positive result, whilst an uneven showed a negative response. He proceeded to inform us that he would not teach us to talk to sheep...

The best way we found to employ this newly imparted knowledge was through placing the ritually charged sigil beneath a bowl of water, and dropping small stones into it, and counting the ripples. This provided adequate results, however during the process, all those who performed the divination were aware of the presence of the spirit “in the water”—and had greater success using the water as a scrying mirror, in which Camio could manifest to answer questions, as sometimes occurs with scrying.

As with any operation of this kind, take care in interpreting the things that the spirit tells/shows you. Camio presented himself to me as rather disdainful of human contact and, whilst helpful, was very mercurial (as befits his planetary nature)—changing shape often in the water and showing images of a less than salubrious nature; there was a lot of traditionally “devilish” imagery as well as silly misdirection. I would recommend building up a strong relationship with this spirit before trusting him/her on face value.

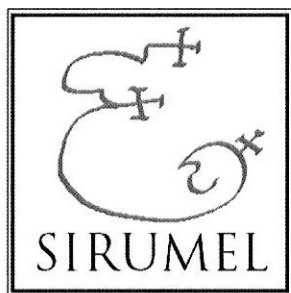
SIRUMEL CHARM: TO CAUSE BLINDNESS

Sirumel

Aka: Clisthert

Primary Text: the *Grimorium Verum*

Planetary Association: Solar



This spell calls on one of the spirits of the *Grimorium Verum*, Sirumel (also called Clisthert), to blind a victim, be it literally or figuratively. It can stop a person from seeing the true nature of a situation or remove their powers of clairvoyance and magical perception. Taken to the extreme, he may even be able to inflict true, physical blindness on your target.

TIMING

This spell is best performed on a Saturday and on a dark or waning moon. These are traditional associations for this kind of working. Time this spell to fall in the hour of Saturn on this day, or the hour of Mars.

APPEARANCE OF THE SPIRIT

This spirit manifested as a composite creature, akin to a harpy. It had a male face, eagle's body and the feet of a lion, an appearance which would imply a solar nature.

THE PROCEDURE

To perform this spell you need the following:

Wax

Pins

A piece of paper with the name of the victim and the sigil of Sirumel

Vodka

Black hellebore

Eyebright

Black ink

A dark glass jar or pot with lid.

Prior to casting this spell, make a tincture using the vodka, eyebright and black hellebore. With the wax make an eyeball; this can be as realistic as you desire. If you wish to use a real eyeball, such as that from a sheep or bull, feel free, though these tend to lose their shape.

Into the wax place the paper with the name of the victim and the sigil, symbolically making the eye that of your victim and placing Sirumel within it.

Next, fill the eye with pins, driving your intent home with each one you put in. This part of the spell is not entirely necessary, but is a cathartic exercise none the less.

Next place the eye in the vessel, and set up a working space, which has said vessel, a thurible, your ink, and your tincture of hellebore and eyebright.

Begin by making an offering of incense to Sirumel—I would recommend a blend of good quality frankincense and myrrh. Pronounce the spirit's name and mentally call out to them, asking for their attendance. When you are suitably secure in your knowledge that Sirumel is present with you, move onto the next step.

Place the vessel containing the eye in the centre of the altar, before the censer. Whilst staring at the eye, say the following (or something similar):

“This is not an eye of wax, this is the eye of (name of victim)”

Next, take up the tincture and add a couple of drops of ink, to turn the whole mix black. Pour this over the eye, whilst saying:

*“May Sirumel blind thee,
May Sirumel bring a darkness over thee,
May Sirumel obscure your sight and cloud your vision”*

Seal the vessel:

*“You are blinded
Your eyes are darkened
Your sight is obscured and your vision clouded
By the grace of Sirumel”*

Place a little more incense on the thurible as a thank you to Sirumel and feel him/her return to their own realm. You can bury the vessel now, or keep it somewhere dark. Until you feel that the spell has taken full effect, make periodic offerings to the spirit Sirumel—as an incentive as well as to strengthen the bond between the spirit and yourself.

SIRUMEL’S ILLUMINATION: TO SHED LIGHT ON A SITUATION

Sirumel

Aka: Clisthert

Primary Text: the *Grimorium Verum*

Planetary Association: Solar

Just as Sirumel can bring darkness, he can also bring light. In times when the truth is being obscured or clouded by another and the heart of a matter is being held back, call on Sirumel to shed a little light on the situation. The results can be dramatic. Simply burn a petition to the spirit, adding the clause that if he does as you ask he will get a large offering.

