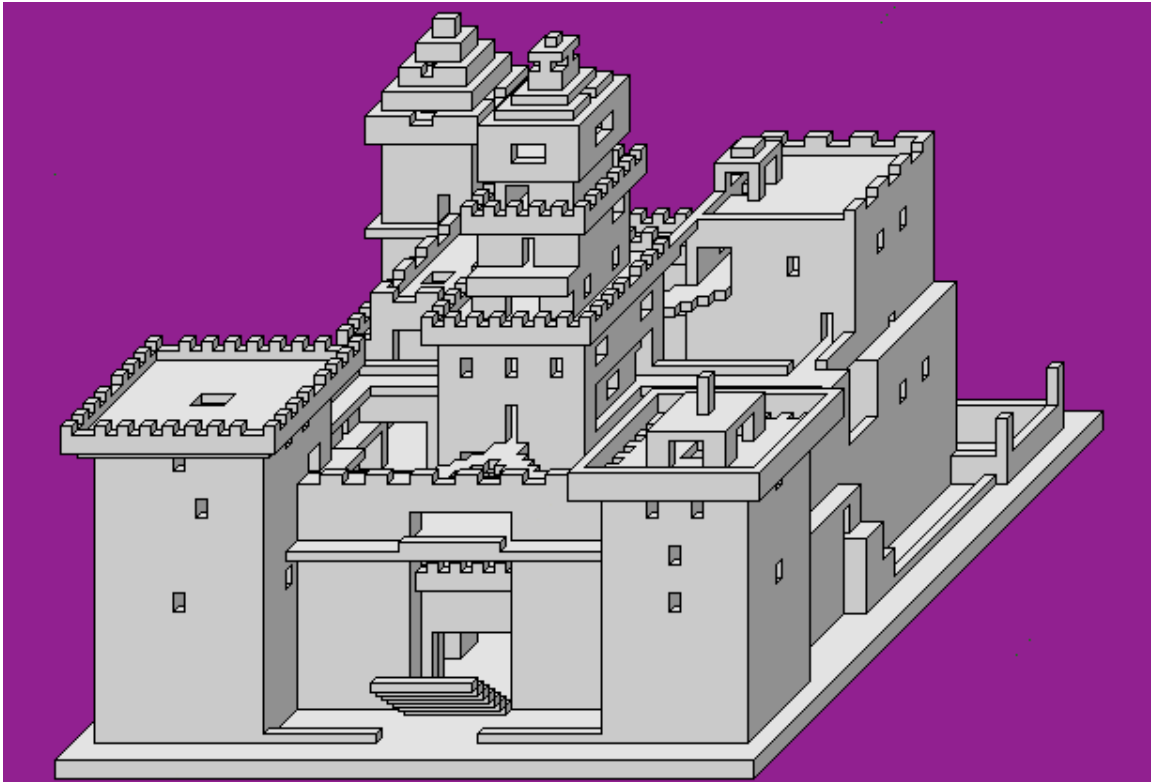


The City Foursquare

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Level Five Course 560 Paper



“You must be practical in your idealism.” - Paramhansa Yogananda

The subject of “White Magic” in esotericism is less about manifesting in the world, and more about transforming and evolving in consciousness. In other words, White Magic is integrally connected with humanity and its development, as summarized by the statement: *“In our consideration of these rules, I am not so much interested in their application to the magical work itself as in training the magician, and in developing him from the standpoint of his own character.”* (TWM page 54-55) The final four Rules of White Magic are especially connected with the human kingdom, and understanding these Rules can promote understanding of humanity as a whole and the disciple’s place within that kingdom.

