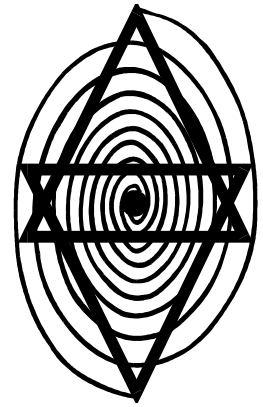


BEYOND WICCA
JOURNEY TO THE ONE
The Elements

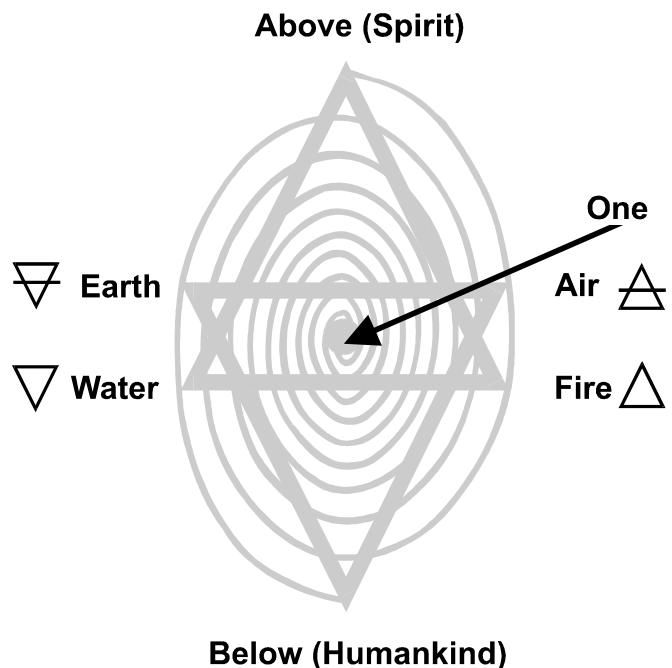


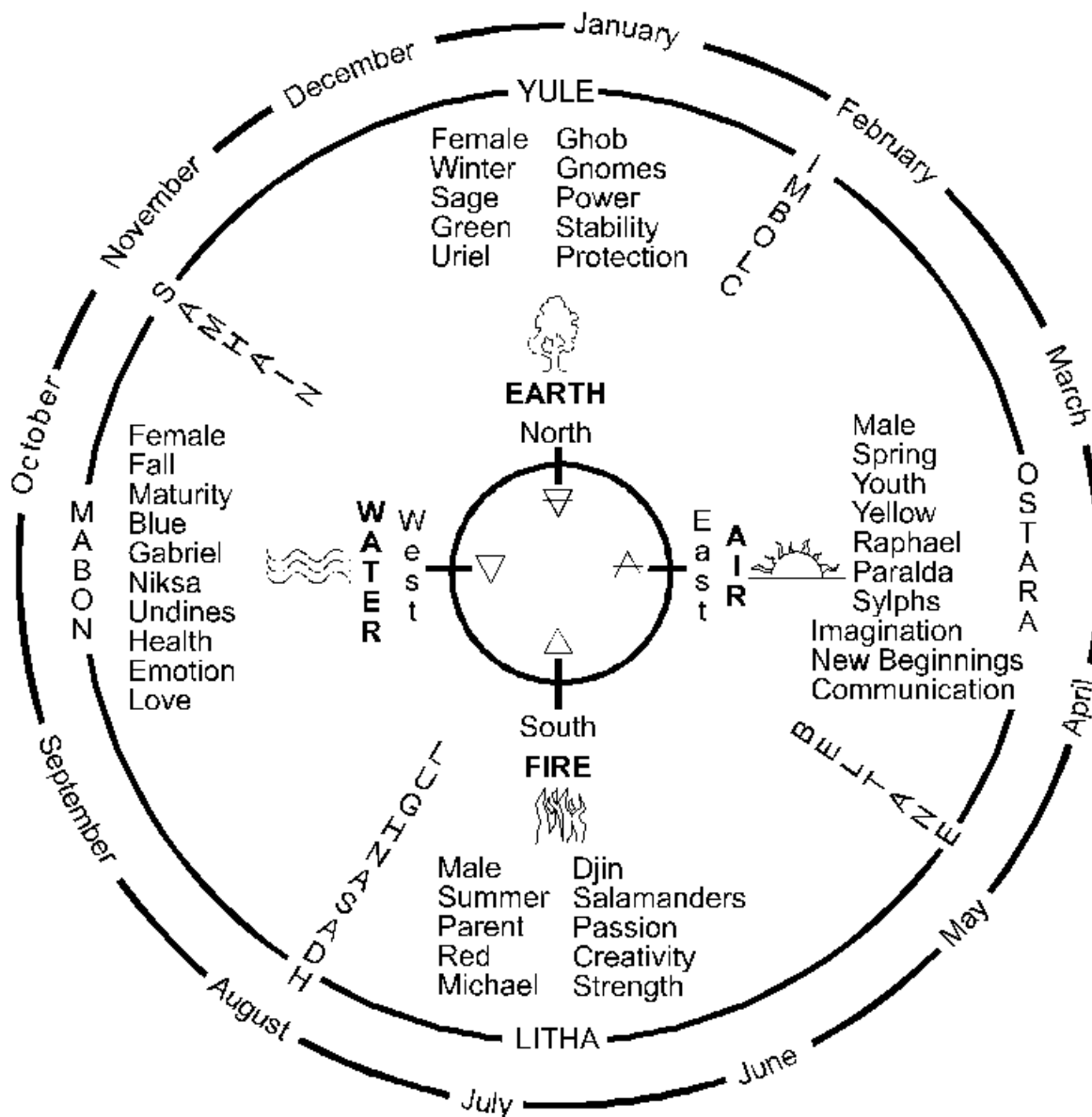
The Elements are one of the most important things we study in Wicca and they're no less important as we move on in the Journey to the One. This is presented here as a study for those who do not have too much experience with the Elements and as a review for those who do.

