

Jasper's Energyform Zine



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Jasper's Guide To Energyforms

Originally posted on Tumblr on @jasper-pagan-witch

Egregore: An energyform created by an entire group of magical practitioners, typically more than 4. Three or fewer magical practitioners working together on an energyform will still produce a servitor.

Pop Culture Entities: One theory for the validity of pop culture magic is that the pop culture entities - including deities, heroes, spirits, and more - are egregores. This is not a universal approach to pop culture magic.

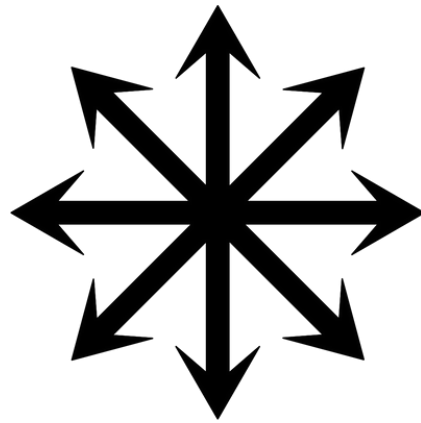
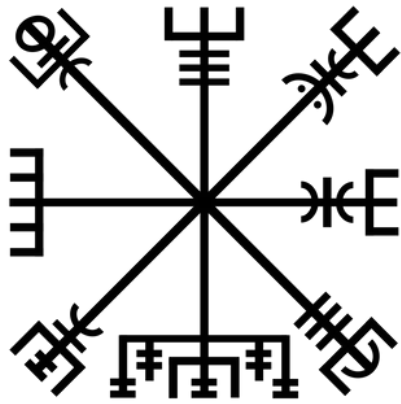
Godform: The image or incarnation of a god. Not quite an energyform of its own, but an energyform can be made to be a godform or to channel parts of a god's power. A godform energyform can fall under any other category.

Living Spell: An extremely basic energyform that is only a step above the basic spell by way of being given a form to deliver the said spell to its intended target. These typically fade away or are automatically destroyed once they accomplish their goal.

Servitor: A servitor is the "default" type of energyform, lacking in "sentience" and being focused on one or a handful of very specific goals. Extremely simple to make and often look more like "people" (humans, animals, demons/angels, et cetera) than a living spell. Most servitors are best described as magical computer programs.

Viral Servitors: Servitors that have automatic ways built into them to copy themselves to continue doing their job so that there are many of them.





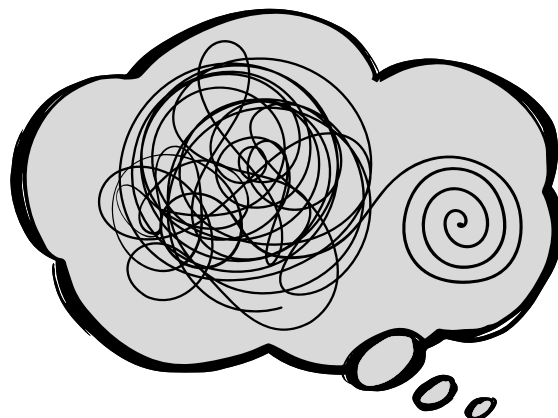
Sigil: Most sigils are symbols created for particular purposes and are more often connected to energyforms rather than being energyforms in and of themselves. However, certain animist approaches may see sigils as spirits in and of themselves!

Chao-Mines, Energy Store-House Entities, Linking Sigils: Functionally the same thing, these are particular sigils or energy points that you can use to draw energy from a place, another energyform, or a thing.

Hypersigils: The term was coined by Grant Morrison and elaborated upon by Aidan Wachter. It is a work of art, such as a novel, journal, or piece of art, that functions as an elaborate sigil.

Sigil Shoals: A collection of sigils that are led by one that is guaranteed to happen, thus forcing the rest of them to come true as well.

