

Ar-Kan Rune-Lag

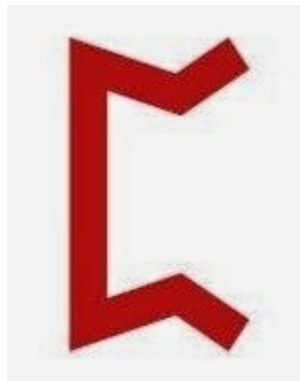
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Dimensions of Time - Part One

'There is no chance in my life. My chances are full of meaning...'

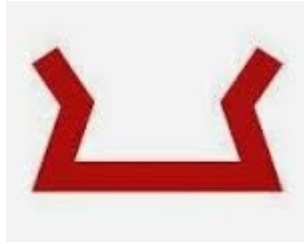
Friedrich Nietzsche to Strindberg.

This post stems from a re-reading of Miguel Serrano's *'Nietzsche & The Eternal Return'*. Reading his works over and over again is the only way to understand what he is trying to say, because he hid some of the stuff quite deeply so as not to give away too much Occult Knowledge. The above statement about *'meaningful chance'* is the same as the *synchronicity* of Carl Jung.



Rune of Chance

I have shown before how the *Peorth-Rune* is the posture used when playing the ancient *Taefl-Board*. It is also, when placed upon its side, the *'Dice-Cup'* which was used in the *Taefl-Board* game because it was a game of chance. The board that I have today does not use a dice, but originally this must have been so, as I will show here in this post.



The Dice-Cup

In my latest work *'The Kingdom of Light'* I went into some ideas on the *Peorth-Rune*, some of which I am going to repeat here to make clear what I am trying to say. I feel this is necessary because of the complexity of this particular rune, and the hidden meanings that have come to light here. Firstly, there are two runes which are deeply connected to this one - *B-eor-c* and *Cw-eor-th*, the latter which has the Letter 'p' changed to the Letter 'cw' (which would have been one letter originally as 'q'). The rune 'Beorc' would have been pronounced 'Beorch' originally.



The Beorc-Rune

This rune is the *Peorth-Rune* which has not been 'opened out', hence why the *Peorth-Rune* is seen as the 'Birth-Rune' since it is the 'womb' of the woman giving birth. But always remember that this works at one level, and that there are

infinite levels of meaning in each rune. This can be a 'birth' at a very different level.



The Cweorth-Rune

The *Cweorth-Rune*, when closely looked at, has the very same rune-staves made up of an upright stave (Ice) and two angled staves (Fire). This can be seen even more clearly in the alternative version shown below -



Cweorth-Rune Alternative

That these use exactly the same proportions of Ice (One) and Fire (Two) is significant; each is made up of one Is-Rune and two Ken-Runes (CGF). Thus far we have covered the basics most of which I have gone over before, but repeat here for clarity.

The *Peorth-Rune* is a portal or gateway into another world or dimension, it is the *Rune of the Gateway*. It is not the only one though, since the *Cweorth-Rune*, when seen in the light of the *Long Man of Wilmington* is also a 'Gateway', and in this case a 'Gateway to Thule' perhaps, since it faces to the North.



However, in the latter case (The Long Man) the shape of the rune shows us that the figure itself is the *Guardian of the Gateway* since the twin staves themselves are the actual gateway. The Cweorth-Rune is the 'Guardian', and hence the reason why there is a subtle word-play upon this rune - *Cweorth-Sweorth*, the latter meaning 'Sword', which is the weapon used by the *Guardian of the Gateway*. The 'Guardian' is here **Waendal**, who guards the Gateway into the Other-World. This difference should be noted, for although the rune-staves are linked they have different meanings.

Many years ago I had a dream about the *Peorth-Rune* which showed me that the rune was used to 'break the fetters'; this is why the rune is a Beorc-Rune 'opened up', showing the 'fetters' being broken. The Beorc-Rune is the 'Rune of the Mother' and in order to evolve it is necessary to 'break the fetters' by which 'The

Mother' holds us - i.e. to break the bonds of the material world ('mater' is 'The Mother'). This is something to meditate upon.

In '*Nietzsche & The Eternal Return*' Miguel Serrano mentions Adrian Dobbs, a parapsychologist, who suggested that time existed in two dimensions -

First Dimension - Time goes towards the future - Causality.

Second Dimension - Time moves in waves like a 'great breathing' - Probability.

In the Second Dimension of Time the objective possibilities become the effects and their causes in the First Dimension. Time goes backwards towards the past, and the law governing this is coincidence, the '*chance filled with meaning*' of Nietzsche or the '*synchronicity*' of Carl Jung. But, to make the events real they must be given meaning; thus the Second Dimension of Time can only happen with our contribution of a meaning. This accords with the findings of Quantum Science and the finding that the mind itself affects an experiment.

The Second Dimension is thus connected to the *Peorth-Rune* which is the gateway to this Dimension of Time. This seems clear by the meanings of the rune itself - 'chance' and 'coincidence'. This is where the 'Dice-Cup' comes in because this is the 'chance' part of the Taefl-Board. This may also be why this was not a simple 'game of chance' but a 'Ritual Game of Chance', and indeed one done prior to a battle perhaps in order to alter the *Wyrd* in some way. I say this because the *Peorth-Rune* is also the *Rune of Wyrd*. This is something that should be emphasised since the 'Blank Rune' which has been added by modern 'pagans' is not needed since this rune itself is the *Rune of Wyrd*. Before I go further Miguel Serrano adds a Third Dimension of Time which covers 'Meaning and Eternity'. This is important.

Adrian Dobbs also posits what he calls *Psitrons* which are the 'messengers' who bring us this Second Dimension of Time. These *Positrons* have an 'imaginary mass' which allows them to travel indefinitely at a speed greater than light. They carry messages to the brain without passing through the senses, acting on the cerebral cortex as the Will does. They act only in the **microcosm**, i.e. within Man, and are the 'God-Particles' which some would see as 'Angels' (this means 'messenger') coming from the future 'Uncreated Light'. Thus, we can see how certain 'seers' can see into the future because they have been shown the future by these Astral Entities. Miguel Serrano also suggests that the Second Dimension of Time is also the First Dimension of Time which is now coming back. This shows

the genius of Miguel Serrano whose understanding of this is told within his works, though not always too clearly since he meant people to find and discover the meanings.

I am going to go even further into this, using these three runes as the basis for discovering further Ancient Mysteries. The essence of Nietzsche's *Eternal Return* is that everything that can happen has already happened before. There are no infinite possibilities in this Dimension of Time, and thus everything repeats itself over and over again. This is where the concept of the *Archetypes* comes into play, since they are from outside, from above, or from below, from the Inner Earth, and these work through individuals at certain stages of history, hence why certain individuals seem so similar to other individuals but who appear at very different times in history. The Gods are also 'archetypes' and they live and die as we do, but always reborn or resurrected in a different form at different times. Let us go into this further.