First of all, what are the Elements? They're not the same as the Elementals which are spirit forms and definitely sometimes mischievous. There is an Elemental associated with each Element but does not have to be connected all the time if you don't want them to be. The ancient people held to the belief that the world was composed of four Elements: Air, Fire, Water and Earth. Everything could be put into one of those categories. We know now that there are actually multitudes of chemical elements but as purveyors of the ancient beliefs we also know that the four Elements have been firmly established in the collective mind of the human race for many thousands of years and have served us well. We continue to make use of them in our daily lives. Every project we do will go better if we incorporate the principles of the Elements. All the Magick we do will be more probable with proper use of the Elements. So, this is something we need to make a very thorough study of, have an intimate association with and be able to draw upon their wonderful powers whenever we need to.

The diagram to the lower right shows the Elements positioned on the logo for the Journey to the One. Read the document titled *The Logo of the Journey* for more detail on this.

The large diagram on the next page incorporates many qualities of the Elements and their correspondences. Look at it carefully, examine every little detail. When you finish with your study of the Elements look at it again and it will make more sense. As you know, this author likes to tie stuff together - the Qabalah with the Tarot, the Hebrew letters with both of them and now the Elements with everything else. It all begins to make sense when you attack it as one big happy family, which it is. Let's move on - - - - -





This diagram places the Elements and their primary attributes in relation to the Wheel of the Year and the mundane year, along with a few other nice little symbols. You're going to learn this so thoroughly that it will become second nature. Your life is going to change because of the Journey of understanding we are embarking on.

The study and understanding of the Elements is one of the most fundamental areas of Wicca, as mentioned before. So many other religions seem to spend a lot of time on one or only some of the Elements to the exclusion of the others. It is common for what we tend to call the *White Light People* to spend all the time in Air and Water. This is not to say that's completely wrong or they're not fine, upstanding and serious people, it is just our belief that the other two, Fire and Earth are also necessary to give the power, passion, and realization of the dreams and emotions experienced in Air and Water. Too much time in Fire and Earth is also not our way, as this would neglect imagination, emotion and some fantastic new ideas.

The Element Of Air

The Element of Air as an Elemental energy is new, fresh, quick in movement, verbal and expressive. Above all, Air needs to move, change and express itself. When it is stifled, it dies. If you put Air in a bottle, nothing will happen to it but if you set it free, things WILL happen. You will never be able to contain it as it was -- change is underway!

Cunningham states that the basic nature of Air is "Flying, moving, fresh, intelligent and suspending." As a magickal Element, Air seeks stimulation -- if it doesn't find stimulation it will cause its own. People who are extroverted, who read a lot, whose conversation is frequent, fluid and charming, are people who are in touch with Air qualities. Air people are the ones whose telephone is always ringing, the television is always on (but they may not be watching it as they are too busy doing a hundred other things!) and their house is littered with books and magazines.