Thoughtform: A thoughtform is a "sentient" energyform, though the definition of "sentient" is up for debate. Typically, thoughtforms can think for themselves and do not need to be specifically directed around obstacles keeping them from accomplishing their goals. Thoughtforms are often compared to the type of "artificial intelligence" found in science fiction.



Chaos Magic, Pop Culture, And Energyforms

We can't talk about energyforms without talking about pop culture magic, because the two are linked together through chaos magic.

The origins of chaos magic is a long story, but to keep it simple, in the 1970s a lot of people got really excited about the works of the English occultist and art nouveau artist Austin Osman Spare. The first chaos magicians thought that magic had gotten too religious and too all-up-in-itself, so they sought to create a tradition that picked up and discarded occult thoughts seemingly at random.

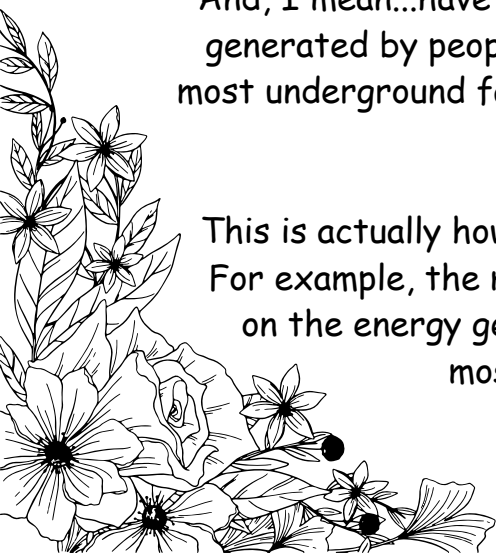
At its simplest, a chaos magician believes that belief is a tool, switching worldview and paradigms on a dime keeps life interesting, and "cutting up" a piece of text or other creative endeavor to rearrange the pieces can be used to great effect in magic.

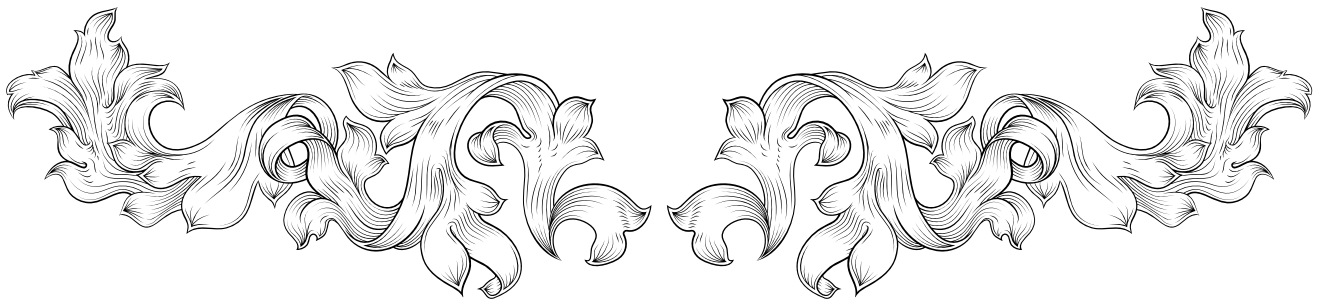
Naturally, chaos magic has been criticized for things like using closed-culture practices without respecting the cultures behind them and other similar (and not unfounded) complaints, and I'm greatly summarizing for the sake of space, but the crux of this is that chaos magic simultaneously believes that everything is sacred and nothing is sacred, so everything can be used in magic.

It took almost no time at all for chaos magicians to look at the energy of fandom and pop culture and go "it's free real estate".

And, I mean...have you SEEN fandom discourse? The sheer amount of energy generated by people bickering about things is impressive! Even the smallest, most underground fandoms can generate lots of energy, depending on how many people get involved in the arguments.

This is actually how some people have empowered their servitors in the past. For example, the magicians responsible for the creation of Fotamecus drew on the energy generated during a Metallica concert, which is one of the most 90's things I have ever heard in my life.

