**Definitions and Glossary**

To **Act in Accord**: Physical actions or behaviors that further one’s purpose, undertaken along with magickal rites or workings.

**Alchemy**: The art and science of transformation. Alchemy includes changing the form of material objects from solid to liquid to gas, like freezing water to make ice, or heating water to make a vapor. Natural processes, such as decay or growth, are considered alchemical. Alchemy can include brewing a potion or making soup. It can also include the spiritual process of changing one’s consciousness. The media portrayed alchemy as transforming one substance into another, such as turning lead into gold, but that is not accurate.

**Alraun:** A facsimile to stand in for a person, when performing a working for them. Specifically, an image carved from a root. In the past, magick-workers used peony roots for children, mandrake for adults. but turnips, carrots, and any other root will do. See poppet.

**Altar**: A sanctified space, usually a flat surface, used for magickal workings, worship, and to place magical tools. May be a storage space. Can be dedicated to one or more deity(ies).

**Amulet**: A power object or repository of energy. Some folks interchange the word with talisman or charm. An amulet is a symbolic device, worn by a person or used in a specific location, like a baby’s crib or a vehicle. It can be used to repel bad luck, bring about good luck, symbolize a deity or other entity, protect the wearer, and contain power.

**Ancestors**: Predecessors, genetic relatives or spiritual guides who lived previously. Ancestors may also be living, such as our grandparents.

**Anchoring**: To attach the mind or spirit to the physical body while on a spiritual Journey, during astral travel, or during an avataring ceremony.

**Animism**: The belief that every organic being has a soul, spirit or consciousness. Includes trees, plants, rocks, bodies of water, animals, and physical locations.

**Anoint**: To show reverence or to denote a quality of “specialness” by dabbing an item or person with oils, flower essences, or other desirable substances. Ritual symbols can be inscribed with the oil.

**Apotropaic** item: A power object used to ward off “evil” or to turn away bad luck.

**Archetypes**: Symbols or beings that resonate with all people on a spiritual level. For example: hero and villain, grandmother, healer. The name for this concept was originated by Dr. Carl Jung. Archetypes are products of the collective unconscious, meaning the thought forms and/ or emotions of many people, or a nation of people.

**As Above, So Below**: The axiom for the belief that occurrences on the higher planes of existence, such as the Astral, are mirrored or recur on the lower planes of existence, such as the Material.

**As Within, So Without**: The axiom for the belief that what occurs in the mind or the emotions, or on the Astral, are mirrored or recur outside of the individual, in the material world.

**Asatrú**: A reconstruction of the religions of Germanic / Teutonic, Anglo-Saxon, Scandinavian, and Icelandic people. Also called Heathenism, Heathenry or the Troth.

**Aspecting, Avataring**: Taking on and manifesting the qualities of an animal, entity, deity, or condition such as love or the wind. The aim or purpose is to become like them, to embody the admirable, desirable qualities, abilities and talents of the other being, within oneself. Avataring is specifically used when the other being is stronger than you, and you must condense your being, your spirit, your life-force, your qualities, your You-ness, in order to allow the being to enter into and work through you. African diasporic folk religions calling this “being ridden by” a Loa, Orisha or spirit.

**Aspurge, Aspurgate**: To cleanse an area, tool or a person with salt, water or smoke. Saining or seining is purifying a space or anointing a small child, usually with water. Also used in protective magick.

**Astral** plane: In the belief that there are different levels or plains of existence, the astral is the unseen realm or location of thoughts, dreams, memories, and intelligence. Some say this is the realm of spirits and other entities, while others consider the Astral plane to be the location of human experiences, such as intelligence and emotions.

**Astral Travel** or **projection**: A person’s consciousness moving or traveling independently of their physical body. An example is a dream state. In some British cultures, this was called “twinkling” or walking between the worlds.

**Astrology**: The art and science of studying the stars, planets, moons and their influence on human personality and life events, and of using these influences for divination or magick.

**Attunement**: To bring one soul, consciousness or being into harmony or agreement with other souls, consciousnesses, or entities.

**Augury**: Also called second sight, foretelling, *kenning* in colloquial Irish, *frith* in Scots Gaelic, soothsaying (which means truth-telling), prophecy, intuition, forecasting, prognostication, presaging, fortune-telling and divination. See the entry under divination for more information.

**Baneful, malevolent**: Harmful behaviors, actions, and mindsets, done with the intent to cause problems. Bad influences, spiritual or physical. Baneful actions can also be done unintentionally, such as the emotions of jealousy or anger causing harm. Baneful can also mean objects that repel, such as wolves’ bane.

**Banish**: To remove, vanquish, get rid of baneful or harmful influences, entities or actions. Some people interchange this word with devoke or dismiss when used in reference to saying farewell to entities during ritual.

