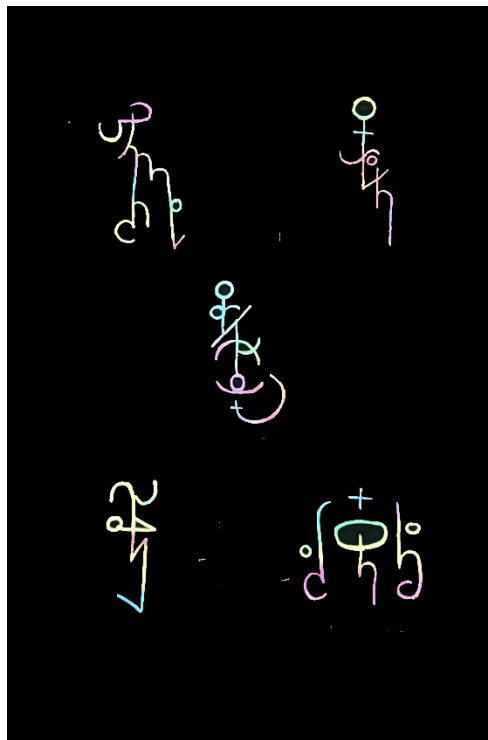


SAY HELLO TO my LITTLE FRIENDS

CREATING AND LAUNCHING WITCHY SIGILS



Sigil History

Historically, sigils were the glyph-names of spirits that you could call on and manifest. They were also known as seals (so the seal of demon or angel). If you wanted to call up one of these spirits, you'd look up its sigil in your Grimoire and then, following whatever protocols, you'd call the being up, bind it or petition it, and get it to do something for you.

Austin Osman Spare invented the modern conception of the sigil in *The Book of Pleasure*, and it flowed from there into chaos magic and its idea of servitors and created entities.

Spare had an inward-focused, psychological idea of sigils. They weren't names of existing spirits but symbolic "psychological complexes" that could be embedded into the subconscious and thereby manifest change in the world (at least this is the impression I got, he's not the most readable author). His breakthrough idea was that you could create your own symbol complex for whatever you wanted. Fundamentally, sigils are symbols that encode things you want to manifest. The sigils are launched into the subconscious and then must be forgotten by the conscious mind.

Sigils were very popular in the chaos magic of the 1990s, which is when I started creating and launching them. They had a resurgence in popularity in the 20-teens due primarily to the publication of *The Chaos Protocols* by Gordon White.

My practice has been influenced by Gordon's, however my perspective on or theory of sigils is based on my experience with my many decades of creating and launching them as a witch. That doesn't mean my view of them is any more accurate than Spare's or White's or anyone else's. I will say that my view of sigils works best for me and makes my sigil craft more effective.

Witchy Sigils

When I create sigils, I'm creating little imps. Tiny spirits that go out into the world to fulfill their purposes, which are encoded into them during their creation. These little friends are small (that's why they like traveling in groups), temporary (they have lifespans like butterflies), and anchored to their card (so they can't let lost). They are definitely alive. They aren't letters or sentences, but little beings with a DNA created from the statement that originated them. They are enlivened and have a certain amount of autonomy but aren't super complex. That said, their impact can be huge.

Sigil Benefits

The following is an excerpt from my blog series "[Beyond Agile](#)" check it out to learn more and if you'd an introductory overview, sign up for [The Circle newsletter](#) and get a free copy of [The Agile Magic Manifesto](#).

Sigils are excellent magical tech. The theme for sigils is and remains "fuck around and find out." And indeed, sigils have always been the most agile of magical techniques:

They're free: I've made them with sticks in dirt and sand on the beach and you can create more permanent ones with nothing more than slips of paper from the trash and a pencil or pen. You could literally get everything you need to launch sigils from the lottery counter of your local convenience store. If you were completely without resources, living on the street and hungry, my magical suggestion would be to snag some napkins and one of those little lotto pencils and make yourself some sigils.

They're easy to create and launch: Yes, you can fancy the process up with candles and incense and sparkly markers and special timing... but you don't have to. I've launched perfectly successful sigils using nothing more than my will and a particular way of unfocusing my vision. I've launched them on planes and trains and in bathrooms and in the middle of meetings and public parks and bars and... well, anywhere and everywhere.

They're supremely flexible: Just try to find a spell for a free bicycle, or a low-cost vacation near water, or the knowledge you need to invest successfully... your ancient grimoire isn't going to have much to offer. But with sigils you can ask for anything and everything you can articulate: "I get discounts and free samples" "My boss thinks I'm awesome" "I get a new lawnmower for cheap" "My chickens are healthy and productive."

They're safe: You aren't going to call up a demon or offend a god or monkey's paw yourself into trouble with sigils (unless, I guess, you are deliberately sigiling for those things, which... don't do that). At worst, you will increase the amount of chaos in your life a bit, which is what all effective magic does anyway.

