

AN INTRODUCTION TO RUNE MAGIC

By Robert Blumetti

What is Magic?

Magic can be described as “supernatural” by some, but is simply manipulating energy with the power of your mind. When we perform Magic, we are not manipulating people and things, but energy. I think this is the best description of Magic, because everything—living, organic beings as well as inorganic matter—is made of energy.

I will examine why Runes are the best tools for the manipulation of energy through the mechanism of the mind. Unlike all other Magical systems, Runes involve all your senses through sound, color, image, form, number, and divine powers. This allows for effective ways of moving energy toward your intended purpose by way of mental manipulation and will.

I once was at a dinner party in which all those present were to some extent practitioners of some kind of Magical tradition. The conversation turned toward the use of symbols. Someone suggested that symbols have power because of the power of “belief” by people over many generations in what the symbol stands for. I objected to this description, at least where it concerns Runes. Unlike all other Magical tools, the Runes are the only symbols that were given to us by the Gods (or God). Even the Kabala, which uses Hebrew symbols, does not claim that the symbols were created by Jehovah. No! Odin gave us the Runes! The *fact* that the Runes were created and given to us by a God causes the Runes to stand out alone among all Magical tools.



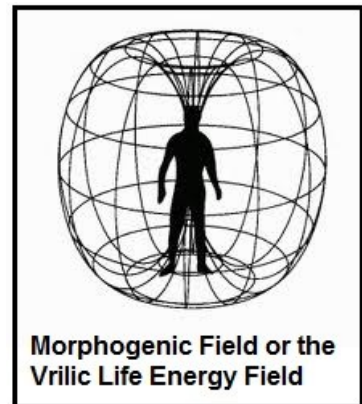
When you perform Magic, you are creating or influencing a pattern of energy. This energy is a life force, which goes by many names in different traditions. In Balder Rising we use the name *Vril*, which was used by Germanic Rosicrucian sorcerers during the centuries when Erulians (high Rune masters) were forced to practice Rune Magic in secret. The word Vril is

derived from the Indo-European language of Sanskrit. Magic is the practice of noticing and influencing synchronicity through *will, intention, expectation, desire* and *assimilation*.

Magic begins with intention, plus expectation, plus desire. Then we add will, and end with assimilation with the divine (the life force of the Gods). Energies are unleashed both within the individual and within the cosmic forces of the multiverse. These cosmic forces are the weaving of *wyrd* by the Norns, which we will get into in more detail later on in this essay. When you learn to use the power of your expectations to become clear about what you truly desire, you become more aware of the synchronicity continually being woven around you. This synchronicity is the result of the web of *wyrd* that creates patterns of movement through time by the Norns. Through this web of *wyrd*, everything is connected. By understanding how the Norns weave these patterns, you give your Magical patterns added power.

Think of it this way: You are watching someone weaving a cloak, using several different colored threads. Without upsetting the weaver, you are able to stealthily change the color threads that she is using, and thus change the pattern of the cloak. You are able to interfere because you and the weaver are working in synchronicity.

Fields of Vril life force have been referred to by the scientist Dr. Rupert Sheldrake as *morphogenic fields*. These fields surround the human body and are powerhouses of psychic energy that moves to and from us in all directions. Magic is the ability of being aware of and influencing these patterned fields. Inside you, within every atom of your body, there is a great power. This power is the Life Force of the Gods—Vril. As I said in the beginning of this essay—*everything is made of energy*. Magic is the knowledge of how to cultivate and use this power to control your surroundings. You have the potential to learn how to use this energy to influence things, and the more focused and congruent you become at gathering and directing this energy, the more successful will be your Magic.



Armed with this knowledge, we can be confident that things will turn out the way we intend. This is our Magical field of intention. We can set our *life-energy field of energy* to have a certain Magical effect by systematically extending it, reaching new heights of experience. The strongest energy field prevails, which is why it is important to remember that we are influencing energies—not manipulating people—with Magic.

Once you understand that the universe, and the multiverse, is filled with currents of energy, and that energy is the essence of all things—because everything is energy—then you will learn to use Magic to control and manipulate reality. But first we must understand the nature of reality. To do this, we need to explore the Myths.

What are Runes?

Hear me, all ye holy kindred,

*Greater and lesser sons of Heimdall!
You wish me to tell the ancient tales,
O Father of seers, the oldest I know.*

This is the first stanza of the *Voluspa*. The first line calls on the Children of Odin—*ye holy kindred*. But it also calls on all races, even the lowest, as well as the highest of humanity's races, to know the truth—*Greater and lesser sons of Heimdall!* This simply means that the truth that dwells within the Northern Lore is eternal and pertains to all, even though we are not obligated to go out and teach it to all. But there are universal truths that all races have discovered, though because of the diversity of the morphogenic nature of Folk-souls, these truths have been interpreted differently in accordance to each Folk's unique Folk-soul and its relationship to the



life-force colored environment which gave rise to each Folk.

I have often said that Runes are tools given to us by Odin for the specific purpose of harnessing the Life-Force, which we in *Balder Rising* refer to as *Vril*, that we mortals share not only with the Gods, but with all things. Once you can master the art and science of controlling the currents of this morphogenic Life-Force, you have the power to bend your Orlog and create a state of synchronicity with the Gods. And since the Gods are in a state of perpetual struggle with the forces of Chaos—the *Giants*—this means that we do not have to be slaves to our Wyrð. To understand how this process unfolds, we must look back to the forming of the multiverse.

In the *Voluspa* we learn that in the beginning there was formlessness:

In the beginning, not anything existed,

*there was no sand nor sea, nor cooling waves;
earth was unknown and heaven above
only Ginnungagap was—there was no grass.*

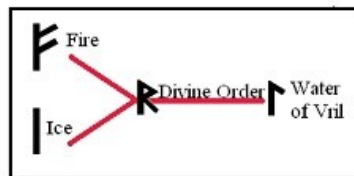
In *The Deluding of Gylfi*, we learn that at the pole-ends of this vast formlessness were two realms. Niflheim in the north was a realm of ice—of infinite contraction—ruled over by a great feminine principle of Magical nurturing power, known as the Great Bovine, *Audhumla*. The second realm was located in the south and known as Muspellheim. This was a realm of fire and heat. It was ruled over by the King of the Fire Etins: Surtur/Surtr. He was black as pitch and possessed a fiery sword. Surtur personified the masculine principle of Magic: expansive force.

Odin, Vili and Ve (who in *The Deluding of Gylfi* are referred to as *The High One, Just-as-High, and Third*), explain how the heat from Muspellheim rose through the yawning gulf that was Ginnungagap, eventually causing the ice of Niflheim to melt, causing rain and water to flow. The vast void was filled with this fluid energy, produced from the heat and ice of Muspellheim and Niflheim. Here we have the principles of the Rune *Jera*, the polarities of opposites that orbit each other. When the two halves come together, they form the Rune *Ingwaz*. Ingwaz is the seed, within which is the gestation of great power that is unleashed with sudden force. This is the Life-Force. All life comes from water. Thus the Rune *Laguz*, which is “lake” or “water,” is the Life Force.

WHY VRIL?

VRIL V F
 R R
 I I
 L I

Vril is translated into runic with the runes: Fehu **F** for "v" (V can either be Fehu, Uruz or Wunjo depending on the sound. In German, "v" as a "f" sound as in *vo/k*); Raidho **R** for "r"; Isa **I** for "i"; and Laguz for "l." Fehu is "fire," Raidho is "divine path or pattern," Isa is "ice," and Laguz **I** is "water." Thus the name "Vril" embodies the runic formula of creation of the Life Force--Vril.

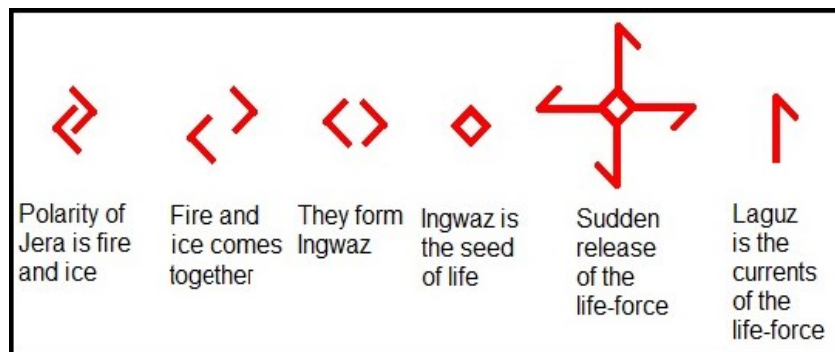


Throughout the world, the concept of a universal life force that permeates all reality is a universal Magic concept. It has been known as *chi* (Chinese), *reika* (Japanese), *prana* (Hindu), *veros* (Greek), and up to 1890s, as *ether*. During the 19th century, the Germanic magical secret society known as the Rosicrucians popularized the name *vril* used by one of its members, Sir George Edward Bulwer-Lytton, in his science-fiction novel *Vril, the Power of the Coming Race*.

Vril became popular throughout the Germanic world, especially in Germany, Great Britain and the United States at the end of the 19th century and the first part of the 20th century. According to the Rosicrucians, vril is derived from the ancient Indo-European word, *vri*, meaning “life.” If you wish to learn more about Vril, you can purchase the reprint of the Rosicrucian book *Vril or Vital Magnetism* by Paul Tice, 1911, on Amazon.com for a low price.

In my own studies of this life-force, I discovered a runic principle for the name *VRIL*. If we take the four letters that make up the name and take appropriate corresponding runes, Fehu, Raidho, Isa, and Laguz, we discover the formula for Ginnungagap. I use Fehu for the letter V, because in German, vril is pronounced *freel*. In most Germanic languages, the V has an F sound, as in the word *volk*, which is pronounced the same way it is spelled in English: *folk*. Fehu is celestial fire or energy of creation. It means mobile wealth, which is money, and money is the energy that gets things done. This is why both the sun and gold have the same astrological and alchemist symbol: a circle with a dot in the center.

Thus we have the fire of Muspellheim moving in the divine pattern, which is the Rune Raidho, toward the ice of Niflheim, which of course is the third letter in the name, “I”, or the Rune Isa. And what happens when fire meets ice? It produces water, or the Rune Laguz, which is the fourth letter in the name, “L.” And Laguz is water, which is symbolic of the Life Force, Vril.



After the “Big Bang” of Germanic creation there was a terrible cry. It was the birth of Ymir. I use the scientific term *Big Bang* because of Ymir’s cry. What is interesting is that the astronomical-secular explanation of the creation of the universe is referred to as “The Big Bang.” But it was not a big bang, because there was no sound. Ymir was born. Ymir was the first of the Giants. It was androgynous, encompassing both principles of male and female. Thus it was unorganized energy, or chaos.

What is interesting is that Ymir is referred to as an ice giant. When the life force spread across the yawning void, its currents of life-giving energy contained all the principles of the runes within its energy. We can equate the fire of Muspellheim with dark energy, and the ice of Niflheim with dark matter. Contemporary physicists cannot explain how the universe is held together. Mathematically, it can only be explained by the presence of a form of super-contracting “gravity” that they named *dark matter*. They know it’s there, because the planets, stars, solar systems, and galaxies could not hold together without it, but they cannot see it or

measure it. At the same time, the universe is expanding at an increasing rate. Once again they cannot explain it without accepting that there is a force causing this expansion. Mathematically it makes sense, and they call it dark energy. The ratio of dark matter to dark energy is 1 to 3. So the discredited 19th century proponents of universal life force energy that they called *ether* have been proven correct. Of course the dark matter/dark energy is the bipolarity of Vril that is made up of the ice of Niflheim and the fire of Muspellheim.