**Belief**: Is subjective, different for each individual. It cannot be scientifically proven (yet). Belief is the emotional, spiritual knowledge that an entity, condition, or force exists.

“**Black Magick**” or “**White Magick**”: Traditionally, magickal workings done for harmful purposes vs. magickal endeavors performed for a good, positive outcome. There are some connotations of race, so the terms commonly used today are baneful, malevolent or negative vs. helpful, benevolent or positive forms of magick.

**Bless**: To dedicate a person, area or object in the name of a deity or other magickal entity. To ask the favor of a deity. To impart beneficence to a person or object.

**Binding**: Binding can be used to connect one condition to another. An example is binding a spell for getting a good grade in school by wearing your favorite sweater while both studying and taking a test. Binding can mean something that finishes a working and making it stick, such as verbalizing “So Mote It Be”. Binding can also be used in a restricting manner on an individual, such as binding someone to prevent them from fulfilling their capabilities. This is also called “leashing”. Symbolic binding is used between people during a marriage rite, called handfasting, with understanding of the ceremony and use of free will.

**Boon**: A gift, benediction, or creation of beneficial conditions, or granting a wish, usually done by an energetic being or deity.

To **Cast**: To throw, send, direct energy for a purpose. Cast a circle, cast a spell, cast out baneful energies. In some older texts, to cast a spell was to “on-lay” the magickal energy.

To **Center**: To connect your emotions and intellect to consensus reality. To affirm your position within your own body and consciousness.

**Ceremonial Magick**: A belief system or practice that incorporates one or more of the following magickal practices: the Hermetic principles of ancient Greece, the magico-religion of Babylonia, the Jewish and Hebrew magickal system as found in the Qabala, the Keys of Solomon, Enochian entities and systems, planetary and astrological symbolism, and the rituals and rites of other cultures, including Christianity. Ceremonial magick is also called “high” magick and can exist independently of religion or spirituality. Stylized ceremonies include summoning or calling entities for assistance, using correspondences for sympathetic magick, attunement with other planes of existence, using and directing natural and supernatural forces, and bringing will into manifestation.

**Channeling**: Using the force of will to bring a state or emotion into being, such as channeling love to an infant. Communication with spiritual beings or interpretation of occurrences within the spirit realms.

**Chant**: A verbalization used in a working, often rhyming or alliterative.

**Charge**: A magickal demand, usually in poetic form, such as the “Charge of the Goddess”, which mandates certain behaviors, qualities or requirements. To charge something with power is to infuse it with energy to be used as magickal fuel. It can also include verbal or written directions that give an object a specific magickal purpose.

**Charm**: A physical object to bring luck. A verbal statement to bring force into form. A magickal working.

**Circle**: A round-shaped sacred space, used for the containment of magickal energies and the protection of participants. Sometimes called “A place without place, in a time without time”. Believed to be outside of consensus reality. A Circle can also be spherical, actually resembling a soap bubble to many people. Wiccans and Ceremonial Magicians perform most of their ceremonies and workings within a ritual circle. Other cultures may meet in a circle of people, and/ or within a circular area, such as a ring of dolmens. Some magico-religions call this “dancing the ring” or “drawing the compass”.

**Cleansing**: Cleaning, clearing, removing a certain condition or situation, usually removing harmful or baneful energies and entities. Cleansing also relates to clearing a location or magickal tool of disquieting energies.

To **Conjure**: To summon forth or bring a condition into manifestation using magick.

**Collective Unconscious**: A term invented by Dr. Carl Jung to mean the repository of combined memories, thought-forms, and emotions of a large group of people.

**Common Magick**: The magickal workings and rituals of the common, working-class people, also called folk magick or low magick.

**Consensus Reality**: That which is seen, heard, smelled, tasted, experienced by the majority of people. Objective rather than subjective.

**Cone of Power**: Raising energy in a swirling, revolving cone, which increases in magnitude. It is then released from the ritual space to bring force into form and will into manifestation. This is primarily a Wiccan practice.

**Consecrate**: Dedicate a person, area, object to a higher purpose, to bless. Cleanse first, then consecrate.

**Consent**: Permission granted with full conscious awareness of all results and consequences.

**Contagion magick**: Connection causes more of the same. Transference. An object which has undergone a certain condition will attract a similar condition. Example: I want to get pregnant, so I wear the dress of my pregnant sister. Two or more things that touch one another and share certain conditions. Think contagious, or “catching”.

**Correspondences**: Things that symbolize or relate to one another. An example is the color red representing the South, fire, the planet Mars, strength, and the emotions of anger or passion.

