

AN INTRODUCTION TO RUNE MAGICK PART ONE

Class given by Blumetti at Folkish Summer Hallowing 2014

What is Magick?

I spell Magick with a “k” at the end in the tradition of Alister Crowley to distinguish it from sleight-of-hand, smoke-and-mirrors “magic.” Magick can be described as “supernatural” by some, but is simply manipulating energy with the power of your mind. When we perform Magick, we are not manipulating people and things, but energy. I think this is the best description of Magick, 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 magickal 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 magickal 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 magickal tools, the Runes are the only symbols that were given to us by the Gods (or God). Even the Kabbala, 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 magickal tools.



When you perform Magick, 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 Magick in secret. The word Vril is derived from the Indo-European language of Sanskrit. Magick is the practice of noticing and influencing

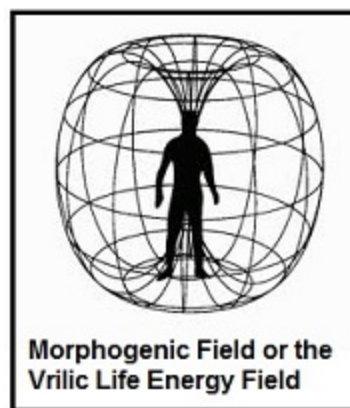
synchronicity through *will, intention, expectation, desire* and *assimilation*.

Magick 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 Magickal 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. Magick 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*. Magick 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 Magick.



Armed with this knowledge, we can be confident that things will turn out the way we intend. This is our magickal field of intention. We can set our *life-energy field of energy* to have a certain magickal 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 magick.

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 Magick 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 magickal 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 magick: 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.

Throughout the world, the concept of a universal life force that permeates all reality is a universal magick 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

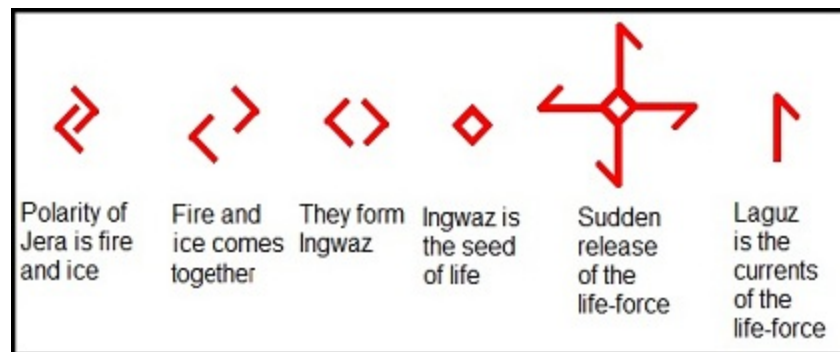


popular throughout the Germanic world, especially in Germany, Great Britain and the United States at the end of the 19th century and the first part of the 20th century. According to the Rosicrucians, vril is derived from the ancient Indo-European word, *vri*, meaning “life.” If you wish to learn more 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.

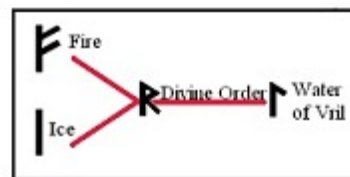


and the ice of Niflheim with dark matter. Contemporary physicists cannot explain how the universe is held together. Mathematically, it can only be explained by the presence of a form of super-contracting “gravity” that they named *dark matter*. They know it’s there, because the planets, stars, solar systems, and galaxies could not hold together without it, but they cannot see it or measure it.

WHY VRIL?



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 volk); 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 **L** is “water.” Thus the name “Vril” embodies the runic formula of creation of the Life Force--Vril.



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,

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 a 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 Yggdrasill. The name *Yggdrasill* 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 Magick!* 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 Magick. 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



Odin on the Yggdrasil,
or World Tree,
Spies the Runes

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 Yggdrasill, 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 multiverse, created by Odin, Vili and Ve, symbolized by the World Tree—the Yggdrasill.