We know that there is an uneven distribution of atoms. If the universe had an even distribution of energy, energy would not form into matter, and matter would not clump together to form celestial bodies such as dust, boulders, comets, meteors, asteroids, moons, planets, stars, and galaxies. There would just be a uniform sheet of energy. Thus chaos is necessary, and the pull of chaos caused the life force to coalesce, *contract like melting ice*, to form the first Ice Giant.

In *The Deluding of Gylfi* we read:

*Whence first from giant-kin
came Aurgelmir (Ymir) the well-formed?
From the Elivagar oozed drops of venom
that grew till they fashioned a giant,
all our kindred came from thence,
because of this birth
they are aye far too barbarous.*

At the same time, in Niflheim the first of the Gods was born, and “its” name was Bur/Buri. Buri, like Ymir, was androgynous, and from Buri was born a son, Borr. Borr took a wife from among the Jotunar, who are those Giants that are not destructive by nature. From this union was born the three-gods-in-one, Odin Vili and Ve. They could not tolerate the chaos that was Ymir. Voluspa stanzas 2 and 3 describe the nature of reality at this time:

*I remember giants born in the foretime,
They who long ago nurtured me;
Nine worlds I remember, nine trees of life,
Before this world tree grew from the ground.*

*This was the first of aeons, when Ymir built.
There was no soil, no sea, no waves;
Earth was not, nor heaven;
Gaping abyss alone: no growth.*

There are some very interesting references in these lines. Instead of one World Tree that encompassed all nine worlds, it says in line 3 of stanza 2 that there were nine worlds and nine trees. Thus, there was no order. No one great World Tree, which represents the structured multiverse built on runic principles, but nine trees—disconnection, disorder, each realm adrift and standing alone with its own tree. And in the last line of the third stanza, that there was *no growth!* Only a gaping abyss!

This was intolerable for Odin, Vili and Ve. And so Odin took up the task of discovering the nature of reality and the Life Force, and how to master and control it. In this way he and his brothers were able to transform chaos into order.

In the *Havamal*, stanzas 137 to 143 we read:

*I know I hung in the windtorn tree
Nine whole nights, spear-pierced,
Consecrated to Odin, myself to my Self above me in the tree,
Whose root no one knows whence it sprang.*

*None brought me bread, none served me drink;
I searched the depths, spied runes of wisdom;
Raised them with song, and fell once more thence.*

*Nine powerful chants I learned
From the wise son of Bolton, Beastly's father;
A draught I drank of precious mead
Ladled from Odroerir.*

*I began to thrive, to grow wise,
To grow greater, and enjoy;
For me words led from words to new words;
For me deeds led from deeds to new deeds.*

*Runes shall you know and rightly read staves,
Very great staves, powerful staves,
Drawn by the mighty one who speaks,
Made by wise Vaner, carved by the higher rulers.*

*Odin among the Aesir, Dvalin among the elves,
Dain among dwarfs,
Allvitter among the giants.*

I myself have also carved some.

*Know you how to write them?
Know you how to interpret them?*

Know you how to understand them?
Know you how to test them?
Know you how to sing them?
Know you how to sacrifice them?
Know you how to send them?
Especially how to send them!

There is so much wisdom and knowledge encoded within these seven stanzas, I could write an entire book expounding on them. But there is no space here. First of all, the windtorn tree is the Yggdrasil. The name *Yggdrasil* is actually two words: “Ygg” and “Drasill.” *Ygg* is actually one of Odin’s names, and it means terror or terrible. *Drasill* means horse. Now, Odin didn’t really hang himself on a tree. When it says that “I hung in the windtorn tree,” Odin was actually undergoing a spiritual transformation. He was studying and practicing *Rune Magic*! I am sure all of you, when you were in school, many times over had to study for a test. I bet most of you hated it! It was tedious, hard work, and you kept trying to find an excuse to stop and do something else. But if you were a really good student, you persevered through the “suffering” of studying. And I bet it was *terrible*! LOL! Well, Odin had to persevere as he applied himself, learning how to master the secrets of Rune Magic. You can think back and remember how you “suffered” studying for an hour or two when you were in school. Well, can you imagine if you had to study, 24/7, for NINE DAYS!!!! Ugh! That’s the meaning of *Ygg*. I can tell you that just writing this essay is long and tedious. LOL!

But Odin’s experience was a spiritual one. He was seeking to discover esoteric secrets of a magical methodology. Thus his journey or quest was spiritual, in which he practiced meditation and chanting. In most mythological tales, the hero will undergo a journey riding a horse. In the Norse Myths we can read how Odin as well as his son Hermod ride Sleipnir, Odin’s eight-legged horse, on spiritual journeys to other realms, especially the realm of the dead. Thus the horse is a symbol for a vehicle or process by which you “evolve” spiritually and magically. This is the magical principle of the Rune Ehwaz.

In the third line of the first stanza I quoted (# 137), it says Odin consecrated *myself* to *my Self*. This is important, because in the former “myself” we are talking of the mundane self, but in the latter, where the myself is expressed in two separate words, “Self,” spelled with a capital “S,” symbolizes a Higher Wode-Self. Wode of course represents the Odinic spiritual you within your soul. It is the means by which you make contact with the divine.

The second quoted stanza describes one who is meditating on the Runes by looking inward, into one’s subconscious mind. He was *fasting; searched the depths, raised them with song*. Here we have a sorcerer fasting, meditating and chanting.

We will return to these stanzas later in this essay.

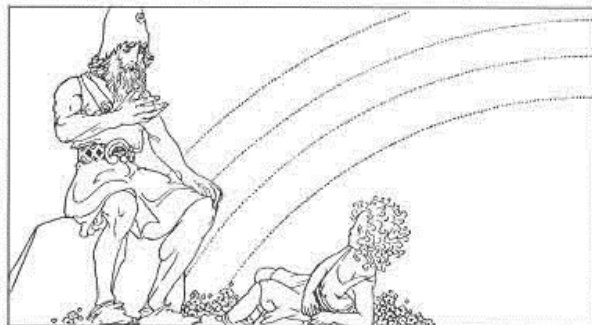
Once Odin discovered and mastered the use of the Runes, he became a professional Rune Master or Erulian. As we just read in the Havamal, Odin discovered the secret that all reality is runic. He looked down to the roots of the Yggdrasil, which also is the structured order the

multiverse. No longer did the nine worlds exist separately and independent of each other, with their own individual set of rules, symbolized by their own individual tree. Now there is a universal structure to the multi-verse, created by Odin, Vili and Ve, symbolized by the World Tree—the Yggdrasil.

Odin Vili and Ve, armed with Odin’s new-found knowledge of Rune Magic, set about giving order to the multiverse by waging war against chaos—Ymir. The Lore tells us how they slay Ymir, cutting it into parts, and taking those parts to fashion the structured order of the multiverse. One interesting aspect of their ordering of the multiverse is how they took Ymir’s skull and raised it high, creating the heavens from it. Then they took fiery sparks and placed them as the stars. But what is most interesting is how they charged four dwarfs, known as North, South, East, and West, and they were the four forces that held up the heavens.

Modern astrophysicists will tell you dark matter makes up about 23 percent of the substance of the universe, and dark energy another 73 percent, for a total of 96 percent. The other 4 percent is made of four physical forces known as electromagnetism, gravity, greater nuclear force, and lesser nuclear force. These are undoubtedly the four dwarfs that hold the physical universe together. How did “primitive” Norsemen have a clue to the nature of the forces that hold the heavens? Perhaps their ancestors, thousands of years earlier, were citizens of a vast and superior civilization, one in which the Gods taught them the secrets of the universe, and after that civilization declined and disappeared, those who survived kept alive much of their ancient knowledge within the stanzas of the Myths and Lore. Are there any references to such a time—a Golden Age in Asgard and Midgard, when the Gods and mortals lived as partners?

The Myths tell us of a Golden Age long ago. It came about after the Gods descended to Midgard and walked among the races of man. In the Righthula, Heimdall, going by the name of *Rig*, took human form, walked about Midgard, and interbred with hominids, creating a three-fold division of humanity. There are different ways to interpret this division: some say three class divisions, three different primary races, or even three different hominid species, such as *Homo erectus*, Neanderthals, and *Homo sapiens*. Since the Myths exist beyond our understanding of time and space, all three explanations are valid. For our purposes, we need to understand that the Gods, personified by Heimdall, mixed their Life Force with humanity’s causing evolutionary changes within their DNA. This is how evolution works. From time to time, the world is bathed in currents of Vril energy that causes transformation when needed. All species have the ability to collectively cause transformation in their DNA when needed to survive. This will explain how hundreds of species will suddenly disappear and be replaced by new species. Both the



Heimdall, sitting by the Bifrost Bridge, teach Kon Rune magick

fossil records and genetic code prove this, while disproving the gradualism of Darwinian evolution.

Rig not only altered the genetics of humanity, but he returned and taught the sons of Jarl the secrets of mastering Rune Magic. In stanza 37, it says:

*Out of the woodlands, came Rig walking,
came Rig walking, and taught him runes;*

Stanza 41 explains that Jarl married and had many children. Stanza 42 lists the names of his children, the youngest being *Kon*. Then in stanza 44 it says:

*But Kon only, could carve runes,
runes lasting aye, life-keeping runes;
to bring forth babes, birth runes he knew,
to dull sword edges, and to calm the sea.*

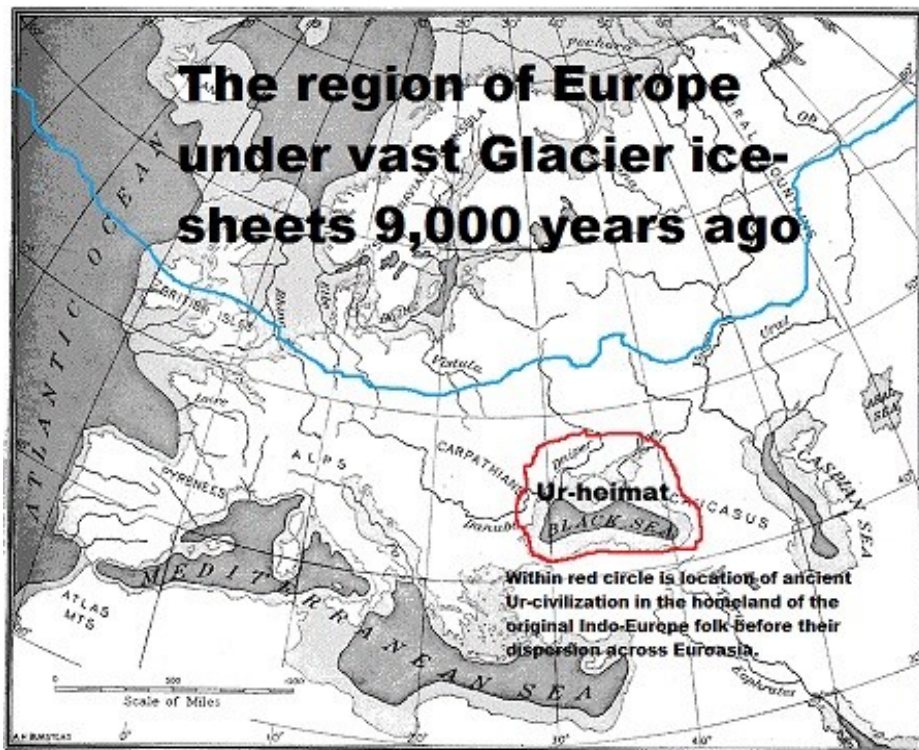
Stanza 142 of the Havamal, which was already quoted, tells us that there are many Runes, and that Odin fashioned different sets of Runes for the different beings that inhabited the nine realms of the Yggdrasil. He made one set for the Gods, a second for the Elves, a third for the Dwarfs, a fourth for the Giants (undoubtedly not for the *thurses*, the evil Giants, but for the *Jotunar*, those Giants that are friendly to the Gods and even intermarry with them), and finally another set, known as the *Elder Futhark*, for man.

