

The Artemis Gathering 2012: Thought Forms

In this session we will be looking at a form of spiritual helper called a Thought Form.

This form of helper is traditionally an entity created by the will of the magician to aid them in specific tasks which could be physically difficult for the magician to do either because of time, distance or danger, these could be to locate information or items, pass information to someone, spy (essentially remote viewing without the need to be directly involved). The tasks are usually minor, singular and specific.

The magician achieves this by the creation of an entity with a well defined set of constraints, this is two fold, the first so that the will of the magician is focused to the specific task, the will is focused into a manifested form that 'knows' its purpose is only this task.

The second, the constraint as well as defining the entities purpose, also limits its self awareness, any conferring of decision making, autonomous or what we would class as a sentient entity would allow the entity to question and evolve its own will, this could lead to trouble such as deviation from the task, miss interpretation for its own needs to subvert the task to desire to do its own thing. Some ignore this and will give it more as they would think its slavery otherwise. Don't think of this as slavery, what is created is a non-sentient entity, its not a true spirit or creature, it is merely an extension of the magicians will and life force. But it is still separate and not under direct conscious control of the magician unless you specify it to be. The link usually empathic/telepathic remains but the idea is that the entity should be independent as the magician does not want to be bothered directly, if this was a requirement then the magician may as well just do it themselves and there would be no need for this thing.

The entity once it has completed its task it either ceases to be or is wilfully destroyed by the magician, and the energy reabsorbed by the magician or dispersed. The preferred method depends on how the magician goes about its creation and if the magician puts enough of their ow life force into the entity and who might want it back.

The consciousness granted to a Thought Form requires striking a fine balance between granting enough autonomy to the entity to function and to deal with problems or hurdles in the way, sort of it metaphorically repeatedly hitting a brick wall is pretty dumb, give it something to recognize a door and see that. Finding the right level therefore comes from experience and understanding the

complexity, or hazards of the task being set for it. However too much self awareness can lead to the entity wanting to exist and its own will forming and developing into a survival instinct, this can lead to the entity doing all it can to break away. This may call to find various classic tales of golems which are closely associated with Thought Forms.

Alternatively, if you want to avoid some of the nightmares of making your own you can always locate convenient off the shelf ones to use modern parlance. I use some created by my goddess for example, and many deities refer to helpers or associates that could be considered as Thought Forms so see if you can find them and make use of them. I'm very fond of mine as they are handy in that I don't need to create them every time, I just call them, I don't destroy them either, just letting them depart to where they need to be once the task is complete. In this case I should also point out that they are highly intelligent and self reliant as they are very old but as they are devoted to their mistress and so am I we have a common goal so there generally isn't any resistance to my requests.

This leads me to the next one where these particular ones I use blur the boundaries between thought form, familiar and independent spirits. I've used these ones now for over 15 years and I find them better than the ones I could create because of all these positive points I've just described. They have evolved (or granted) beyond mindless automatons to what you could describe as spirits. Now, and as I prepare to say this I can feel my goddess getting wound up as she knows what I am about to say, however she won't stop me and that's interesting, I have the view that thought forms could be the basis of divine beings. Unfortunately that brings more questions than it answers and could very well lead my brain leaking from my ears if I continue along that line.

The idea of Thought Forms appeals to my engineering inclination and they are fascinating to explore, but I've not personally found a huge use for them in research or doing tasks. The only use and the one I've had the greatest success with is using them in the role of guard dogs. they fulfil all the requirements quite nicely for it: They don't need awareness, only to identify if a threat due to malicious intent is incoming, and what to do about it. A time span to operate in which I tend to limit to a year at a time, the location is static or within a set of boundaries for it to monitor. The use of multiple forms is good here.

As these are an extension of the magician's self the extent that the entity will return information back to the magician also depends on how this is specified during creation. From experience I tend to prefer empathic/telepathic, but some, if you are doing remote viewing for example, will instruct the thought form to project images back. Whichever method you choose you won't want this

information coming back at any moment, and I've found that bringing to mind the entity's existence and purpose to mind reawakens the connection to it, and then you can recall the images it has seen etc.