Humanity is sometimes called the “city foursquare”. It is important to understand that symbolically: *“the square represents humanity; that this is frequently spoken of as the ‘city which stands foursquare,’ and is familiarly referred to in modern literature and discussions as the ‘city of man.’”* (DINA II page 135) A related symbol of humanity is the cube, a three dimensional solid whose surface is multiple squares. Concerning the White Magician, *“he must understand the meaning, of ‘man, the cube’.”* (TWM page 546) That means the disciple understands the three levels of humanity: The microcosmic

individual human being, relationships with fellow humans who are also part of the whole, and the macrocosmic human kingdom as a singular entity.

The number four appears in many places with respect to humanity. For example, humanity is the fourth kingdom of nature, and currently evolution is taking place upon the fourth Globe of the fourth Round of the fourth Chain. There's even a relevant connection with the individual human fetus experiencing "quickenings" at the fourth month of pregnancy, with respect to the macrocosmic event of Sanat Kumara coming to Earth from Venus: *"His coming in the fourth round with the subsequent awakening of manas in the human units find their analogy in the awakening of the life principle in the unborn infant at the fourth month."* (TCF page 371)

With respect to White Magic, the Rules for it conclude with four Rules for the physical etheric plane. Rule XII states, *"The magician must recognize the four."* The "four" refers to the four etheric subplanes. Also, Rule XII says, *"Let the magician seize the midway point"*. The "midway point" in this context refers to the fourth or human kingdom. It is also related to Rule VIII for the astral plane which says, *"The midway spot, which is neither dry nor wet, must provide the standing place whereon his feet are set."*

A symbol associated with Ray 4 is the bridge or rainbow. Therefore Ray 4 can be linked with the rainbow bridge, also called the Antahkarana, and its development is one of the prime efforts of individual and collective humanity. Similarly, White Magic can be seen as a bridge between inner ideas and outer manifestation, which is properly implemented by soul infused humanity. I see the quote at the start of this paper as summarizing the essential nature of the White Magical process (to ground ideas) as well as the nature of the White Magician (to integrate spiritual awareness with physical expression).

The physical plane is a microcosm of the Cosmic Physical Plane. Similarly, the four etheric subplanes of the physical are a microcosm of the Cosmic etheric planes (buddhic through logoic). The planes and physical subplanes are listed in the table below. The three dense physical subplanes are associated with the solid, liquid, and gaseous states of matter. The highest etheric subplane is called "atomic", however in this context the word refers to the most indivisible physical substance possible, and not standard atoms in science. Dense physical matter is composed of standard scientific atoms, but they can be subdivided into various smaller particles, which presumably are those of etheric subplanes. Eventually, even an atomic subplane particle on a plane can be subdivided into particles from the next higher plane, which in this case means an atomic physical particle into astral particles.

The (Cosmic) Physical Plane			
#	Plane	Physical subplane	Ray color
1	Logoic	Atomic	Red
2	Monadical	Sub-atomic	Indigo
3	Atmic	Super-etheric	Green
4	Buddhic	Etheric	Yellow
5	Mental	Gaseous	Orange
6	Astral	Liquid	Rose

7	Physical	Solid	Violet
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A given plane has a correspondence to the Ray in the same position. That means the physical plane has a special link with Ray 7, and by extension the color violet. This plays a role in Rule XIII and its directive to “*note in his work the shade of violet they evidence*” when working with the physical etheric subplanes. The specific shades of violet that correspond to particular subplanes are unknown at this time: “*One of the secrets not yet revealed, fortunately, is concerned with the question as to whether light violet is the color of the highest or the lowest of the four and this will not be revealed for some time to come.*” (TWM page 551) However, hints to this shading may be revealed in the Devas who work with these subplanes: “*These devas of the shadows are of a dark purple on the fourth etheric level, of a lighter purple, much the same color as violet, on the third etheric level, a light violet on the second, whilst on the atomic subplane they are of a glorious translucent lavender.*” (TCF page 912)