But before we go into the subject of the origin of the Runes, let's return to the subject at hand. The Gods taught the sons of Jarl, known as the Konir, the secret of the Runes, which they used to master the world they lived in: Ice Age Europe. The Myths tell of an age in Asgard and Midgard that knew no greed or want. Humans lived in harmony with nature and were partners with the Gods. War was unknown in Asgard and in Midgard. This civilization is the source of such tales as Atlantis, and long-lost golden ages of a primordial bygone era are spoken of in all Indo-European Heathen Religions. I refer to this civilization as the Ur-Civilization, and the region, which is along the coast of the much smaller Black Sea, I refer to as Ur-Heimat—the original homeland.

But this golden time came to an end. The Myths tell us of the appearance of a Giantess by the name of Gullveig. She was beautiful and seductive, and taught a twisted, black and evil form of Rune Magic. She corrupted the hearts and minds of the Gods, filling their souls with the "Lust for Gold," which is a kenning (a word meaning hidden wisdom) for greed and selfishness, as well as monomania. This brought on the first war among the gods, between the race of gods known as the Aesir and the Vanir. She then escape Asgard and lived among men in Midgard. There she conjured the same black Magic that she used to corrupt the Gods and set man against man, until greed, lust, and war broke out in the Ur-civilization, bringing it to an end. They misused Rune Magic, which is used to control the climate, and caused the great ice sheets to

melt, raising the levels of the oceans and flooding the Black Sea, drowning their Ur-Heimat, transforming the Children of Odin into refugees. Man was reduced to a primitive state, and what knowledge they retained of Rune Magic existed only among the few, and even among their numbers they retained only a little of what Heimdall once taught them.

In Viktor Rydberg's book *Teutonic Mythology*, he explains that the Gods caught Gullveig for her trickery, and burned her on a spear. She was reduced to ashes. Rydberg believes that she was Loki's first wife, and that he found her heart intact among the ashes. Loki then proceeded to devour her heart, and he became pregnant (Loki was a gender-bender) and gave birth to Gullveig, reborn as Heid. Heid was Loki's second wife, and she went out and tricked Freyja into



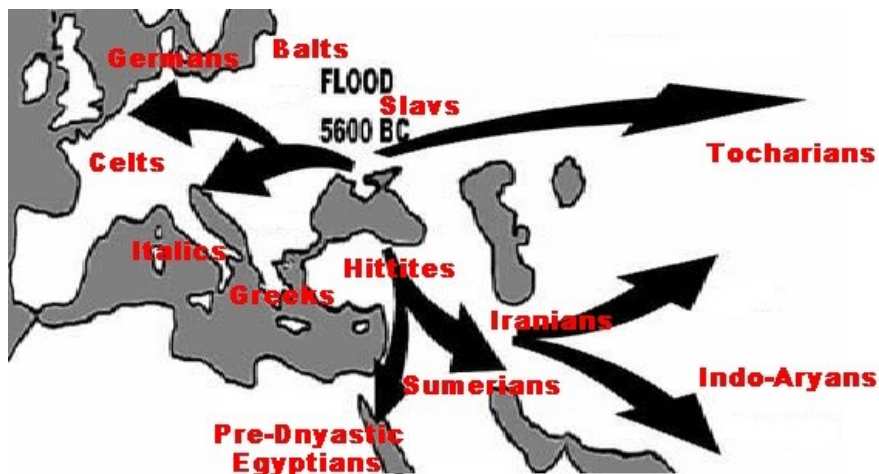
accepting her as one of her handmaidens. Some falsely believe Gullveig was Freyja, and this author once thought this was true, but after studying Rydberg and other sources of the Lore, I realize she was not Freyja.

As Heid, Gullveig set about corrupting the Gods once more, and once more the Gods caught her and burned her upon a spear. A second time Loki found her heart unburned, and he swallowed it and gave birth to Gullveig a second time. When she was grown, he married her once more, and she gave him three children: Fenris Wolf, Jormndgander (the Midgard Serpent), and Hel, whom Odin made Queen of the Underworld. Her name was Angboda. The Lore tells us she was burned a third time and reborn a third time, and her name is Sigyn, Loki's wife destined to hold the bowl over his head as the snake's venom drops on his face in torment until he finally escapes and heralds Ragnarok upon the nine worlds.

As those original Children of Odin, then bedraggled and despondent, began to spread out from their Ur-Heimat, they brought what little knowledge they retained of the Runes with them. Bands of these people migrated west into Europe, and there found people similar to them. They continued into the Mediterranean and also mixed among kindred peoples. Other groups moved east into the western regions of what today is China, which were still unpopulated. Many moved south into India and into Asia Minor and Iran, and conquered the diverse peoples they found there, giving them their religion and sometimes their language and other aspects of their ancient culture. Still smaller tribes moved into Sumer where they were thought of as Gods, or into Palestine, and even migrated as far as Egypt and Arabia. But their numbers were so small that very little of their culture and knowledge survived except as legends of Gods who descended from the north and conquered them, educating them and ruling over them as “angels.” Thus, runic marks spread through the old world.

Runes—The Mother of Alphabets

There are several theories laid out by academia pertaining to the origin of the Runes. Unfortunately these theories are limited by the historical and archeological evidence that has survived the demise of an oral traditional culture. These scholars have all been members of one of two categories: Christians or secularists. None were Heathens. Being a Christian or a secularist doesn't immediately deny their credentials as scholars, but it does lead them to make several prejudicial conclusions. First, these scholars did not have access to new discoveries in Europe of previously unknown civilizations that predate civilization in the Middle East. These scholars have all adhered to the old belief that civilization, including writing, evolved first in the Middle East and then spread westward into the Mediterranean and Europe. They also believed that the Germanic peoples of Northern Europe had always been in a state of “barbarism.” Therefore they make assumptions concerning the origin of the Runes based solely on the sketchy evidence of runic script that has survived. Trying to conclude from where the Runes originated from such limited evidence is like someone in the far future discovering a steering wheel, a back seat, a muffler, a hood, and two doors and deciding what a car looked like from such limited



parts.

These non-Heathen scholars have concluded that Runes *must* have been derived from either early Italic script or Greek script. The main theory goes something like this: Around 200 BCE (BC) a Germanic tribe known as the Herulii migrated south across the Alps and made contact with Rome. They were mostly merchants and traders, and learned the Roman script, which is derived from Old Italic. They created the Elder Futhark from it and then returned to Northern Europe. Another theory pretty much follows the same line of development, but instead of the Herulii making contact with Rome, has Gothic merchants making contact with Greeks and inventing the Elder Futhark from Hellenistic script. Either way, Runes have a life span of some mere twenty-two centuries. These theories are premised on the notion that the region north of the Alps and the Danube River was devoid of all culture and civilization worth mentioning.

Modern discoveries have found that advanced civilizations in Old Europe existed long before the rise of the Pyramids in Egypt. One discovery was in eastern Bulgaria in the city of Varna, on the Black Sea coast. Beautiful artifacts, intricate gold carvings and jewelry, as well as extremely fine metal weapons, have been unearthed dating to 4,000 BCE and earlier. Even more amazing is the discovery of hundreds of highly advanced towns and cities through the region stretching from northern Romania across Moldavia and Ukraine. The first discovery took place in the Ukrainian city of Trypill, and thus the civilization is referred to as the *Trypillian civilization*. The cities are interesting, because they were built in concentric circular design, much as Plato described the mythical city of Atlantis. The Trypillian civilization is reputed be



have existed between 4,000 and 7,000 BCE.

Other discoveries have been found 300 feet below the present surface of the Black Sea. Artifacts that include the remains of buildings and farms were found on the shelf that was above the surface of the Black Sea before it was flooded in 5,600 BCE, after the ice sheets melted and caused the oceans to rise and the waters of the Aegean Sea to break through the land bridge between Europe and Asia Minor, creating the present-day Bosphorus Straits.

New observations show that Turkish inscriptions found in central Asia in what is known as the Gokturk alphabet date as far back as 1600 BCE. The Gokturk alphabet is almost identical to the Elder Futhark. Most scholars, except in Turkey, agree that the Gokturk alphabet is derived from Runes.

The Gokturk script can be found everywhere in the Turkish world, from “Rune-stones” in Asia Minor, the Caucasus, and central Asia, to as far east as Mongolia.

Gokturk clearly is clearly derived from runic script. You have only to examine the example I have provided. The Turkish people did not originate in present-day Turkey, but migrated there during the Dark and Middle Ages from that area of central Asia nestled between Russia to the north, Iran to the south, China to the east, and the Caspian Sea in the west. Some of the oldest examples of Gokturk alphabet are found in this region.

Runes did not originate in Scandinavia, but were brought into that peninsula with the arrival of Germanic-Indo-Europeans, who left the original Indo-European homeland in Ukraine and Northern Caucasus (now a part of Russia). There are examples of runic script found throughout Old Europe, some of them dating as far back as 17,000 BCE, that show runic writing was common. They are known as *Magdalenian signs* or *Magdalenian Runes*.

The illustration clearly demonstrates that ancient writing in the Indus Valley of India, where Indo-Europeans settled and created the Vedic culture of India; early Greek or Hellenistic writing, also Indo-European; and of course Runes from the Viking era; all show a relationship with Magdalenian runic symbols.

Let me remind you what the Myths tell us. Remember the stanza from the Havamal quoted earlier? It tells us that Odin discovered the mysteries of the Runes, and from that knowledge, he created a set of Runes for each race of beings: one for the Gods, one for the Elves, one for the Dwarfs, one for the Giants, and one for Man. From the Havamal, and from archeological evidence constantly being discovered, there are over one hundred Runes or runic symbols. It is from these that Odin created the twenty-four Rune Elder Futhark for Man. We

Phoenician	Old Hebrew	Early Greek	Classical Greek	Etruscan	Early Latin	Modern Roman
𐤀	א	Α	Α	Α	Α	Aa
𐤁	ב	Β	Β	Β	Β	Bb
𐤂	ג	Γ	Γ	Γ	Γ	Cc
𐤃	ד	Δ	Δ	Δ	Δ	Dd
𐤄	ה	Ε	Ε	Ε	Ε	Ee
𐤅	ו	Ϝ	Φ	Ϝ	Ϝ	Ff
𐤆	ז	Ζ	Ζ	Ζ	Ζ	Gg
𐤇	ח	Η	Η	Η	Η	Hh
𐤈	ט	Θ	Θ	Θ	Θ	Ii
𐤉	י	Ι	Ι	Ι	Ι	Jj
𐤊	כ	Κ	Κ	Κ	Κ	Kk
𐤋	ל	Λ	Λ	Λ	Λ	Ll
𐤌	מ	Μ	Μ	Μ	Μ	Mm
𐤍	נ	Ν	Ν	Ν	Ν	Nn
𐤎	ס	Ξ	Ξ	Ξ	Ξ	Oo
𐤏	ע	Ο	Ο	Ο	Ο	Pp
𐤐	פ	Π	Π	Π	Π	Qq
𐤑	צ	Ρ	Ρ	Ρ	Ρ	Rr
𐤒	ק	Σ	Σ	Σ	Σ	Ss
𐤓	ר	Τ	Τ	Τ	Τ	Tt
𐤔	ש	Υ	Υ	Υ	Υ	Uu
𐤕	ת	Χ	Χ	Χ	Χ	Vv
𐤖	י	Ψ	Ψ	Ψ	Ψ	Ww
𐤗	כ	Ω	Ω	Ω	Ω	Xx
𐤘	ל	Ϝ	Ϝ	Ϝ	Ϝ	Yy
𐤙	מ	Ζ	Ζ	Ζ	Ζ	Zz

can only speculate what Runes were used in formulating “Futharks” for the other races.

