

Creating Magical Entities

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For the Pagan Student Association at Ohio State

An *entity* is basically something that has being. *Magic* is something like bending reality to fit your will. *Creating* is bringing something into being.

Basically, creating magical entities is bringing something that bends reality into being. Now, defining how to do that is the hard part.

This is far simpler than the definition given by Cunningham, Ellwod, and Wagener:

A vital principle held to give life to an immaterial essence, which has been created to have a self-contained and distinct existence with a conceptual reality, by the deliberate effort of personifying segregated thoughts and emotions.

The above definition is far too complicated and empty to use for the purposes of this workshop. "Entities" are simply "things that are." Whether they obtain a "conceptual reality," "distinct existence," or any level of "personification" is entirely up to the magician. They can be as complicated as a "corporate entity" like McDonald's or as simple as a can opener.

Entities are also often called "Servitors" or "Egregores." The word "Egregore" deals primarily with group-work (it literally means "spirit of the group," and mini-egregores are created in every group ritual), and they can be created and "fed" by a number of people. "Servitor" literally means "attendant" or "one who serves," but for our purposes, they're things created by an individual to do some sort of task.

Entities are created for reasons. These reasons are defined by the magician. Some examples include:

1. Preventing unauthorized entry
2. Keeping you practicing at a skill
3. Keeping you involved in personal ritual or meditation
4. Storing energy
5. Drawing attention to you
6. Remote viewing
7. Keeping beer cold or preventing burnt toast
8. Alarm clock/reminding

An easy process is to look at your goal, the results you want, and then distilling that into a statement of intent. This entity will deal with decreasing your homework load:

1. **Goal:** What you want, generally speaking ("I want to have less homework")
2. **Results:** What you want, specifically ("Dr. Gregory will assign less homework each day")
3. **Statement of Intent:** What do you intend this entity to do, and how will it go about doing it? ("This entity should cause me to have less homework by increasing the perception that my History 322 class is overworked and learns more from lectures, causing Dr. Gregory to assign less homework.")

Once you have the statement of intent, drawn from a synthesis of the goal and the results, you need to distill down the statement into a very basic, very real statement that finds the most important elements of the statement and accentuates them.

4. **Distilled Statement of Intent:** An accentuation of important elements of the statement of intent ("Decrease Homework from Gregory"). This statement includes all the important parts, and doesn't need to be nearly as specific because it comes from the Statement of Intent. We will become less and less specific.

Now, you have a choice. You can make a sigil, or you can make an entity. The entity will be more able to "think on its feet" and respond to various stimuli and events, as they have an actual "being." Because of that, we're going to make an entity, not a sigil (I'll be happy to discuss sigils later with anyone interested).

5. **Distill a Name for Your Entity:** This basically means that we need to scramble the name up and make it easier to sigilize and/or call on. ("Gerg Nwodemoh")

In this case, we want to name the entity in a way that we can call on it verbally when need be, but also so that we can eventually sigilize it. Here, I've taken the statement of intent we distilled, and made it shorter: Home Down Greg. I inverted the letters (i.e. wrote it backwards), and came up with gerg nwod emoh. I made it into two names, and I now have a name for my entity.

On occasion, you might need to insert letters or shuffle them around a bit. This becomes especially important when you end up with too many or too few vowels or consonants. Feel free to add to them or shuffle the letters around to make sense.

6. **Create an Appearance:** What does your entity look like? Write a description, draw a picture, or come up with a history/bio for the entity. I suggest Spicoli from *Fast Times at Ridgemont High* for our homework entity.

Think about what it looks like, what it wears. Is it anthropomorphic? Is it some sort of category jam like half-bunny, half-human for speed during a race? Does it have elemental features? What is it about the entity that helps it work?

- Vengeance entities might have a hand that is a hammer
- Money entities might wear a good suit and carry a fat checkbook
- Anger management entities might be made of sponge or rubber
- Dating entities might be walking phonebooks with highlighters

7. **Give it a Number of Abilities:** These abilities are methods for accomplishing its tasks. They may include methods of interaction with items, altering reality, or relaying information. The homework entity should

Cunningham indicates that these "Magickal Abilities" should be shallow things, primarily concerned with how the entity looks and its biography or history. I group that more logically under "appearance". Abilities deal with the tools available to help in the *process* of getting things done. Some good abilities include (give as many as you wish; this is, after all, your entity):

- "Netwalk" or experience the internet
- Alter perceptions or reality in various ways
- Work underwater

- Fly (move quickly, a common trait in ancient *daemones*)
- Persuasion
- Remain invisible

It may sound like you're creating a D&D character (and the abilities section of a role playing guide might give you all sorts of neat ideas, actually), but remember, it's important to include ways your entity can interact with the world around it. Because it exists in this world, it must play by this world's rules.

8. **Give it a Touchstone, Housing, or Physical Manifestation:** Entities need a place to live, too. Maybe a pencil case or textbook for our homework entity.