Odin Vili and Ve, armed with Odin's new-found knowledge of Rune Magick, 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 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 Magick. In stanza 37, it says:

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

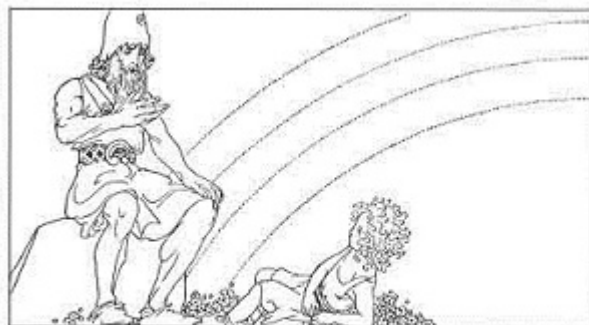
Stanza 41 explains that Jarl married and had many children. Stanza 42 lists the names of his children, the youngest being *Kon*. Then in stanza 44 it says:

*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 Yggdrasill. 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 magick. 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 magick 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 Magick, which is used to control the climate, and caused the great ice sheets to melt, raising the levels of the oceans



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

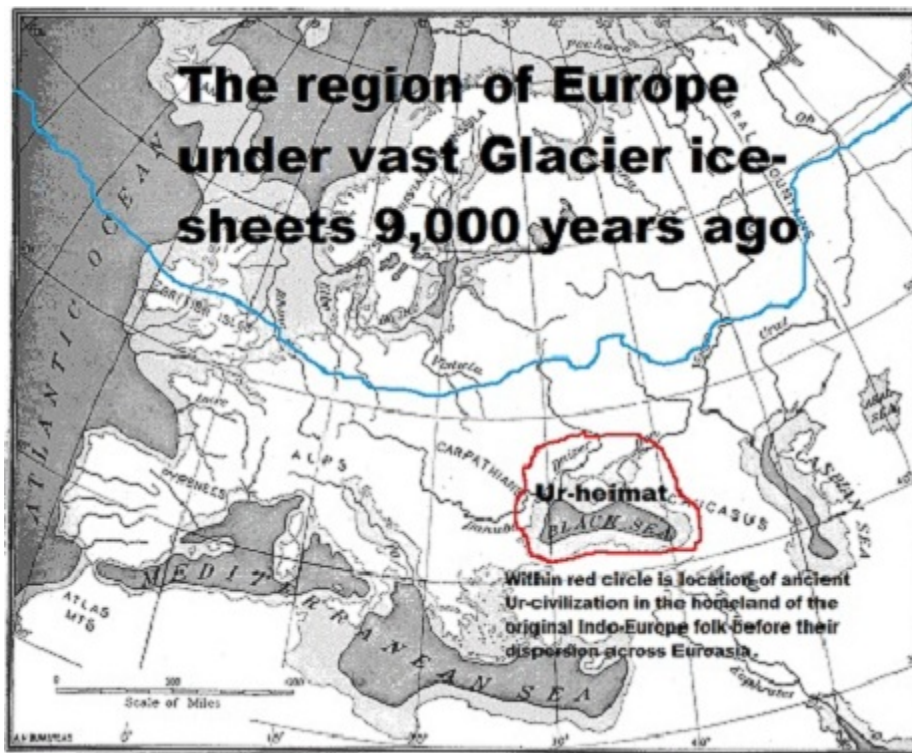
and flooding the Black Sea, drowning their Ur-Heimat, transforming the Children of Odin into refugees. Man was reduced to a primitive state, and what knowledge they retained of Rune Magick existed only among the few, and even among their numbers they retained only a little of what Heimdall once taught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

Recent discoveries also include man-made pyramids, several times larger and several thousand years older than the Great

Pyramid, in the former Yugoslavia. They are very similar to the earth pyramids found in China.

Recent soundings have made discoveries of the remains of huge cities through central Europe. These cities stretch from southern Germany and Austria, across the Czech Republic, Slovakia, southern Poland, Hungary, Romania, northern Italy, and Slovenia and Croatia. These cities are dated as old as 7,000 BCE, but unfortunately researchers are unable to excavate because they are deep beneath modern European cities and towns.