They're iterative: Sigils not working? DO MORE. Try different approaches. Adjust your statements. Fire off multiple batches until you see results. Sometimes people are like "I've been considering a sigil for a new job for a few months now and I'm not sure how to frame it and when to launch it for maximum effect and I want to get the statement just right and..." Dude, you could have launched two dozen sigils in the time you've been trying to make that one perfect statement!

I have a job I love / My new job pays twice as much / I love working from home in my new job / My new boss loves me / I find my perfect fit for my new career / I have all the money for things I need and want / People come seeking me for exciting opportunities / My new job is exciting but not stressful / I am valued for my abilities and experience / I am well paid for my work / My job is fulfilling and meaningful / My new job is the perfect fit / People at work think I'm great / My new job is stable and lucrative / The right people find my resume on line / I get tons of interest in my skills and talents / I don't have to work weekends at my new job / I have ton of paid time off / My new medical insurance protects me and my family / Everyone at work loves me / I make friends with my colleagues

Remember, sigils get lonely and they're small! They like having lots of friends to help them!

Making Good Sigils

Step One: Good Statements

Good statements make good sigils. Good statements are positive, present tense, and in that sweet spot of possible but not inevitable. Remember, these little guys move the odds in your favor, and they work collectively. Try to keep them from working at cross purposes and give them jobs that will force multiply the results. Also, they're sweet little dudes that I'm creating out of my own magic, so I don't want them to have yucky jobs. They try to fulfill their purposes, but sometimes fall short, so give them stretch goals (My new job pays twice as much) and don't get mad if they only get part way there (20% higher? That'll do!). Also, give them maximum flexibility ("I have a job I love" rather than "I have this specific job at this specific company"). Focus more on the what than the how, but also feel free to make sigils for multiple possible pathways to your goal.

If I'm doing a big campaign for a major goal, I will naturally have a ton of statements related to that goal. However, I'll also find myself doing adjacent sigils along with the primary ones (health, prosperity, and knowledge sigils are always useful to add to just about any goal). Also, I like to do meta statements such as: All my sigils always work / I never have trouble making sigils / My magic gets positive and fast results / I always know what to do and when to do it / My sense of magical timing is perfect and so on.

Step Two: Good Process

When I'm rolling with a major sigil campaign (like 100 sigils in 5 months), I need a process to keep myself on track. Here's my process (which has been influenced by Gordon's, so big credit to him for being awesome - go join his membership, you won't regret it).

The statement list: I keep a running list of statements in a little notebook with me. When I think of a good one, I add it to the bottom of the list.

The sketchbook: whenever the mood strikes me, I transform statements from my list into sigils in the sketchbook and strike them off the list. The statement stays on the list and the sigil lives in the book. More on how I do this in Step Three below.

Step Three: Good Sigils

This is the part that people often get stuck on. First, it's useful to think of sigil creation as an artistic or aesthetic process. It matters what they look like. If they look like a jumble of letters, it can be harder to enliven them with their purpose intact. If they look wrong, they will be wrong. Also, you want to develop an aesthetic - your own style.

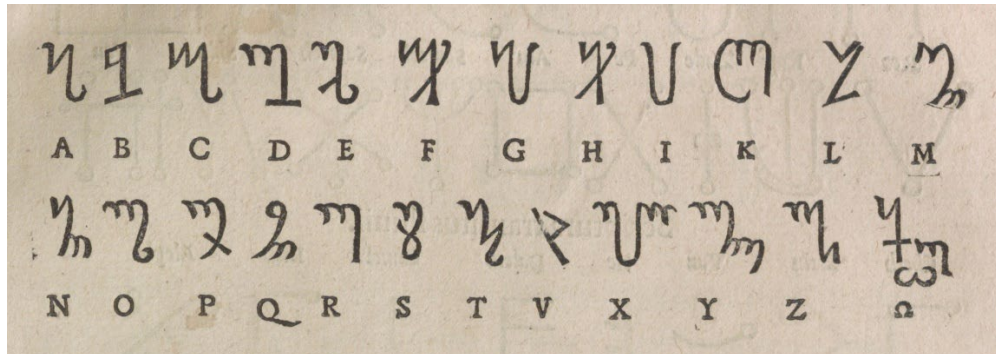
Here's a photo of some sigils I created for my website. I hope you can see how they 'go together':



Note: These sigils were created using rainbow scratch paper. Instead of drawing with a pen, you use a little wooden stylus do scratch away the black coating to reveal the colors underneath.

My 'one hot tip' for sigil creation is to start by writing your statement in another alphabet. I have one that I personally created for the purpose and have been using for over 25 years. At this point, I can just write in that alphabet, but when I'm working in my sketchbook, I often start a sigil crafting session by writing the alphabet across the top of the page. Not because I need to, but because it puts me in the correct headspace to make good sigils.

If you just want to get rolling and don't want to create your own alphabet, I can recommend Theban script for this purpose:



It has provenance, it looks magical, and it's not appropriative or in copyright.