A basic attribute of Air is it's need to *relate*. Air seeks to make connections, find common ground and celebrate differences. Air passes on information, is always finding useful bits of trivia and sees similarities in the midst of diversity. As an Element, Air is easy to work with if you are naturally drawn to conversation, travel, generating new ideas and creative forms of expression. Air is difficult for the silent ones who withdraw from too much stimulation, those who prefer to ponder and those who resist change just because they don't like change.

Air is known as the great *illuminator*. Air brings us the clarity of a fine bell, it is the first ray of sunlight in the morning that shines on the dewy freshness of Mother Earth. Air is always new beginnings. Think of the newness of spring, meeting someone special for the first time, the excitement of starting a new project. Air is inspiration, the click of "AHA" that awakens you to a new idea.

There is also a shadowy side to Air. When pushed to its extreme it becomes superficial. It will generate a brilliant idea and then do nothing. It may crave stimulation just for stimulation's sake, like a bored teenager channel surfing with the TV's remote control. At worst, the over stimulation of Air causes nervousness, destroys attention spans and becomes inert due to having entirely too many ideas, options and choices.

In its interaction with the other Elements, Air needs earth for balance and to help it manifest its ideas. Water helps soothe Air and help it to become more sensitive. Fire motivates Air, spurring it on to become even more creative and productive.

Working with Air magickally means you open yourself up to newness, clarity of thinking and inspiration. Air will assist you in your ability to communicate. Air will help get you out of the rut you often find yourself stuck in. The mental fog that confuses you or keeps you stagnant will blow away if your work with Air is meaningful. If you want a boost to success in any endeavor, beginning your project with a meditation on Air will aid in new ideas and keep those creative juices flowing. We will find that we will tend to communicate more. There will be new people in our lives, our telephones will ring more and we will find ourselves becoming more sociable.

Privately, we will notice a change in the imagery we work with as we meditate. The beauty of palm fronds swaying in the breeze will captivate us as never before. We will recollect the strength of watching an eagle soar, the fragile charm of a butterfly's dance or the majesty of clouds' movement across a summer sky. In working with Air, we'll notice that images of motion, change, connection, linking and flight all pop into our minds more often.

Air isn't only light, high and gently flowing. It can also bring drastic, swift moving change with turbulent forces. The Gods of Air are frequently associated with the skill of the warrior. They have a high level of honor, protection of the weak and defense against the oppressor.

Remember, Air can be both the Breath of Spirit and the Howling Hurricane of Destruction!

Magickal Correspondences—AIR

Note for all Elements: The correspondences listed for all the Elements in this document are variable. We present here what we believe to be the most common way to place them and simply the way we like them. If you happen to like another system better then, by all means, use it. What feels better to will always work better for us.

Direction:

East.

Color:

Yellow, Lavender, sky blue, most pale pastels.

Gender:

Male (projective)

Magickal tools:

Athame, sword, wand, bells, incense burners. This can be very controversial as some Wiccans place swords and athames in the South (Fire) and wands in the East (Air) or vice versa. We have placed both here as the choice is ultimately YOURS. This author personally likes wands in air and Swords in Fire, but also reverses them for Tarot use, so even this one individual wacko switches them around once in a while

Spirits:

Ruler: Paralda

Elementals: Sylphs

Wind: Eurus

Mythological: Roc, Pegasus, Gryphon

Deities:

Archangel: Raphael

Goddesses: Aradia, Arianrhod, Cardea, Nuit, Urania, Iris

Gods: Mercury, Hermes, Thoth, Enlil, Khephera, Shu

Times:

Season: Spring

Sabbat:

Primary: Ostara, AKA Eostre, Eostare, Vernal Equinox.

Secondary: Imbolc or Beltane

Time of Day: Dawn, morning

Day: Wednesday (best day for cutting a wand)

Moon Phase: New Moon to First Quarter

Places:

Geographic:

Mountaintops, windswept beaches and plains, looking up into the sky (especially good with moving and changing cloud formations).

Urban:

Airports, libraries, schools, post offices, shops and stores, tall buildings.

Rural:

Open spaces, fields, meadows, prairies, anyplace windswept.

Animals:

Eagle, hawk, winged insects, raven, bee, parrot, otter, turtle, raccoon, deer, wolf, fox, cat

Plants:

Herbs:

Lemon balm, mint, sage, meadowsweet, verbena, vervain, star anise, wisteria, bergamot mint, celery, clary sage, caraway, dill, fennel, eucalyptus, hops, lemongrass, marjoram, spearmint, peppermint, pine, parsley, niaouli.