As the subject of this spell/petition is illumination, do not be afraid to use a less than gloomy temple/shrine. Light many candles, and perform your rites in the daytime, and make your petitioning fall

on a Sunday. A useful tool to use in working with Sirumel is a lamp, preferably one with a shutter, so light or darkness can be utilised with ease.

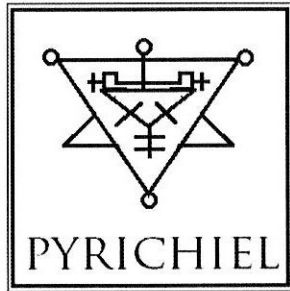
PYRICHIEL'S GARRISON: FOR THE PROTECTION OF A BUILDING

Pyrichiel

Aka: Pirichiel

Primary Text: *Thurgia Goetia*

Planetary Association: N/A



Pyrichiel (also Pirichiel) is one of the Wandering Princes, found in the *Thurgia Goetia* of the *Legemeton*. He is worthy of mention here, because rather than ruling over dukes, he rules over knights, and therefore can naturally be called on to carry out defensive or offensive tasks. Conventionally, they are all described as being “good by nature” which should make contact and working with them potentially easier than working with the spirits of the Goetia or more “demonic” entities.

TIMING

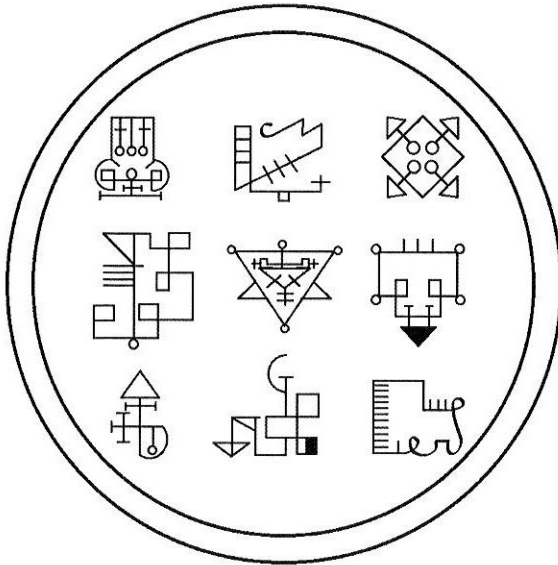
Time this spell to fall on a full moon, and preferably on a Tuesday.

APPEARANCE OF THE SPIRIT

The majority of the Wandering Princes and Dukes are said to manifest as human headed serpents—which is the way they have frequently chosen to manifest to us: long serpentine bodies with the faces of bearded Middle Eastern men, wearing Persian style crowns/hats.

THE PROCEDURE

To protect your home, create a disk brick from clay, wood or ideally, metal. Make a hole in the top most point, big enough for a nail or cord to be passed through, so the disk can be hung up. Upon this disk paint, carve or engrave the following design:



Set up a sanctified space for your rite—use symbols and attributions of the planet Mars, but try to stick to the defensive more “Athene” aspects of this energy rather than the more bloodthirsty “Ares” aspects. To do this use symbols such as the shield, castle walls and armour.

When you're ready to begin, light 1 large candle and 8 smaller ones and burn an incense comprised of frankincense, dragon's blood and a small amount of blackthorn bark (or that of another spiny or thorny plant). Offer this to Pyrichiel and his 8 knights and entreat them to hear your petition.

Next, place your hands over the disk, but do not touch it. Speak the following words, and as you do so feel the sigils sparking into life as the spirits attend to your request.

*“Prince Pyrichiel, Wandering Sovereign, I call thee,
Attend here with Damarsiel
With Cardiel
With Almasor
With Nemariel
With Menariel
With Demediel
With Hursiel
And With Cuprisiel
And guard the place where you're signs hang proud,
Be as invisible sentinels—protecting all within”*

Pass the disk through the smoke and thank the spirits for their attendance, letting them depart in whatever way you feel appropriate. Rest assured in the knowledge that their activated sigils will keep a link between you and them.

When you leave the sacred space, go straight to the place where you wish to hang your charm—this can be anywhere in the house, even in your shrine, though preferably it should be somewhere that the spirits can benefit from regular offerings of incense.