Violet is especially linked with the etheric subplanes of the physical plane. For example, painting a dense physical hammer red or painting it green has little influence upon the effect of the hammer. However, for the much less dense etheric matter of the physical plane the violet vibration has a much stronger effect, in that the etheric vehicle “*responds most violently to the color violet.*” (TWM page 347) Similarly, a sensitive person falling asleep or near death may experience seeing “*clouds of color, or banners and streamers of violet, all of which are etheric phenomena*”. (TWM page 505)

The four etheric subplanes can be considered as a trinity and their synthesis. These indicate “*three aspects or principles of divinity and the form through which these three must manifest. Spirit, soul and body express the same idea from another angle, added to that which is produced through their interaction.*” (TWM page 550) On a higher turn of the spiral, it can be seen as three aspects of the Higher Triad and their synthesis into the Monad. This concept also explains why the energies of the dense physical subplanes are not one of the seven principles, and only the etheric energies qualify to be a principle. That’s because the dense physical “*is only an appearance brought about by the merging of the higher three and the fourth, and this appearance is a fiction or a figment of the human mind.*” (TWM page 551)

Because the physical plane is a microcosm of the Cosmic Physical Plane, anything that affects or works with different planes can be reflected to some degree in the subplanes of the physical plane. The process of White Magic summarizes creative activity from the mental to the physical planes. When the process reaches the physical plane and navigates through the etheric and then the dense subplanes, that can be seen as a microcosmic version of the White Magic process as a whole. This concept is reflected in the four Rules for the physical plane, which seem to be somewhat a microcosm of the previous Rules, but applied to physically manifested results. For example, Rule XIV says “*Let him again... call on the solar Angel*”, which is similar to the initial reception of the idea on the mental plane. In a macrocosmic sense, the concept of divine precipitation also exists in the quaternary of the four Cosmic etheric subplanes (buddhic through logoc planes).

The Four Rules for the etheric-physical plane are probably the hardest of the Rules to fully implement. Many people think of ideas or aspire to have them implemented, but few

implement ideas themselves, or know how to sustain and project a thoughtform so that somebody else can manifest it. In other words, many quality thoughtforms remain as ideas or desires, but only a few make it all the way to manifesting upon the physical plane.

Before something can physically manifest it must first pass through the etheric levels, or have its etheric blueprint or “shadow” properly formed. It can be a challenge to effectively work with etheric matter, because as stated in Rule XII, “*the magician must recognize the four*”. It’s easier for most people to be aware of lower astral and concrete mental levels (i.e. work with desires and concrete thoughts) than the higher etheric levels of the physical plane. That’s true even though the physical plane as a whole is denser than the next higher astral and mental planes.

In other words, many people have a degree of etheric blindness. Most understand body, emotion, and mind (as expressed on the physical, astral, and mental planes). Similarly, with respect to physical matter most understand solids, liquids, and gas (the bottom three subplanes). Being able to expand toward realizing and working with the four etheric subplanes of the physical plane, as well as the four Cosmic etheric planes beyond the mental, is an important part of “recognizing quaternaries”.

Interestingly, the matter of the etheric subplanes of the physical plane may be what science today calls “dark matter”. Dark matter is matter that is theorized to exist by physicists because its gravitational effect can be measured, but it hasn’t been detected yet. The Universe is estimated to be less than 5% ordinary matter, with the rest being dark matter. Presumably dark matter isn’t an astral or mental plane substance, because those are higher planes altogether, which shouldn’t have purely physical effects like gravity.

Once White Magicians are able to access etheric levels, they can follow the directives of Rule XIII and “*construct the shadow*”. The shadow is the etheric double or pattern behind all physical manifestation. Proper etheric composition allow quality dense physical creation, as summarized in another part of Rule XIII: “*When this is so, the shadow clothes itself, and the four become the seven.*” That means the four etheric subplanes expand to include the three dense subplanes, covering all seven physical subplanes.