Flowers:

Lavender, lily-of-the-valley, sweet pea.

Trees:

Ash, birch, palms, beech, aspen.

Edibles:

Any fruit that grows on trees, honey, tree saps.

Minerals:

Metals:

Tin, aluminum, mercury, silver (for receptivity), finely grained sand or salt.

Gemstones:

Clear crystals, amber, aventurine, jasper, mica, pumice, most banded and lacy agates.

Other Stones:

Any smooth, translucent stones.

Types of Magick ruled:

General:

Divination, travel, instruction, study, freedom, knowledge.

Spell work:

Anything for concentration, study, new beginnings, empowerment, recovering lost items.

Ritual work:

Tossing objects into the air, fanning light objects such as incense, suspending tools and symbols in high places, wind magick.

Personal work:

Meditation, awareness training.

Astrological:

Signs:

Libra, Aquarius and Gemini (The air heads)

Planets:

Mercury, Venus and Uranus

Houses:

Third: Connecting with everyday life, siblings.

Seventh: Dealing with partnerships.

Eleventh: Friendships, associations and aspirations (connecting yourself with your future).

The Human Body:

Life Cycle:

Infancy through childhood, birth through 20 years of age.

Chakras:

Throat, Pineal (third eye) and Crown.

Sound:

Most wind instruments, especially reeds, wind through trees, any "airy" sound.

Incense:

Lavender, sage, mint.

Taste:

Sweet, juicy, light and delicate.

The Element Of Fire

The essence of Fire is transformative energy. Fire is the very essence of change. It changes wood to charcoal or ash, it changes raw, potentially dangerous food to something safe and delicious and it changes metal from hunks of ore to useful tools and beautiful sculpture. Fire motivates us, giving us the awareness is at our fingertips, should we choose to use it. Fire is also very much the spirit of human will, it is the spark that makes us who we are.

Cunningham characterizes Fire as being cleansing, energetic, forceful, purifying, sexual and even destructive. Fire acts as a cleanser whenever it burns away the slag that gathers in our personal lives. Fire is definitely not timid, although its warmth can be gentle and comforting. We must be always of the volatility of Fire. Harnessed, Fire helps us achieve all that we want to build for ourselves. Left uncontrolled, Fire rages like a volcano or brush Fire, consuming everything in its path!

Fire's energy is very physical. Athletes, dancers and lovers all relate to the warmth and heat of their bodies movements. The passion generated within sexual relationships is described in much the same way Fire is; warm, hot, smoldering, burning and consuming. Fire is usually the element sacred to the warrior. It not only corresponds to the very act of making war itself, Fire also gives courage, bravery and strength to those assuming the roles of advocate or protector. Fire bestows the gifts of risk taking and self-determination, which are necessary parts of any competitors' make up.

Fire gives us many gifts within relationships. The ability to be trusting, to maintain one's sense of innocence and to establish rapport all come from the role Fire plays in our lives. We know what it's like to feel a spark kindle into a flame in our romantic lives. Similarly, we feel a warm, comforting affection to those we care for and protect. Fire also gets us in touch with our innocent, childlike selves. In its gentle aspects, Fire can even be playful, amusing and funny.

Like all the elements, Fire has both productive and destructive qualities. The negative aspects of Fire include bullying, over aggressiveness and irritability. Uncontrolled Fire can be sarcastic, hostile and angry (anger just for the sake of screaming, not useful anger!). Fire's competitiveness can turn into combativeness. Its innocence becomes naive. The ability to take risks can be subverted into impulsiveness and its force can become conceit or egotism.

To balance Fire's strength, other elements need to be called into play. Air feeds Fire by giving it fresh ideas to focus all that energy. Water assists Fire in motivation by giving it images and emotions to work with. earth helps to stem Fire's over-enthusiasm, gives it stability to harness its drive for productive gain.

As we work on Fire, we see ourselves becoming stronger. Fire will transform us making us brave enough to take some calculated risk. We learn to express feelings we've been repressing. We attempt project we've not had the will to face. We develop focus, allowing our actions to burn away the wasteful habits we've assumed. When we successfully deal with Fire, we see its purification manifest itself. Our sense of purpose and the will we develop in handling the day-to-day affairs of our lives is better defined. When we work with Fire in a negative manner, we will feel it in our lives but not to our benefit. Instead of using Fire's capacity to turn a spark into the brilliant flame of love or trust, we may end up burning our own bridges. We may also see the destructiveness of Fire in our anger, biting words and cruel deeds.