Now let’s examine some other examples of runic writing used by various peoples in the ancient world. One of the theories formulated in the 19th century (1899), by Sophus Bugge, is that Goths, while living in Ukraine, made contact with Greek colonies in Crimea and the coast of the Black Sea, and adapted versions of the Greek script into a system of writing. This runic script eventually made its way back to Scandinavia. The Goths settled in Ukraine around 200 CE (AD). But this would ignore the evidence that Runes were commonly used in Scandinavia long before 200 CE. But what is interesting from Sophus Bugge’s study is the similarities between Runes and the Greek Alphabet.

On the chart provided, you see for yourself similarities between Runes and several systems of writing. We can see similarities not only with Early Greek, but also with Etruscan writing, Early Latin, and even among early forms of several Semitic forms of writing, including Phoenician and even Old Hebrew.

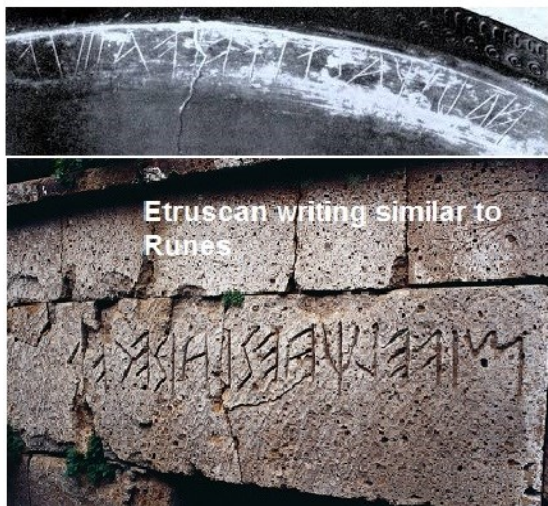
As I described earlier in this essay, after the Ur-Heimat of the Indo-Europeans was destroyed by the changing climate, resulting in the flooding of the Black Sea, tribes of Indo-Europeans spread out over centuries, and even millenniums, east, west and south. The number of Indo-Europeans that settled in lands south of Asia Minor (where the Hittites created a powerful empire) was very small. But their influence is clearly felt in the primitive examples of Hebrew and Phoenician forms of writings.

Another theory formulated by C. J. S Marstrander in 1928 regarding the origin of the



The Nagau Helmet has a runic inscription on it. It is considered ETruscan, but the similarities to Runes is clearly visible.

Runes, and modified by Wolfgang Krause in 1937, claimed that Germanic peoples living in the Alps adopted the Italic script as early as 300 BCE (BC). An interesting discovery is the Negau helmet, one of 26 bronze helmets (23 of which are preserved), dating to 450 BC–350 BCE, found in 1811 in a cache in Zenjak, near Negau, Duchy of Styria (now Negova, Slovenia). The helmets are of typical Etruscan shape, sometimes described as of the Negau type. On one of the helmets ("Negau B"), there is an inscription in a northern Etruscan *runic* alphabet. T.L. Markey in 2001 read the inscription as “Harigast the priest” (from **teiwaz* "god"), as another inscribed helmet also found at the site bears several names followed by religious titles. The Germanic name *Harigast* is universally read, “to the God harigast (Odin), or “Harigastiz” or “Teiwaz” (Tyr).



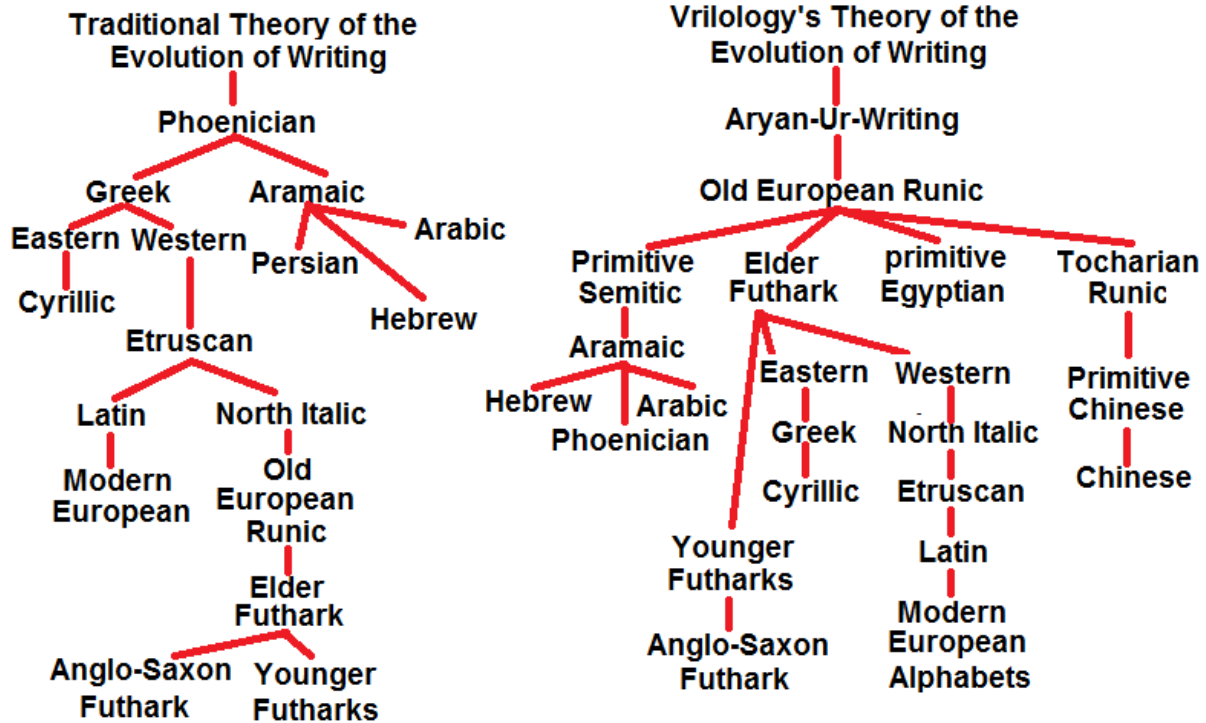
There are endless examples I could provide of runic forms of writing through Old Europe and

extending into central Asia, as well as in the Mediterranean and Middle East, but there is not the space in this essay for all of them. But where does all this lead us? I think we need to rethink the historical theory about the origin of writing within the Occidental world.

Once again, I refer to traditional archeology and history, which claims that modern, Western forms of writing can trace their origin to the Middle east, specifically to the Phoenicians. If you were to open any book on Western Civilization, you would read how Greek, Latin, and all forms of European forms of writing and alphabets have a pedigree that can be traced to the Phoenicians. But this theory clearly ignores the multiple lines of evidence of runic origin of Occidental, if not all, forms of writing, at least throughout the Eurasian world. Even early Chinese forms of writing can be traced back to runic script. Remember, tribes of tall, blond Caucasian Indo-Europeans settled in what is now western China, primarily in the Sinkiang (Xinjiang) region. They are known to history as the Tocharians. Even old Chinese records admit that much of early Chinese culture was derived from the influence of this ancient people who lived in Sinkiang between 4,000 BCE to 30 CE.

The accepted theory of writing in the West claims it began with the Phoenicians, which divided into two branches. One became the Semitic forms of writing of the Middle East, which include Aramaic and Persian, and the other became Arabic and Hebrew. Remember, we are not talking about the actual language, but about the form of writing.

The other branch led to Greek, which branched into two groups. One developed into modern Greek writing and the Cyrillic used in eastern Slavic languages as well as Romanian. The other branch led to the rise of Italic, which became Etruscan, Latin, and eventually all modern European alphabets, as well as different forms of Rune script (Elder Futhark, Younger Futhark, Anglo-Saxon Futhark, etc...).



But I contend that there is a very different tree that describes the evolution of writing in the Occident.

I believe that the original form of writing was runic, which became the Elder Futhark (after Odin gave it to mankind). From the Elder Futhark, several branches broke off, leading to primitive Chinese writing, ancient Sumerian, an early form of Egyptian writing that is pre-hieroglyphic, and Old European runic writing. From Old European runic writing, several branches broke off, including Phoenician, from which Aramaic, Hebrew, Persian, and Arabic evolved. The other branch led to Greek, Latin, Etruscan, and all forms of Modern European alphabets. At the same time, The Elder Futhark evolved (or one might say devolved) into the Young (Icelandic, Danish, Swedish), Anglo-Saxon, Friesian, Goth, and Latinized Futharks (used by the Cistercian Monks and the Knights Templar).

How Rune Magic Works

Let me begin this section of our discussion by making certain observations about the state of Northern Magic and Heathenry:

- 1) In all the sagas, Eddas, Myths and other historical sources, *there is no explanatory treatise* on how Rune Magic was performed!
- 2) It was self-evident for the ancients that the Runes were given to us by Odin, and that they are an encoded link between the cosmos and this God—the model of consciousness made manifest.

- 3) It was equally self-evident that those who knew these Runes (secrets) must have a direct link to the God–Odin—who first received them.
- 4) It was known that Rig, or Heimdall, was sent by Odin to teach man the use of the Runes.
- 5) The ancients knew that the Runes are instruments to read the universe, and could be used to communicate actively and directly with the cosmos and the Gods.
- 6) Runes are tools given by Odin to help us weave the threads of life-force energy into a reality of our own design.
- 7) The world of Runemaster Egill Shallagrimsson is not our world, and so his Magic cannot be our Magic.
- 8) Because we do not share the exact cultural context of our ancestors, we cannot reproduce the exact Magical effect of ancient Runemasters.
- 9) Heathenism is not about fundamentalism, it's about knowledge. Odin is a seeker of knowledge; we too, as Heathens, must be seekers of knowledge.
- 10) We must not be afraid of learning new ways to use Rune Magic.

Today there are too many “Dungeons and Dragons Heathen” within the Asatru movement. These are individuals who are more interested in dressing up and reenacting the ancients’ performance of rituals and ceremonies. The problem is, most of these “reconstructionists” just go through the motion of play-acting, and lack any true spirituality. They usually don’t believe in the Gods, considering them psychological archetypes, and they do not practice either Galdor or Seither Magic. To them, Runes are toys to be played with. They are so concerned about making sure they have reconstructed the exact garments that the ancients wore, or learned to recite verses in some long-forgotten language, that they have never really developed a deep, spiritual, and personal relationship with the Gods. They do not understand that religions, including Heathen religions, are *living organisms* that grow, change, and evolve. If you examine the Lore, you will find that Germanic Heathen tribes were very different from each other, and that the same Heathen tribe changed greatly from one century to the next. Descriptions of Germanic tribes recorded by the Roman historian Tacitus, in *Germania* in the second century CE, are very different from Germanic tribes and nations of the Viking Era. And we can only imagine how they might have evolved over the last ten centuries if they had not converted to Christianity.