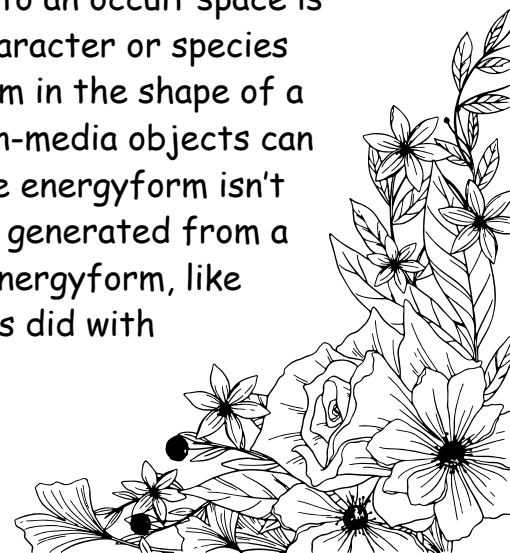




Pop culture magic has appeared in many forms, such as drawing on the Lovecraftian mythos, Son Goku hero worship, an entire branch of magic following the pattern of magical girls (shoutout to the IRL mahou community on Tumblr!), and more. Pop culture magic and paganism both get a bad reputation for being "unserious", but it can be approached just as seriously as any other kind of magic or religious practice. Another common criticism is that it's "fake", but...come on, guys. We're all fucking around with magic. We can't prove beyond a doubt that any of this is real. There are people out there who are so skeptical that they've decided that nothing is real. You just have to accept that you're being silly and rejoice in that.

Now, one criticism of pop culture magic that I'm willing to entertain here is the criticism that pop culture magic can lean into capitalism and consumerism. Now, this is a zine, not an essay, so we're not going to go into too much detail, but since pop culture magic relies on copyrighted sources (or, more rarely, things that have fallen into public domain), it has a tendency to lean into the worst parts of "brand loyalty" and buying things thanks to the fear of missing out. There are a few counterarguments that range from "mainstream witchcraft is just as consumerist" (as seen in the increasing number yet lowering quality of mainstream metaphysical shops) to "it's fully possible to practice pop culture magic/paganism without buying into the brand or company behind it" (difficult, but not impossible). It's not an incorrect criticism, it's just that we live in a capitalist society and this criticism could apply to pretty much any kind of magic.

Tangent aside, a common way to bring pop culture magic into an occult space is by giving your energyforms the form or abilities of a character or species found in a piece of pop culture media, such as making them in the shape of a Pokemon or Digimon. Using game pieces or IRL copies of in-media objects can serve as physical anchors for an energyform, even if the energyform isn't based on the anchor. Another option is using the energy generated from a fandom's...well, fandom-ness to charge/empower an energyform, like the aforementioned magicians making Fotamecus did with the Metallica concert.





Storm Of Forms: What It Looks Like



So the thing about energyforms is that they can look like whatever you want them to. But for some people, having that much open space leaves them uneasy about where to even start with what their little freak guy looks like. So with that in mind, let's talk about the "form" part of the energyform.

Ideally, you'll want your energyform to reflect its purpose. For example, my protective servitors are shaped like an Absol and like a demon, because there's nothing scarier to what scares *me* than a Dark-type Pokemon and a large dude with horns and too many teeth. These two things also *feel* protective for me.

And that's part of it. Your energyform should ideally be something you look at and go "yeah, you look qualified for the job".

No matter where you draw inspiration from for the physical form, your energyform is going to need a form if it's anything more permanent than a living spell. Depending on how "solid" that form is, it may slowly shift and change over the course of years as the energyform continues to develop, whether you're the one implementing those changes, the energyform itself is changing its appearance, or some other thing is altering it.

(Side note: That's not to say that you need to get paranoid about that. If you use an energyform as a link to another entity and the other entity is aware of it, it just makes sense that this other entity would also be able to alter the energyform in question. Likewise, if you create an energyform that's meant to think for itself - such as a thoughtform or an egregore - then it may very well change its appearance too. And other times, shit just happens.)