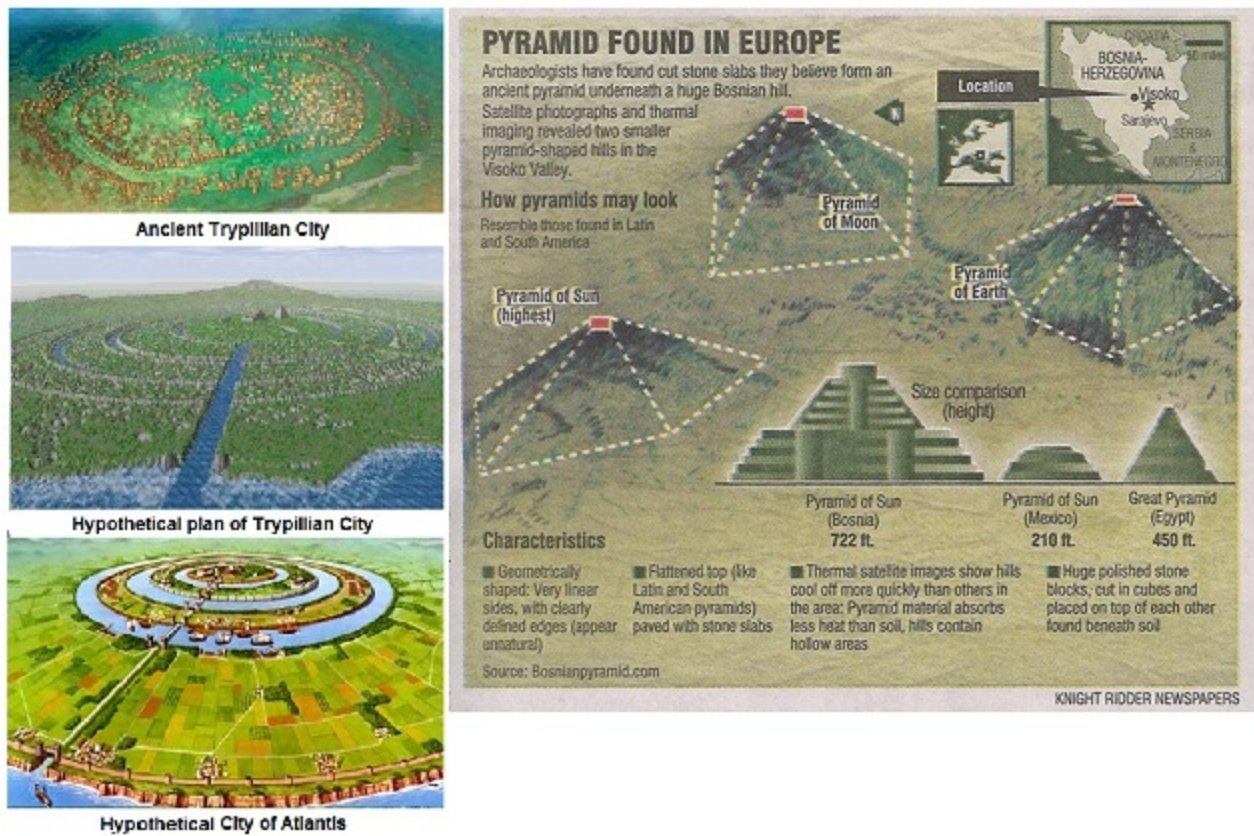
There is ample evidence, and more evidence is constantly being discovered, to prove that Old Europe was not a barren wasteland of primitive savages and hunter-gatherer tribes, and that culture and civilization did not originate in the Middle East, India or China.

In light of these new discoveries of ancient civilizations in Old Europe, theories that Runes originated from Latin or Greek alphabets are no longer valid. As more information comes to light, the origin of the Runes keeps moving back further in time. At this point, these non-Heathen scholars are beginning to admit that they are connected to some of the earliest writing systems. It is my theory, based on new evidence as well as what is conveyed to us by the Gods through the Myths, that the Runes pre-date all writing, and is the mother script of all writing systems.

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*.

