

Ironic title, isn't it? Especially when you consider that the Computer Age is also called the Information Age; and that all magick begins in the quest for knowledge. No matter, I'm fairly certain that magickians and practitioners would consider what I'm about to say as obvious. However, we're not in the majority,

It's that majority to whom I'm writing here. Most believe that magick is superstition, fraud, wishful thinking or, to be generous, an archaic way of being. Those of us on the other side of those arguments know better. Still, we need to admit to ourselves that the majority is never, ever going to commit themselves to the decades of study required to appreciate magick or become attuned to its functioning. It's easier to simply ignore or ridicule.

Hence like it or not, our beloved discipline's as doomed to extinction as the polar bear. Unless we stand up for it, as we must for them, magick will come to rest magnificently in museum store rooms. So who will care and why should they? After all how the bleep is magick relevant in our too cool, techno-chic times? The question seems either cutely quaint or embarrassing ridiculous. It is neither.

Step back for a moment and recall those times, in common parlance, when things just 'clicked'. The sum became greater than its parts. The world seemed to be smiling at you. Everything harmonized in a spooky, unexpected way. That was magick, an entirely natural phenomenon. But more to the point here, *your* involvement harnessed that magick and it manifested in a tangible way. That we call spell-casting.

It doesn't require us to dress up in robes, dance naked around bonfires, or chant in Latin, Hebrew, ancient Greek, spirit tongues or any of the dialects of our ancestors. Those latter are merely decorations, props if you like, designed to get us where we need to be. Magick is about recognizing, understanding, choosing and interacting.

When that interacting is in perfect rhythm it becomes a dance. In that dance a spell is cast. An act of change is produced. It makes no difference whether the action occurs within a magic circle, a board room, while surfing a wave, riding a perfect passage, engaging an audience, sparking a child's imagination or enlightening a patient to their own healing. All are acts of magick.

Those acts we call spells. People everywhere, at all times in all cultures have been casting spells and continue to do so. Magick and its practice are natural, not supernatural phenomena. What distinguishes the magickian or practitioner from the ordinary person is that their spells are repeatable. They aren't random, one time flukes. Remember, magick birthed both science and religion.

Like any scientist, practitioners test their techniques, verify their outcomes and must be able to repeat their results. That's where those decades of study (actually fine tuning and perfecting) come into play. Sure, all three begin in articles of faith. Yet while faith is the starting point for magick and science, it is the entirety for religion. That is not a value judgment, just a factual statement.

So while magick is natural, its application requires intelligence, discipline and creativity. Consider this: lightening is also natural. The light bulb is one of its applications. Perhaps magick's greatest gift to the 21st century will be in keeping creativity alive. Even techies have to admit that without creativity they wouldn't have a single new toy, or an internet, or social media or, God forbid, automatic coffee makers.

Creativity, like the magick that spawns it, remains unquantifiable and essential to the growth of human cultures. So whenever you think spell casting's useless folly, think back on all the steps you took the last time up a moment 'clicked'. What were you doing and what had you done to get there? You cast a spell, silly!

You can repeat that moment of magick, that spell casting, if you practice. You'll need to know yourself and your environment. Yet the result of your endeavors, your hard work, will certainly be relevant. It may even be life changing.