If your energyform has a physical anchor, like a statuette or a card depicting something, you can also tie their appearance to the anchor so it's easier to keep their form "stable" and consistent.

Some Places To Draw Inspiration From

Card Games: These are pretty easy, as most card games have artwork on the various cards. A good number of larger pop culture properties, like Pokemon and Disney, have card game spin-offs, while others like Magic: The Gathering are primarily card games.

Pop Culture: This is for those classic Pokemon, Yugioh, and Digimon-style energyforms. It's not just monster-shaped energyforms either - any character in a book, TV show or movie, cartoon or anime, manga or comic book, or anything else can be used as inspiration for the physical body of an energyform. If you believe in the egregore theory of pop culture entities, then there's a lot of overlap here anyway.

Mythology: While you could very well work with any number of mythological entities or individuals of a mythological species, if their physical form fits what you need the energyform to do, then you can use that as inspiration for the body of your energyform! The same can also be done with historical figures or living people, but that tends to get a bit weirder for people.

Imagination: Naturally, your energyform can be wholly made up by you! Original characters and fan characters can absolutely turn into energyforms or be created originally as energyforms.





Outsourcing Energy For Creation

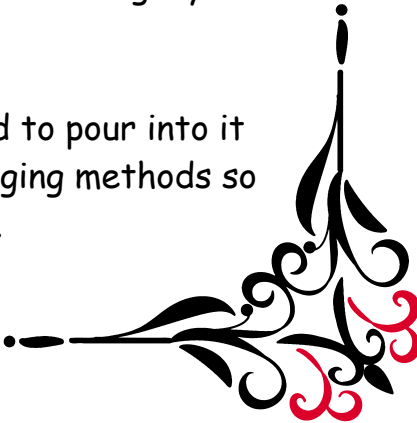
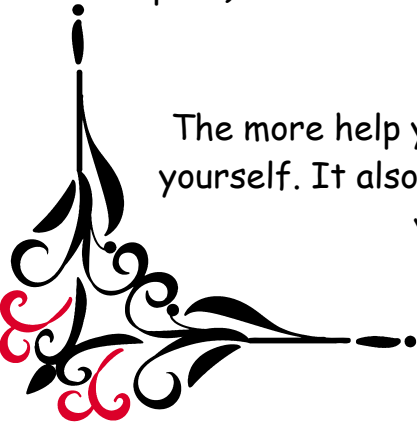
Sooooo here's the thing. Making an energyform is *hard* and it *sucks*...up your energy. Now, I'm not exactly the person you should be trusting for this subject, because as it turns out, I am a clown with bad energy management. But if you're a lot smarter than me, you can use this section a lot better than I can!

There are plenty of Tumblr posts that talk about how to make energy batteries, but the gist of it is that you take an object and use it to store energy from a place or from yourself during a high-energy time, and then you can tap into it later. It's an active kind of energy work, in which you are moving the energy yourself in some way.

But what are some places you can get energy from? I've already mentioned places. All places have an energy to them, even if you wouldn't refer to it as a particularly energized place. The waiting room of a doctor's office has energy that one could associate with unease and patience; a library has energy associated with both comfort and getting out of one's comfort zone, depending on what books (or other things) you pick up; an antique or secondhand store has energy associated with history and other people.

Other things to draw from are energy generators. For me, these include **celestial bodies** (i.e. the Sun and the Moon, along with planets, comets, and even distant stars), **crystals and other rocks** (they just...make all that energy, man), and **plants** (as long as they're getting everything they need and have some to spare). For other people, these may not be the same, but you're reading my zine so you get my bullshit.

The more help you get to power a servitor, the less you need to pour into it yourself. It also allows you to more easily tie these into charging methods so your servitor can eat up whenever they want.





