

THE WODE-SELF AND THE ODINIC CONSCIOUSNESS

THE NATURE OF THE SOUL

What is important to understand is that the northern soul is not the soul defined in Christian, Jewish, Muslim or other Middle Eastern traditions. Within Vriloogy, the soul is conceived of not as a single, undivided entity, but a variety of psychological constructs that blend together to make up the complete human being dwelling in Midgard. It is a composite of different parts, which make up a microcosm of the immense and varied macrocosm of the multiverse in which we live. The soul constitutes a matrix of multiple layers and interrelated sections of your being, each with its own realm of influence, its own power, and its own impact on one's life.

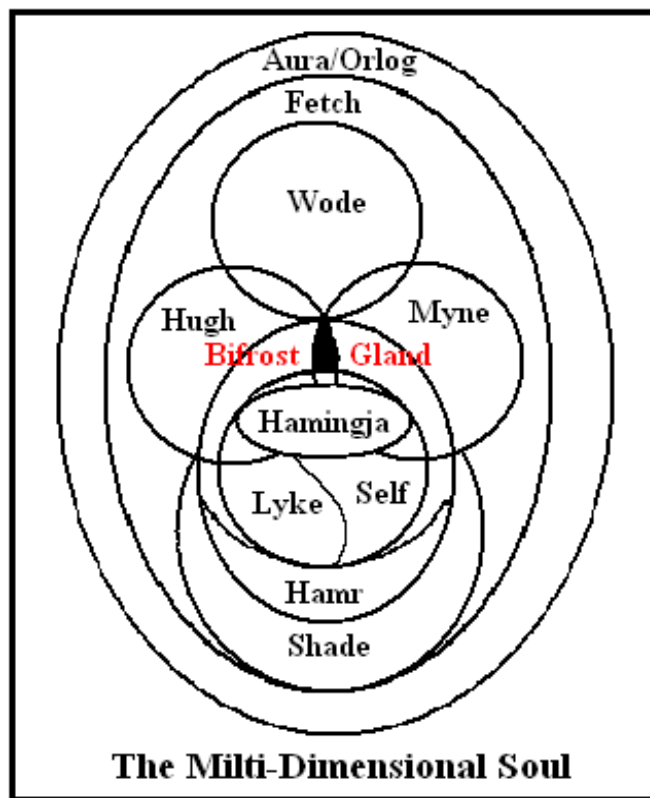
THE MATRIX OF THE SOUL

Let's begin to quickly examine the different parts that make up the Northern Concept of the Soul.

1) **SELF:** The Self, which is also referred to as *Mod*, is self-consciousness. It contains all that we are—our self-awareness, consciousness, and temporal being. It is a reflection of the “integrated self.” It is situated at the center of our soul, and is the pillar that holds all the various aspects of the soul together. The Self serves as a binding construct or faculty of synthesis and relationship for all other aspects of the Soul.

We can describe this as the **Ego**. It is the spiritual essence that the Christian tradition will refer to as the “soul,” which is differentiated from the physical body. But in the Northern tradition, there is a strong recognition of unification of the body-soul. The Self is the most important aspect of the Soul, for upon its maturation rests the spiritual advancement of the individuated human being. Edred Thorsson theorizes that upon death, the Self is that part of the Soul which survives into the hereafter.

2) **LYKE:** The Lyke (Lik, Lich) is the physical body. Odin, Vili and Ve, also known as Odin, Hoenir and Lodhurr, are the Divine Trinity, which created humanity and gave us three gifts. Lyke, which is our physical form, is the gift given to us by Lodhurr. Unlike the Jewish, Christian, and Islamic traditions, which claim the “soul” resides within the body, in



Vrilology the Body resides within the Soul. Surrounding the physical vehicle, or Lyke, is the aura, which is also part of the Soul.

Unlike Middle Eastern cults, the body was NOT made of dirt, but from living trees, which personify the Life Force of the Gods—VRIL!!! The physical body is the most basic part of the Soul, because it is the vehicle of our incarnation in Midgard, through which our Wyrð plays out. Through it we are able to enact our will, the will of the Gods, and our destiny. We experience the physical world through it, and through it we leave our mark upon the world, or Midgard.

It is imperative that we honor the body as a vital part of maintaining a healthy soul. Because the physical body is part of the soul, if one's attitude toward the body is not healthy, then the soul itself cannot be healthy!!!