Woden is swallowed by the Fenris Wolf at Ragnarok; Wid-Ar rips open the Jaws of Fenris, thus releasing the *Spirit of Woden* who is then resurrected or reborn in his son - Wid-Ar. Woden is no longer the 'Hanged God' because he has climbed down from the World Tree and has become the *Crowned and Conquering Son of the Sun* who is a Warrior-God - the 'Woodland Warrior'. He now rides a White Horse, carries a Flaming Sword and a Shield bearing the White Wyrn.



Wid-Ar - The Warrior-Hero God

This is the *archetype* of the New Age - the Age of Ing. This is the god-force that rules over the New Age, or at least the era of transition between the world-ages, until the dawning of the Age of Aquarius. The symbol of the Age of Aquarius is a **Man**, as can be seen in the 'Four Beasts of the Apocalypse'; the symbol of Wid-Ar as the new *Aryan Archetype* is that of a **Man**. Notice that the arms of the above figure are shaped as the Tiw-Rune, something I doubt that Steed (who kindly drew this for me) ever intended consciously. This is the *Rune of Balance and Harmony* which is what this figure will bring to us here on Earth. The *Flaming Sword* is the weapon of Kalki Avatar, but it also has another meaning since this is the weapon placed in the East of the Garden of Eden, which 'turned every way, to keep the way of the **Tree of Life**'. Hence why we find the Cweorth-Rune as the 'Flaming Sword' which guards the Gateway to the Other-World - to the *Garden of Idunn*. The figure has the Sacred Mountain - Su-Me-Ru - behind him, this being the Sacred Centre representing Shambhala where Kalki comes from at the End of Time.



This is the reason why the Widdershins Fylfot-Swastika is used at this time because it symbolises the return to Hyperborea-Thule-Asgard. This is the Second Dimension which 'goes backwards towards the past'. This is why the enemies of Man seek to suppress this symbol, but where it cannot be used the *Black Sun* replaces it, a sign with the same meanings.



The Black Sun has the twelve Sigel-Runes reversed or 'going backwards' and there being twelve represents the Twelve Signs of the Zodiac. This also represents the *Aryan Science of Implosion* and a 'going inwards' (towards the Inner Earth). The whole idea of the *Aryan Initiation* is a 'going inwards', as we find the *Aryan Krist* saying - 'The Kingdom of Heaven is within'. What we have to note here is that, as Miguel Serrano tells us, Asgard is not something 'outside' in the sense most Odinists see it; Asgard is Thule is Hyperborea which was the home of the **Asu-Gods** (the **IE Root *asu-** means 'spirit') which was placed within Midgard. After the sinking of Asgard when the gods mixed their Sacred Blood with the Man-Animal this moved into a different dimension (with different vibrations) and can only be found by those knowing how to take the *Straight Way*.

The *Aryan Initiation* is the 'Resurrection of the Flesh' which was taught by Woden-Krist - the *Initiation of Kristos*. Contrary to the belief of some who teach of the 'Astral Body' through OOB and NDE, not everyone has this 'Astral Body' or 'Body of Light' - the *Aryan Initiation* is for the 'Twice-Born' who are resurrected through the creation/re-creation of the Astral Body through clothing the body of flesh with the *Immortal Vajra* which then unites with the Astral Body. As shown in *The Kingdom of Light* these ideas can be found on the plaque in the church at Alton Priory, the church below *Woden's Barrow* which itself is a 'portal' into the Other World. These are the points which stand out clearly on 'Button's Plaque' in the All-Saints Church, Alton Priory -

- 'But since heaven gate to enter by is straight.
- 'Till the last trump blowe open the wide gate, to give it entrance to the soule its mate'.
- 'The last enemy to be destroyed is death.' (I Corinthians 15)

- *'It is sown a natural body'.*
- *'The Key to David' (Rev. 3:7) - the angel blowing a trumpet.*
- *'It raised a spiritual body' (I Corinthians 15:44).*
- *'Death is swallowed up in victory.' (I Corinthians 54)*
- *'This is the gate [] the Lord.'*
- *'The righteous shall enter in at it.' (Psalm 118:20)*
- *The figure of Button is shown 'resurrected' with a full head of hair and a vigorous body, 'not as a 64 year old...probably meant to be 33'.*

The whole thing parallels the ideas of Miguel Serrano in his union of EL and Ella (HE-SHE), going beyond this stage through the Black Sun to the Green Ray (Venus) and thus creating the Astral Body and the **Ultimate I**. Man becomes the Man-God and resurrects the Sun-Man or Aryan, but this time in a 'grown-up' form rather than the Innocence of the Golden Age. What seemed to have been a 'fall' had to come about if the 'I' were to be created within Man, and thus the **Ultimate I** which is the aim of this evolutionary process.

This is the reason why Woden is one of the most important figures in our era, because he is the God of Knowledge and Wisdom who searches for the Occult Knowledge needed for Man to evolve. It seems that the Cweorth-Rune - the Rune of Cremation - is so important in that it is this 'Ritual Fire' that is the transformational-process that allows the Soul-Spirit to escape the physical body at death.

*'He (Woden) decreed that all the dead should be burned, and **put on the funeral pyre with all their possessions**. He also said that everyone should come to Valhalla with their property that he had on the pyre, and he should also enjoy the use of what he himself had buried in the Earth, and the ashes should be carried out to sea or buried in the Earth, and mounds should be raised in memory of rank....'*

Heimskringla.

In Snorri Sturlason's *Heimskringla* we find the following statements -

'...after Freyr had been buried in a mound at Uppsala, many chiefs made mounds no less than standing-stones to the memory of their kinsmen...'

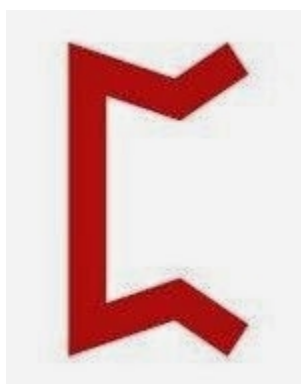
'The Age of Mounds began properly in Denmark after Dan the Magnificent had a burial-mound raised for himself and ordered that he should be buried in it on his

death, with his royal ornaments and armour, his horse and saddle furniture, and other valuable goods, and many of his descendants followed his example.'

It may seem strange, even ludicrous, to imagine that one's physical possessions could be of any use after death, but this is exactly what is said here, and it is the High God - Woden - who gave this decree to his Folk. Studies in OOB and NDE have already shown that the *Astral Realm* is so very similar to our own physical world at the lowest levels. Since the above decree from Woden was always done by the Vikings then there must have been good reason to do so. Obviously, it is not the physical objects that are taken to Valhalla, but their spiritual counterparts or put another way it is the force or energy that they have built up through the physical life. This is the reason why certain objects, when passed on or taken from the burial mounds, contain that force or energy within them. Each weapon or object grows within itself a *Spiritual Force/Energy* which has a separate life from the physical object itself.

This can be explained through a statement made by Mercea Eliade -

"...repetition of an archetypal action performed in illo tempore by Ancestors or by Gods...By its repetition the act coincides with its archetype, and time is abolished.'