Thank You For Reading



It took way too much damn time to put this together than it should have, considering there's not much in terms of in-depth content. But to be fair, I spent a good amount of time going back and forth on how things should be formatted, what colors I should use, where everything should be... It was lowkey terrible. I had a bad time for most of it.

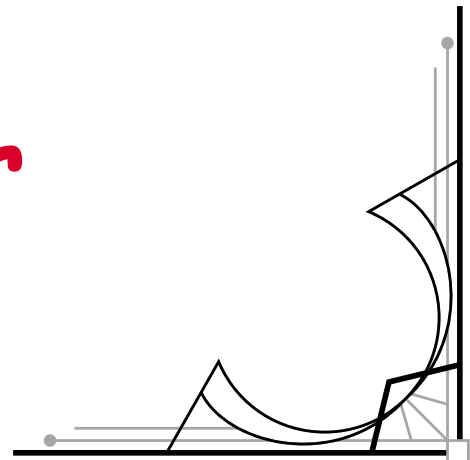
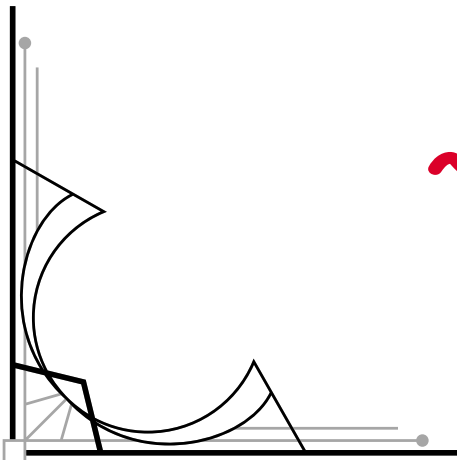
But that's over now. After two months, this zine is completely done. And thank the gods for that.

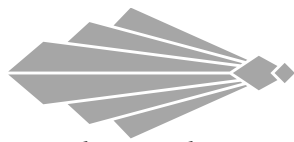
I want to thank all of the people in the Jasper's Beans Discord server for tolerating me while I yowled like an angry alleycat about formatting, colors, and the content of this zine. Shoutout to my non-occult friends who had to watch me change the hex codes of these things so minorly that they didn't visibly change much. I'd also like to thank my sorcerous pals in another Discord server for showing me how other zines were often laid out and for letting me bitch about formatting to them, too.

I did a lot of bitching during this project.

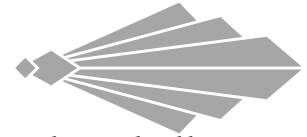
And in the end, I hope this shit was worth it. I hope you had a great time reading this zine.

~Jasper





Graphics Used



Unless otherwise stated, all images are from the Canva search and all parts of this zine were written originally for this “publication” by Jasper themself.

Cover/Page 1: “Vector Image” by GDJ from pixabay | “Sparkle Star Circle” by NassyArt from Nassyart

Page 2: “Art Deco Monoline Corner” by Procrea from Procrea | “Art Deco Flower Illustration” by Sketchify from sketchify

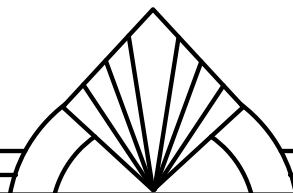
Page 3: “Vegvisir.svg” from the Vegvísir Wikipedia page | “Chaos_Star.png” from the Symbol of Chaos Wikipedia page | “Anime and Manga Thought Speech Bubble” by sparklestroke | “Freeform Sketches of Tangled Intertwined Line Element” by Masdar Zulfikar from Masdar Zulfikar’s Images | “concept” by Angie from Angela Apostol’s Images

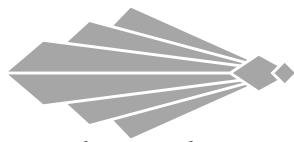
Page 4: “Hummingbird Art Design” by POPE_RUIZ from pixabay | “Flower Line Art Background Corner” by Dikas Team from Dikas Design