The development of computers may be the beginning of humanity accessing etheric capabilities, because computers are somewhat etheric in quality. Although computers themselves are dense objects, their primary method of expressing is through a screen transmitting light, and their internal mechanisms are electric. Computer creations are also frequently more abstract than concrete. For example, a specific Word document containing a story is a concrete creation, or a physical reflection of a concrete thoughtform, similar to writing a letter with a pen. However, the computer program Microsoft Word itself is a more abstract creation, which consists of algorithms that implement storage and processing of arbitrary document content in an efficient manner. In other words, it allows for creating other creations when using it. In order for people to be able to create concrete Word documents, others had to first go through the abstract process of developing Word in the first place. That progression from abstract to concrete

is similar to the White Magic process as it journeys from the mental to the astral plane, and then through the etheric subplanes and finally the dense subplanes of the physical plane.

Note that reception and manifestation of ideas can take place on multiple levels. A common division is between the abstract and concrete subplanes of the mental plane. However, another important distinction is between all types of manas and buddhi above it. For example, with respect to computers, behind the relatively abstract creation of a computer word processor is the purpose behind it being created in the first place. That reveals ideas of spiritual work done to facilitate the expression and enlightenment of humanity. On that higher turn of the spiral, the purpose of human enlightenment is the real abstraction taking place on Triadal planes, while relatively abstract concepts like developing computers are the denser manifestation in the world of the higher mind.

I see the computer generated picture at the start of the paper as representative of some of the concepts of White Magic applied to the etheric-physical plane. The picture shows a 62x62x62 grid of cubes, with appropriate cubes placed to define a castle and its ten interior floors. I created it when I was 16 years old (or four times four), and titled it the "Foursquare Castle". Being a computer image created with a computer program links into some of the potential etheric qualities of computers. Before designing the relatively concrete castle, I first had to design the general program to render a grid of cubes.

White Magic is the "*magic of the soul*". (TWM page 4) That means it is a "top down" process starting with soul intent. Too often we create starting from the "bottom up", based on a personality desire for recognition or some other less inspired reason, which causes creation to not reflect divine intent, and to miss out on energies the process could otherwise reach.

Humanity is a dual kingdom, and has the capacity to both reach up to soul and spiritual levels, and project down to manifest on dense physical levels. Being able to do both is a key point of the White Magic process and manifesting thought forms. Failure can happen by either not reaching high enough, so subsequent steps aren't inspired, or by not projecting low enough, so that ideas don't reach the physical plane. Similarly, failure can happen through dense corruption of the idea, meaning the original idea gets distorted through glamour, or the physical fires consume the spiritual nature of the idea. These points are a part of Rule XIV which says, "*Let him again... call on the solar Angel.*" and "*Danger from fire and flame menaces now.*"

How does the White Magician avoid distortion when manifesting thoughtforms? To properly precipitate and manifest individual or group spiritual purposes, three requirements are needed: Power, detachment, and non-criticism. (TWM page 557) The requirement of power in turn depends upon singleness of purpose and pure motive, along with a lack of impediments. These impediments are overcome by the quality of persistence.

Similarly, the processes may be harmed by the following three difficulties: Lack of qualification (such as undeveloped character), dangers inherent in unconscious form-building, and etheric blindness or unawareness of etheric vibration. The result can be

form building not inspired by the soul or done in service, but rather influenced by selfishness and materialism, resulting in the definition of “black magic”.

Balance and following the “noble middle path” are very important with respect to successful form building. Too little directed attention results in death by lack of vitality, while too much energy can result in destruction by fire. For example, early death of a baby can be because the soul isn’t directing enough attention to the new incarnation. *“Many infants are still-born for this very reason that the solar Angel wavers in his intent and is not sufficiently interested.”* (TWM page 567)

How does one invoke and maintain vitality? An important concept fundamental to White Magic is: *“Potencies produce precipitation.”* (TWM page 551) That concept governs the macrocosmic history of the Universe, microcosmic reincarnation on an individual level, and individual thoughtforms. Potency means the right causes of energy and focus, while precipitation means the resulting effect like rain falling from a cloud after cloud seeding. Remember that ideas at the Triadal level are what Pantanjali in the Yoga Sutras called the “raincloud of knowable things”. The science of precipitating thoughtforms is necessary in order for results to actually manifest upon the physical plane, instead of remaining stuck on less dense planes, like a potential idea that’s never implemented.