When I write the statement in my script, I start by removing unimportant words (like a, the, and). I do this because I want the letters in my sigil to come from the key nouns and verbs (none of that 'it is my will that' hokum). I also automatically skip duplicate letters and frequently remove personal pronouns just because, they're MY sigils, you know? (Side note, I keep the vowels because I like them, but you do you).

Here's an example:

Original statement: *My new job is stable and lucrative*

No unimportant words: *New job stable lucrative*

(it's MY job, so I assume my sigils will know that... if it were my kid's job, I'd leave in his name so they are clear who they're helping)

No duplicate letters: *newjobstablucriv*

This is what gets written into the sketchbook, but in the alternate script.

You can also streamline the process by creating 'sigil parts.' If you are like most people, you do sigils for yourself, your family, your job, or your household. I have a list of little glyphs that I reuse so I'm not always inventing the wheel. So maybe my husband is a little cup and cross shape, my son is a circle with a dot, and my company is two x's with a line between. Like that. I incorporate them into the statement and then into the sigil. You can even have symbols for word parts like 'th' or 'ing' if that appeals.

I take these letter strings and I turn them into a sigil. Sometimes I make two or three versions until I get one that feels right (though decades of practice means I'm pretty good at it by now). I circle the one I want, for the launch process.

Fuck Around and Have Fun

One of the best things about sigils is that they can be for anything. Which means that you can have fun sigils for things like I have amazing chance encounters / my life is filled with weird synchronicities / I see and laugh at the absurdity of life / I find cool vintage hats - whatever!

Sigil Launching

Approach: My theory of sigil creation means that launching sigils is a process of enlivening them and sending them out into the world to do their thing. That's very different than some subconscious impression idea, so my launch rite reflects that perspective. I also want to be efficient in my launch. If I'm doing a batch or two of these a week, my launch process better not take a ton of time.

Protection: Our household has baseline protection all the time, monitored by our spirit posse. This means that I'm not casting a circle, so much as opening the house up. It also implies that my little sigils can get back in when they need to, because they are under the protection of the spirit posse. If you're interested in my philosophy of protection, as well as how I do magic generally, I have a [course for that](#) (which is free if you're an [Inner Circle member](#)). But otherwise, don't worry about it. In the launch rite below, you can adjust based on what works best with your own enchantment practices and magical style.

Timing: I don't typically align individual sigil purpose with magical day/hour unless I'm doing something particular like adding a daily sigil to my [Lunation Rite](#). If I'm doing a major campaign for one primary topic, I might do successive weekly launches on a related day (so business on Wednesdays, health on Wednesday or Sunday, friendship on Friday). My typical MO is to do launches on days that are good for both my astrological chart and my schedule (which for me is Thursdays and Sundays).

Sigil Cards and Cleanup

I don't burn my sigils during launch because I want my little friends anchored to their card. That's how I retain control over them and how they find their way home again. If your launch process has your sigil being trapped in the card, then perhaps burning it is the method of releasing it. I have a similar bit of enchantment where I create symbols for things I don't want and I do, indeed, burn them to release them.

For sigils I like to sit them on a shrine or altar or tape them up on a wall. Of course, eventually the sigils come home and reach the end of their lives. At that point, the cards go dead, energetically, and I will then cremate batches of them.

Sigil Launch Rite

Hekas hekas estes bebeloi!

Away, away be ye all negative spirits that would harm the sanctity of this rite.

I call upon all helpful spirits, Deities, and ancestors (Saints, powers, modify as per your posse): Open the house that these sigils might go forth into the world to do my will. Protect the household while the rite is ongoing and close the house again when the rite is complete.

(light a candle)

Inscribe the sigils from your notebook onto the cards. Consider this a process of creating magical portraits of the small spirits that will help you reach your goal. Focus on each spirit until it begins to feel alive to you and begins to vibrate with life. Candlelight can assist with this as can mildly altering your consciousness with whatever technique you are comfortable with. (Tip: I like to remove my glasses for this process as I find the soft focus really helps.) If I'm in just the right headspace, they will sometimes wiggle or spin their little arms, but seeing them do this (while a lovely bonus) doesn't seem to impact their efficacy.

Once your little friends have been enlivened, you need to launch them, one at a time. Pick up each sigil and hold it by the corner a few inches above your work surface. Defocus your eyes until you see two of them, one on the card and one floating next to it. Now, send your little friend out into the world as you refocus your eyes. I do a little trick where I snap my fingers over the card as I send the spirit out and refocus on the anchoring card.

You can also recite a little cantrip when you release them. The original sigil launch statement was "does not matter, need not be." Other options might include "fly forth and fulfill your purpose," "go and return your blessings to me," "now go with my blessing and thanks," or "rock on little buddy!" Whatever feels correct (and it might depend on the purpose of the sigil, I can see having a very different relationship for a batch of protection sigils rather than more lighthearted ones).

Tuck the card away or pin it up someplace or carry it with you until the spirit's natural end of life.

(clap hands) Hekas hekas estes bebeloi!