**Crystals**: Gemstones, metals, minerals, rocks, and some organic substances such as amber. Crystals usually have intrinsic magickal properties. Can be used for healing, divination and other workings.

**Coven**: A group of Witches or Wiccans meeting for fellowship and to perform ceremonies.

**Curse**: To use malicious emotions and thoughts to direct energy for the deliberate purpose of causing harm to another. Also called a hex, a malaision, a jinx. Highly unethical.

**Dark magick**: Workings that involve death, challenging or difficult emotions, painful truths.

**Dedicate**: To mark a person or object for a specific purpose; to dedicate oneself to a religious path or deity means to devote or pledge oneself.

**Deities**: A type of entity, a God-form, representing a certain concept or archetype, such as the God of the Sun, or Goddess of the Earth, or Youth, or Motherhood. These entities can also include natural forces like the Wind or Rain, and human conditions such as Love or Wisdom. They might represent a profession, such as dairying or smithcraft. Some people see deities as having more power than humans, or a divine quality. They are considered a higher form of consciousness or a collective consciousness. Some people believe that deities have human foibles or qualities. Many believe the deities are immortal.

**Demons**: Entities considered to have powers detrimental to humans. This is different from *Daemon*, which is an ancient Greek word for spirit being.

To **Devoke**: Cease interacting with a magickal energy or being, to finish, to say farewell, to end a rite. Some people use this term interchangeably with dismiss, or banish.

**Dismiss, disengage**: The steps taken at the end of a magickal working. To cease working with a deity, spirit or other entity at the end of the ritual. To say farewell and thank an entity.

**Divination:** Gaining knowledge through esoteric means. Receiving guidance. Divination includes communication with entities, as well as glimpsing into situations that might occur in the future, or knowledge of past or current conditions. A peek into the future or an insight into the past, usually through symbolism. Portents, omens, auspices and signs are symbols representing conditions that may become manifest. The root word is “divine”, but divination may or may not have an association with a deity. May be used interchangeably with augury, prophecy, intuition, scrying, kenning, soothsaying, forecasting, prognostication, presaging, and fortune-telling.

**Druids, Druidry**: A religion and /or magickal system based on the scholarly class of priests, scientists, bards, judges and teachers of the ancient Celts.

**Duotheism**: A religion that has two or more deities or God-forms.

**Effigy**: A figure such as a doll created to represent a living person, a deity, or animal.

**Elements, elementals**: Spiritual forces that may take an actual, physical form, and /or represent specific qualities. Wiccans recognize Earth, Air, Fire and Water, which are aligned with the directions of North, East, South, and West. Many Native Americans also honor the elements, as do Ceremonial Magicians. Celtic people and Druids often recognize three: Air, Sea and Sky. Chinese people honor Wood and Metal, as well. Some Wiccans add the fifth element of Spirit. An example of an elemental alignment is fire representing passion, creativity, and ambition, or water representing cleansing and quenching. The elements can also be guardians of a sacred space. Not all magick users work with the elements. An elemental is an energetic being that corresponds to an element, such as Sylphs of air.

**Empowerment**: Causing something or someone to be infused with magickal power. Also a feeling of power, ability, and self-actualization.

To **Enchant**: The root word is “chant”. To perform a magickal rite or spell, or to cause a person to become magickally enamored or changed.

**Enech**: The old Irish Gaelic word for “face”, meaning honor. Enech is the concept of acting honorably, with valor and respect. In Welsh, it is *wyneb*.

**Energy**: Natural forces which may come from electrons, or deity and other entities, or the universal consciousness, or an unseen source. Also called power or force. Used when working magick, attuning oneself to a condition or being, and maintaining intrinsic strength.

To **Engage**: The steps taken before and at the beginning of a magickal working. May include grounding, centering, anchoring, and creating or outlining sacred space. To contact a spirit, deity or other entity. This may be used interchangeably with Invoke.

**Ethics**: A code of behavior, considerations made before acting, mindful decisions made in conjunction with performing an action. Can include morals, personal codes, virtues, values and ideas such as “do as you will while harming none”.

**Entities**: Energetic beings, usually unseen or not experienced by most people. Can include a deity or a god-form, a supernatural being such as a fairy or bogey, an animated (animism) spirit of an object or place, such as a nixie who dwells in a spring, or a personification of a concept, such as Death or Love.

**Esbats**: Wiccans’ and Witches’ meetings and celebrations during moon phases, particularly on full or new moons.

**Evoking**: Bringing to mind, symbolizing, representing. The candle flame evoked the spirit of fire, passion and creativity. Wiccans sometimes use this term to mean to “call forth” a spirit or entity.