There are several points I need to make concerning the Lore:

- 1) The ancient Germanic cultures were *oral societies*, and what has been recorded in ink on parchment of the sagas, Myths and other source material of the ancient Germanic Heathen Lore was done by *Christians*. This means we *must not* look at the “Lore” as Jews, Christians and Muslims look upon their holy scriptures. We must not be fundamentalist. Some chroniclers,

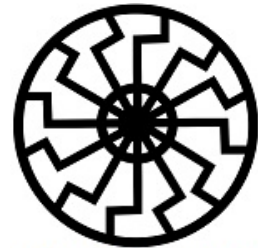
such as Saxo Grammaticus, a Danish cleric employed by the archbishops of Lund to write a history of Denmark, were very hostile to Heathenism, and employed euhemerism to reduce the Gods to human heroes that were worshiped by primitives. Other chroniclers, such as Snorri Sturluson, also resorted to euhemerism, but only to get around Church censorship so they could more purely record the Myths.

2) Euhemerism is a propaganda ploy used by the Church to degrade the Gods and Heathenism. Euhemerism is a system that explains mythology as growing out of real history. Its deities are described as mere men of great fame whom their country folk began to worship after they died. In time they were supposed to be thought of as Gods. This system was concocted by a Greek philosopher, Euhemerus of Messene, around 300 BCE. That was a time of decline and degeneration of Greek culture and civilization, and Euhemerus was an atheist. I don't have space to go into detail discussing regarding euhemerism, but how can anyone consider themselves Heathens if they believe the Gods were just men? Odin was never a man. He was not King of Troy. He is the Allfather! He and his brothers shaped the multiverse, and created humanity. This is in the Myths! If you are a Heathen, you believe this, or you are not a Heathen!

3) We must ask ourselves why so many modern-day "Heathens" take the word of Christians and Atheists over that of their own fellow Heathen when discussing Heathen history, Lore, Myths, the Gods and Magic.

Okay. Now that I got that off my chest, let's begin to explore Rune Magic and how it works.

As I said at the beginning of this essay, Magic is about controlling energy. Everything in the universe and multiverse is made of energy. This energy has been known by secret mystery schools of Magic for thousands of years the world over. A modern symbol of this etheric energy that we call Vril is the Black Sun.

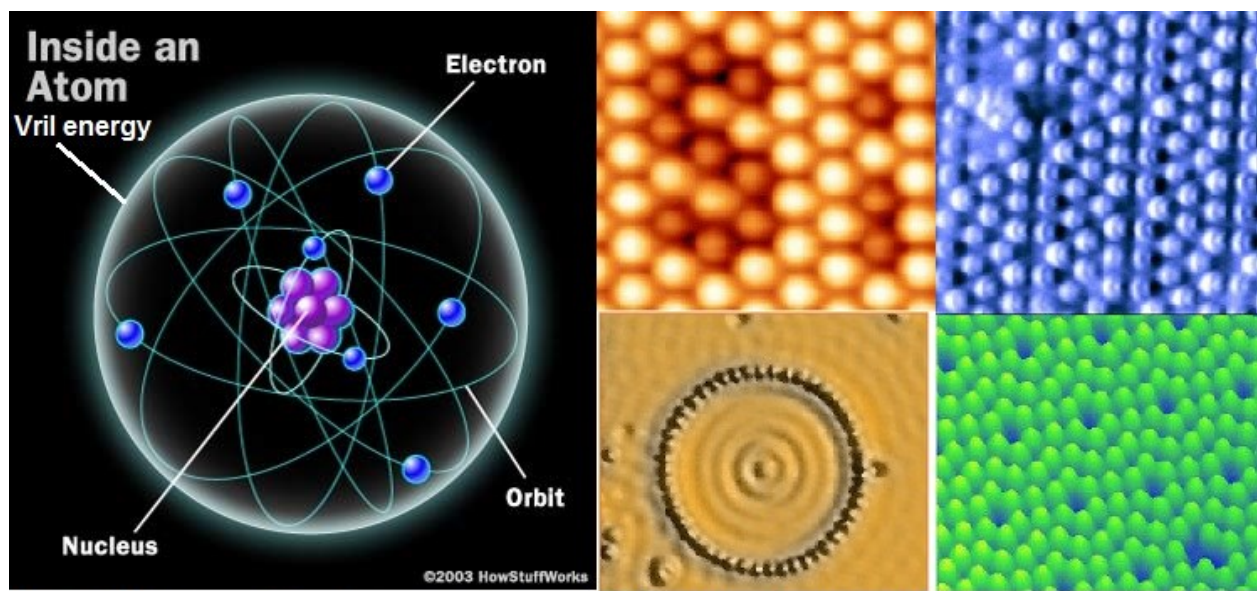


Black Sun symbol

The Black Sun can be described as the mass of potential energy prior to the Big Bang of modern cosmology. The Jewish Kabala refers to the "Black Light." The ancient Greeks believed there was a universal energy that permeated the universe. They coined the word *Ether* to describe this unseen energy. They believed it fills space, by means of vibrations in which light and other forms of radiation are transmitted. Up until the latter part of the nineteenth century the "ether theory" was an accepted scientific fact. Then in 1881, two men named Michelson and Morley carried out an experiment which concluded that there was no Earth motion relative to the ether. This experiment discredited the ether theory and caused its rejection in favor of the theory that space is a vacuum and air is merely a chemical composition of oxygen and nitrogen plus other minor constituents. Today it's believed that the Michelson and Morley experiment was faulty, and there is a return amongst many scientists to some sort of ether theory, whether they call it ether, orgone, chi, quantum sea of energy, zero point energy, scalar wave fields, dark energy, or Vril.

The point to keep in mind when performing Magic is that we are tapping into this universal source of energy.

Ordinary matter is made of atoms. The human body has over one trillion trillion atoms. The atom is a basic unit of matter that consists of a dense central nucleus surrounded by a cloud of negatively charged electrons. The atomic nucleus contains a mix of positively charged protons and electrically neutral neutrons. The protons in the nucleus trap energy within it, and it vibrates at a frequency which determines what kind of atom it is. Thus *everything vibrates! Everything has a frequency!* Thus if we can change the frequency of an object's vibration, we can change its nature. This is done through chanting. This is important to remember when we perform Rune



Model of the true nature of atom (ratio of electrons and nucleus are exaggerated in size for effect)

What atoms look like when photographed

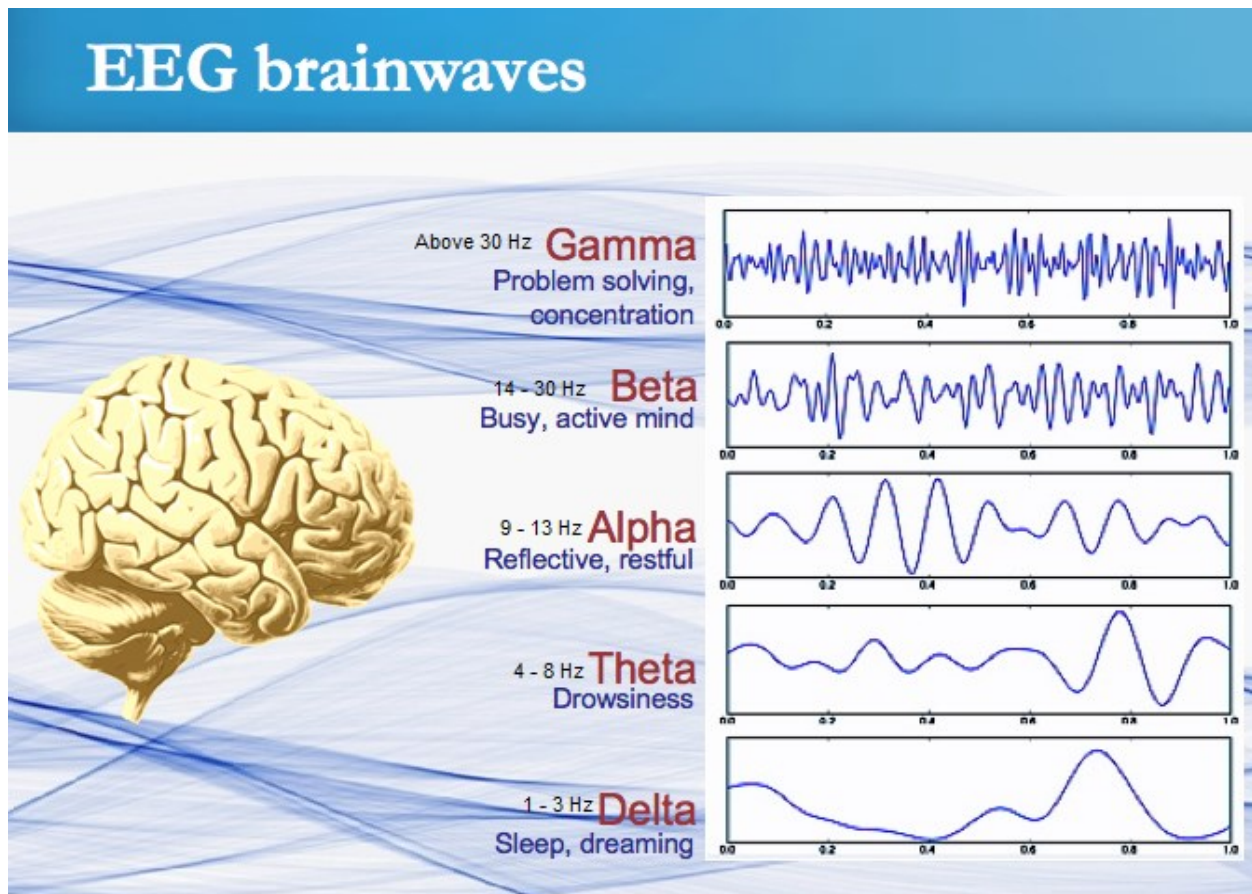
Magic, wherein we meditate on and chant Runes.

In quantum physics we know that a particle is either a “particle’ or a “wave.” It transforms back and forth between these very two different natures. The amazing thing about this process is that it takes *consciousness* to turn a particle from a wave to a particle, and back to a wave. And when I say *consciousness*, I am referring to *human consciousness!*

According to quantum physics, we have the power to change reality at the sub-atomic level by simply observing it. Thus our minds have the power to change reality. This is, of course, *MAGIC!*

Today science has a microscope so powerful that it is the size of a small house, but it can take photographs of atoms. Now, an atom is 99.99999.... energy. The electrons and protons (in the nucleus) are so small, that normally, if we looked at the atom, we should not be able to see

them. We should see nothing, because the energy should be invisible, at least to our range of light-spectrum. But guess what? When we take photographs of atoms, because of the power of our minds—our consciousness—they appear like little solid balls. (It is amazing that the ancient Greeks believed in atoms, and that they were solid little balls. How did they know that is what



they look like when they didn't even have the junior microscopes that are given to children?)