Lastly, Fire brings us its magick in many primitive ways. When we look into Fire, we see the tribal dances of war, the hunt, the fertility rites. We feel sweat as fever instead of the pleasure of doing a hard task well. We feel great exertion. When we use Fire as a positive divination, we receive its gift of change and power. We know where we are going.

Magickal Correspondences—FIRE

Direction:

South.

Color:

Red, orange, yellow, gold, white, electric blue.

Gender:

Magickal tools:

Athame, sword, wand, rods, cauldron, lamps, lights, incense burners. This can be very controversial as some Wiccans place swords and athames in the South (Fire) and wands in the East (Air) or vice versa. We have placed both here as the choice is ultimately YOURS.

Spirits:

Ruler: Djin

Elementals: Salamanders

Wind: Notus

Mythological: Phoenix, Thunderbirds, Dragons

Deities:

Archangel: Michael

Goddesses: Amaterasu (Japan), Chantico (Mayan), Lucina and Vesta (Roman), Pele (Hawaiian), Bride (Breton), Brigit (Greek) and Hestia (Greek)

Gods: Mars and Vulcan (Roman), Hephaestus and Prometheus (Greek) and Horus (Egyptian)

Times:

Season: Summer

Sabbat:

Primary: Litha, AKA Summer Solstice

Secondary: Beltane, Lughnasadh/Lammas

Time of Day: Noon, midday

Moon Phase: Second Quarter to Full Moon

Places:

Geographic:

Deserts, volcanoes, the tropics. Any place HOT!

Urban:

Fire stations, bedrooms (as places for sexual activity), sports stadiums and arenas, weight rooms, locker rooms, saunas, ovens, steel mills, furnaces of any kind.

Rural:

Hot springs, beaches (hot sand), volcanic fields

Animals:

Cardinal, robin, red hawk, sharks, electric eels, cats (wild and domestic), snakes, lizards, scorpions, horses, badgers, coyotes, lady bugs.

Plants:

Herbs:

Basil, bay, bergamot, black pepper, red pepper, clove, cardomon, cinnamon, copal, coriander, cumin, deerstongue, curry, frankincense, galangal, hyssop, juniper, mustard, neroli, nutmeg, mullein, nettle, pennyroyal, pettigrain, rosemary, rue, sweetgrass, woodruff.

Flowers:

Bouganvillea, broom, carnations, hibiscus, nasturtiums, poppies, thistle.

Trees:

Cedar, maple, almond, cactus.

Edibles:

Coffee, garlic, beets, onions, tomatoes, citrus fruits, nuts, seeds, all peppers.

Minerals:

Metals:

Gold, brass, antimony, iron, meteorite, pyrite.

Gemstones:

Diamonds, rubies, fire opals, tiger's eye, red jasper, hematite, bloodstone, sunstone, spinel, zircon, carnelians, obsidian, apache tears, orange amber, topaz, garnets.

Other Stones:

Any warm fiery stone.

Types of Magick ruled:

General:

Authority, banishing negativity, sex

Spell work:

Anything for courage, strength, sexual energy, protection, purification.

Ritual work:

Candles, fire of any kind, burning incense, anything very powerful, very projective.

Personal work:

Fire scrying, sex magick.

Astrological:

Signs:

Aries, Leo and Sagittarius (The fiery ones)

Planets:

Sun, Mars and Jupiter

Houses:

First: Personal identity and appearance.

Fifth: Pleasures; games, romance, play.

Ninth: Exploration and new experiences.

The Human Body:

Life Cycle:

Parenthood, 20 to 40 years of age.

Chakras:

Heart and Genitals.

Sound:

Most brass instruments, horns and cymbals.

Incense:

Cedar, frankincense, olibadum.

Taste:

Spicy, sharp, pungent.

The Element Of Water

The essence of Water is cooling, soothing and still. Working around the circle from Air to Earth, Water is the first feminine, meaning receptive, element we encounter. In contrast to Air's outgoing qualities and Fire's raw energy, Water is introspective and quite. After the first two elements' activity and projectivity, we feel the need for the rest that Water will provide us.

Cunningham assigns the qualities of loving, soothing, healing, purifying and flowing to Water. Magickally, Water represents the flow of our imagination, the fluidity of our dream states and the possibility of journeying both psychically and astrally. While Air feeds us with visions, Water provides us with impressions. Water rules subjectively. When we look at an item, or event, or another being, Water tells us how we feel about we view.