The Peorth-Rune, as I have said before, could well also be seen as the Weorth-Rune or 'Rune of Wyrð'. When the Taefl-Board was played prior to a battle it may well be that this was done so in order either to foresee the outcome of the battle, or maybe even to change the Wyrð and thus affect the outcome of the battle in some way. This, incidentally, would also be true of any magical working that is

done to change one's Wyrð or change the Wyrð of a Tribe/Nation. This would be the rune to use for such magical workings. There is one more point here and that concerns Taefl as a Game of Chance through the dice-throw (connected to this rune as I have shown). It seems that when the dice is thrown over and over again there does emerge some kind of pattern rather than the 'chaos' we usually associate this with. Here it may be that the concept of 'Meaning' comes into play, for maybe when the dice is thrown the human mind affects the outcome of the throws in some way, according to a subconscious pattern. Thus they are affected by a Third Dimension of Time.

In regard to the 'Gateway to the Other-World' and its connection to the *Straight Way*, this may well be the real reason as to why the Ancient Runes are all done in straight lines. We can see how the phenomena known as the *Fata Morgana* occurs as a 'hallucination' seen by some people at the poles. To understand this one has to go beyond the modern meaning given to 'hallucination' to its roots, and thus find the real meaning behind it -

- Hallucination - 'wandering of the mind'. Please note, this does not state that it means that the mind 'invents' this, only that the mind 'wanders'.
- Latin *hallucinari*, *allucinari*, *alucinari* meaning 'to wander in mind', 'to dream', or 'to rave'.

Notice that the last word *alucinari* tells us the root-meaning of the word - **ALU**. This thus concerns the **Alu-Force**. This 'hallucination' is not something created by the mind, it is something that appears from another world or Dimension of Time. What these people see as the *Fata Morgana* is thus more likely Thule-Hyperborea-Asgard - the 'City of Asgard' in all its golden glory which is today situated in a parallel world.

This statement concerns the Goddess Morgana or *Fata Morgana* who is the 'Goddess of Fate' we are told. However, Morgana is the Goddess who took King Arthur (Arctor) across the waters (in the Swan-Ship) to Avalon (Valhalla). Her link to the Hale-Bopp Comet in my dream of 1997 infers that the comet was a manifestation of *Sleipnir*, the Eight-Legged Steed that moves between the worlds. In Norse Mythology the *Valkyrie* collects the soul of the Fallen Hero and takes it to Valhalla. Here we see why the Old English *Waelcyrge* embodies both the idea of the Norns/Fates and the Valkyries.

Although *The Emerald Tablets of Hermes* is what is known as a 'channeling' it does seem to hold many truths within it in regard to the struggle between the Forces of Darkness and the Forces of Light, and it does contain knowledge of how to retain the Blood Memory on death -

*Place in thy heart the Flame of thy Soul.
Swiftly then sweep it to the Seat of the Triangle.
Hold for a moment, then move to the goal.
This, thy goal, is the place between thine eyebrows,
the place where the Memory of Life must hold sway.
Hold thou thy Flame here in thy brain-seat
until the fingers of death grasp thy soul.*

*Then as thou pass through the state of transition,
surely the memories of life shall pass, too.
Then shall the past be as one with the present.
Then shall the memory of all be retained.
Free shalt thou be from all retrogression.
The things of the past shall live in today.*

This piece clearly shows how to retain the *Blood Memory* at the point of death; it uses the ALU-ULA Formula to do this, but in this case in a slightly different form.

- The Soul-Centre is visualised as a *Flame* which is placed at the *Heart-Centre (Lagu-Centre)*.
- This is swiftly transferred to the *Seat of the Triangle* which is the *Base-Centre (Ur-Centre)* which is symbolised by an *Inverted Triangle*.
- The *Flame* is held there for a moment and then moved upwards to the *Head-Centre (Ansuz-Centre)* between the eyebrows (*Third Eye*). This centre is the place where the link between the world of Gods and Men can be found. Thus, on passing, the memories (Blood Memory) is passed on to the Astral World. The memory is retained in order to be used in the next incarnation upon the Earth.

The formula here is not ALU or ULA but is clearly seen as L-U-A since it moves from the Heart-Centre (L) down to the Base-Centre (U), and then up to the Head-Centre (A). Here the Heart-Centre is the 'Soul-Centre' ('Heart and Soul') which is moved downwards to the Base-Centre (Ur = Origins = Past), and then upwards to the Head-Centre where the 'past shall live in today'. Thus, the Ur-Centre is at one level the Second Dimension of Time which goes 'backwards into the past'.

The name *At-al-land* we have used for the lost lands in the North Seas, those lands that once connected these islands to the mainlands of Northern Europe. This is the *Atland* of the *Oera Linda Book*, also named 'Oldland'. The **IE Root *at-al-** means 'tribe' or 'race' but from its roots we can see something else emerging -

at- = over, beyond, super.

-al = to nourish, noble fostering.

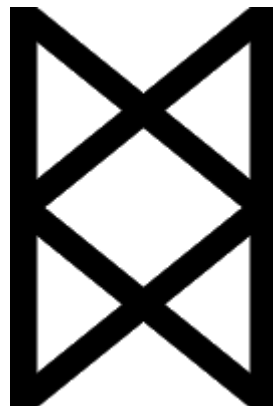


The *Edel-Rune* is the *At-al Rune* and is the Rune of Blood & Soil, the Blood of the Folk and the Soil of the Folk-land. But it is also the Rune of Woden (Od-al) which is important to remember - the Rune of The Hooded One. It is the *Rune of At-al-land* in the sense that this was the Aryan Homeland where the Aryan Manu (Ingwe) led out the Folk after the Great Cataclysm that sank these lands many thousands of years ago. That the root of the word means *over, beyond, super* connects this to the idea of the gateway to the Other-World or Inner-Earth, and to Odainsacre, a name which also suggests the same 'Odain's Acre'. This was a sinking into the Blood (Blood-Memory) and a sinking into the Waters (Ab-su which is the subconscious mind).

Ansuz-Centre	-	Superconscious	Mind.
Lagu-Centre	-	Conscious	Mind.
Ur-Centre	-	Subconscious	Mind.

All of what I have said here about the two Dimensions of Time are also linked to the ideas in a statement made by George Gurdjieff about the symbols originating in another world 'From Above' (or perhaps 'From Below'). He tells us that 'A certain possibility is introduced from where the impossible doesn't exist', and that this 'doesn't belong to the cause and effect of this world'. A 'Sacred Image' has to be created so that this 'possibility' can manifest and operate in the physical world. This short piece tells us quite a lot; it is the 'Sacred Image' that has to be created in order to manifest the 'possibility' that exists in the Other-World. This is the 'Meaning' mentioned by Miguel Serrano. The 'possibility' exists in the Other-World but it can be made to manifest and operate in the First Dimension of Time. To Friedrich Nietzsche that 'possibility' was the creation (or rather re-creation) of the Superman or God-Man.