**Fairy**, Fairies, Faerie, the Fae: Energetic beings or spirits that operate close to Nature, who have magickal qualities and properties, who may be immortal or close to it. Although the name Faery is from the British Isles, these beings can be found in all cultures.

**Familiar**: An actual, physical animal or a spirit being with whom one has an affinity, a relationship, who helps the practitioner emotionally and spiritually. A helper who can participate in rituals and magickal workings, and which aids, comforts and offers spiritual protection to the magickal practitioner. Some traditions use “familiar” to mean a spirit, a fetch or psychopomp, as well.

**Fetch**: An energetic being or thought-form created by using one’s own energy, psyche, or consciousness. The objective is to release this energetic being, separate from the person’s remaining energy or consciousness, while still retaining control over the fetch. The purpose is for viewing unseen situations or doing working independently of an individual’s own psyche. A fetish is usually a object containing a fetch. A fetch is also called a psychopomp, servitore, or ergregore. A fetch can also be a spirit double or doppleganger. Seeing it can presage death.

**Focus**: Concentrating on the desired condition to bring it into manifestation. Envisioning the desired condition as if it is already occurring. Truly paying attention to signs and portents. Directing energy for a specific event or cause. Conversely, the object or condition receiving attention, as in the focus of this rite is world peace.

**Folklore, folkways**: The stories, legends, myths, arts, crafts, songs, dances, rituals, beliefs, magick, and information of the common people of a particular culture. Lore usually refers to the spoken word.

**Folkloric Nature Spirituality**: Magio-religion or spiritual practice characterized by the lore of the common people having to do with Nature, natural forces, natural powers and beings.

**Folk magick**: Energetic workings utilizing natural powers for a purpose, done by common, working-class people. Energy which is close to the Earth. Also called low magick.

**Folkplay, Ritual Drama**: An art form practiced as part of a cultural heritage, usually during a specific liminal time period (Yule, St. Martin’s Day, the new year, Beltane.) A folkplay is a dramatization that can contain spoken lines, songs, poems, puns, ritualized motions, dances, costumes, and playing musical instruments. A ritual drama connects the participants, including the audience, to one another, to deity and to nature. It often involves physically acting out the part of a character for a specific magickal purpose, using / replenishing the energies of “what was before”. It can fuel a rite with magickal power. Many folkplays contain the themes of sacrifice, death and rebirth, fertility and healing, although these motifs may not be obvious. The rite may involve avataring an entity.

**Force into Form**: Using magickal energy or the will to bring a desired condition into manifestation.

**Fuel**: Something that gives energy to drive or to “power” to a magickal working. A force that activates a change in form. Fuel makes the magickal rite operational. Can include a candle burning, a natural event like a windstorm or eclipse, the planetary powers of the Sun and Moon, or a human activity like dancing or making love. Can also be called a charge.

**Gaia**: The name for the Earth as a conscious, aware being, the ecosystem as a unified entity. Often personified as female. Sometimes deified.

**Grimoire**: A book of magickal information, including spells, correspondences, recipes, chants, lore and rituals. A textbook or recipe cards which include magickal rites. May contain diagrams, magickal alphabets and sigils, drawings and other written information. Wiccans sometimes call this a “Book of Shadows”. Also called a spellbook, a black book, recipes or receipts, a journal or diary, a magickal text. Some are believed to contain intrinsic magickal power.

To **Ground**: To establish a physical connection with the material world, to stabilize.

**Guides**: Magickal beings that help humans in their spiritual quest.

**Heathen**: People of the heath, or meadow. Sometimes a pejorative. Those who practice religions or folkways that come from the Scandinavian countries, Iceland, and Teutonic / Germanic territories sometimes refer to themselves as Heathens.

**Herbs**: Plants with special properties or qualities, including healing, magickal, or nourishing. Herbalism is the study of herbs. Herbs are prepared in certain ways to extract their oils.

 Herb Simple: One herb, usually the dried leaves.

 Herbal Concoction: More than one herb prepared with boiling water. (Potion). Usually the water is boiled first and herbs added, or the boiling water is poured over the herbs.

 Herbal Decoction: More than one herb boiled in water, usually the stems, roots, and thicker parts of the plants.

 Herbal Elixir: A mixture designed to bring about positive change, or an herb used for a change in consciousness.

 Herbal Potion: Mixture of herbs in some liquid. Used to draw power. Not necessarily for ingestion or topical application.

Herbal Ointment: An herb mixed with an oily base, or lotion, a salve applied topically.

Herbal Tincture: Herb mixed with alcohol, or sometimes vinegar.

Herbal Tisane: An herb boiled in water, or infused (covered by) boiling water. A tea.

 Herbal Wash: A tisane or concoction used topically.

