Session 6 – Thought Forms

In this session we will be looking at a form of spiritual helpers, a thought form.

Use

This form of helper is traditionally an entity created by the will of the magician to aid them in specific tasks which could be difficult for the magician to do either because of time, distances 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 very 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. 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 separate and external and so not under direct conciousness control of the magician unless you specify it. the link 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 is reabsorbs 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 who might want it back.

The conciousness granted to a Thought Form requires striking a fine balance between granting enough self 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 if 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. 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. 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 their generally no resistance to my requests. This leads me smoothly to the next one where these particular ones I use blur the boundary between thought form and familiar. I've used these ones now for 15 years or more now, I find them better than the ones I could create because of all these positive points I've just described. They have evolved beyond mindless automatons to what you could describe as spirits. Now, and as 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.

However the idea of Thought Forms appeals to my engineering inclination and they are fascinating to explore, but I've not really 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.

Nature

As these are an extension of the magicians self the extent that the entity will return information back to the magician also depends on how the creation goes. If the magician creates the entity that it will project images then this will happen, or it could just return a few images. The strength and distance of the connection with the entity is though the amount of the personal energy you empower it with and this should be considered with the task in mind.

The connection poses the questions of how much risk this exposes you. I've not experienced any negative feed back, such as 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.

Although I and many others, by their title of Thought Form would usually create it as a disembodied entity, this is by no means the only option. The classic form of golem is of course similar if not a physical version of this idea. I'm not aware of any modern instances of this use, but could be worth a try if you have the inclination.

And extending my view on deities being initially Thought Forms, group creation lends to a greater force to the creation process. If you are able to do group or coven working then an cumulative effect could add to the potency of such a creation and likewise spread the risk and burden.

Creation Process

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 is 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, got give it any chance of quirkiness, treat as a scientific experiment, objective detachment. It is a tool.

In the same vein, consider 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, physical, emotional or magical damage because you are over stretching yourself. This is a dangerous process, with risk. No objective is worth that much.

Definitely consider imposing a life span. It does not 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, 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 containing for this entity.

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 considering what I've just been talking about.

The physical item serves a number of uses, such as giving it a home or a place to anchor to when not in use. You know where it is! 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 did not give it a time limit during the creation and empowerment stage 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 it has so it is just an automaton.

There are the tales of some having in the past let them go into the wild, or left them around long past their required time spans, this is wasteful to any of your own energy you may have put in, it could also come back and bite you. These things through being left alone with nothing to do tend to start thinking and trying to learn.

They could become a hazard and if you treat them as just an extension of yourself and dissolve them after use you will avoid any unpleasantness. Just remember they have no morals, no feelings, or needs other than those you give them. So don't give them any otherwise you will place yourself in a difficult situation in the future.

During the empowerment reciting the name, task, the attributes or skills 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. No room for error, if it goes wrong you might have a bit of a mess on your hands to clean up. This is why its not worth overstepping things and giving it too much rope to hang itself and possibly you.

Ensure you define its limits, level of power, any timespan. be precise and don't be sentimental its not a living thing, its a mental construct at least, and at worse an entity capable of exerting a physical presence. Treat with caution and keep in mind the story of Frankenstein.

Depending on how you approach the 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 obviously depends on if you've granted it any 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. Control and connection with it I've found to be instant telepathic or 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.