The means by which changes can be made in the physical world are through the *Magical Will*. This, as I have shown in older posts, is connected to the god-force we know as Ingwe and the Inga-Force, the Agni of the Vedas. This is where the forces of Woden (Woda-Force) and Ingwe (Inga-Force- have to be united in the same figure as the '*King of Kings*'. This is also that of Woden-Krist, which is the same as Woden-Ingwe.



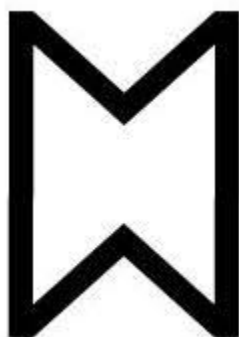
The Stan-Rune

The *Stan-Rune* version shown above is the *White Stone of Ing* which seems clear from the rune-stave itself which bears the Ing-Rune inside the Stone-Rune. But this also has an esoteric meaning that has been overlooked, because it also refers

to Ingwe (*Xristos*) 'crucified in matter' (i.e. 'stone'). (*) I have used the term 'Xristos' simply because it illustrates the link between the Gyfu-Runes (X) and the Aryan Krist. When we see that Ingwe is the *God of Creative-Fire* and understand the links to the Aryan Krist (Xristos) then this is why the *White Stone of Ing* is also named *The Firestone*, and why it contains the Ken-Rune or Rune of Fire.

(*) "*Krist crucified in Matter*". This is an Archetypal Myth and tells us who has been 'crucified in matter' since it is the **Aso-** or **Asen** who mixed with the 'Daughters of Men' and took on a physical form. The Aryans are the descendants of these God-Men and thus this refers to the **Aryan Krist**. Judaeo-Christianity merely distorted the Aryan Archetype to suit their own ends, making the 'Son of God' (Krist) into the 'Son of Yahweh' (Old Testament), and thus pushing this forcibly upon the world who now bow before the **Dark Lord** and not before the **True God**.

Like the 'portal' or 'gateway' seen in the Peorth-Rune, the Stan-Rune represents the boundary-stone which is neither in one world nor the other world; it is the liminal point between the two worlds. The Stan-Rune, of course, is made up of two Peorth-Runes facing each other, and is thus a 'closed' doorway, gateway or portal.



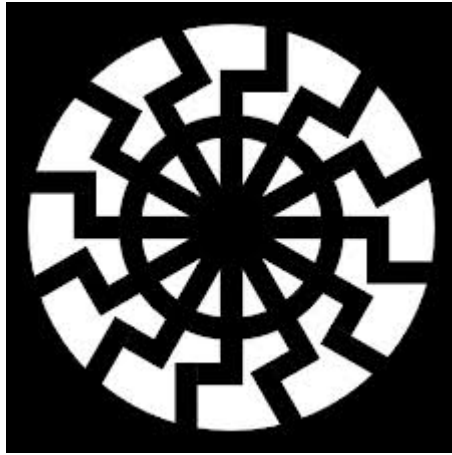
It has been said that the above Stan-Rune represents the *White Horse Stone*, so we should recall that the *horse* is symbolic of the means to travel between the worlds - the Shaman's Steed. The *White Horse* is the Steed of Kalki who will ride at the start of the Age of Aquarius.

There is a very strange 'coincidence' in the words we use in regard to *symbolism*. The term *symbol* originally meant 'to unite' and thus tells us that symbols act upon the Second Dimension of Time, thus uniting with the First Dimension of Time. This shows the great importance of symbols to us, and why they are used to gain access to the subconscious mind. The opposite to the word *symbol* is *diabollo* which means 'to divide' and which is the root of the word 'devil'. There clearly is important meanings given to the words we use, some of which have been forgotten over time.

In a strange dream that I had some years ago the 'Lost Land' that is looked for was named *Eliande*, and this was protected by *Higher Powers*. The word contains 'El' or 'Eli' which obviously means 'Light', and '-ande' which may be linked to *andros* meaning 'man'. This land was not easy to get to and on the way a 'Dark Sorcerer' tried to stop me from accessing this land; Ravens, which turned into Winged Dragons, protected me from this Dark Sorcerer by driving the Dark Powers away. The essence of the 'Dark Sorcerer' was Mind-Control which is exactly how these powers control this world today. This is the stumbling-block to gaining access to the Other-World, which is blocked by the Dark Powers and their Dark Sorcerers. To gain access to this lost land meant crossing a desert or wasteland, a place that was the result of these Dark Forces.

In regard to the Other-World and its connection to the 'waters' and in particular to the *Abzu/Apsu* which is the Great Deep or the 'source' connected to the subconscious mind, I had a rather strange dream the other day about this area of the mind. This dream seems connected to the *Brisingamen Necklace* or the *Necklace of Fire* held by the Goddess Freya. What I saw in the dream was a kind of Fiery-Essence that was in the Great Deep, in the Waters, and which is obviously connected to the *Fire-Serpent* (it was like a serpent of fire). It is this that we seek in regard to the Quest for Immortality and the God-Man; this is connected to Ingwe - the Fire-God and God of Spiritual Fire.

[Dimensions of Time - Part Two](#)



The Black Sun - The Sun behind the Sun

"It is necessary to go under to discover the secret world and retrieve the keys in the ruins of a forgotten continent."

EL/ELLA - Book of Magical Amor - Miguel Serrano.

Miguel Serrano places great emphasis upon going backwards in time to the origins and thus to the Ur-Time. This, he reasons, is why the Fylfot-Swastika is today the *Widdershins Swastika* that moves backwards against the flow of time in this First Dimension of Time. This applies just as much to the *Black Sun* which is the symbol replacing the Fylfot-Swastika which today is being suppressed as far as the Dark Powers can go.

The importance of the *Black Sun* lies in that this is the Ancient Sun of Asgard-Thule; it is the 'Dying Son' of the past millennia, but today its power is increasing, and hence the fear that the Dark Forces have in the growing Forces of Light. This will be slow, since after the Great Yuletide the destructive forces get worse (as it does in winter) but the Light is waxing stronger and stronger until the point of balance at the Summer Evenning. But this goes somewhat quicker now since time is moving faster and faster towards the End-Time. The *Black Sun* is the power that flows through the *Aryan Blood*; it is the power that flows from the Second Dimension of Time.

There is obviously a two-way traffic between the two dimensions of time; this is why Woden decreed that his Woden Initiates had to be cremated with their earthly belongings, or burned and then buried in the mound with their earthly

belongings. Ancient weapons and other regalia accrue a power and energy, or rather a 'subtle energy', which is what is transferred to the Astral World as an Astral Energy. This is why the earthly weapons and regal regalia were burned, or buried in the Burial Mound; they were thus there to be transferred to the Astral World as an Astral Counterpart. This is a very important concept that we should keep in mind to use within our own Folk-Community.