**Holidays** or **Festivals**: Many magickal practitioners use the term holiday or festival for celebrations of Holy Days, liminal days, seasonal events, moon phases, or sacred gatherings. Wiccans and Witches often use the terms Sabbat or Esbat. The holidays may be called by their common name, like Mayday or Halloween, or by their names in languages other than English, for example, Beltane and Samhain, which derive from Irish Gaelic. An older name for the holiday might be used, like Merry Night. These days are called *Ysbrydnos* (spirit nights) in Welsh. The Celts believed that the holidays begin at sundown. The quarter days are based on solar events, called the solstices and equinoxes, which end and begin the four seasons. The cross-quarters are those days that are positioned six weeks between the solstices and equinoxes. (Some traditions reverse these times). Holidays may mark spiritual occasions, or working events, such as Halloween being related to the final harvest and the night when the “veils between the worlds are thinnest”, or when boundaries between the spirit realm and material world have a more liminal quality. Holidays also include national celebrations, events based on Nature, or those based on the life of an individual.

**Incantation**: The root word is “Chant”. The verbalization that accompanies a spell, rite or working.

**Intent**: What one is truly resolved to do or is determined to have happen. Aims, goals, objectives.

**Intrinsic**: Properties contained within something, qualities that an object or person has naturally. Something with an innate, internal characteristic or ability. For example, lodestones are said to have an intrinsic magickal force. The opposite is Extrinsic, meaning that qualities or conditions are outside of, or external to, that person or item.

**Invoking**: Requesting help from a spirit, element, deity, or other entity, “summoning”, “conjuring” or calling them from their realm into this world. Should be done politely, and with reverence and respect, and for a serious purpose. Some Wiccans use the term invoking as we (Common Magick practitioners) use the words aspecting or avataring, meaning to take on the consciousness of a deity or spirit. Some use the term interchangeably with, or in place of, evoking.

**Journeying**: Also called hedge-riding, crossing the hedge, astral projection, astral travel, dreamwalking, dreamworking, traveling a path, pathworking, trancing, jumping the stile, being hag-ridden… and other terms. Sending the spirit or consciousness out of the body while in a trance state or while asleep, or envisioning other realms, times, and conditions while in an altered state of consciousness. This may be felt with the senses or simply experienced as knowledge.

**Law of Return**: The concept that any action that one takes, any magickal rite that one performs, will have consequences. Magickal energy rebounds back onto the person that sent it out. Good actions return good, positive results to the magick user, while harmful actions cause harm to oneself. Wiccans call this the Threefold Law or law of three, because they believe that energy or results will return three times to the sender.

**Libation**: An offering or sacrifice to an entity, most often viewed as wine poured onto the ground to share it with the Gods.

**Liminal**: Times, places and conditions, said to exist between certain circumstances, and take on the qualities or characteristics of both situations, or have a completely separate manifestation. Also called the “cusp” or “betwixt and between”. Liminal events and locations are related to ending and beginning. Liminal times include transitions in the day, moon phases, and solar holidays or Sabbats that mark the seasons, such as Winter Solstice or Spring Equinox, and the cross-quarter sacred days. These are called *Ysbrydnos* (spirit nights) in Cymraeg, the Welsh language. Liminal spaces include things that define an edge or boundary, such as a cliff, a cave, or a swamp. They have two or more qualities, such as earth and sky, or water and earth. Man-made liminal spaces are architectural features like bridges, windows, and chimneys. Weather conditions like the first snowfall, or events like the last harvest, are liminal situations. Planetary events include conjunctions or when the sun moves into a new constellation. Life situations that are seen as beginning and ending, such as birth and death, are liminal times. The esoteric significance of these times, places and events are of a dual or triplicate nature, and thus they have the qualities of both and neither. All of these situations are considered extra powerful, containing the energies of both (or more) conditions. Some times, such as Midsummer or Halloween, may be viewed as a “place out of place, time out of time” or “between the worlds”, which may make them susceptible to spirit visitations and favorable for psychic workings or magickal rites. Wiccans call liminal times, especially those during the Samhain holiday, “when the veils between the worlds are thinnest”.

**Loa**: (Iwa) A spirit-form, deity or other entity in African diasporic traditions. May be used interchangeably with Orisha by some practitioners.

**Low magick**: Dependent on the energies of the Earth and natural situations and beings.

**Magick**: Using, directing, containing energy, power, and / or unseen forces for a specific purpose. It’s spelled with a “k” to differentiate it from prestidigitation / illusion / entertainment. The reason for using magick is to create change, to bring force into form or to “manifest”, and for personal empowerment. It also includes bringing the will or intent into reality.

