




*The Power of Story * The Three Leaves * Go-Betweens * Staff & Shawl * Taking Seizin of the Land*


The magical purpose of *The Faery Oath: By Oak, Ash and Thorn (OATH)* is to enable a focused and devoted network of humans to work effectively alongside collective faery allies toward planetary equilibrium. Since its inception in 2012, this unique sacramental series has inspired community-based life dedications in Glastonbury UK/EU, Denver-Boulder, Seattle and Boston; we are so pleased to continue *OATH* in Boise.

Continuing on from *Earth Light, Power Within the Land* and *The Well of Light*, this unique three-part series builds vital human and faery alliances dedicated to the preservation of the natural world, our mutual home. Through this mythic and inspiring class series you will learn methods of ancient faery ritual magic that provide access to the untapped streams of human and faery potential. In *OATH I*, we begin by revealing the real life *OATH* work fostered by our ancestors of blood and spirit. From here we discover the lore of Oak, Ash and Thorn and how we may become known to the “oldest old thing.” In *OATH II* we progress to working with collective and individual go-betweens, consecrating a staff or shawl, and special *OATH* offerings. In *OATH III* work culminates in the taking of an *OATH*, witnessed and held in community. All who complete the series will be eligible to participate in *OATH Alive!*, an international working coalition of consciously devoted men and women of spirit.

Please Note:

The \$550 fee covers three weekend courses & materials as well as interim group calls.

This community series must be pre-paid upfront or in two payments: 50% before Part I and 50% before Part II.

Sponsored by
Crone's Cupboard Boise, Idaho

Local Registration Contact:

Jeanine Lesniak via jeanine.aps@gmail.com

Dates: May 20-21 * November 4-5 2017 *
May 19-20 2018. 10-5 Saturday, 10-4 Sunday,
two evening rituals TBD

Course Details Inquiry Contact:

Anastacia Nutt via anastacianutt@gmail.com

