

Thirteen Goals of a Witch

1. *Know yourself.*
2. *Know your craft.*
3. *Learn.*
4. *Apply knowledge with wisdom.*
5. *Achieve balance.*
6. *Give your word sparingly.*
7. *Thoughts are things.*
8. *Celebrate life.*
9. *Attune with the cycles of the earth*
10. *Breathe and eat correctly.*
11. *Exercise the body.*
12. *Meditate (exercise the mind).*
13. *Honor the Gods and the Old Ways.*

The Practical Laws of the Craft

1. *You shouldn't casually use a system you do not understand.*
2. *Do not set a price on magical work (other than supplies).*
3. *Don't use your magical skills to show off unless you have an overridingly good reason.*
4. *Don't invoke that which you cannot banish; learn to banish first, as binding may be overkill.*
5. *Know that what is created in thought manifests in reality.*
6. *Never lie to yourself unless the truth will damage you more than the lie.*
7. *Injuries and sickness often result from low self-esteem, seldom from negative magick.*
8. *Power grows in relation to wisdom.*
9. *Take great caution in using magick for negative purposes.*
10. *Don't do less than your best.*
11. *Do not give into the negative words of others about your faith or lifestyle.*
12. *Witches are not to give the identities of other witches as discrimination still haunts the earth.*
13. *Do not lend out your Magical Record casually.*
14. *Property owned should be guarded mundanely and spiritually.*
15. *Do not seek revenge; the Gods and the laws of karma will punish sufficiently.*
16. *Respect the science of magick.*
17. *Don't sleep with your students; its in poor taste and can lead to nasty recriminations.*
18. *Teaching is not done for money, and must be in a safe environment, with equal rights for both student and teacher.*

The Root

Whether it harm or heal, include yourself, and do what you will with the clear knowledge that ramifications will occur for which you are responsible, be they good or bad.

Eight Steps to Enlightenment

1. *Right Knowledge*
2. *Right Speech*
3. *Right Aims*
4. *Right Conduct*
5. *Right Livelihood*
6. *Right Effort*
7. *Right Attention*
8. *Right Concentration*

Four Powers of the Craft or the Fourfold Law

1. *To Know*
2. *To Will*
3. *To Dare*
4. *To Keep Silent*

Spiritual Laws of the Craft

1. *Few truths are absolute and chances are you wont know which is which.*
2. *The universe consists of opposites and for every action there is a reaction.*
3. *We are responsible for our actions and freely accept the karma we incur.*
4. *We are all one; we are all connected.*
5. *The ultimate act of spirituality is creation through love manifesting harmony.*
6. *What we give to Spirit returns to us.*
7. *We must never close our mind to knowledge and at the same time focus is important.*
8. *A circle is a holy place; come with clear intent and a calm mind to facilitate the goals of the working.*
9. *The body of the witch is used to channel and focus energy; tools are merely focusing aids.*
10. *Use common sense; do not teach the mysteries to fools.*
11. *Offer sacrifice (give thanks) for the gifts that the world around you gives to you freely.*
12. *Acknowledge the presence of the Gods in your daily life through thought, word and deed.*
13. *The earth is a living being; take care how you live on your host*

Law of Knowledge understanding brings control; the more that is known about a phenomenon, the easier it is to exercise control over it.

Law of Self Knowledge the most important kind of knowledge is about oneself; a magician must be familiar with her or his own strengths and weaknesses.

Law of Names knowing the complete and true name of an object, being or process gives one control over it.

Law of Words of Power there exist certain words that are able to alter the internal and external realities of those uttering them, and their power may rest in the very sounds of the words as much in their meanings.

Law of Association if any two or more patterns have elements in common, the patterns interact "through" those common elements and the control of one pattern facilitates control over the other(s), depending (among other factors) upon the number of common elements involved.

Law of Similarity effects are liable to have one or more outward physical or inward mental appearances similar to one or more of said appearances of their causes.

Law of Contagion objects or beings in physical or psychic contact with each other, continue to interact after spacial or temporal separation.

Law of Identification it is possible through maximum association of the elements of one's own metapattern and those of another beings to actually become that being, at least to the point of sharing it's knowledge and wielding it's power.

Law of Synthesis the synthesis of two or more "opposing" patterns of data will produce a new pattern that will be "truer" than either of the first ones.