**Magickal Pool** / **magickal bank**: a reserve of energy that builds up over time, a container of power. An analogy is a battery that contains an electrical charge. It may appear as an actual pool, or an object such as King Arthur’s Holy Grail, or a place such as a cave or building, or simply as a large storehouse of energy. Individuals who belong to a group, such as a family or coven, can access the power in the pool. Performing rituals adds to the energy. This is somewhat like the “collective unconscious” written about by Dr. Carl Jung. See “power objects” and “preordination”.

**Magico-religions**: Folkloric faiths that combine the practice of magick with spirituality.

**Magus**: A magick user. Their goals are usually to use energy to bring certain conditions into manifestation.

**Manifest**: To come into being, to create a condition or situation.

**Ma’at Kheru**: literally “Truth of Voice”, an Egyptian / Khemetic concept. The idea is that when everything one says is truthful, then everything spoken will become manifest. Speaking truthful statements makes spoken words come into being. Common Magick calls this “truespeaking” or “truth-speaking”.

**Meditation**: A series of actions, including postures, breathing techniques, and visualization, used to attain tranquility, mindfulness, and balance. Focusing or calming the mind, or emptying the mind of thoughts and emotions. Can be used in conjunction with journeying or astral travel.

**Mindfulness**: See intent, focus. Keeping one’s mind trained on optimal, desirable conditions. Being aware of the effects of one’s words and actions.

**Monotheism**: A religion that has one single deity or God-from.

**Nature Spirituality**: Religions, faiths or ways that focus primarily on Nature, natural beings, natural powers, and natural occurrences. Can include attuning to and aligning with Nature.

**Necromancy**: Magick that involves the spirits of the dead, including speaking to them for knowledge, prophecy, or just to visit. Despite movie stereotypes, it is not an “evil” or dangerous practice; many cultures interact with the spirits of their ancestors. However, binding, enslaving, or otherwise interacting with the departed without their consent is unethical. “Raising the dead” or bringing them back to life is mostly a province of literature and movies. Necromancy might use ritual or words of power to invoke, summon or invite spirits of the dead.

**Offering** / **Sacrifice**: Giving up something, such as time, a material thing, an action, for the purpose of attaining goals or to show appreciation. Giving something to deitites or other entities.

**Omen**: A condition or situation that predicts or portends an occurrence. Example: birds flying south is an omen that winter is coming.

**Otherworld:** An unseen realm that is believed to be a location of spirits, both natural beings and the astral bodies of humans after death. It may also be a dwelling place of deities, the Fae, and other entities. Also called the Underworld, *Tir nanOg*, Heaven, Fairyland, *Annwyn*, the spirit world, and so forth. Some practitioners believe the Otherworld and the Astral plane is one and the same.

**Pagan**: A religious system or systems based on the deities, beliefs and practices of pre-Abrahamic nature spirituality. Originally meant people who dwelled in the country, or people who did not have an education, or those who were not citizens of the Roman Empire. Modern beliefs are often called “neo” or new Pagan.

**Pantheism**: Also related to Omnitheism. Pantheism is a belief in all deities, entities, spirits, and energetic beings, and sometimes a belief that all religions contain elements of truth.

**Pantheon**: A group or family of deities. They may be aligned with a particular culture. Pantheons include Greek, Roman, Celtic, Norse, Afro-Cuban, Asian, the deities of various Native American tribes, etc.

**Pentacle**: A ritual tool that symbolizes the element of Earth, an object with a Pentagram on it, a Pentagram surrounded by a circle.

**Pentagram**: A sigil of a five-pointed star with equally long sides. Wiccans use it to represent their faith and the Elements of Earth, Air, Fire, Water and Spirit. Has been used by many cultures as a protection symbol, and is believed to contain intrinsic power. Also called a pentangle, which simply means five angles.

**Perfect Love and Perfect Trust**: A wonderful concept from Wicca that means having compassion and empathy for all people, seeing the divinity within all people. Trusting people to do their own true will, or to do what is best for themselves. However, the concept recognizes that what might be good for them is not good for you. It also means having love for, and trust in, deity.

**Polarity**: Using opposites such as male and female or dark and light to create magickal energy.

**Polytheism**: A religion that has multiple Gods, deities and entities.

**Poppet**: A power object that represents or stands in for a living being, usually a person. An effigy. A poppet is often made of cloth, wax or clay, shaped like a doll and filled with physical objects that came from the individual person it represents, such as hair or fingernails, in order to establish a magickal connection with the person. The poppet can be used for healing or other purposes when the person is not present.

**Portal**: A place “between worlds” or planes of existence, where access can be gained to other dimensions, ways of thinking, or states of consciousness.

**Power Objects**: Items that can represent a certain condition, such as a pink quartz crystal signifying love. Objects that store and contain magickal energy. Used in sympathetic, contagion, and “what was before” or (priordination) magickal workings.