How does this happen? One theory has to do with the different frequencies which our mind functions at. The brain produces five main types of brain wave which are shown by EEG readings. Each type of brain wave produces the listed effects at specific frequencies:

Gamma Brain Waves (above 30 cycles per second): The fastest, representing the most intense state of alertness. The result of heightened mental activity. Maximum mind power. All five external senses, logical mind, memory from the five senses, & logical thinking are focused intensely on one task.

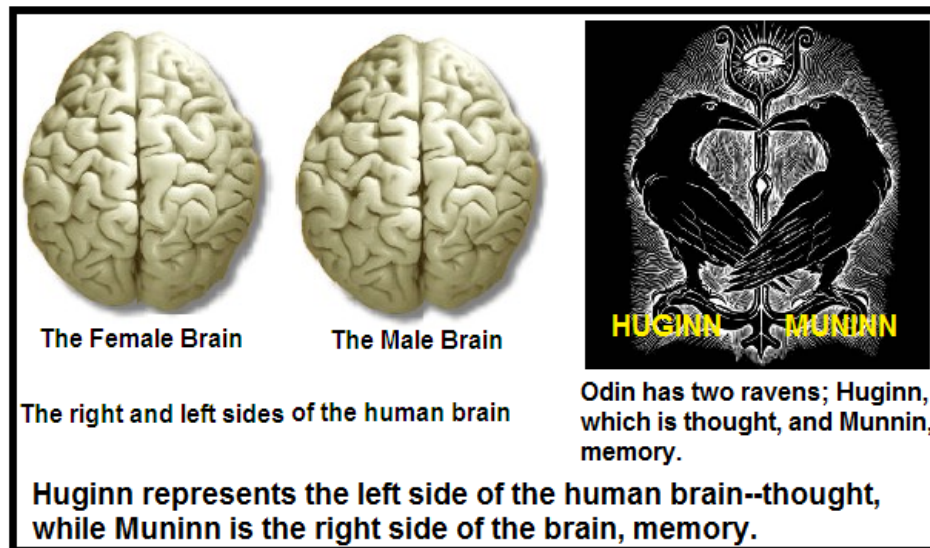
Beta Brain Waves (13-30 cycles per second): This is normal brain function, representing the most common, everyday state of alertness. The result of normal mental activity when you are performing day-to-day tasks. Normal conscious mind power. All five external senses, logical

mind, memory from the five senses & logical thinking, but not as concentrated as when you reach Gamma.

Alpha Brain Waves (8 to 12 cycles per second): This brain wave indicates a relaxed state of mind. State of relaxed alertness, good for inspiration and learning facts fast. A meditative mind. In this state, tap into internal “antenna”-like qualities. Visions, powerful ideas, creation of the incredible. Internal feeling & sensations. This is a light trance state.

Theta Brain Waves (4 to 8 cycles per second): Deep meditation. Deep inward thought. This is associated with life-like imagination. High state of mental concentration. A magical mind. Internal pictures/visualization. Intuition, inner guidance. Access to unconscious material. Dreaming. This is achieved when you go into a trance.

Delta Brain Waves (0.5 to 4 cycles per second): Deep dreamless sleep. Deep relaxation. State



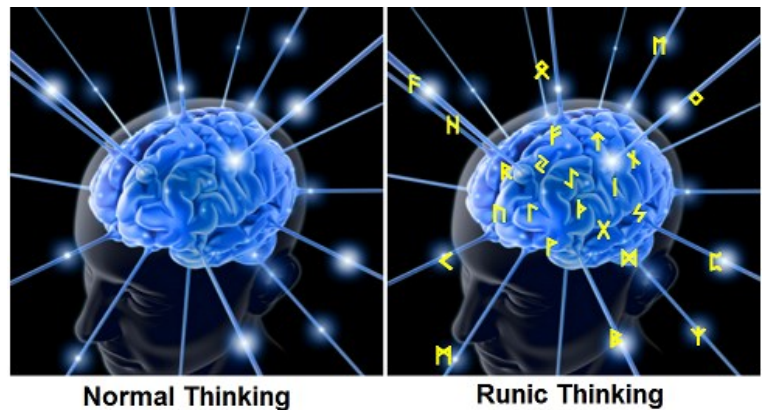
of oneness, whole body feeling. Pure being & will. This is deep trance.

Studies have shown that learning in Alpha State enhances the performance of students. It also develops students’ interest in studies more than they have ever learned in tense environments. Frequent gaps of 2 to 3 minutes after every 30 minute study period relaxes their minds, and the alpha state will prove its efficiency with great ease and fun. But learning is more than just absorbing information, so changing the state of mind to operate Beta, Alpha, and Theta is most likely to produce the best learning, cognition, and creativity, while also staying in a relaxed state.

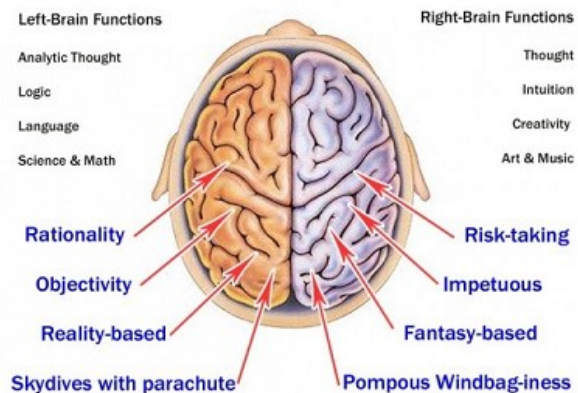
The brain is divided into two hemispheres: the left, which is the seat of consciousness, and where logical, analytical, and mathematical brain function takes place; and the right side, which is the seat of the subconscious, memory, imagination, and your psychic abilities. During normal activities, the left side of the brain takes over and our mind functions at beta or gamma. But when we day-dream or meditate, the right side takes over and the mind will function at alpha, theta, or even delta, especially when we move into REM sleep. The problem with the human brain is simple: Each side speaks a different language, and they do not communicate with each other. But when you perform Magic, especially Seither Magic, you have taught the two sides of the brain to talk the same language. The two halves of the brain—the conscious and the subconscious mind—are then working in *synchronicity*!

I find it very interesting that the ancients understood how the brain functioned. Every time I study the Myths, I discover something new that modern science has just “discovered,” but that the ancients knew all along. The myths say Odin has two ravens: Huginn, which represents thought (the left side of the brain), and Muninn, which represents memory (the right side of the brain). Each day they fly off and search the entire multiverse, and then return to report to Odin everything they saw. This of course is Seither Magic. It is also what is described today as *remote viewing*. The Myths also tell us that Odin worries that his ravens will not return at the end of each day, but he is especially worried Muninn will not return.

When you practice Rune Magic, your two halves of your brain will begin to work in synchronicity. And as you meditate on and chant the Runes, eventually you will begin to *think runically*! Two things happen to you when you reach this state of mind. First, you perceive the world differently. You develop a level of understanding of how the world functions beyond anything you had before. It will cause you to look at everyone and everything differently, especially because you can see things function, and understand how they function, in ways that you can't rightly explain to the average person. How do you describe the color red to someone born blind?



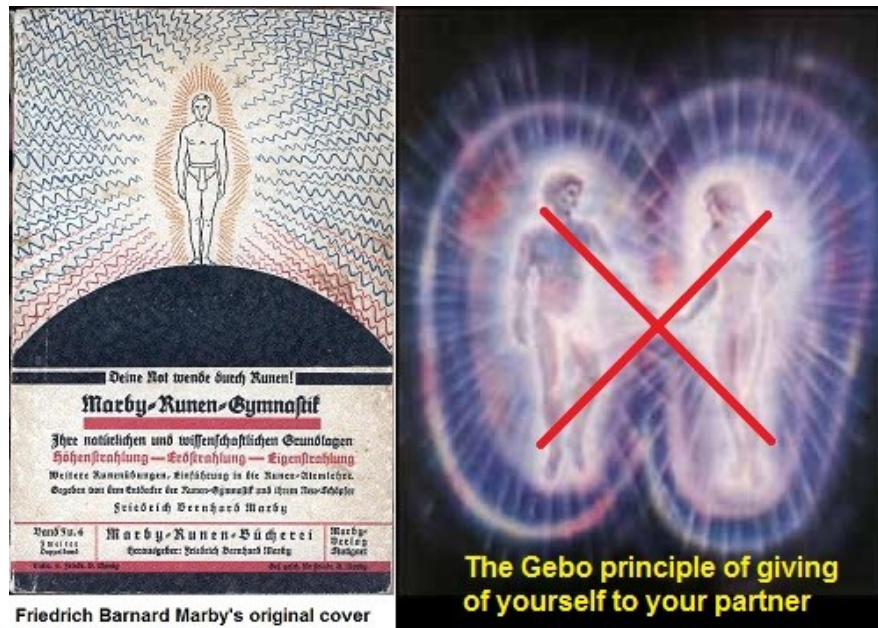
Left and Right Brain Functions



The second change you will discover about yourself is that thoughts and mental images your mind is constantly sending outward will be impregnated with runic power. You will discover that things happen to you with less effort. The things you need to make happen will materialize. You will become like Moses parting the Red Sea. And you will discover that when you have learned to control your thinking process (eliminating obsessions of negative thoughts and emotions), your powers will increase. But you must work at it. If you stop, your runic powers will decline. Just like a weight lifter. If he stops working out, his muscles undergo atrophy.

Rune Power and Your Life-Energy Field

Alfred Rupert Sheldrake is a researcher in the field of parapsychology, known for his proposed theory of morphic resonance. Sheldrake's *A New Science of Life: The Hypothesis of Morphic Resonance* (1981) proposed that through "morphic resonance" various perceived phenomena, particularly biologic ones, become more probable the more often they occur, and therefore biological growth and behavior are guided into patterns laid down by previous similar events. As a result, he suggested, newly acquired behaviors can be passed down to future generations – a biological proposition akin to Lamarckian inheritance. His theories have much in common with



Friedrich Barnard Marby's original cover of his book on Runic Gymnastics. On the cover is illustrated a person's life-energy field.

Germanic Heathenism, especially where Orlog and Wyrd is concerned.

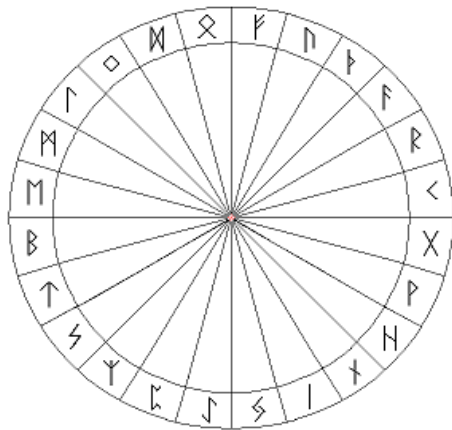
Sheldrake hypothesize that we all possess a *life-energy field* that extends beyond the physical confines of our flesh and blood body. Traits that we possess color this life-energy field. It can also be colored by our thoughts. But what is most interesting is that when the fields of two or more individuals of the same species or breed overlap, the traits of the stronger life energy

field can influence the weaker. Also, when several of such individuals come into contact, they have a tendency to act in synchronicity. This can happen as a result of the frequencies of the various individual life-energy fields. This works much in the same way as multiple tuning forks, each with a different frequency; when they contact with each other, they soon form a single amalgamated life-energy field. This is why a couple who are happy and lovingly married for decades will not only act alike, they will even begin to look alike. Their thoughts mesh until they can almost read each other's thoughts, and their behavior has a certain synchronicity. This is the runic principle of Gebo.