Odainsacre is the realm situated in Hela's Plains where Baeldaeg and the Asmegir await their time to 'return' after the Ragnarok. This is also linked to the World Tree where Lif and Lifthrasir will repeople the Earth after the Great Catastrophe. This is the Second Dimension of Time that will take the place of the First Dimension of Time, and this New World (arising from the sea) will be lit by the New Golden Sun (Black Sun regenerated).

I think that it needs pointing out that not every world that is beyond Midgard (First Dimension of Time) is a *spiritual world*. The higher realms are indeed spiritual worlds, but we should best look at the different levels as having different vibratory levels, and as these levels increase the physical gets less dense until it reaches higher into the spiritual realms. The key to Miguel Serrano's work is the need to create the *Astral Body* which he also refers to as the *Son of Man*. Unfortunately, there are many who think that everyone has an *Astral Body* but this clearly is not so. The means to attain this level is to overcome the limitations of the human being; this is the work of the *Viras (Weras)* or 'Divine Heroes' who are the 'Heirs' (Babylon) or the 'Elect' (Revelation). These are those former *Divvyas* or *Divine Beings* who 'fell' into matter and the physical world, and whose eternal work is to free themselves from the physical world in order to evolve into the *Superman* or *God-Man*.

The *Archetype* works from outside, from beyond, or even from below, from the Inner Earth and this affects history through its workings. This is a crucial point that I still feel not enough people have taken notice of as yet. Each world-age has its own archetype, and that of the Age of Pisces was originally a 'fish', but as historical events have proven the *Hanged God* was the most widely-used *archetype* as the 'Age of Christ'. This, as I showed in the first part of this post, is the *Kristos Crucified in Matter - the Krist (Ing) in the Stone*. This, overall, suggests Man locked into the physical world. But that changes with the coming Age of Aquarius, and the new *Aryan Archetype* is not that of the 'Hanged God' or 'Crucified God' but that of the *Aryan Warrior-Hero* who has freed himself from the bonds of matter and become the *Crowned and Conquering Son of the Sun*. This is the figure of Wid-Ar.



Wid-Ar : The Warrior-Krist

The *Aryan Initiation* or *Initiation of Krist* is not the same as the spiritual disciplines taught today; this does not lie in 'Union with God' or 'Union with Nature', but it lies in the ability to go beyond the level of the *Sacred Marriage* through the *Black Sun* to the *Green Ray (Venus)* and thus create the **Ultimate I** through transmuting the 'Ego' into the 'Higher Self'. Thus, the *Aryan Initiate* 'sits at the right hand of God', and is the 'Son of God' or 'Son of Man'. He is united with his Astral Body which is created in the Astral World, and not here on the physical plane. This is the 'New Creation' of Friedrich Nietzsche, the creation of the *Superman*. This is what the Gods want, and it is Woden - the Great Initiator - who is the guide and guardian on the path towards this ultimate act of re-creation. This is not just as transformation in Man, but also a transformation of Nature, since Nature is 'spiritualised' in the process.

This is where the **ALU - Formula** comes into play because it is the downwards energy-flow, bringing Spirit down into Matter - that is the key to the awakening of Baeldaeg and the Asmegir. The key work takes place in the sacrum-coccyx area through the runes - Ac/AEsc/Yr/Ior/Ear (Sacrum) and Cweorth/Calc/Stan/Gar. The first five are linked to matter and man, whilst the last four are the Runes of Transformation. The Ear-Rune is the 'Earth-Grave' which seems rather an ending, and yet the following Cweorth-Rune, the 'Fire-Twirl', is the Rune of Transformation, the means to transport the 'dead' into the Other-World.



The Gar-Rune

The 'Gift of Ing' has a very much deeper meaning, one connected to this rune as the *Hidden Fylfot-Rune*. When the 'gift' becomes the Fylfot, moving in either direction - sun-wise or widdershins - this is symbolic of the two worlds, the two Dimensions of Time, one running forwards into the future, the other backwards into the past. Here we can see another link between Ingwe and Agni, for the latter is the 'Messenger of the Gods', linking him to the *psitrons* covered in Part One. The 'X' is also symbolic of the *Crossroads* which is, like the boundary stone, hedge etc. a point where two roads cross, and thus we are in neither one nor the other. The Germanic Ing-Rune (Diamond) is thus also a 'portal' or 'gateway' between the worlds. This is also connected to the Armanen concept of *Garma* - the means to transform oneself within oneself, by the means of oneself. The Swastika was always connected to the Greek '*gamma*' and thus to the letter 'G'; it is made up of four '*gammas*'.

Contained in the runes covered in Part One are certain key features -

Peorth - *Rune of the Gateway.*

Weorth - *The Rune of Worth; the key to the creation of the Astral Body lies in the struggle to overcome the human limitations. 'He that overcometh...' will evolve, whilst the Ultimate Man will remain earthbound at this time.*

Cweorth - *The Spiritual Sword and Spiritual Fire which will transmute Man into Superman.*

Beorc - The 'Birth-Rune' which opens up into the 'Gateway' or 'Portal' through which Creative Ideas pass into this world, and through which Sacred Symbols pass into this world.

It is noticeable that the Beorc-Rune, Peorth-Rune and Cweorth-Rune are all made up of exactly the same parts, but which are in different sequences for each different rune. This is an Upright Stave (Ice - Is) and Two Angled Staves (Fire-Ken).

The key to the Great Gateway is held in the figure of *Baphomet* which is the key to the exit into the Other-World, the Invisible World, the world that will become the New Earth. The two faces point into this world and into the other-world, and this symbol is linked to the Hale-Bopp Comet (Bap-Komet) which is *Sleipnir*, the Eight-Legged Steed of Woden which moves between the two worlds. *Sleipnir* rides towards the Age of Aquarius.

*I see green again with growing things
The earth arise from out of the sea;
Fell torrents flow, overflies them the eagle,
On hoar highlands which hunts for fish.*

It is the 'Green-Land' that arises from the depths of the 'sea', together with new life and growth.