**Priordination**: “What was before, shall be again” or “as it was then, so shall it be now”. Performing a symbolic or representational act, rite, dance, song or dramatization, for the purpose of making a certain situation that occurred in the past happen once again. To cause something to recur through the use of magick. The ritual action may or may not be directly related to the desired outcome. Examples: Reenacting a past ingathering to ensure a bountiful harvest, which has a direct symbolic connection; vs. performing a folkdance to ensure a bountiful harvest, which has no tangible relation to the desired outcome. Actions such as folkplays, hobby horse processions, wearing symbolic costumes, and other ritualized actions seem to have no particular relation to, say, fertility of crops, but they can be connected through priordination.

**Propitiate**: To appease or mollify a magickal entity or deity. This can be done with offerings of material objects, food and beverages, poems and songs, ritual actions and sacrifices.

**Protection**: Performing acts of magick for the purpose of safety and well-being. Shielding oneself, loved ones, or an area from harm. An object used to cause safety through the attraction of good, beneficial situations, or repelling harmful conditions. For example, a necklace is used for protection from storms.

**Psychic**: Senses or talents that bring about knowledge without physical evidence, which hold meaning or truth. Extra-sensory perception. Includes clairvoyance, clairaudience, mind-reading, divining the future, and so forth. Can be used interchangeably with intuition or intuitive powers.

**Psychopomp**: An energy being or thought-form created by a person or group of people. May utilize an individual’s own life-force or personal energy. Also called a fetch, a fetish, an ergregore, a watcher, or a bogey. From the original Greek term, a spirit guide or guardian.

**Quest**: A magickal journey, which may be physical, intellectual or astral, for a specific purpose. The reason may be to seek knowledge, find a magickal artifact, or to rescue someone.

The **Rede**: A Wiccan poetic law that states “Do as you will and harm none” or “An it harm none, do as thou wilt”. Gerald Gardner may have found this in a book by François Rabelais. It may have been a creation of Doreen Valiente. The Rede seeks to enact a moral code or an ethical purpose to the practice of magick.

**Repulsion**: Magickal rites or acts undertaken to send away, remove, banish or repel something.

**Respect** and **Gratitude**: Thankfulness. Appreciation. Treating entities / spirits / people as they wish to be treated, for their own benefit, and yours. Awareness of their properties (fire is hot, glass is sharp). Thanking entities for their assistance, giving them homage.

**Rite of Passage**: A ceremony to acknowledge the end one condition of life and to begin another, such as birth, adulthood, attainment of career or educational goals, marriage, pregnancy, end of fertility, and death. Honors the individual and imparts some life lessons, creates a “line in the sand” where one situation ends, another begins. It may be connected to a magickal initiation.

**Ritual**: A ceremonial action or group of actions designed to celebrate, to use magick for a purpose, to gain the attention of deities and other entities, to create change, and /or to attune oneself with natural energies.

**Sabbats**: The Wiccan and sometimes Witchcraft names for meetings of magickal practitioners. This has also come to mean the eight seasonal festivals or holy days, the Wheel of the Year, or solar holidays.

**Saining**: To cleanse or bless with droplets of water, particularly a newborn baby, and the accompanying rite employed during this activity. Comes from a Scots dialect.

**Shaman**: a Finno-Ugric or Tungus word that designates a magick-user who works with natural forces for personal empowerment, to communicate with Nature, for the purposes of healing, for transformation, for attunement with natural energies, and to travel to other realms, including the Otherworld. The shaman’s main objective is to observe and gain knowledge. They may interact with spirit beings and plants and animals. Can be male or female, intersexed, gender fluid, or transgender. A shaman usually works alone rather than in a group of humans, and may work with a single human helper, animal spirit or guide. They may share knowledge gained from other realms or from plants and animals.

**Shield**: To magickally protect oneself, other people, the home or workplace, or sacred space. To create a barrier between oneself and spiritual beings or magickal energies.

**Sigils**: Symbols that are written, painted, carved or embroidered, which represent a certain magickal condition. Alphabets, Runes, representational art, a pentagram, and planetary signs are all sigils.

**Smudge**, aspurge, aspergate, sain, sweep: Used to spiritually cleanse a person, object or area, remove baneful influences, thought-forms, malign energies, and then bless and consecrate the person, object or area. The word “smudge” is Old English, but cleansing using smoke, water, air, or other substances is found in multiple cultures. Smudging uses aromatic smoke, also called fumigation or smoke-cleansing; aspurging can be done with smoke, water or salt water; saining usually involves water and can include a ceremony like a baptism; while sweeping is performed with a broom, besom, feather fan or wand.