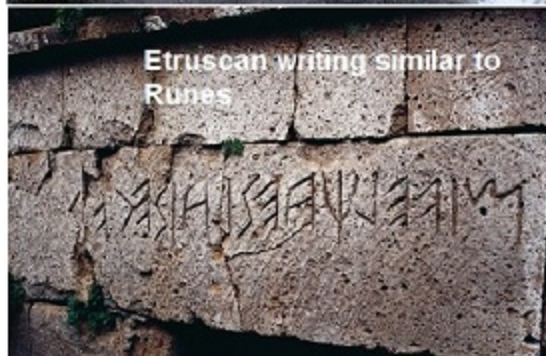
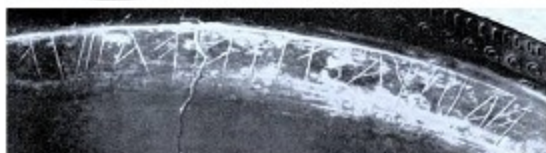
The illustration clearly demonstrates that ancient writing in the Indus Valley of India, where Indo-Europeans settled and created the Vedic culture of India; early Greek or Hellenistic writing, also Indo-European; and of course Runes from the Viking era; all show a relationship with Magdalenian runic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

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).



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



Etruscan writing similar to Runes

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.

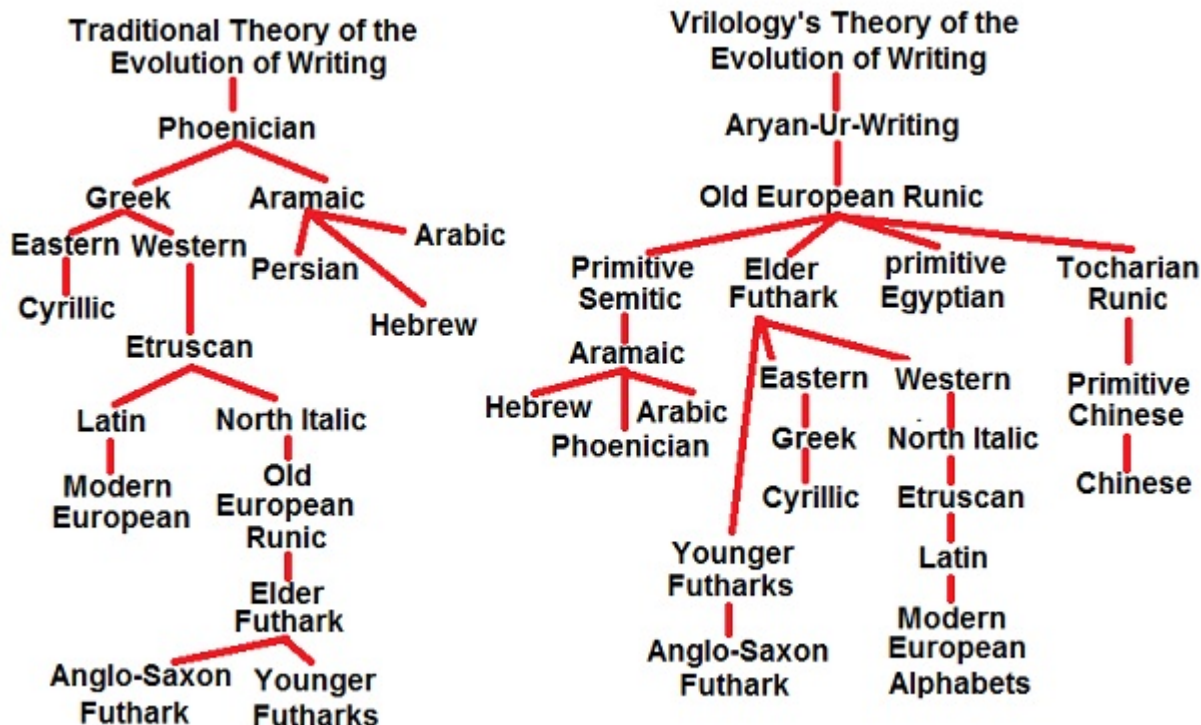


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Similarities between of Chinese writing and runic symbols

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).