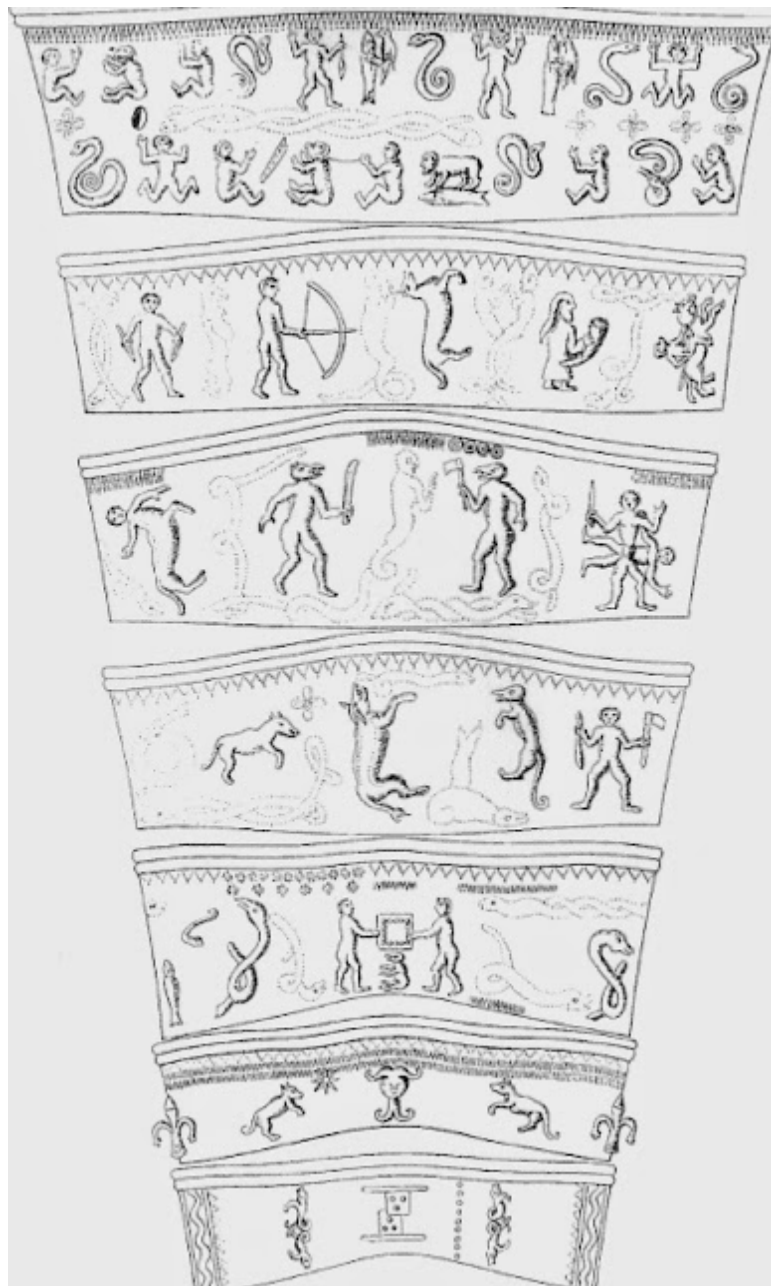
*Again the AEsir on Itha Plain meet,
And speak of the Mighty Midgard Worm -
Again go over the great world-doom,
And Fimbultyr's unfathomed runes.*

*Then in the grass the Golden Figures,
The far-famed ones will be found again,
Which they had owned in olden times.*

The AEsir, it is said here, will find once more the Golden Figures and the Golden Taefl-Board which they had played on in 'olden times', i.e. in the Golden Age of the Gods. The Realm of the Gods is *Gimle* ('Gem-Roof') which is thatched with red gold, where the Gods will 'live forever in ease and bliss'.



This is the secret of the Taefl-Board game played with dice, since it is a Game of Chance. The rune-posture *Peorth* is used to play the Game of Chance because it is symbolic of the Board-Game itself, which exists in the Other-World. Even the 'Dice-Cup' would probably have been shaped like the Peorth-Rune placed upon its 'back', for this again would have the same symbolic meaning. Playing this on the physical plane, with the right symbolism, would reflect the game played in the Other-World.



On the third row from the bottom of the *Horn of Gallehus* we find two figures stood at the side of a Board-Game; below the board is a dog-headed figure in the Peorth-Rune posture. On the bottom row are two board-games, one above the other, each having a dice marked '3'. This seems to suggest the one board is a reflection of the other, one played in this world, the other in the Other-World. On the top part, bottom row, there is a human figure and dog-headed figure with what appears to be a board between them; the dog-headed figure has a human behind it holding a lead around the neck. This all appears to suggest to me that

the secret here is that when playing this game on the physical plane there is a parallel game played in the Other-World.

On the second row from the bottom we have two Fleur-de-Lys on the outsides, two dogs inside of these, and a 'Joker' type figure in the centre. There is also a large star at the top to the left of the 'Joker' figure. We cannot be sure of this but this does suggest the star Sirius which is the brightest in the sky, and shimmers with a blue light. This bright star is marked by drawing a line across the three stars of the Belt of Orion and this almost aligns with these three stars; these were the 'Magi' of Persia who visited the boy-child.

Of course, we find in some versions of the Grail Mythos that Morgana, the Goddess of Fate, is associated with the *chessboard*, and this also features in Masonic Symbolism -

'Here the Star Woman reveals that it is she who has inherited the fairy Morgana's chessboard, a fact which points to a certain correspondence between the two figures. As mentioned earlier, the symbol of the chessboard undoubtedly embraces the idea of a confrontation of the opposites in the square field action, and is thus a realisation of wholeness.'

Emma

Jung.

The 'confrontation of opposites' here refers to the Battle of Light (White) and Darkness (Black) which takes place between the two sides of the board-game. This thus reflects the Eternal Struggle taking place here in Midgard, which also takes place in the Other-World. There is also a clue here in one legend where Parsifal (Perceval) makes a move on a chessboard, whence the figures on the opposite side move by themselves. Three times he is checkmated and loses; he starts to lose his temper and is about to **'throw the pieces into the water below'** which seems to relate to the **Absu** rather than any physical waters. A young woman appears, dressed in a red dress strewn with twinkling stars, and tells him they are 'her chessmen'.

We can find here perhaps a link to the 'Hound of Heaven' - Sirius - because the *Star-Woman* seems to be linked to Isis and thus to Sirius (and also Venus in our Solar System). In *The Sacred Triangle of Pagan Iceland* Einar Palsson links Isis and Sirius to the Number 4, which is the number behind the Game of Chess - there are 64 squares (4 x 4 x 4) and 16 pieces (4 x 4) on each side. These are the square and the cube of the Number 4. Both chess and taefl are similar in that

they represent the Eternal War between Light and Darkness. Chess is not a game of chance though. I am not sure of how important these points are but Sirius has always featured highly in esoteric circles.



Rune of At-al-land

The Edel-Rune refers to 'The Homeland' or 'The Folk-Land' and also to the innate qualities within Man. This is the Rune of Blood & Soil - Blood of the Folk and Soil of the Folk-Land. According to Tolkien this land, which he called *Atallante*, was subject to a massive catastrophe that 'sank' it beneath the waters, but which part of it was moved into a different dimension of time. It thus still exists in the Other-World. This rune is thus one of the means to gain access to the Other-World or Inner Earth. The key lies within us, and not without, as does all spiritual development.



The colour green of the *Black Sun* may well refer to the 'Green Land', which is also the subject mentioned in the *Sahaja Prophecies*. Green is the opposite colour to the violet of the Amethyst, hence the use of the Amethyst for gaining access to the Other-World. In this world it is necessary to use the opposite colour to that of the Other-World.