Water's soothing properties work for us mundanely as well as magickally. On its most basic level, the whooshing sound of Water literally drowns out all background noises. Think about how hard it is to talk on the telephone with someone while a faucet is running in the room. By washing away our distractions, Water gives us the space to become more serene,

more peaceful. People who find themselves in stressful situations begin to crave Water -- whether it's a cool drink of ice Water, a warm bath at the end of an exhausting day, or a hot, steamy shower after a tough workout. Magickally, Water opens up our psychic centers fully, thereby drowning out all our mundane worries. Water flushes away our peripheral concerns and helps us in focusing on our work.

This soothing characteristic precedes Water's role as a healer. In order to heal ourselves, each other, or those outside our community, we need to let Water wash away blockages to health. Water releases us from pain and removes harmful influences in our lives. If we carry this imagery beyond the medical aspects of healing, we see Water's purification take place. If we allow Water to flow through our lives, it will cleanse us of our negativity, our fear, and it will help us to feel whole, sound and sane again.

Water also rules love and all those things which enable us to love life. That which is beautiful -- songs, poetry, art, the fluidity of dance -- is governed by Water. Any item or means of expression which tugs at our emotions belongs to Water. When we find something beautiful and are moved to share it with another, Water begins to touch our lives. We see Water work in this realm when we spot a meaningful card to send someone special who's feeling down or maybe for no reason at all. Again when we buy flowers for our lover or when we share the glory of a beautiful sunset with a friend. In its fluid aspect, Water represents the give and take of relationships. Water opens us up to the possibility of receiving love. It draws us to the side of the one we hold most dear in our lives. And, after love dies, it is Water that washes away all the hurt, releasing us from the pain of heartache, refreshing us so we may be open to love again.

As do all the elements, Water has a shadowy side we need to be aware of. Too much Water in our magickal lives puts us in the hands of our emotions, possibly causing our actions to be erratic, undisciplined and unfocused. We can become dependent on Water's calming aspects, wanting to erase pain not through meditation, but through the use of drugs and alcohol. Water in the extreme entices us to fall in love with love, so we can confuse the power of infatuation and exaltation with the flow of commitment. Water can also make us too sensitive, too easily impressed (to the point of gullibility) and too easily upset.

Other elements can bolster Water during these times. Air gives Water words to express itself, so the emotions can connect to others and Water's impressions may be shared. Think about how Air makes Water effervescent! Fire warms Water, jolting it out of its complacency and inactivity. Earth mixes with Water to foster creativity, and to bring construction and concreteness to Water's imaginings.

Magickal Correspondences—WATER

Direction:

West.

Color:

Blue, white, silver, pale greens, turquoise, blue-greens and even dark brown or gray.

Gender:

Female (receptive).

Magickal tools:

Cups, bowls, chalices and cauldrons

Spirits:

Ruler: Niksa

Elementals: Undines

Wind: Zephyrus

Mythological: Sea serpents, mermaids, swans

Deities:

Archangel: Gabriel

Goddesses: Aphrodite and Tethys (Greek), Venus (Roman), Isis and Mari (Egyptian), Tiamat (Mesopotamian), Yemaya (Mexican), Marianne and Morganna (Celtic) and Saravasti (Hindu)

Gods: Manannon, Llyr and Dylan (Celtic), Osiris (Egyptian), Ea (Mesopotamian), Poseidon (Greek) and Neptune (Roman).

Times:

Season: Fall

Sabbat:

Primary: Mabon

Secondary: Lammass/Lughnasadh and Samhain

Time of Day: Evening, dusk

Moon Phase: Full Moon through the third quarter

Places:

Geographic:

Oceans, lakes, rivers

Urban:

Ports, fountains, pools, hospitals, health spas, doctor's offices, bathrooms or bath tubs.

Rural:

Wells, waterfalls, ponds, streams, beaches

Animals:

Cranes, pelicans, sea gulls, any type of sea birds, fish, all types of sea mammals, beavers, bears, waterbugs, elk, panther, jaguar, frogs.

Plants:

Herbs:

Chamomile, camphor, mugwort, myrrh, night blooming cereus, palmarosa, plumeria, sandalwood, catnip, eucalyptus, wood aloe, yarrow, thyme and vanilla.

Flowers:

Jasmine, gardenia, ylang-ylang, white ginger, narcissus, spider lily, lotus, magnolia, stephanatos, iris, freesia, hyacinth, rose and water lily.

Trees:

Willow, ferns, pine, magnolia.

Edibles:

Apples, lemons, melons, berries, all leafy green vegetables, rice and sushi.