**Spell**: A magickal working that involves the written or spoken word. Steps taken or a recipe or outline used for the purpose of bringing force into form, or using energy to create change.

**Spirit**: An entity or energy being separate from the physical body. Consciousness. This may include the animistic belief that every living thing, and /or some locations, rock formations, bodies of water, etc. has an energetic body or consciousness. A spirit can also mean the energetic residue or form of a person who is no longer alive. It can be a natural entity with qualities of a particular being, such as an animal or semi-human being, such as a nature spirit or fairy.

**Supernatural**: Senses or abilities, that do not utilize the five senses of smell, taste, touch, hearing and seeing, or which use information other than that of the physical world. Beings that can be sensed on an other-than-physical basis. Conditions that exist outside of the perceptions of most ordinary people.

**Sympathetic magick**: Also called the “law of attraction”. Like attracts like. An object that represents a desired condition will attract that condition. Representational items can include a particular stone, color, drawing, sigil or other object. Example: An apple is used, with intent, to attract plenty of groceries to the larder.

**Synergy, Synthesis**: Joining one or more things or conditions to another one or more things or conditions. A third condition or thing may be the result. An example is a sperm and egg joining to produce an embryo.

**Talisman**: A power object created and deliberately infused with energy for a specific purpose. Some folks interchange the term “talisman” with “amulet”, or use it only for a magickal object that is worn by a person. A talisman is a representational object, which uses the principle of Sympathetic magick; for example, a rose quartz stone symbolizing love is used to attract a relationship. A symbolic object can also be used to repel; for example, a drawing of an eye placed on a ship to scare off the “evil eye”. The principle of Contagion also is used, when the talisman touches an individual or thing, and releases its powers or qualities. A talisman can also be a repository for energy, used as a battery. Also called a “charm”.

**Thaumaturgy**: From the Greek, the practice of using magick to create change in the physical world. Translates as “wonder working”.

**Theurgy**: From the Greek, the practice of magickal rituals for the purpose of connecting with deity, summoning beneficial spirits or entities, divination, attunement with Nature, and for self-improvement. Literally “divine working”.

**Tools**, magickal: Items used to contain power, to direct energy, or to represent certain elements, conditions or entities. For example, a statue can represent a deity, a knife can be used to direct force, a candle can symbolize the element of Fire.

**Totem**: An animal or spirit with whom one has an affinity, the features and qualities of which the practitioner incorporates into themselves. For example, if I have a bear totem, it means that I take on the bearlike qualities that I admire, like strength. A totem can also symbolize a group or family, and /or be a spiritual guardian and /or representative. The term comes from the Ojibwa (Anishinaabec, Native American) word *do’odem* which refers to a clan, and references the Ojibwa peoples’ practice of using animals to represent families, but the concept is found in multiple cultures. Sometimes used interchangeably with spirit animal.

**Transformation**: Changing one thing or condition into another. This can mean changing one situation into another, like changing fear into empowerment. See alchemy.

**Truespeaking**: Bringing the intent or will into manifestation verbally, by using the principle that if a person’s every spoken word is true; thus, everything they speak becomes true. When a magick user always speaks truth, then everything they say will be true. Speaking truth connects the word to the will or the intent. This means your word is your bond. Thus, speaking a word or phrase aloud will bring about, summon, or declare a particular situation, which has been outlined within the word or phrase. In past times, the word “soothsayer” had the same meaning as a truth-speaker, although it has now come to mean divining the future. The Egyptian concept of Ma’at Kheru is similar.

**Wicca**: A magio-religion popularized by or created by Gerald B. Gardner in the British Isles during the 1940s and ’50s. Wicca is based on Traditional Witchcraft, Folkloric Magick, Ceremonial Magick, Earth-based religions, Eastern religions and mysticism, spiritualism, reverence for the deities of Pagan societies, other arts and practices, and cultural anthropology. Wicca has been syncretized with other magio-religious movements including Nature Spirituality and ecology, and sometimes feminist “thealogy”. Wicca is often a duotheistic religion, which includes belief in a Mother Goddess and God of the Forest. The best part, IMHO, is applying a system of ethics to the practice of magick (see Rede).

**Will**: An individual’s true desire, one’s most genuine mental and emotional need. Also, consent or free will. The thought forms that bring about what is the best condition for a person over the long term.

**Witch**: A person who practices Witchcraft.

**Witchcraft**: The art, science and craft of using magickal energies and powers of Nature to create change, balance and harmony. Witchcraft may incorporate religion and spirituality or may be practiced without overtones of religious belief.

**Words** spoken into **Will**: Speaking a phrase a number of times brings about its realization. Done in the form of a prayer, song, poem, chant. Writing or drawing can also be used.