The phenomena of the *Crop Formations* seems to be based upon the underground aquastats which course through the Earth. These are themselves connected to the invisible magnetic currents that run through the Earth, and which Miguel Serrano sees as the 'Blood of the First Astral Earth'. I am led to believe that most of the crop formations are found on the chalk-downs of the South of England, and these aquastats are most powerful in chalk. This could also be linked to the Calc-Rune which symbolises the roots of the tree, i.e. the part which is underground. The Sumerians and Akkadians had two different words for **Abzu** and **Apsu - Engur** (Sumerian) and *Engurru* (Akkadian). This is the Primeval Sea below the Void Space of the Underworld, with the physical world above. (In regard to crop formations it may well be true that many of these are man-made, but there are so many that appear in a very complex form, and some have appeared within around 10 - 15 minutes of time in which they were formed. In broad daylight this is hardly explained by being made by two men working with planks.)

The English Peg-Solitaire game has 33 peg-holes with the central peg-hole being left blank. It thus has 32 pegs and 33 peg-holes, which matches the 32 + 1 runes of the *Ar-Kan Rune-Lag*. It would seem clear that these board-games - chess, taefl and peg-solitaire - are all connected to the Ancient Mysteries, and have all been passed down, like our Playing Cards, to us in order to unravel the Ancient Mysteries that they held for our forefathers. Unlike today these board-games were not played for fun but were a serious means of linking our world to the Other-World, and thus gaining some insights into the future. This is perhaps how the future is foretold, since if the First Dimension of Time moves towards the future, and the Second Dimension of Time moves backwards towards the past the accessing the latter gives access to what may come about - but due to the nature of the Second Dimension of Time this is only a possibility, at most a probability.

Dimensions of Time - Part Three

After Hamasson sent me a link to a YouTube Video on the subject of the 'Atom' and the knowledge of this by the ancient Aryan Peoples I looked further into this and decided to do a third part to the subject. Firstly, we need to know what the term 'atom' actually means; unfortunately, the Indo-European Dictionary that I have traced this back to the **IE Root *tem-** meaning 'to cut' or 'to divide', which is the polar-opposite meaning to the term. The above root ***tem-** does mean what it says, but **a-tom** means the very opposite - **indivisible particle**. This is one of the most important concepts to us because of this meaning. This is also connected to the term **Brahma** and **Brahman**.

In ancient Indian Texts we find reference to **Atman** or **Atma** which is used for various meanings -

- The Soul,
- The Divine Essence,
- The world's spiritual nature,
- Eternity.

What the word **atom** refers to is the 'god-force' that is indivisible, that cannot be divided, that which exists or is. In ancient Egypt the highest god-form was **Atum** or **Ra-Atum** which stems from the same roots as 'atom' and **Atma/Atman**. We can actually find a reference to this concept amongst the Heathen English who used the **Old English AEthm** to mean 'Vital Breath' or 'Living Force', i.e. the animate, living force that permeates everything and which is thus akin to the physical form of 'breath' or 'air'. This is also related to the **IE Root *aiw-** meaning 'Life Force' or ***ayu** meaning the same, and giving us the Vedic **Vayu** who is in some ways is akin to Woden. Both the **OE AEthm**, the **PGmc *aethma** and the **OHG atum** are closely related to the Hindu 'Atma', 'Atman' and Egyptian 'Atum'.

One of the less well-known figures in the Aryan Vedas is **Anu** who is the 'Supreme Creator'; he was also known by this name in Sumer and Babylonia. It is quite likely that the name **Anu** is related to the **IE Root *ansu** meaning 'spirit' but related to a form meaning 'to give birth', i.e. 'to create'. This gives us the **Ansuz-Rune** or **Os-Rune**, and the **Os-Rune** form has the shape of the most ancient

Earthly Sacral Kingship where the High King holds the *Rod (Sceptre)* and the *Ring* with the arms in the shape of this rune. This, of course, represents the Power of the High God upon the Earth.

There is also an **IE Root *ater-** meaning 'fire' and giving rise to the Old Persian **atar**; however, the original meaning is something like 'blackened by fire' and here we may have a link to the **Black Sun** which represents the 'Hidden God' at one level. There is also the Vedic *Atharvan* which may have the same roots as the Persian word **atar**.

The importance of the 'atom' is that it can move in different directions at the same time; this is the 'god-force' which moves between the Nine Worlds. It is also important that the *Old Norse* term for *aethm* is *ond* which stems from the **PGmc *and-** both referring to the Great Spirit that pervades everything.

"The Dasyus stand in opposition to both the Aryan Gods and the Aryan Seers. The Gods are born from Aditi in the Supreme Truth of things, the Dasyus or Danavas from Diti in the Nether Darkness; they are the Lords of Light and the Lords of Night fronting each other across the triple world of earth, heaven and mid-air, body, mind, and the connecting breath of life."

The Secret of the Veda - Sri Aurobindo.

The term *Dasyus* stems from *das* meaning 'to divide', 'to hurt' or 'to injure'; they are the despoilers and destroyers. These are the powers that 'split the atom' in the physical sense of the word. Whereas the Arya and the Aryan Gods seek the *Heildom* - that which is whole, undivided, healthy - the Dasyus seek to divide, to break down, to conquer and to despoil that which is whole, that which is truth, and that which is good (God). Another form of the Powers of Darkness, the *Pani*, is known as "the wolf that devours" - the Fenris Wolf. This is the power that has devoured everything in our time, that has swallowed the High-God, Woden, the God of the Spirit. These *Panis* are a form of *Dasyus* who steal and conceal the 'cattle' or 'cows'. The *Dasyus* are the *Joten* of Wodenic Mythology, the *Eoten* or 'eaters', 'devourers' and 'dividers'.

I have said before how the **Aryan Root *wuot** means 'all-pervasive' or 'all-penetrating' and is the root of **Wuotan**. This is why Woden is seen not only as the High God of the Arya, but also as the Cosmic Spirit that pervades everything - God or Godan. This is the **All-Father** or **Alu-Father/Ilu-Father** known to us

through Tolkien who tried to reinstate the *Aryan Ur-Religion* (even though he would not have called it as such). There is also a Vedic Goddess mentioned by Sri Aurobindo named **Ila**, little known to most scholars. These names refer to the *Light of Higher Consciousness*.

There is also the term **Ananda** which is the Divine Bliss entering the physical consciousness, and this can be broken into **An-anda** which reminds me of the **PGmc *and-** referring to the 'Living Force' or 'Vital Breath'. Of course, the *Ondweg* is represented by the *Irmingsul* which is the World Column or World Pillar topped by the Swan's Wings as symbolic of Thule. Thule is connected to the constellation of *Cygnus the Swan* and to the *Long Man of Wilmington*. There is also another coincidence here because the area of the Long Man - Sussex - was part of the *Andresweald* which means 'Andres-Wald' (forest), and which most likely links to the goddess known to the Iceni Tribe of East Anglia - **Andraste**. I have mentioned before (in the book *Kingdoms of Light*) how this name can be broken into **And-Raste** with the latter part being a Germanic Measurement of the 'Heilig-Lines' of force that pulsate through the Earth. This is the *Living-Force of Raste* if we see it this way.