3) **ATHEM:** The Athem is also referred to as *Ond*, and is the Vital Breath. This is the gift given to us by Odin. It is that which animates the Soul, and keeps our whole being fed with Vril energy that sustains life itself. It is our connection to the Gods—**THE BREATH OF ODIN!!!** Athem gives life and provides the ability for us to grow and evolve. Each breath we take calls to mind that sacred connection to the Gods, that part of our Soul that binds us to them and the cosmic unfolding of our spiritual evolution.

4) **HUGH:** Hugh is our intellect and is rooted in the left side of the brain. Here is our capacity for intellectual thought, rational thinking and reasoning. It gives us cognitive functions and our ability to make sense of our experiences in Midgard. It enables us to learn, grow and process interactions with each other. Odin has two ravens. One is named **Huginn** and is the personification of Hugh, the left side of the brain.

5) **MYNE:** Myne is the right side of the brain. It is the root of memory, the subconscious mind, and our racial memories. It is personified by Odin's other raven, **Muninn**. It was so precious to Odin that he worried more about the loss of Myne than about the loss of His ability to think cogently. Memory is that which connects us to our Folk, self-definition, ancestors, and evolution. Myne enables us to celebrate our uniqueness and our identity, and to learn from past experiences, not just personal experiences, but those stored in our Orlog, the past experiences of our kinfolk. The joining of Hugh and Myne is the forging of a bridge between us, in Midgard, and the Gods, in Asgard. In fact, we can use the Rune **Mannaz** as a tool to create this construction of the rainbow bridge, known in the Norse myths as the **Bifrost** bridge. It is the process of opening our **Third Eye**, which Vrilology refers to as the **BIFROST GLAND**. By achieving this, we can reestablish a direct link between us and the Gods and draw on their powers to transform ourselves and the world around us. We teach how this is done in the Yggdrasill Training Program that we make available.

6) **WODE:** Sometimes referred to as *Odhr*, Wode is passion, ecstasy, inspiration and motivation. It can be associated with Odin, or his Old English name, "Woden," which is Odin the Healer, whose Magick can transform both the physical and spiritual. Wode is the gift of Hoenir or Ve. It is by this power that magical force is manipulated through a high level of energy and enthusiasm, rising out of the normal state of consciousness. Just as intellect is part of the Soul, so too is our ability to feel the passion to excel, to give exceptional devotion, inspiration and

excellence to any endeavor. Wode is responsible for not only the creative inspiration of a poet or artist, but also the destructive force that empowers the berserker.

7) **HAMR:** Hamr is also known as *Hyde*, and it appears as a mysterious, plasmic quasi-material usually having the rough shape of the body. It is sometimes referred to as a Ghost. It can be thought of as a form of soul-skin which contains the various parts of the soul matrix that gives shape and direction to our will. The sorcerer sends forth his Hamr to work his will in astral form, to journey to other realms and in other states of being.

8) **SHADE:** The Shade, or *Sal* in Old Norse, is associated with Jung's Shadow concept, which contains the subliminal aspects of the psyche. What is important to understand is that the Shade is the continuum of the Shadow self after the disintegration of the various energy bodies upon death.

9) **FETCH:** The Fetch is also referred to as *Fylgia*. The Fetch is one of the most important psycho-spiritual aspects within your Soul. What is interesting is that other esoteric traditions do not speak of the Fetch, yet it is one of the most significant constructs within you. When you have fully developed the powers of your Fetch, you can use it to:

- 1) discover new insights into the nature of the opposite sex;
- 2) improve your relationships with friends, families, co-workers and other people;
- 3) balance polarities within your Soul;
- 4) act as a vehicle to perform magical acts such as astral travel, remote viewing, etc.;
- 5) help you identify and form a relationship with your animal totem; and
- 6) make a connection with your ancestral Kin-Fetch and with higher intelligences in your Inner World.

The Fetch can manifest itself in three forms:

1) The first form is always the human form of the opposite sex. This entity attaches itself to you for the duration of your life. This manifestation of your Fetch is one of the reasons we emphasize the importance of your DNA. You are linked through the bloodstream to an invisible genetic code, or genetically to the higher worlds of the three entities **Kin-Fetch, the Valkyrie and the Dis**. But unlike the Valykrie and the Dis, which are separate entities, the Fetch or Fylja **is a part of you!**

Your Kin-Fetch is often referred to as the Racial Soul or the Collective Soul. Your individual Valkyrie is your personal Guardian Spirit, and the Disir are the feminine ancestral spirits rooted in your mitochondrial DNA.

2) Animal form is the most common form that you will probably call on for assistance. It normally takes the shape of your favorite animal, bird, fish or even insect. Sometimes the animal

identity will surprise you because it will reflect the animal that best suits the character of your dominant personality. You can use your animal form for many different purposes including vision quests.