One of the greatest Runemasters of the 20th century, Friedrich Bernard Marby, wrote extensively about this surrounding life-energy field. He explains how one can generate the runic nature of each Rune through Rune gymnastics. By doing so, one colors one's life-energy field with the power of the Runes. You can even build up those characteristics that you wish to color your personality by selecting specific Runes. Everyone has met people that they immediately felt a certain feeling about. There are people with charismatic personalities whom you feel naturally connected to, and feel compelled to believe whatever they say. Then there are those people who radiate great sexual energy. Others might even frighten you. Some will immediately make you feel comfortable or uplifted. Then there are people whom you immediately dislike or feel sick and upset around. The reason is simple: Their life-energy field is charged with these characteristics. When they come close to you, your life-energy field is overwhelmed by their superior charged life-energy field. When you practice Rune Magic, your life-energy field will also be charged with runic energy.

The Elder Futhark

There are many "Futharks" that can be used to work Magic with, but the oldest, and the one most Rune Masters will agree is the most effective and powerful, is the Elder Futhark. It was the most commonly used runic system by the Germanic peoples of northern Europe up to the 8th century CE. Afterwards, as Christianity began to spread throughout northern Europe, Runemasters began reducing the number of Runes from twenty-four to sixteen. The reason had to do with the transformation of Germanic societies from oral to written traditions.



The Rune Wheel

There are variations of the Elder Futhark. Some examples of carved Elder Futharks have the last two Runes come in reverse order. Traditionally most Rune Master use the futhark with Dagaz as the 23rd Rune and Othala as the 24th Rune. You will find many medallions and other examples with Dagaz as the 24th Rune. This I believe was deliberately done, much in the same way Leonardo de Vinci deliberately incorporated defects into his diagrams of inventions so anyone who tried to steal them would not be able to make them work. I believe Rune Masters did the same thing by reversing the last two Runes. You may ask, *Why is this important?* There are hidden Magical patterns

that need to be understood to know how runic energy works in the layout of the twenty-four Runes.

Odin created the Elder Futhark and gave it to Mankind. He sent Heimdall (Rig) to Midgard to teach us how to use Rune Magic. The Elder Futhark has been specially designed by Odin, for there are hidden patterns in its layout. Let me present several variations of these patterns:

The first is the simple Rune Wheel. It begins with Fehu at the top and progresses clockwise around a wheel until it ends with Othala. This is significant. Fehu, the first Rune, represents *mobile wealth*. The last Rune, Othala, represents *immobile wealth*. Their coming together in the wheel shows a symmetry. The Elder Futhark is divided into three sections of eight Runes, known as *aetts*, which means “eights.” The first aett is known as *Freyja’s Aett*. Fehu represents Freyja, and the Vanir, one of the two races of Gods in the Germanic Heathen

The Yggdrasill Futhark Duality

ORBIT	↻	↴	AXIS
CONTRACTION		↵	EVOLUTION
RESISTANCE	✂	⤵	ATTRACTION
SEED FORM	H	⚡	LIGHT CRYSTAL
HARMONY	⤴	↑	ORDER
EXCHANGE	X	⤵	RETENTION
ABILITY	<	M	TRUST
COSMIC ORDER	R	M	HUMAN ORDER
TRANSFORMATION	F	↑	GROWTH
BREAKER	⤴	◇	CONTAINER
FORMATION	⤵	⊠	PARADOX
MOBILE POWER	F	⊠	IMMOBILE POWER

religion. This is interesting because Freyja is a fertility Goddess, the giver of life, and Fehu represents creation. The second aett is known as *Heimdall’s Aett*. Heimdall is the God of evolution, for he is responsible for, the evolution, transformation and divisions of mankind. The first Rune of the second aett is Hagalaz, which represents evolution. It is hail, which destroys everything, and then melts, turning into life-giving water, so that new life can appear and replace that which has become extinct. The third aett is known as *Tyr’s Aett*, because Tyr is the God of

human social order. The last rune of Tyr's order is Othala—immobile wealth, which is usually interpreted as land, soil, homeland, and folk. Othala is Odin's Rune as the Lord of the Folk, and the social order created by Tyr.

Also interesting is that in the Rune Wheel, the Elder Futhark forms a cyclic union with the joining of Freyja (Fehu) and Odin (Othala). Here you have the union of the Vanir and the Aesir in one race of Gods. But you also have the union of Freyja and Odin. Freyja is sometimes referred to as Odin's second wife. Freyja taught Odin Seither Magic, which includes *sex Magic*, and Odin taught Freyja Galdor Magic. It is this union of two Magical traditions that Rune Magic is built on and that empowers the Folk.

A second way to see the hidden patterns of energy in the Elder Futhark is by lining them up in what we might call *The Yggdrasil Duality*. We start with Fehu (Rune of growth and fertility) at the bottom, representing energy rising up the trunk until you reach Jera, which represents *turning*. Then you move back down the trunk until you reach Othala, the Rune that represents property or land. Here you have birth, growth, maturity, aging and death. Like a tree, it is the life cycle.

Another interesting way to group the Runes is in pairs with polarity-significance. Let's check them out:

At the bottom you have Fehu-Othala. Besides the obvious Odin-Freyja pairing, we have mobile power, which causes the energy to move upward, and immobile power, which anchors it once it has returned to earth. Next you have Uruz and Dagaz. Uruz is the power of formations as in the Bovine, Audhumla, from whose udders flow the currents of Vril, life-giving energy; from the heat of her tongue, the first of the Gods is born. Paired with Uruz is Dagaz, a Rune whose shape is a paradox in that life constantly turns back on itself.

Next is Thurisaz and Ingwaz. Thurisaz here is Thor and his hammer, which breaks down inertia. Mjollnir is a phallus-symbol of fertility. Paired with Thurisaz is Ingwaz, the containment of new life in the seed. Ingwaz is the Rune of Frey, the male sex God. The Rune represents the seed, gestation, and release of new life.

Fourth is the pair of Ansuz and Laguz. Here we have the transformative power of the knowledge of Odin as sorcerer, paired with Laguz, the Rune of the Life-Force that the sorcerer harnesses and shapes with Magic.

Next is Raidho, Cosmic Order, with Mannaz, Human Order. In this pairing is the Magical principle of *As above, so below*. This formula is also relevant when it comes to physics.

This pair is followed by Kenaz and Ehwaz—ability and trust. Kenaz is the technical knowledge of how to do something. Ehwaz is trust that it will work.

Gebo and Berkano is the polarity of exchange and retention. In this pairing, Gebo is the exchange of gifts to cement a bond. The most intimate exchange takes place during love-

making. New life is created in the retention of the gift (sperm). The child is the bond between man and woman.

From this union comes harmony and order of Wunjo and Tiwaz. The union of man and woman, when both partners truly love each other, giving new life in the form of children, creating new order that is the family.

With a new order, we have the runic pairing of Hagalaz and Sowilo—seed form and life crystal. Hagalaz is the Mother Rune. The old order of single individuals is destroyed, and a new order comes into being, in the light crystal that is the hail of Hagalaz and the rays of the sun, which melt the icy hail so that it can turn into water—the Life-giving Force.

Next comes resistance and attraction—Nauthiz and Elhaz. Nauthiz is the need-Fire of sexual attraction—the sex drive, which is in Elhaz. Elhaz represents rebirth. The man and woman are reborn in their children, and achieve immortality in their descendants.

This leads to contraction and evolution. Isa, the Rune of the *Self*, must evolve with the energy of the Rune Perthro, the Rune of Wyrd (Norns). The future has many possibilities. You take a chance when you move forward.

This leads to the next pairing—Jera and Eihwaz. Jera is the harvest and the cycles. It is gradual transformation, and it moves upward or downward along the World Axis, the Rune Eihwaz. This is the principle of this entire pairing system of the Elder Futhark.

Another way of configuring the Runes is by pairing them in consecutive order. We have Fehu and Uruz. These first two Runes are “cow” Runes. Cattle is Fehu and the Aurochs is Uruz. Fehu and Uruz can also be matched with the fire of Muspellheim and the ice of Niflheim. This is creation, and appropriately the first pair of the Elder Futhark.

They are followed by Thurisaz and Ansuz. After creation comes first the Giants and then the Gods (Thurisaz and Ansuz). The pair is the union of brute strength and wisdom whose necessity Odin teaches to Thor in the tale of Harbard.

Next comes Raidho and Kenaz—the blueprints (right order to achieve your goals) and the controlled fire of the blacksmith forge (needed to actually create something). Here are knowledge and action.

The fourth pair is Gebo, the exchanging of gifts, and Wunjo, harmony from many parts. This can also be equated to sexual union and pairing of man and woman for creation.

Next is the icy hail of Hagalaz that destroys but fertilizes, and the need-fire of Nauthiz to rebuild.

After that comes the stabilization of Isa, joined with the slow movement of growth that is Jera, culminating in the harvest.

Next there is the Yew tree of the cosmos that is Eihwaz and Perthro. Perthro has also been equated with the well of the Norns. It is chance or Wyrð. The Norns are nourishing the tree with the waters of fate from the Well of Urd.

This is followed by the pair formed from Elhaz and Sowilo. Elhaz is associated with the Valkyries, the messengers of the Gods, by whom we can communicate with the Gods. By re-forging the bonds with the Gods, the light of Balder represented by the Sun energy of Sowilo fills our very being.

This creates a new order of Self. You are transformed. This new Self is represented by Tyr, whose Rune is Tiwaz. You now give yourself to establishing order in Midgard by working as partners with the Gods in Asgard. This leads to the birth of a new Heathen reality in Midgard that is the birthing power of Berkano.