In a vivid dream some years ago I was travelling with some close Folk-Comrades over a wilderness area going to a land called **Eliande** which seems to be the submerged land that we seek, which is protected by **Higher Powers**. The force that protects the land sent out **Ravens** which turned into **Winged Dragons** that drove off a *Dark Sorcerer* and his *Dark Powers* that tried to stop us getting there. The name 'Eliande' is itself interesting when broken into -

Eli- meaning 'Light' (as in 'El' for 'God' and 'Elf' for the 'Light-Beings').

-ande which links to the above concepts of ***and/*anda** meaning the 'Living Force' or 'Vital Force', and to the Hindu **Ananda** linked to the Divine Bliss that enters the consciousness.

There is also another name used by Tolkien - **Eru** - which in his works means 'The One', referring to **Iluvater**. This name is the same as Ar/Er/Ir/Or/Ur and is related to **Irmin/Ermin/Arman** and to the **Irmingsul**. All of these ideas refer to the *Highest State of Consciousness* - 'God'. This is not a transcendent being as seen by the Judaeo-Christian Church, but a Vital Force that pervades the Nine Worlds.

There is also the word **eala** in Old English, a word meaning 'hail' and thus related to the following -

- *Heil,*
- *Hael,*
- *Heal,*
- *Holy,*
- *Healthy,*
- *Whole,*
- *Wholesome.*

All of these ideas lead to the *Heildom* which is the 'indivisible', a *holy* concept or concept of the *sacred*. We still greet each other by raising the right arm and saying *hello* which is the same concept as the *Heil Salute*, the ancient Germanic Salute invoking the mysterious force called *Heil* or *Hael*. Thus also the *Wes thu Hal* used in our rituals to hallow the Mead-Horn, thus invoking this *Heil-Force*. The rune-gealdor *Sieg-Heil* invokes the 'Victory to Heil'. This salute is also an Invocation of Fire, as the Ken-Stance shows us.

There is also another meaning to the **Root *as-** or **Root *aso/*asu** and that is 'Pillars of the World'. This is the root of the terms *AEsir*, *Asen*, *Aso* all used for the High Gods of the North. The word **as** means 'centre-post' or 'king-post' and refers to the 'Heaven-Pillar'; it can also refer to the outspread arms of the upper part of the Irminsul. This also relates to the *World-Ash* and to the *AEsc-Rune*. It is also said that - '*Idunn guards in her chest of **ash** those apples which the gods must taste whenever they grow old; and then they become young*' (Gylfaginning 26). The Hebrew word *Kapthor* or *Capthor* means the same as the above - World Pillar - and their name for the Philistines was the Kapthorites. **As-Gard** is the 'Yard of the World Pillar' and this was the Island in the North that 'sank' after the Great Catastrophe, or more precisely was taken into another Dimension of Time. The term *Kap-Thor* is also very interesting.

In regard to the Philistines or Kapthorites there are very interesting pieces in the Old Testament that prove beyond doubt the real enemies of these Heathen Northern Folk -

'Ye shall overthrow their altars, and break their pillars, and burn their groves with fire, and ye shall hew down the graven images of their gods.'

Deuteronomy 12:3, see also Numbers 33:52, and Deuteronomy 7:5.

This shows clearly that these people, whose letters are runic in form, were an early North-Sea People who swarmed through Europe and Asia into Egypt and the Middle East. This was in the Bronze Age. The same treatment as was given to these Northern Folk was dealt out in Europe by the later Judaeo-Christians whose altars were 'overthrown', whose pillars of stone were 'broken', whose sacred groves were 'burned' and whose 'graven images of the gods' were 'hewn down' (they would have been wood as in later times. This also goes to show how there was never the difference between the later times of the Iron Age and that of the Bronze Age, as some scholars would have us believe.



High-God of the World-Pillar

It is known that the peoples of the Canaries worshipped a god of the World-Pillar whom they called by the name '**God Who Holds the Heavens**' and their term for 'heaven' was **Ataman**. This 'God of the World-Pillar' is, of course, the Greek *Atlas* whose symbol is a form of the *Edel-Rune*; he is the *At-al-as* or 'Racial Ase' and he is associated with *At-al-land*. The people of the Canaries were most likely Indo-Germanic and part of a migration from the North in the Megalithic Age.

The importance of the World Pillar is shown in the fact that in order for this not to fall, and the world fall into ruins, it had to be anointed with Sacrificial Blood -

*For me a shrine of stones he made
And now to glass the rock has grown,
Oft with the blood of beasts was it red,*

In the goddesses ever did Ottar trust.

Hindluliod 10.



The Rad-Rune above shows the World-Pillar (I) with the zig-zag (reverse Sigel-Rune) representing the Blood-on-the-Pillar, the blood running down the World Pillar. This shows how important it was to maintain the stability of the world through the upkeep of the World Pillar. The Forces of Darkness and Chaos seek ever to overthrow the World Pillar and thus the World Order. Thus the Demons of Darkness ever seek to overthrow the Creation of the True God - the God of the World Pillar. This World Order was based upon the idea of a firm foundation of the universe, ordered through sacred measurement and strict order, and all this symbolised by the World Pillar.

In the story of 'St. Cuthman' we find that when he came to build the church at Steyning as the work neared completion he was struggling to fix the main roof-beam and a 'stranger' appeared to help him finish the task; in one version the implication is that this is the *Krist* who helps him. This 'main roof-beam' is obviously the 'World Pillar' which sits at the centre; the term 'beam' is an Old English one referring to a 'tree' (as in the German *baum*). Thus, the World Tree or World Pillar.

If I am correct the Hindu ***Atma/Atman*** is a later concept which was an attempt to recreate the Ur-Religion which was at that time beginning to show distortions, as inevitably happens over time. The original concept was ***Brahma/Brahman***; here, as Hamasson once pointed out, the name ***Abraham*** would most likely be ***A-Brahman*** which has become the polar-opposite to the Vedic meaning. If I am right the original form of 'Abraham' was ***Abram***, which is even closer to ***Brahma***. This, once more, shows the Arya-Dasyus opposition where one is negated by the

other. The former is the Creator-Preserver, whereas the latter cannot create but only destroys through division of the wholeness and harmony.

There are two things that seem to be linked to the inter-dimensional travel attributed to the *Atom* and that is the *UFO Phenomena* and the *Crop-Formations*, both of which seem to defy all the laws of physics on this physical plane. The UFO's seem to move between two dimensions of time since their movements defy our own science; they seem to be 'extra-dimensional' rather than 'extra-terrestrial', although the latter term could be applied to them. From my own experience of the phenomena of the 'crop-circles', having seen this done in long grass where this was flattened suddenly by some form of conscious force, this also seem to be from another world or dimension. We should not forget that there are dimensions of Light and also dimensions of Darkness, as we see in the Nine Worlds of Norse Mythology. There are Gods and there are Demons, just as there are those on earth who work with the Gods and Light-Forces (Arya - Wera) and there are those on earth who work for the Demons, Darkness and Chaos (Joten-Dasyus-Traitors).

Ar-Kan Rune-Lag

<http://ar-kan-rune-lag.blogspot.com/>