3) Geometric forms are rare except for individuals with exceptional abilities who possess second sight. Because the Fetch is attached to you throughout your life, part of it lives on beyond death in your ancestral stream as your Racial or Folk Soul. It can be incarnated in future descendants and other individuals closely related to you genetically. Individuals who claim they have been reincarnated, and who have visions of past lives, are really tuning into experiences that have been inherited from their ancestors, even the most distant ancestors and relatives, through the Kin-Fetch. These past experiences can influence your Orlog, which is actually part of your Aura, and will affect your Wyrð or future pathways.

10) **AURA/ORLOG:** Your auric energy bubble extends several feet beyond your physical body and is an extension of your Soul. This is what we mean when we say that your physical body is inside your Soul and not the other way around. It is the faculty by which you sense comfort or discomfort when in close proximity to another being, either seen or unseen. Few realize the tremendous range of potentials inherent in the aura as a tool of progress and protection. One of them has to do with your Personal Luck. Within your Aura is located your orlog.

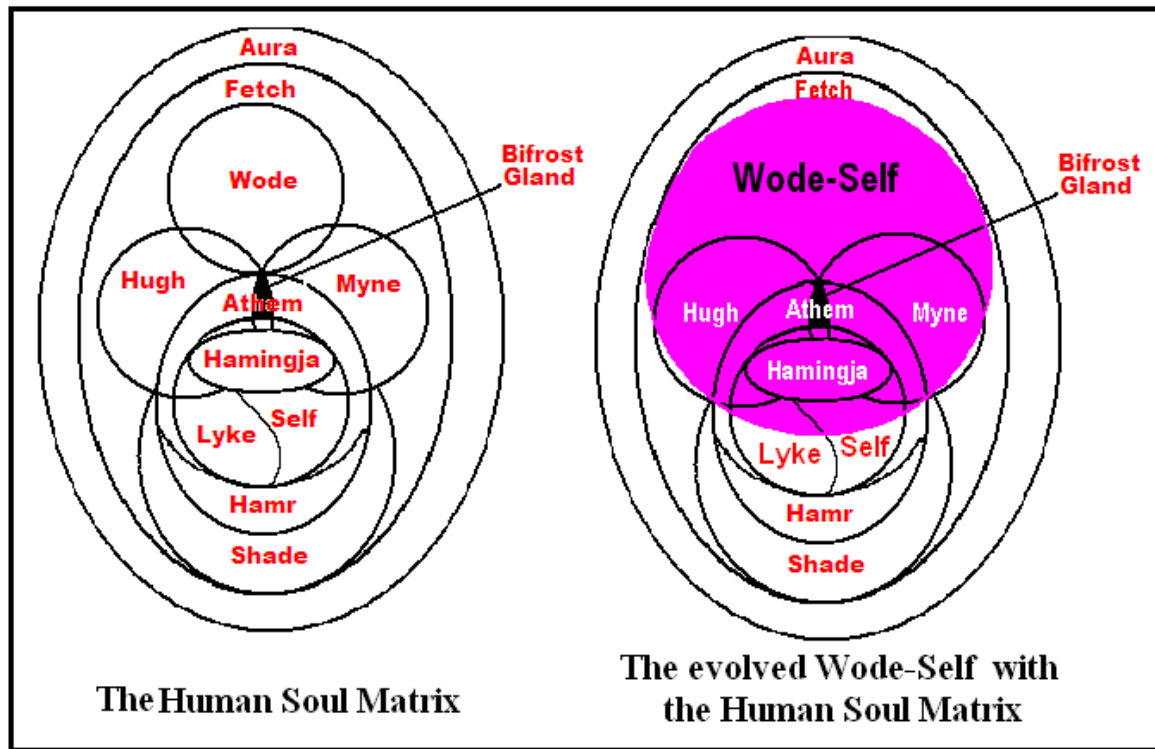
The orlog is not entirely part of your Soul, but is a trans-dimensional entity that is affected by your Soul, and thus affects your Wyrð—your future pathways or destiny. It is located within the Aura, or as a part of it, from which the Norns weave your Wyrð. It stores your thoughts, feelings and those sensations that you have inherited from your ancestral stream. Thus it is directly affected by your Hugh, Myne and Kin-Fetch (which is a part of your Fetch).