SHAX SPELL: FOR CONFUSION

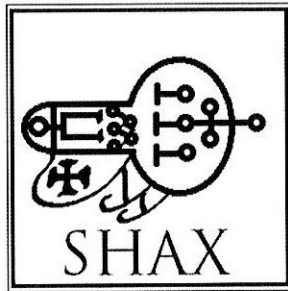
Shax

Aka: Shass, Shaz

Primary Text: *Ars Goetia*

Planetary Association: Luna

Tarot association: 9 of Swords



TIMING

Time this spell to fall on a Monday—linked to illusion and misdirection. Try to make this coincide with a waxing or dark moon. You can make this spell fall on the hour of Mars for added aggression or in the hour of the moon for added illusion and confusion.

APPEARANCE OF THE SPIRIT

This spirit appeared as a whirling mass of mist—choosing to manifest body parts at random from the mass. This was contrary to his description in *Ars Goetia* where he is said to resemble a stock dove.

THE PROCEDURE

The first step in this spell is the creation of a special ink—to do this take a bottle of good red ink and to it add tiny amounts of the following substances:

Black pepper oil
Cayenne pepper
Sulphur powder
Myrrh resinoid
Dragon's blood powder
Iron fillings
Garlic powder

Allow this to steep in the ink for some time, and when you are ready use this ink to draw the sigil for the spirit Shax on a sheet of paper whilst speaking the following charm,

*“Great Marquis, Shax I call,
Spreader of confusion and discord,
Send your legions to the place where this, your sigil resides,
And I shall make to you due offering”*

Place this sigil in an envelope bearing the address of the intended location and post it as soon as you are able. It’s better that you do this yourself, avoiding been seen of course, lest Shax sees the post box as the intended destination of your curse—you never can tell exactly how these spirits will react to your requests.

MURMUR’S LAMP: FOR NECROMANCY

Murmur

Aka: Murmus or Murmux

Primary Text: *Ars Goetia*

Planetary Association: Venus/Mars

Tarot association: 10 of Disks



TIMING

Make this spell coincide with a dark moon, and preferably on a Saturday. The other obvious day to perform this would be All Hallows Eve, or Halloween. The planetary associations for this spirit would dictate that they are best invoked on a Friday or Tuesday. Though traditionally, a Saturday would be more apt for works of necromancy.

APPEARANCE OF THE SPIRIT

Traditionally, this spirit is said to manifest as a warrior riding a griffon. However, during my workings Murmur has always taken the form of an overly gaunt man—akin to images of Famine.

If you wish to work with the dead, the spirit Murmur is a great ally to have. They are spirit number 54 in *Ars Goetia* and they hold the rank of both Duke and Earl. One way of utilizing his power in spell craft is by creating a necromantic lamp bearing his sigil. To accomplish this, follow these instructions.

THE PROCEDURE

Make or purchase an oil lamp and upon the front of this paint the sigil for Murmur in black or deep blue. Next, add to the oil well of the lamp a pinch of each of the following ingredients:

Yew wood or leaves
Bone dust
Wormwood
Balm of Gilead
Drop of your blood
A few drops of myrrh resinoid

Now fill the lamp with the oil or fluid used in its lighting. Traditional clay lamps are usually filled with olive oil, whereas more modern lamps take a special lamp oil which can be purchased from hardware stores.

To use the lamp, set up a temple of a saturnine nature. On your altar set a triangle of manifestation and place the lamp at its centre. Burn an appropriate incense such as one comprised of myrrh, mastic and aloes. Light the lamp and make the following entreaty:

“Murmur, Mighty spirit who controls the shades of the dead, I ask that thee bring to me the soul of one departed—as is in your power. This flame is a beacon, I call them to it.”

After a time you may feel a presence in the room with you, and notice the flame moving differently to how it was before. Once you are sure of the spirit’s presence, set up a way of communicating through the flame—you may be surprised with the force of your results.

When your period of questioning is over, say the following, which is never to be omitted, lest a shade gets attached to your place of working.

“Murmur, again I call thee, return this shade to its rightful place, as quickly as you bough it—and I will burn sweet incense in your honour”

Once you are sure that the spirit has departed, make an offering to Murmur of frankincense, dragon’s blood and rose petals.