Page 5: “Crest Coat of Arms Filigree Heraldic Border Band” by GeoImages | “Circle dragon frame drawing” by gambar kunde harahap from Gambar Kunde harahap | “Flower Line Art Background Corner” by Dikas Team from Dikas Design

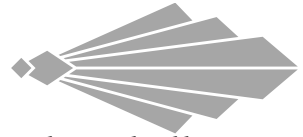
Page 6: “silhouette of a man sitting” by DAPA Images | “Halloween bold trees silhouettes” by Bali Studio from Bali Studio

Page 7: “Border Decoration Element Seamless Pattern in Greece Style” by studiobest | “Tatsunari, Toad Rider” from Scryfall | “Wick, the Whorled Mind” from Scryfall





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Page 8: “Moon and Sun Astrology” by Giuseppe Ramos Y | “vintage border” by viinrhyt from vii day studio

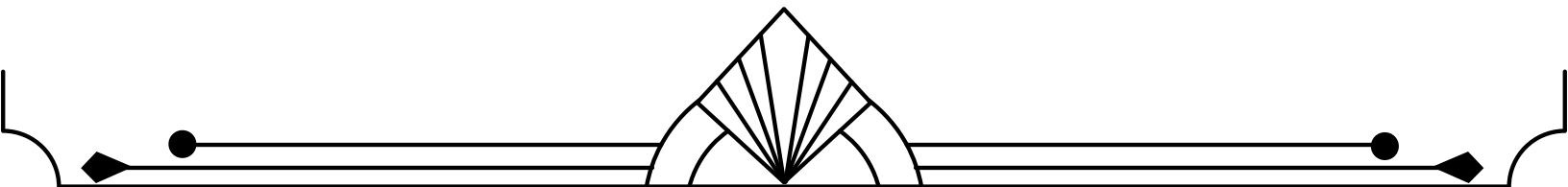
Page 9: “Bigfoot Dabbing Silhouette” by Laurarivera from Laura Asian | “Man Doing Dab Illustration” by Mohamed_hassan from pixabay | “Philippine Art Deco Corner Frame” by Mikaella Beratio from Sketchify Philippines

Page 10: “Art Deco Motif” by Design by Cheyney from designbycheyney | “Gold art deco header element” by Vectortwins from vectortwins

Page 11 (you are here): “Art Deco Motif” by Design by Cheyney from designbycheyney | “Gold art deco header element” by Vectortwins from vectortwins

Back Cover/Page 12: “Art Deco” by Goodware Std from Goodware Std | “Vintage Chapter Divider, Art Deco Luxury Header” by typegoals from Type Goals’s Team

Fonts Used: Times New Roman, Comic Sans



About The Author

Jasper is a collector of collections. Just ask their 60+ tarot decks, a To Be Read shelf that's always somewhere above 80 books, their cookbook collection that's well over 300 strong (and yet they still don't fucking cook and are an active hazard in the kitchen), an unholy amount of Magic: The Gathering cards (including many sub-collections of MTG cards), their large tub of thus-far-unused pencils, and they're undoubtedly forgetting even more collections while typing this blurb based on their friends' help. Their hobbies include fantasizing about crime and their blorbos, reorganizing everything they can grab, reading research papers about scorpions, and wondering why everyone thinks they're an authority on niche subjects, conveniently ignoring the fact that they are one of the few people even talking about subjects this niche. They are technically neither a pagan nor a witch but can be found on Tumblr at [jasper-pagan-witch](#).

Tumblr Blogs

@jasper-pagan-witch: a catch-all magic, religion, and occultism side blog

@jasper-grimoire: an online grimoire with convoluted chapters

@missouri-witchcraft: a local magic side blog

@the-college-of-whispers: a magic side blog focused on The Elder Scrolls series

@jasper-and-the-forty-servants: a cross of the Forty Servants servitor system made by Tommie Kelly and Magic: The Gathering cards

@jasper-polytheist-wizard: an occultism shitpost blog