11) **HAMINGJA:** Personal Luck is something that all European heathen traditions believed in. The Romans even had a Goddess to personify Luck by the name of **Fortuna**, who they believed chose mortals to be her favorites—known as Fortune's Favorites—who seemed to lead charmed lives. The Hamingja is that part of your personal aura that harnesses Vril energy and transforms it into Luck, or Megin. Luck is stored in the Hamingja, which gives the entire auric field greater potency and much more flexibility for the workings of the human will. The Hamingja serves to concentrate one's personal Megin much as Scottish bagpipes act to store air for future melodies. The Hamingja is a kind of reservoir for the storage of your Megin energies, which become your Luck. Through study of the Northern mysteries, we know that:

1) the walls of the Hamingja can be strengthened using the Rune Elhaz;

2) its capacity to hold energy can be increased using the Runes representing the five elements: **Fehu** (fire), **Uruz** (earth), **Laguz** (water) **Ansuz** (air) and **Isa** (ice), plus the Rune **Elhaz** to strengthen your Hamingja so that it can hold additional amounts of Megin; and

3) it can be tasked to discharge its energy in a sending under the will of an illuminated mind using the Rune **Fehu**, the Sending Rune.



WITHIN THE SOUL IS THE *WODE*

The word Wode is derived from the name of Odin as *Woden*—the master of self-healing Magick, used for both spiritual and physical transformation. This aspect of the Soul is related to the Mind as manifested by the synchronization of the left and right halves of the brain. **When the two halves of the brain are taught to work in synchronicity, the Wode is enhanced and increases in power.** When synchronicity is achieved, the amount of Vril energy that flows through the Soul increases and causes the Wode to become empowered, and thus evolve into the Wode-Self. This is when the Wode-Self or Odinic Consciousness is born. **It is from this Wode-Self that the Vril Being evolves.**

Odin speaks to us through the Wode. Through the Wode we can hear Odin, see Odin, and become aware of his existence. **Everyone can, if they consciously wish to do so, exercise their Wode and cause it to evolve so that they too can perceive higher states of reality.**

SEVERAL TYPES OF CONSCIOUSNESS

There are several types of consciousness. **Simple Consciousness may be described as a state of knowing, but not knowing that one knows.** It is a consciousness of external things received through the senses, and also of physical sensations arising in one's own body. Self-Consciousness is the awareness of the "I." In order to better understand the distinction between Simple Consciousness and Self-Consciousness, we suggest you think of the former as **an awareness of the outside world, and one's own physical being,** and of the latter as an

awareness of one's own mind. But there are those few among the multitude of men who have attained a higher stage of consciousness—the Wode-Consciousness, or Odinic Consciousness—which surpasses the Physical Consciousness and the Self-Consciousness.

Wode-Consciousness, or Odinic Consciousness, is more than an awareness of the outside world, or of one's own body as distinct from the bodies of others and other things. It is more than even the awareness of one's own mind, even when this awareness is carried to a high degree of development. It is difficult to describe this plane of consciousness to those who have not attained it, but **it may be described as an awareness of Individuality, rather than an awareness of Personality.** Your Personality is merely the part in life you are playing. The awareness of Personality is an **awareness or consciousness of your own personal character.**

The individual who possesses a Wode-Self must realize that he is more than body and mind, that he is not a slave to the urges and needs of the masses—that he is indeed, connected to a higher reality of consciousness: that of the Gods. No mere intellectual understanding will supply the real experience of Wode-Self. However, before one attains Wode-Self, the Individual must experience the realization that he is a spiritual entity. **The true Wode-Self rises above the crowd, but his ego is planted within the Folk—the soil from which the individual gains identity—for to be recognized as a true individual, one must be recognized by the crowd or Folk for his uniqueness.** But the uniqueness is not obtained from the roots planted in the Folk; it is empowered by the life-giving rays of the Sun from above, just as the Wode-Self is obtained from the synchronicity of the left and right brains, which when achieved, empowers the Bifrost Gland and thus facilitates alignment with the Gods.

ESTABLISHING THE WODE-SELF

To “establish” is “to settle or fix firmly; to make steady, firm, or stable; to place upon a firm foundation; to ordain permanently and with authority.” **By establishing the Wode-Self within your Soul matrix, you are establishing its mastery over your Self.** Once this is achieved, you will sense a transformation within your personality. You will notice a sense of confidence and assurance emanating from the power of firm settlement and steady foundation of the Wode-Consciousness. This originates from the alignment between yourself and the Gods. Once firmly fixed, the Wode-Consciousness never leaves one. Once found, it becomes a tower of strength in which one may forever take refuge from the trials of one's personal life—from the mundane reality of existence in Midgard.