Minerals:

Metals:

Mercury, silver, platinum, copper and lodestone

Gemstones:

Tourmalines, sapphire, sagulite, sodalite, lapis lazuli, mother-of-pearl, pearls, malachite, albite, moonstones, amethyst, aquamarine, opals, azurite, chrysocolla, coral, geodes, jade.

Other Stones:

Any stone from under or near water, any stone shaped like a receptacle.

Types of Magick ruled:

General:

Dreams, psychic awareness, health, love.

Spell work:

By the sea, using water, ice or snow, use of blood.

Ritual work:

Ritual bath or shower, floating, sensory deprivation, submerging, creative dreaming.

Personal work:

Anything receptive, washing away anything not desired, lucid dreaming, dream dancing, introspection, shamanistic journeys.

Astrological:

Signs:

Cancer, Scorpio and Pisces (The emotional ones)

Planets:

Moon, Neptune and Pluto

Houses:

Fourth - Home, Mom or Dad

Eighth - Inheritances, death

Twelfth - Hidden enemies, secrets

The Human Body:

Life Cycle:

Mid-life, 40-60 years of age.

Chakras:

Crown and Heart

Sound:

String instruments — harps, lutes, guitars, violins — some light, flowing bells or chimes.

Incense:

Myrrh, sandalwood, ylang-ylang, violet

Taste:

Salty, briny, sour.

The Element Of Earth

The essence of Earth is manifestation. Earth gives us the ability to take a new idea, a suggested change, or a glimmer of a dream and turn it into something real. Earth energy helps us produce what we want in our lives. In its correspondences, Earth aligns itself with tools, management and the development of skill. Earth is the element that rules resources and its lesson for us is to utilize those resources wisely.

Cunningham states that Earth energy is fertile, moist, nurturing and stabilizing. Earth is our contact with what is tangible in our lives. Earth provides. We receive our food, building materials, clothing, tools and fuel from the Earth. Without Earth, our bodies would wither without protection.

Magickally, we use the terms "grounding" and "centering" frequently. This is to remind us that whatever insight, intuition or inspiration we receive from our work with the other elements need Earth to make them useful. The very act of doing belongs to the element of Earth. Another aspect of grounding is to give the excesses of our work back to the Mother. Whether that excess is the energy of magick or the bonus in our paycheck, Earth tells us to share the wealth. Mother Earth asks us to provide her with what she needs so she, in turn, can provide us with what we need.

Earth also corresponds to strength, wisdom and humor. Strength as an Earth quality frequently means endurance or patience. The brute muscle power of Fire gives way to Earth's ability to carry on, day after day, task after task. Earth has this strength as a product of its wisdom. Earth doesn't spend its energy resources foolishly. It conserves itself, carefully managing what it has to use for optimal benefit. When Earth's burdens become hard to bear and when its thoughts become too weighty, it instinctively finds the humor in the situation and laughs aloud. Earth's humor comes from the wisdom that life's work is meant to be pleasurable.

Earth's shadow side reveals itself to us when we become too wrapped up in the mundane aspects of our lives. When we toil at our jobs joylessly, having no interest in our productivity except for the pay check it provides, Earth is holding us too tightly. Over indulgence in sensual pleasures, too much chocolate, too much sex, even too much sleep,

narrows our perception of all the joys Earth provides for us. Our lives become too routine, we plod from day to day in a rut, secure and safe, but unstimulated. Inertia sets in, life stands still and inspiration becomes a threat.

The other elements pull Earth up out of its own gravity. Air provides Earth with new ideas and inspiration. Fire motivates Earth, giving it the heat of passion. Water brings emotional responses to Earth, allowing the craftsperson to feel joy and experience the beauty of creation.

The gifts of working with Earth center on productivity. While we experience Earth as an active presence in our lives, we accomplish many things. We acquire items that are meaningful and useful for us. We develop skills we can rely on to help us provide for ourselves. We gain a sense of ourselves as achievers, people who know how to bring an idea to fruition. We become recognized for the work we do and how we conduct ourselves within the lives we've built. When our work with Earth is successful (and Earth nearly always assures us it will be), we experience joy, light-heartedness and a deep satisfaction in knowing that we have made ourselves comfortable by our own actions.

Magickal Correspondences—EARTH

Direction:

North.

Color:

Green, brown, gold, violet, olive, rust, khaki, all earthy colors.

Gender:

Female (receptive).