Good options include the artistic human posable figures, which can be incised with the sigil or name of the entity, as well as little craft houses you find at craft stores. Amulets, boxes, books, swords, and pens are all potential touchstones for the entity. Entities can also roam freely, but having a housing for the entity will help in contacting it.

9. **Energy sources/feeding:** How will it obtain energy? In order to do its work, it must spend energy, so replenishing that energy is vital. The creative process behind creating homework to assign might be an ideal source of food for this entity.

The terms "feeding" and "energy sources" generally rely on an uncomfortably "New Age" approach to magic and energy transference. I prefer to think of this in terms of "Where does the raw potential for energy conversion come from?" but that's too long to write. Like all things that expend energy, entities must ingest energy to convert as well. Because they don't eat food (generally speaking), other methods of ingestion must occur.

Generally speaking, you can do this in a number of ways:

- "Spending time with your entity"
 - i. Get to know it
 - ii. Put energy into it
 - iii. Develop a link with it.

You can also give your entity some freedom: make it a hunter and give it a territory.

Mockinga, my "No K in Magic" entity has the following inputs:

- It hunts the "K's" in "magic"
- Territories include:
 - i. The Internet
 - ii. Lewellyn Worldwide

It also has a feeding ground:

- My "Magic Dump File" on my website
 - <http://www.chronarchy.com/essays/chaos/magic-dump.html>

10. **Lifespan/Expiration Date:** It may sound cruel, but you should expect your entity to eventually expire. I suggest the end of the quarter for this entity.

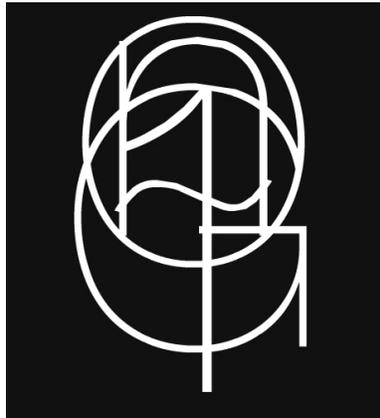
It's often been said that if you leave a servitor around and don't kill it off, it will haunt around like an energy vampire and seek out whatever it can in order to obtain some food. However it works out,

it's just cruel to leave a servitor adrift with no purpose, or no way to fulfill its purpose. Set an expiration date, and kill it. I've heard serious stories from credible witnesses who have said that lost servitors have been mistaken for deities and worshipped, drawing in new power that way. Believe them or not, an unattached servitor is dangerous.

11. **Method of Dissolution/Kill Command:** Perhaps more cruel sounding is the idea of a "Kill Command," but it is important to have a way of destroying the entity if either a) your will changes, or b) it becomes no longer useful. Slamming your main textbook shut three times while chanting "Die, Die, Die!" might be a good method.

The kill command can be anything you want. Just be sure you don't say it accidentally. And make sure it's written down. It's more important to remember the kill command than the animation command, as Eucrates discovered.

12. **Sigilization or Symbol:** What we're looking for here is a specific sigil that can be fired during the ritual to animate or create the entity. The sigil is generally drawn from the name of the entity in some way, though not always. Here, I would suggest taking the letters of the name and putting them in some simple arrangement:



Sigilization is fairly easy, and can be done in a number of ways. I recommend *Fireclowns Sigilization Basics for the Confused* if you're. . . confused.

13. **Associations:** A number of magicians find the associations of moon phase, day of the week, deities, hours, etc. all to be very helpful. Fill in as many as you think will help. For this entity, I suggest "dusk till dawn" as the primary time (as that's when most of us are doing our homework), a waning moon (to promote reductions), the colour yellow (for the mind) and the element of air (for clear thought).

Associations are all well and good, but they're not required. I do recommend that you get as many going as possible, merely because the associations will give you a stronger connection to the entity you create. Don't worry about getting it "right," honestly. Whatever you associate with various parts of the entity and whatever reasons you give will be valid enough.

14. **Working out the Ritual:** Generally speaking, the ritual is up to the person doing the work. Entities can be fired much like sigils (i.e. via Wank Theory or other gnosis-inducing processes). Staying up late one night over homework and masturbating to orgasm and cumming all over your book while visualizing the entity's sigil might be ideal for this entity.

Rituals can be done in a number of ways, but Phil Hine's SPLIFF option is probably the best:

- S - Statement of intent
- P - Pathways available?
- L - Link intent to symbolic carrier
- I - Intense Gnosis/Indifferent Vacuity
- F - Fire
- F - Forget

Basically, though, when you reach that point of vacuity, connection, or gnosis, that's when you want to send the entity out. However you reach that is up to you, as is how you send it out.

15. **Note What Went Right . . . And Wrong!** I cannot stress enough the importance of noting your results. Include *anything* weird that happened during creation, what results came about, what problems you encountered, what questions occurred to you, and anything else that might be useful.