HAGITH CHARM: FOR LOVE

Hagith

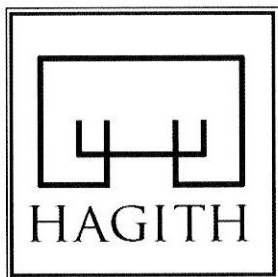
Primary Text: *The Arbatel of Magic*

Planetary Association: Venus

Hagith is one of the mysterious Olympic Spirits from the *Arbatel of Magic*; we have little information about these entities.

TIMING

Time this spell to fall on Friday during a full or waxing moon, and if possible in the hour of Venus.



APPEARANCE OF THE SPIRIT

This spirit has always chosen to appear as a woman of striking appearance, very pale with pronounced features. Decidedly non-human, and more akin to the pointed features of the Sidhe. Her face is a constant expression of preoccupation, and she almost seems as if she has partaken of too much alcohol or hashish. To others she appeared as the archetypal Venusian spirit—beautiful woman, green dress, flowers in her hair, etc.

THE PROCEDURE

Compound an incense from the following ingredients:

3 parts high grade frankincense

1 part labdanum

½ part myrrh

½ part red rose petals

½ part jasmine petals

A tiny piece of finely powdered lapis lazuli

You will also need a talisman bearing the sigil of the spirit Hagith, which can be made from any material, though best it be copper, the metal of Venus.

At your set time and place create a beautiful temple, including fresh flowers (especially roses) and luxuriant colours. On your altar have red, pink or green candles, and objects associated with the planetary energy of Venus—for example, try to make any candle holders or metal objects be made from copper, or a copper coloured metal. A censer is also vital for the burning of your incense.

When you are ready to begin, light any candles on your altar and then the charcoal in your censer. Sit quietly in meditation on the sigil of Hagith, forging a mental link with the spirit.

Once the charcoal in your censer has burnt through, add a pinch of your incense and pronounce that you do so “*in the name and to the honour of Hagith, most holy spirit of Venus*”.

Take up the sigil of Hagith and hold it in the smoke, saying the following, or something similar:

*Hagith, spirit of Venus on high,
In this hour, and on this day,
I call for your aid in matters of love,
Imbue this sigil with your energy
So that wherever it is carried, there is love”*

You may feel a palpable change in the sigil, it may feel heavier, or lighter, or look brighter or duller... it’s hard to tell, but if you have been successful in contacting Hagith you should feel a decided change.

Spend some time in the presence of this spirit if you want, but by no means omit the “dismissal”—thank them, and ask kindly that they return to their realm.

You can burn the remaining incense whenever you feel you need to reconnect with this spirit of love, and also whenever you need to “recharge” the sigil, which should be wrapped in a piece of red, pink or green silk to protect it and hold its energy.

VINE CHARM: FOR DISCERNING A MAGICAL CAUSE TO A PROBLEM

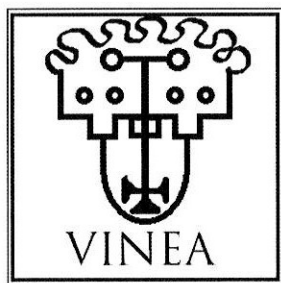
Vinea

Aka: Vine

Primary Text: *Ars Goetia*

Planetary Association: Sun/Mars

Tarot association: 10 of Swords



Vine is a “King and Earl” as found in *Ars Goetia*. He has the ability of revealing the identity of other witches to the magician, as well as building strong defences and is also able to instigate great bloodshed—this, in my opinion, makes this spirit a natural choice for anyone wishing to discern the cause of a magical attack or episode inflicted upon the magician.

NB: Do not go on the advice of this spirit alone! Use common sense and your own detective work before retaliating, just to be sure.

TIMING

Due to this spirit’s planetary association, this spirit is best conjured on a Sunday or a Tuesday, though due to the focus of this spell being revealing, I would recommend a Sunday in the hour of the Sun.

APPEARANCE OF THE SPIRIT

Traditionally this spirit appears as a lion-headed man riding a horse, and carrying a snake. Though, whenever I have called on him he has manifested as what is best described as a “cocky” warrior, slouched in a throne and dressed in beautiful golden armour, with an equally stunning golden mask.

THE PROCEDURE

To call on this powerful spirit to discern the origin of a magical attack, first you must make a pendulum. To do this, all you need do is make a weight and attach a string or chain to it. I would recommend using a gold ring or piece of iron for this as they are the metals attributed

to this spirit's ruling planets. If possible, have the spirit's sigil engraved on this piece of metal, though this is not strictly necessary.