The connection poses the question of how much risk does this exposes you. I've not experienced any negative feed back with an entity being damaged while out on a task, so I don't know if there is any knock on effect back as the caster, I might have just been lucky. So until any experience shows if there is one, I would recommend caution, perhaps in the empowerment stage, something I will get to shortly, it might be worth planning in some kind of buffer, or wall in the way. Use protection methods which appeal to you for this.

1.1 Creation Process

Naming

Your intention is the primary drive for this entity, from there the creation process with build on it to bring it to life. First step in many books of the subject will give as the name. Names are powerful, they define things, and reflect a things image, so taking into account the task envisioned, the name helps the focus of the entity to achieve your aim. Could use an acronym of the intent, as this is a common form of magic used through various traditions. Or number correspondences etc. Whatever you feel is applicable to your methods or the effect. Various ways to take the intent and turn it into a name simple or complex, but if you go with complex options then be aware of any chance of miss interpretation of your intent.

Some texts on the subject do discuss defining a description of the character and physical description for this entity, I feel that is dangerous, as I said before, conferring any significant level of self awareness can lead to trouble. So try and keep your distance from it, be natural and not give it any chance of quirkiness, treat as a scientific experiment, objective detachment. It is a tool.

As I just mentionde the name and the description are what various texts often bring up, I've never created my own with names or descriptions. Perhaps if I had lots of them then I would, but I've never had more than one in progress at a time. I like to keep things simple and focused.

One aspect I do agree with to the texts, and one I've already brought up and that is the amount of self awareness and resourcefulness that this entity should have. It is important at this point before

you start any ritual to bring it into existence to really, and I mean really think about how independent you want it to be, again I will repeat the danger of giving it too much. It will without doubt come back and bite you. If the task is simple and short then none should be given. If however, the task could be for months, going all over the place or having to negotiate many obstacles, then either grant it something, or better still revise your intentions, this may be too difficult for just the one, break the task down to simpler stages for multiple forms, or better still do something else instead. You need to be careful you don't expose yourself or others to uncontrolled entities inflicting physical, emotional or magical damage because you are over stretching yourself.

Definitely consider imposing a life span too It doesn't help having these things floating around with nothing to do. Judge the length of the task, maybe add a bit on and set the life to be that if you go via time, or set as 'on completion of task' cease to be. During the empowerment is when you set the span and the methods of disposal whether that is self destruction, dispersal or grounding. You really do need to make sure this is set.

Empowerment

Choice of how you empower is a very personal thing, however the approach you might want to take is along the same lines as doing any work with wax or clay figures. This becomes more evident when I mention a handy aspect of containment for this entity recommended in one of my books.

During empowerment link it to a physical item such as a stone, a wall, candle, statue. Best if its something small, physically easy to handle and to damage. You might see where I am going with this.

The physical item serves a number of uses, such as giving it a home or a place to anchor to when not in use. Its also handy if you want to take it with you, although the most significant use is in how to dispose of it, if you didn't give it a time limit during empowerment you can use this physical item to help in the disposal of the form by breaking it in any way you see fit, don't be squeamish, its not a living thing and if you worry about this then either don't use thought forms, or limit the awareness. Again as I've said I keep things simple and haven't actually made use of this as its recent thing I've become aware of.

During the empowerment ritual reciting the name, task, the attributes or skills, time span, etc you want to grant this entity should be done, and this should be done as formally and succinctly as possible. Treat it as a form of wishing, where every word needs to be considered for its context and

possibility of being miss understood. So no winging it, get it right and do it only once as there's no room for error, if it goes wrong you might have a bit of a mess on your hands to clean up.

During or shortly after empowerment, the entity should be showing its self in some way, it could be you sensing its presence, movement, disturbances around you. The effect and strength of it may rely on any granted ability to interact physically. If all goes well and your task is immediate then it should be on its way, if not then should be in its home item if you gave it one. Control and connection with it I've found to be instant telepathic/empathic. But let it get on with what you have assigned it. Awareness by others, unless you've granted it the ability to be seen by others will mean it is undetected, I tend to consider it as a sort of extension of my own energy body, astral, or etheric, and from experiments like any form of projection, my appearance there is not noticeable. likewise these things aren't noticeable either.

I may be out of time now, if anyone would like to discuss Thought Forms or my specific uses of them I am happy to talk at length. I will be returning to them briefly at my talk on evocation at Witchfest.