



Crow Clan 2006

Welcome to a murder of Crows

You have most likely at some point in your life done a good deed that you never took credit for. Perhaps you have helped someone out from behind the scenes when they never even knew you were there or arranged for some magical effect to happen that, when it occurred, seemed to have nothing to do with you.

There's a unique power and energy to such magick, a type of sustenance, renewal, and healing, quite distinct from that we get by taking center stage, visibly facilitating, displaying our magickal processes and skills for all to see.

This is some of the energy we intend to tap in the Crow Clan.

Things you need to know:

Crow is an advanced Clan. This means we will be working overtime. We will have more work to do than some of the other clans, and more clan times to attend.

The Crows will share a sleeping cabin. We believe this is important.

We will hit the ground running (or the air flying, as the case may be) on Friday night, when we will be working as a clan at the Fire Releasing Ritual.

You will be getting invitations to a Yahoo announcement list to give you more details.

To bring:

A word that symbolizes your Winter work.

Something burnable that represents blocks to your Winter work, to use in the Fire Releasing ritual

Crow items - pictures, statues, feathers, whatever you have to decorate the clan table and clan cabin.

Warm clothing in layers. Also Black clothing - we don't need you to go around dressed like crows for the whole gathering (you can if you like), but you will need a black (or at least very dark, near-black) outfit for the Visioning Ritual. We will be outdoors for several hours, and the weather can be unpredictable, so plan layers - if it gets warm

(unlikely) or very cold (quite probable), you need to be able to add or shed layers to remain comfortable for the duration.

Snacks if you need them to maintain your energy.

The usual stuff you'd bring to a gathering, of course, drums, rattles, magickal tools and such. Warm clothing in layers, and **Inclement Weather gear!**

It often gets quite cold at Twilight Covenning, it would be a good idea for someone to bring a small space heater, in case the cold gets extreme. Just beware of running more than one, as the circuit breakers tend to trip easily, and please remember to turn it off when the cabin is empty.

As always, no live flame is allowed in the buildings.

*** Even if you know everything in the main Twilight mailing by heart please read it because things do change and please check in it for other items to bring. ***

Looking forward to working with you,

Duncan & Moira