In addition to having enough vitality, it’s important to not have too much energy. In other words, “fire and flame” can cause destruction of the Magician’s thoughtform, if there is too much energy or too violent a purpose. Beyond that, there is danger that fire and flame can “burn” Magicians themselves. For example, one has the potential to unhealthily or prematurely burn away the protective etheric web between chakras, such as through premature awakening of kundalini.

Another important concept related to White Magic applied to the etheric physical plane, along with human development as a whole, is that of a “sheath”. Specifically, Rule XV refers to the state in which *“the fire sheath is completed.”* The fire sheath (at least in this context) can be interpreted as a mental veil, in which the soul or White Magician clothes a thoughtform. On a wider level, a fire sheath can be applied to persons themselves when taking an incarnation, when a new mental body is created around the mental unit. Following the fire sheath is the “sheath of mist”, or the great illusion of the astral plane, and finally an *“outer web of closely interlocking streams of force”*, which is the etheric/vital body. (TWM page 566)

The fire sheath (and all sheaths for that matter) are necessarily produced when the matter of the three worlds are contacted. They reflect the original thoughtform or purpose of the soul doing creative White Magical work, at least as accurately as can be expressed within denser matter. Note that the sheaths of a particular element can refer to systemic planes as well as corresponding subplanes. For example, with respect to water there’s the water of the astral plane. However in the context of the Rules for the physical etheric plane, there’s also the watery liquid of the dense physical form that is ultimately influenced.

A properly completed fire sheath is aligned or blended appropriately with the astral mist sheath. When fire and water contact on the physical plane in an uncontrolled manner, the water puts out the fire, and they produce mist. Similarly, on non-physical planes, astral

and mental energies can combine to create the mists of glamour, which can corrupt the original idea and prevent its proper expression. The danger of this with respect to preserving thoughtform creation is summarized in the quote, "*Where fire and water meet apart from chanted sound, all dissipates in steam. The fire ceases to be.*" (TCF page 1026)

Even after something has densely manifested, nurturing of the creation can continue. For example, one can write a brilliant book, but that product needs to be shared and promoted (hopefully from an altruistic instead of a self-promotion aspect of course) so others can detect and benefit from it. Even a completed physical manifestation can die through lack of vitality and attention, like a houseplant denied water. Similarly, a manifestation can be improved or refined. Consider the initial invention of airplanes in 1903, which were noisy, slow, unsafe, and rare, with the airplanes we have now and the modern airline network that's been created around the use of airplanes.

White Magic as a whole can be summarized as something similar to an involutory process, because it describes a journey of manifestation from spiritual to material planes, with the goal of the material expression being appropriately inspired or infused by the soul and a reflection the original idea. After something has been manifested, one could see the White Magic process continuing, but in reverse planar order on what amounts to an evolutionary arc. In other words, given an inspired physical manifestation, we want it to be properly sensed and assimilated by ourselves and others, and the benefits brought back to soul levels to enrich the true Self.

For further reading about the City Foursquare and the Rules for the physical plane see:

- Rule XII: Bailey, Alice A., "A Treatise on White Magic", New York: Lucis Publishing Company, 1951, page 507-537.
- Rule XIII: Bailey, Alice A., "A Treatise on White Magic", New York: Lucis Publishing Company, 1951, page 539-561.
- Rule XIV: Bailey, Alice A., "A Treatise on White Magic", New York: Lucis Publishing Company, 1951, page 563-597.
- Rule XV: Bailey, Alice A., "A Treatise on White Magic", New York: Lucis Publishing Company, 1951, page 599-640.
- Morya Federation Course 560 materials.