Further Reading:

Two places in particular are good:

http://www.philhine.org.uk/writings/index_spirits.html

<http://www.chaosmatrix.org/library/sseg.php>

Both websites are amazingly good and include a number of the items above.

Other websites include:

<http://unrune.chaosmagic.com/servitor.htm>

<http://www.chaosmatrix.org/library/chaos/texts/confused.html> - *Fireclowns Sigilization Basics for the Confused* – a *must read*, especially if you're really frighteningly into Bootsy Collins.

If you're morbidly curious, you can also pick up:

Cunningham, David Michael. *Creating Magickal Entities: A Complete Guide to Entity Creation*. Perrysburg, OH; Egregore Publishing. 2003. ISBN: 1932517448

But I strongly recommend *against* picking that one up. I admit, I was terribly, terribly excited at the title of this book. I mean, *Entity Creation*! Wow! Not only does it sound like a blast in a half, but it's a topic that needs a lot of discussion, a lot of work, and a lot of new source material. The title indicates that it's accessible to beginners ("Complete Guide" and all that), and it seems like it would be useful to magicians who have done some previous work as well.

Unfortunately, this book just doesn't cut it in oh, so many ways.

I find myself, as I think about this book and try and remember what was useful, thinking in very negative terms. The book was not basic, and yet it was not advanced. Basically, it covered things that any advanced magician would understand easily and wouldn't need to read, but left out huge chunks of information that a magician who was just starting out would need to understand the process. It completely fails to find any sort of audience.

The process of sigilization was briefly touched on, I suppose, but not really explained fully. Pythagorean numerology is used as an example of a way to create the "look" of your entity, but they never explain how you can use it yourself. The section on "Giving Life to your Entity" doesn't give you any sort of actual example ritual, which is okay if your audience is advanced enough to figure it out for themselves, but not for the basic or beginning practitioner.

The worksheet completely seemed to miss the mark: I found it to be useful in principle, but the line of questioning that it provided turned out to be far less useful than I had hoped. Sure, it's neat to associate these things with days of the week and scents and stuff, but why include these and not alphabetical or Tarot Arcana associations? Phases of the moon are neat, but the worksheet sets them up like check-boxes, where rather than think about *why* you'd like to choose something, you just check a box and your entity finds itself tied to the phase. The worksheet, as it's presented in the

book, is also very difficult to work with: it cannot, for instance, be copied without breaking the spine of the book. I found the worksheet most useful for creating my own sheet.

In the end, the book was meandering, shallow, and confusing. The layout was poor, and the writers failed to really convey their ideas clearly. I would often get to the end of a chapter (chapters average about three or four pages, perhaps) and be completely unable to connect what I'd just read to the subject of the book. The fact that I was never quite sure if they were talking down to me or presuming I knew more than I actually did didn't help much.

At the cover price of \$17, you're better off searching the terms "egregore" or "servitor" on the internet and seeing what comes up. Heck, \$17 can buy you a number of good subscriptions to various Chaote and other occult periodicals, or a membership to a good group that can teach you this stuff. Don't spend it on this book and hope to get a good deal out of it.

I cannot stress just how disappointing this book was to finally receive. I had hoped for so much, and it turned out to be less valuable than the things I already knew. It is neither good for beginners nor for the advanced practitioner, and anyone in between is likely to be totally lost.

However, there was one bright spot: this book *has* inspired me to create an entity (based very loosely on the process presented in the book) that seeks out and destroys the "K" in the word "Magick."

Entity Creation Worksheet

Adapted from *Creating Magickal Entities*
by Cunningham, Ellwood, and Wagener

Date: ____/____/____

Goal/Desire/Intent:

Desired Results:

Statement of Intent:

Abbreviated/Distilled/Final Statement of Intent:

Entity Name:

Entity Appearance:

Magical Abilities:

Touchstone/Housing/Physical Manifestation:

Energy Source/Feeding:

Lifespan/Ending Date:

Method of Dissolution/Kill Command:

Sigilization/Symbol:

Colours:

Plants:

Fragrance:

Moon Phase:

- New
- Waxing
- Full
- Waning
- Eclipsed
- Other: _____

Day of Week:

- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday
- Sunday
- Multiple: _____

Hour:

Associated Numbers or Letters:

Associated Deities, Sepherot, Body Parts, or Tarot Cards:

Associated Elements:

Day/Time of Creation:

Tools required:

Notes:

Results:

Problems:

Questions:

Other:

Notes: I took the original worksheet in *Creating Magickal Entities: A Complete Guide to Entity Creation* (ISBN: 1932517448), chunked out the useless things, added some useful things, expanded some of the fields a bit, and tinkered with what things were called. The original form of this worksheet was less helpful to persons working in more traditional/ceremonial paradigms. Check out the original and compare for what might work best for you. –MJD – Chronarchy.Com