By establishing this Wode-Self firmly within your Soul Matrix, you have tapped into the Divine essence of the Odinic Consciousness, and thus you will no longer be at the mercy of what is stored within your Orlog.

EXERCISE—USING THE WODE-SELF TO ENERGIZE THE SOUL MATRIX

The purpose of developing the Wode-Self is to strengthen the power of your personality to its maximum effectiveness. This is the most basic kind of Magick-working, when a magician has elevated the overall power of his or her own self and developed the ability to push that self into a state of hyper-consciousness wherein it becomes endowed with semi-divine powers. The basic

concept is among the oldest in Rune magick; the Rune Master is to raise his consciousness to a level of divinity so that he can truly work in imitation of the Gods.

The normal ego-consciousness—the subjective I-focus of the self—is in or near the center of the soul (the Midgard center), which is indeed the ideal center for this focus. But when you perform Magick, the center of your consciousness is shift to the Asgard-center; this is the projection and assumption of the divine qualities of the self.

In this state, the magician acts as a God, which is the reality of a higher-ego-consciousness. The assumption of this semi-divine state has been recorded in the Bratsgerg bow fibula, from around 500 CE, which reads *ek erilaz-I, the Erulian*. Whenever an Erulian is working with Runes, he is raising himself up or ritually divinizing the self, effecting the transformation in imitation of Odin's own divine actions.

It is important to know that the Erulian or Rune Master of old used a magickal or initiatory name which acted as a focus or lens through which he projected his own self to a new realm of action.

A true Odinist does not worship Odin, but rather imitates his form. Like Odin, he gives himself to himself by taking on a private, magickal form. **To effect this complex working in a practical way, you must find or construct a magickal persona and image.** Having a name, you must then assume this form in meditative and ritual work using a variety of runic techniques.

By doing so, you will slowly become more comfortable with your hyper-self and will be able to work it more effectively.

BUILDING THE RUNIC SELF

In order to work in the way traditional to the true Erulian, the Rune master must be able to create a magickal entity within the self, focus on it, project consciousness into it, and work with it runically. It is a device by which the Rune Masters are able to separate their everyday consciousness from the physical body, leaving behind the limitations normally imposed upon them, and it is a doorway to the work of shape-shifting, or projection of the *hyde or hamr*, known in standard Western occultism as “astral projection.”

The first step in being able to do this reliably is to build up an alternate image of the self keyed to certain ritual symbols, such as a name, a piece of ritual jewelry, or a certain gesture. To build up an alternate physical image, you may begin by using a large mirror, one in which you can see your entire body at once. In a detached meditative state, look at yourself in the mirror as you would look at a stranger; just fix the shape in your mind. Now close your eyes and reproduce the image in your mind's eye.

Next add movement to the image. Start with small movements and go on to more involved ones, visualizing these movements in your mind's eye. You may want to mentally re-configure your magickal body image to one more symbolically in tune with your mental image you are creating at the same time. You might see yourself as a heroic warrior in a Sigurd-type

image, for example. What is important magickally is that the image be rooted in reality, and that the mental and quasi-physical images be harmonious.

All this time, you should be working on developing characteristics about this virtual *Ubermensch* for yourself, containing a set of characteristics separate from your everyday self. This super-personality is not restricted by the limitations imposed on it by the world dominated by the minds of *Loddfafners* (non-initiates).

BUILDING OF THE WODE-SELF—CONSTRUCTION OF THE MAGICKAL PERSONA

You need to unify your everyday self with the self-created quasi-physical and mental bodies for magickal purposes. The idealized forms are steps along the path for you to assume a God-like status likened to Odin (or Freyja).

In a ritual setting and in the context of a fully activated magical rune circle, consciously meld the quasi-physical image with the idealized mental persona in a form standing in front of you in the Elhaz posture facing in the same direction about a foot away.

Once the image is fully evoked in your mind's eye, step into it with the words: ***I, [magickal name]!***

Stepping forward, smoothly meld your body with that of the idealized images as you glide into the Elhaz posture yourself; you and the ideal have become one.

This is your basic symbolic link between these three aspects of yourself.

Remember that all three aspects are indeed parts of your greater, integrated and whole self.

At this point all three aspects are unified and congruent with your physical body (lyke).

You might want to wear special clothing or jewelry specifically for this ritual. You might even desire to perform special hand gestures.

As you stand in this posture, you should chant *Elhaz, Mannaz, Isa, Dagaz*. To complete this ritual, assume the Dagaz posture as you mentally and physically step back from the idealized persona and image.