Magickal tools:

Pentacle, disks, plants, soil, coins

Spirits:

Ruler: Ghob (Gob)

Elementals: Gnomes

Wind: Boreas, Ophion

Mythological: Unicorns, trolls, ogres, giants

Deities:

Archangel: Uriel

Goddesses: Demeter, Gaia, Rhea and Persephone (Greek), Ceres (Roman), Nephthys (Egyptian), Prithivi (Hindu), Mah (Sumarian), Rhiannon (Celtic)

Gods: Hades, Dionysus, Pan, Adonis and Athos (Greek), Tammuz (Mesopotamian), Marduk (Babylonian), Cernunnos, Herne and Arawan (Celtic)

Times:

Season: Winter

Sabbat:

Primary: Yule

Secondary: Samhain, Imbolc

Time of Day: Night

Moon Phase: Third quarter to New Moon

Places:

Geographic:

Forests, caves, valleys.

Urban:

Farmer's markets, gardens, arboreta, parks, nurseries, basement, kitchens.

Rural:

Woodlands, cliffs, canyons, groves, farms, mines

Animals:

Owls, night birds, heron, nightingale, turtle, manatee, walrus, cattle, sheep, buffalo, stag, deer, snakes, dog, gopher, mole, ant, rabbits, worms, moose.

Plants:

Herbs:

Cypress, oakmoss, patchouli, vetivert, tonka, ivy, comfrey, sagebrush.

Flowers:

Honeysuckle, lilac, mimosa, tulips.

Trees:

Oak, Banyan, evergreens, redwoods.

Edibles:

All root vegetables such as potatoes, beets, carrots, turnips. Also dairy products and grains.

Minerals:

Metals:

Lead, iron, mercury.

Gemstones:

Geodes, petrified wood, onyx, sardonyx, brown or green jasper, rock crystal, jade, smoky quartz, chrysoprase, coal, emerald, peridot, unikite, kunzite, turquoise.

Other Stones:

Heavy stones, green or dark colored stones.

Types of Magick ruled:

General:

Stability, grounding, money, prosperity, fertility, employment.

Spell work:

magnet, image, stone, tree, knot, binding.

Ritual work:

Gardening, burying things, planting, drawing in soil or sand, sculpting.

Personal work:

Anything concerning money or prosperity, protection, need for stability or grounding.

Astrological:

Signs:

Taurus, Virgo, Capricorn

Planets:

Venus, Saturn, Earth

Houses:

2nd, money, material possessions, real estate

6th, technical skills, responsibilities, employment, service you provide to others

10th, profession, career path, status within the community

The Human Body:

Life Cycle:

Sage, past 60

Chakras:

Root and Solar Plexus

Sound:

Drums, all percussion instruments, especially deep toned.

Incense:

Patchouli, magnolia, storax, benzoin, vetivert.

Taste:

Bland (milk, boiled potatoes, oatmeal) but very filling, heavy

Summary

Now you've got an idea what the Elements and correspondences are. Start using them in every phase of your life. Look everywhere you go for the correspondences. Tie everything you do to the elements. Start a project in Air with a fresh idea. Everything starts with an idea. Air is also new beginnings. Put the creativity and passion of Fire into it. Without this, nothing will ever come to a good fruition. Any project without love or some of your own emotion is not going to work either, so Water comes into play here. You've got to love what you're doing to make it worthwhile. Finally, Earth gives the "sticktoitiveness" to get it done! Earth is the last Element, the final completion of our project. We now reach the stage of actual manifestation of the dream of Air. See how the Elements have helped along the way?

Another way to look at this fascinating subject is that only three of what we've been calling the Elements are really Elements. Air is a molecular matter, no doubt about that, so are Water and the many parts of Earth. But, how about Fire? Fire is not a molecular matter, it is a transformative process, only acting to change the others, so can fit in anywhere along the line. The idea of Air gets the loving, tender care of Water and the stable influence of Earth to come to completion. The transformation of Fire can come along any at any point and does many times. The basic mental idea has to be transformed into something physical with changes several times along the way. Fire provides this. Look at the influence of Fire in your own life, the changes that have been made and the changes that still need to be made. Everything we do in life starts with an idea, a mental visualization. Without the transformative energy of Fire, they would stay just an idea!

One of the basic principles of Magick is to transform something into something else. We can transform anything we don't like in our life into a better situation. We can transform a seemingly bad situation into a favorable one. Do it with the passion and creativity of Fire and the change will always be worthwhile. Magick without all four of the Elements coming into play will be only magic, an illusion!