RUNE PAIRING

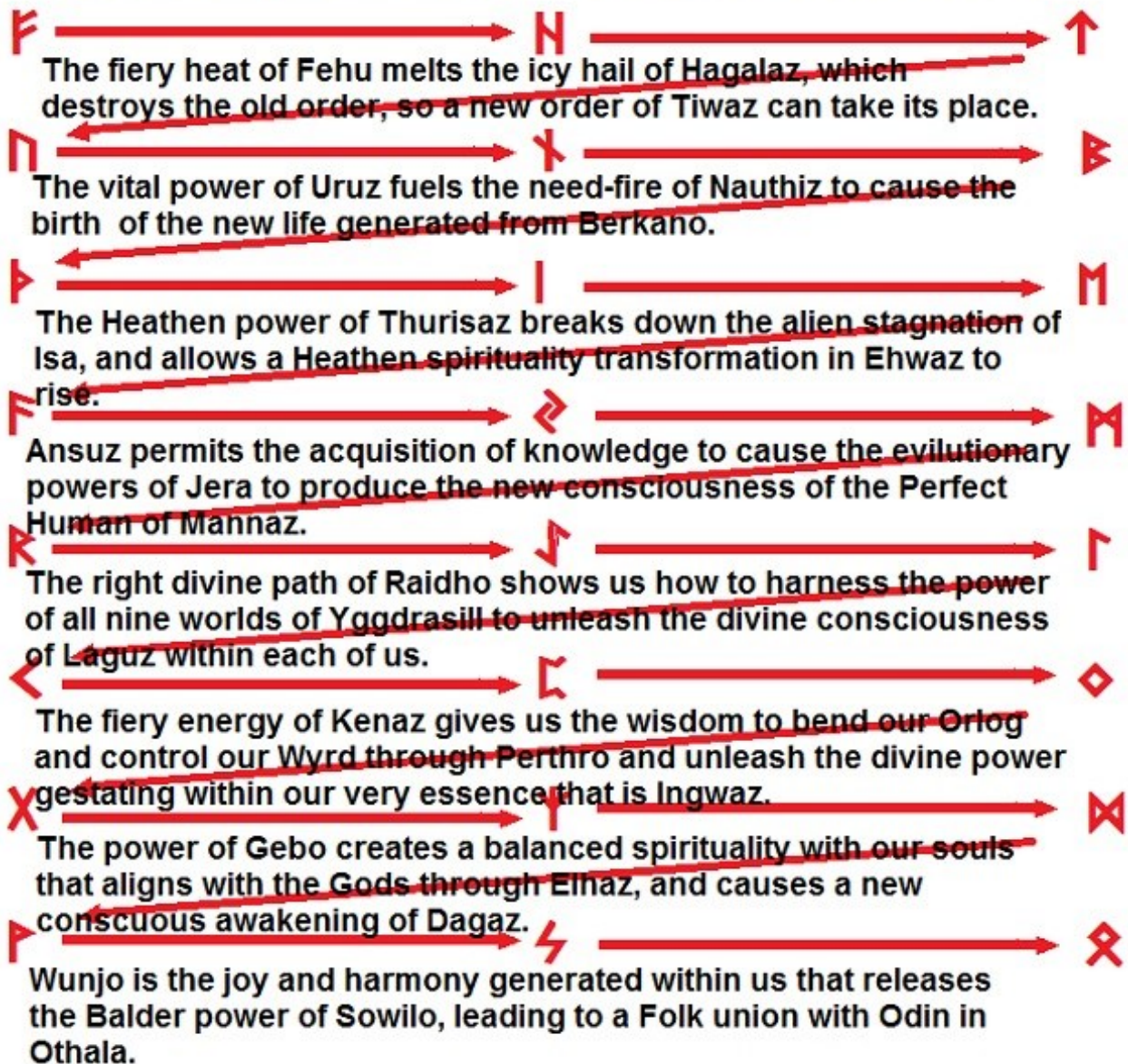
Cattle/Waeth, Luck, Possession, Energy			Aurochs, Freedom, Virility, Stability
Thurs, Giant, Brutality, Thor, Active			God, Odin, Wisdom, Communication
Riding, Journey, Right Order			Torch, Controlled Energy, Beacon, Sexual Energy, Technology
Gift, Offering, Union, Exchange, Sex			Harmony, Happiness, Joy, Glory, Wishes
Hail, Storm, Destruction, Mother Rune, Deevolution before Evolution			Need-Fire, Suffering, Endurance, Bow Necessity.
Ice, Winter, Concentration, Self, Constriction			Harvest, Autumn, Evolutionary Change, Natural Cycles
Yew, Axis, Strength, service, Communication between realities			Chance, Orlog/Wyrð, Time/Norns, Pleasure
Defense, Protection, Rebirth			Balder, Sun, Lightning, Victory, destroy, Punishment, invincibility
Tyr, War Skills, Justice, Law, Male			Birch, Frugga, Sex, Love, Family, Female
Spiritual Journey, Partnership, Fylja Marriage, Horse			Human, Perfected Being, Material, Divine Origin
Water, Life-Force, Dreams, 2nd Sight			Ing/Frey, Earth, Growth, Incubation, Seed
Day, Awakening, Genetics			Property, Homeland, Folk, Ancestry, Erulian

Now comes the pairing of Ehwaz and Mannaz. The former is the horse. The horse is an instrument of moving between worlds. Odin and Hermod rides Sleipnir to travel to the Netherworld to speak with the dead. By learning Seither Magic, which includes this ability, you become a Perfected Human, represented by Mannaz. Mannaz is two Wunjos kissing, joined in perfect union and harmony, representing the balance between Male-Force and Female-Form principles in all Magic.

Now comes Laguz and Ingwaz. Laguz's water power is that of the Life Force. All life flows from water. It is the sperm that impregnates the seed that is Ingwaz. Ingwaz is the God Frey, the male God of Fertility. The Life Force is contained, nurtured, and gestated until it grows with such force that it is unleashed suddenly. Ingwaz is like the power of a nuclear explosion. From something so small, great power is instantly released.

With this release of power, there is awakening, the dawn of a new day, Dagaz. As the sun rises over the horizon and fills the world with light, so too you are filled with a new realization that you are one with the Gods, and that is the final Rune, Othala. Othala is the Rune of Odin, united with the Folk. The new Odinic Folk community in Midgard.

Three Aett Structure of the Elder Futhark



As you can see by now, there are multiple flows of Vril energy throughout the Elder Futhark. This Life Force is constantly weaving webs of energy in many different and interconnecting patterns. We could not find such patterns of runic energy within one of the three younger futharks with sixteen Runes each, or the Anglo-Saxon Futhark with thirty-three Runes. Only the Elder Futhark reveals such patterns of runic energy.

A good Rune to chant is Hagalaz, because it is considered *The Mother of all Runes*. Why?

Because one of the various forms that can be used to symbolize Hagalaz, which is hail, or ice with movement, is in the two symbols pictured here. If you at them carefully, you soon realize that all twenty-four Runes of the Elder Futhark can be found within them. By meditating on this Rune-symbol, you can assimilate all twenty-four Runes at once, though it will not be as effective as chanting one Rune daily over each of twenty-four days.

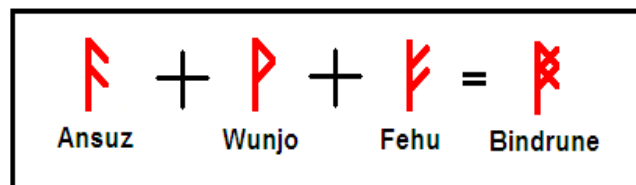
I have one more runic chart for us to look at. This is the three-fold flow of runic energy between the three aetts of the Elder Futhark. You can see in the chart how the creative runic energy flows through the first Rune of each aett: Fehu-Hagalaz-Tiwaz. This creates a pattern of “becoming” that leads to the second Rune of each aett: Uruz-Nauthiz-Berkano. This progression continues right down to Wunjo-Sowilo-Othala.

Hidden Runic Properties Within a Bindrune

The formation of a bindrune is done when two or more Runes are joined to form a new runic symbol. This bindrune should be of a shape and form according to your own design. It should look “right” to you. There is no correct form that a bindrune should take, because the variation is literally limitless because the different runes can be combined in limitless ways and arrangements. But once a bindrune is created, say from three Runes, you will then notice that you will see other Runes within the bindrune that you had not included in the original design. These additional Runes that are formed from the formation of the original Runes you chose to create the bindrune are the *hidden runic patterns within each bindrune*. Their presence is very important for you to understand the workings of the bindrune. By your examination of the bindrune you created, you will discover the hidden means by which the bindrune will work its Magic.

Let’s say you wanted to make a bindrune for creating an ecstatic state of joy and enthusiasm through the communication of the ideals and practice of Vriloogy, and transmit this ecstasy to others. Say you selected Ansuz for transmitting the ecstatic state through communication, Wunjo for the creation of joy and harmony among many people, and Fehu for the fire to charge this energy and send it to others.

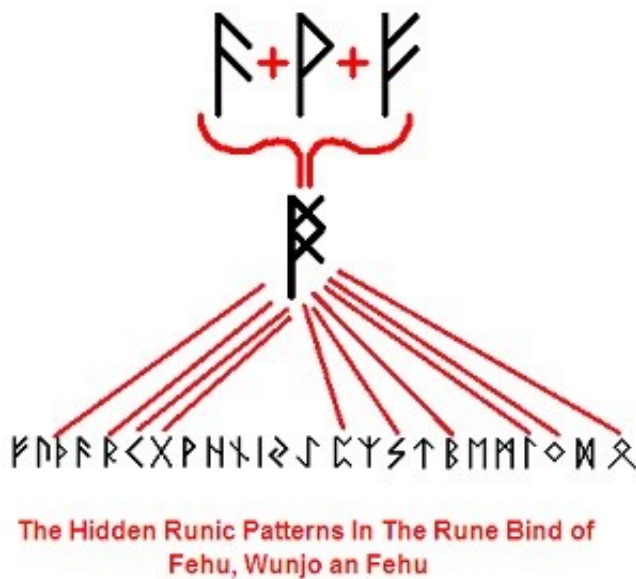
The bindrune you might design could look like the illustration.



If we examine the bindrune thusly created, we will immediately begin to notice other Runes within the bindrune—Runes that we had not planned to use. As you continue to examine the bindrune, you will discover that you can make out about a dozen Runes. These Runes, created from the combination of just three Runes, are the hidden runic patterns that shape Vriloogy in the original intention of creating the bindrune. Their presence will help you to better

understand how the end result of the bindrune will manifest itself. Examine the bindrune carefully, looking at it from every angle. You will begin to notice some hidden Runes very quickly. But as you continue to explore the shape and dimension of the bindrune, additional Runes will begin to appear.

Some Runes will appear in just about every bindrune you create. One of these is Isa, which is a simple straight line. It won't appear in all bindrunes, but in most. A Rune like this will have a weak influence on the bindrune because it is so common, but Runes that are not obvious will have greater influence in the bending and shaping of Vrilic energy. Let's look at how this works by examining the illustration on the next page.



By combining three Runes (Ansuz, Wunjo and Fehu) for the purpose of increasing your psychic ability to sway people with the wisdom and knowledge of Vrilology through spoken words that will excite people, impregnating them with the excitement and realization of the limitless possibilities of creating a new world and transforming themselves through Vrilology, you have created a bindrune which has within it ten additional Runes, which make up the hidden runic patterns. These hidden runic patterns manifest themselves in those ten additional Runes. Here is how it works:

bindrune.

2) Raidho: creates that right path for others to evolve and be transformed by the bindrune.

3) Kenaz: manifests the power of the bindrune in the physical reality of those who are the recipients, transforming them individually and the world around them.

4) Gebo: creating a union between the sender of the idea and the recipient by exchanging the gifts of teaching and learning. (If you examine the presences of Gebo in the bindrune, you will discover a double Gebo. This is a very powerful pattern within the bindrune).



5) Isa: creating a new axis or center of being for those who accept the message.

6) Perthro: Transforming their Wyrd and giving birth to a new being.

- 7) Berkano: The new being is born as a Vril Being within a new Folk community.
- 8) Laguz: This being possesses new psychic powers.
- 9) Ingwaz: The new Vril Being in Midgard transforms the world around him in a sudden burst of transformative energy.
- 10) Othala: a new Folk-of-Vril community is born and grows in Midgard.
- 11) Sowilo: Drawing down the life giving energy of the Sun.

We need to continue to examine the Runes that were created as hidden runic patterns. First thing you should notice is the double Gebo. This is the essence of the bindrune—the exchanging of gifts (the teacher giving knowledge for transformation, and the listeners forming new Folk communities). This double Gebo also forms a variation on the Rune Ingwaz. This thus increases also the power of Ingwaz in conjunction with Gebo. Ingwaz is the gestation of new growth, following which there is a sudden release of power, much like the ejaculation of the male orgasm. Thus the bindrune is a very powerful force for the creation of new entities.

At the end of the class, we learned how to chant Runes. I won't go into a descriptive lesson on Rune-chanting here, because the subject requires an entire essay of its own. But I have found that when I teach Rune chanting, there are always some people within the class who will have some kind of breakthrough. Such individuals will come up to me and tell me of a vision they had. Most of them, if they have never actually practiced Rune Magic before, will reveal that for the first time they experience something that I can only describe as *divine*.