When ready to begin this procedure, set up your temple room in whatever way you are accustomed. As this is a military spirit you may wish to include weaponry, etc. as part of your "decoration" and make sure to take Solar and Martian attributes into account.

On a large piece of paper or board draw out Vinea's sigil. Do this in an ink which is made from a mix of red and gold, and to which you have added a drop of your blood.

Over this sigil, speak the following, or something similar.

"Great Vinea, King, Earl and Master of 36 Legions,

I entreat thine aid!

I am assailed, attacked in the dark when my back was turned,

A coward's attack! Valiant Commander, leader of the host! Reveal to me this craven fool, so that I may have my revenge!"

Hold your pendulum over the sigil and begin to question the spirit—the pendulum will move in answer to your questions, guided by the spirit. This way hopefully your attacker will be revealed, and if this is corroborated by your own suspicions and evidence then you have grounds for a counter attack.

When you are done, thank the spirit and allow them to drift off back to their realm; a spirit of this level of importance is unlikely to attend to your request any longer than necessary, but it is polite to thank them and say goodbye nonetheless—especially when the spirit in question is a lord of bloodshed and violence...

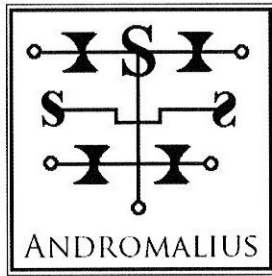
ANDROMALIUS CHARM: AGAINST THEFT

Andromalius

Primary Text: *Ars Goetia*

Planetary Association: Mars

Tarot association: 10 of Cups



Andromalius is a powerful Earl whose primary function is to seek out and punish thieves, liars and those who perform underhand dealings. This is a charm for business owners who wish to keep their property safe from shoplifters and petty thieves.

TIMING

The planetary association of this spirit would make Tuesday the best day to cast this spell—preferably on a Tuesday that lands on a full moon. Cast in the hour of Mars, the moon or Mercury.

APPEARANCE OF THE SPIRIT

This spirit is said to appear as a man holding a serpent. And from personal experience this is how he chose to manifest—a noble man in robes similar to those worn by priests, with a large python-like serpent coiled round his arm. He had a very stern expression, with a very judicial feel about him.

THE PROCEDURE

This is simple charm which can be created and left to hang in a place of business. The composite parts of the charm come from various magical traditions, combined with the seal of this spirit to give the whole thing greater effect.

On your chosen day burn an incense comprised of the following:

2 parts frankincense
1 part benzoin
1 part dragon's blood

Do this in the honour of Andromalius and ask that his presence be felt during the creation of this charm which will carry out his work.

On a piece of red thread, red embroidery silk or leather cord, add the following beads using a sharp needle:

Juniper Berries
Rowan Berries
“Evil eye” beads (such as those found in turkey)
Dried cloves of garlic

If you want to use animal parts in this charm, the eyes and hearts of a magpie would make fitting, if not slightly grisly, additions.

Tie off the ends so that you have a tight circle of these pungent ingredients. You can make this as big or as small as you want, depending on how obvious you want it to be. From the “bottom” of the circle, hang a small disk of clay into which iron filings have been mixed, and in red ink paint the sigil for Andromalius—that he may watch over your business and keep it safe from harm.

The perfect place to hang this charm is from a security camera, and if this is not possible, then behind a monitor or other security device. Alternately, place it somewhere that you can make regular offerings to its patron spirit for increased efficacy.

CONCLUSION

In these spells I hope I have shown a different method of working with certain spiritual entities other than the “fire and brimstone” approach of many magicians. Treating the spirits with respect and using a little magical ingenuity can yield fantastic results for the solitary practitioner, without the need for elaborate ritual and group workings.

Your relationship with the spirits is a personal thing—the validation of your action comes through them, not from someone telling you that you’ve done it wrong. Don’t let anyone tell you otherwise!

The scope for working with spirits is limited only by the imagination of the magician and the nature of the spirit. Appeal to their good side, and treat them with the respect they deserve and you will have one of the strongest spiritual allies that a magician can acquire, treat them badly, and you deserve everything you get.



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GOETIC SPELLWORK

There are a multitude of texts available for the willing practitioner who wishes to learn the art of spirit evocation. However, where do you go from there? One of the overarching abilities of most spirits is the ability to teach an art or skill; as entities more subject to the ebb and flow of the magical world than we are, they are able to teach many charms and spells which can aid the magician in their magical workings.

Goetic Spellwork
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