Law of Balance if you wish to survive, let alone become powerful, you must keep all aspects of your universe in balance.

Law of True Falsehoods it is possible for a concept or act to violate the truth patterns of a given personal universe (including a single person's part of a consensus reality) and yet still be "true" provided it "works" in a specific situation.

Law of Polarity any pattern of data can be split into at least two patterns with "opposing" characteristics, and each will contain the essence of the other within itself.

Law of Infinite Data the number of things or phenomena to be known is infinite and one will never run out of things to learn.

Law of Finite Senses every sense mechanism of every entity is limited by both range and type of data perceived, and many real phenomena exist which may be outside the sensory scanning ability of any given entity.

Law of Pragmatism if a pattern of belief or behavior enables a being to survive and to accomplish chosen goals, then that belief or behavior is "true", "realistic", and/or "sensible".

Law of Infinite Universes the total number of universes into which all possible combinations of existing phenomena could be organized is infinite.

Law of Personification any phenomena may be considered to be alive and to have a personality, and may be effectively dealt with as such.

Law of Invocation it is possible to establish internal communications with entities from either inside or outside of oneself, said entities seeming to be inside of oneself during the communications process.

Law of Evocation it is possible to establish external communications with entities from either inside or outside of oneself, said entities seeming to be outside of oneself during the communications process.

Law of Synchronicity two or more events happening at the "same" time are likely to have more in common than the merely temporal.

Law of Unity every phenomena in existence at any point in space or time is linked, directly or indirectly, to every other one.

Law of Perversity if anything can go wrong, it will in the most annoying way possible.

Laws of the New Pagan Ways

This booklet is all about the rules that a Pagan must live by. The list here is not exhaustive, nor do all Pagans abide by all the rules. As with most things, your mileage will vary. To any who believe that Pagans have no rules: We have a great many. Some are ethical rules. Some are things learned in the great game of trial and error.

Many would disagree, but Magick is science. The Scientific process applies. Experimentation and observation yield results which must be recorded. These records yield conclusions. Conclusions yield hypotheses, and hypotheses, once verified, yield laws, rules, recipes, and spells.

Over time, these observations change and become distilled into a guideline, a brief phrase to commit to memory, or a rede. Since it is all based (sometimes distantly) on real world observation and experimentation, we must stop to consider whether or not any particular statement applies to us, and in what way(s).

More important is that we should record our own observations and conclusions so as to grow. The Pagan way is an experiential one, and what works for someone else may not work as well for you, if at all. Only you can determine your path, and you must do so with knowledge and deliberate action. This is the craft of the wise, not the couch of the lazy.

When you discover a truth, share it. While it may not work for others, it will become a discussion point, allowing your work to become greater, to evolve. It will allow you to discover aspects of your truth you did not anticipate, allowing you to apply it in new ways. This will facilitate growth in you and new discoveries.

I wish you blessings and clear sight on your path of discovery.

-Ulf Joronen, 2008

The Oath of the Shaman's Path

*I/We have learned to respect Nature and all of its components,
As a carrier and possessor of a life force and energy.
Everything, everywhere holds the energy.
And although I/we may look to a God, Goddess, or Object
For guidance, inspiration, help, or protection,
I am/We are truly speaking to the energy that makes up the focal point.
From this energy I/we have experienced the Power and the Magick,
And through this I/we have been granted the abilities to:
Heal, both physically and emotionally,
Ourselves, nature, and others,
Use divinatory methods to see the unseeable,
Influence future outcomes through spellcasting,
And to assemble a personal belief system to live by.
My/Our belief system allows me/us to be (an) individuals,
And in so being, am/are granted a certain right,
The right to make my/our own choices and beliefs,
So long as they are within the guidelines of the Rede that states:
"I must always attempt to fill my heart, mind and
Magick with appropriate energy,
And in my attempt to do what is right,
I shall be rewarded in my knowing that it is for the greater good.
To harm or unduly influence free will,
I shall take care not to do,
And should it happen,
Intentionally or not,
The energies that be,
Shall return negatively to me,
By the power of three."
So Mote It Be!*

Laws of the New Pagan Ways

*The Rules of the Neo-Pagan World
Chronicling the Journeys of Self Discovery*

*Copyright © 2008 Leeward Pagans, all rights reserved.
All works contained, copyright their respective authors.*