

AN INTRODUCTION TO RUNE MAGICK PART TWO

Class given by Blumetti at Folkish Summer Hallowing 2014

How Rune Magic Works

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

- 1) In all the sagas, Eddas, Myths and other historical sources, *there is no explanatory treatise* on how Rune magick was performed!
- 2) It was self-evident for the ancients that the Runes were given to us by Odin, and that they are an encoded link between the cosmos and this God—the model of consciousness made manifest.
- 3) It was equally self-evident that those who knew these Runes (secrets) must have a direct link to the God—Odin—who first received them.
- 4) It was known that Rig, or Heimdall, was sent by Odin to teach man the use of the Runes.
- 5) The ancients knew that the Runes are instruments to read the universe, and could be used to communicate actively and directly with the cosmos and the Gods.
- 6) Runes are tools given by Odin to help us weave the threads of life-force energy into a reality of our own design.
- 7) The world of Runemaster Egill Shallagrimsson is not our world, and so his Magick cannot be our Magick.
- 8) Because we do not share the exact cultural context of our ancestors, we cannot reproduce the exact Magickal effect of ancient Runemasters.
- 9) Heathenism is not about fundamentalism, it's about knowledge. Odin is a seeker of knowledge; we too, as Heathens, must be seekers of knowledge.
- 10) We must not be afraid of learning new ways to use Rune Magick.

Today there are too many “Dungeons and Dragons Heathen” within the Asatru movement. These are individuals who are more interested in dressing up and reenacting the ancients’ performance of rituals and ceremonies. The problem is, most of these “reconstructionists” just go through the motion of play-acting, and lack any true spirituality. They usually don’t believe in the Gods, considering them psychological archetypes, and they do not practice either Galdor or Seither Magick. To them, Runes are toys to be played with. They are so concerned about making sure they have reconstructed the exact garments that the ancients wore, or learned to

recite verses in some long-forgotten language, that they have never really developed a deep, spiritual, and personal relationship with the Gods. They do not understand that religions, including Heathen religions, are *living organisms* that grow, change, and evolve. If you examine the Lore, you will find that Germanic Heathen tribes were very different from each other, and that the same Heathen tribe changed greatly from one century to the next. Descriptions of Germanic tribes recorded by the Roman historian Tacitus, in *Germania* in the second century CE, are very different from Germanic tribes and nations of the Viking Era. And we can only imagine how they might have evolved over the last ten centuries if they had not converted to Christianity.

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

1) The ancient Germanic cultures were *oral societies*, and what has been recorded in ink on parchment of the sagas, Myths and other source material of the ancient Germanic Heathen Lore was done by *Christians*. This means we *must not* look at the “Lore” as Jews, Christians and Muslims look upon their holy scriptures. We must not be fundamentalist. Some chroniclers, such as Saxo Grammaticus, a Danish cleric employed by the archbishops of Lund to write a history of Denmark, were very hostile to Heathenism, and employed euhemerism to reduce the Gods to human heroes that were worshiped by primitives. Other chroniclers, such as Snorri Sturluson, also resorted to euhemerism, but only to get around Church censorship so they could more purely record the Myths.

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

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

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

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

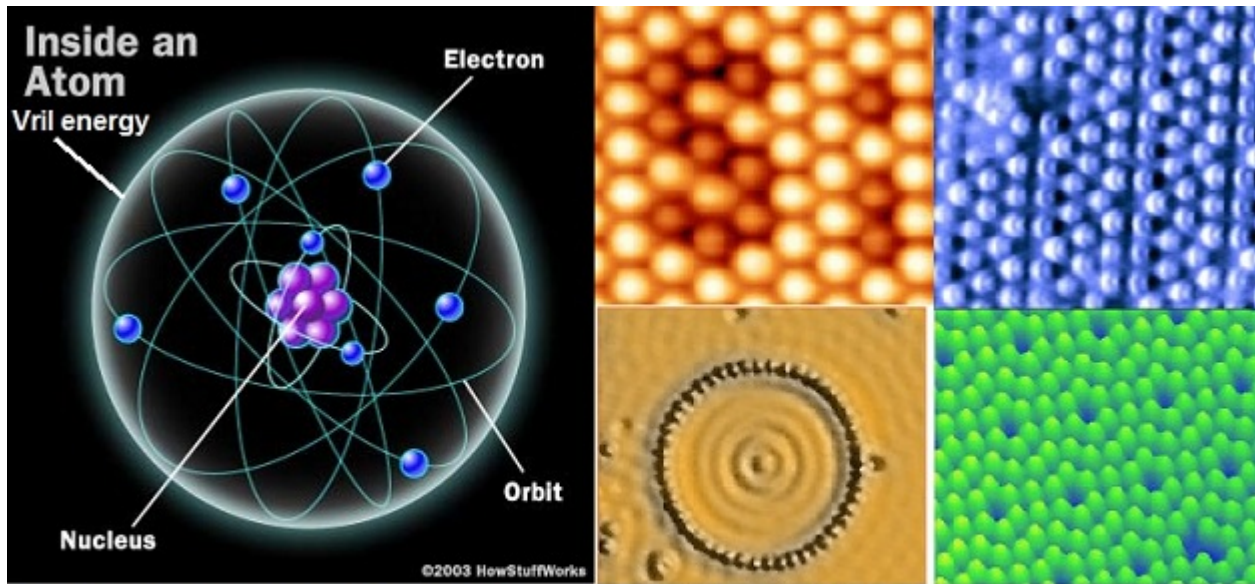
The Black Sun can be described as the mass of potential energy prior to the Big Bang of modern cosmology. The Jewish Kabala refers to the “Black Light.” The ancient Greeks believed there was a universal energy that permeated the universe. They coined the word *Ether* to describe



Black Sun symbol

this unseen energy. They believed it fills space, by means of vibrations in which light and other forms of radiation are transmitted. Up until the latter part of the nineteenth century the “ether theory” was an accepted scientific fact. Then in 1881, two men named Michelson and Morley carried out an experiment which concluded that there was no Earth motion relative to the ether. This experiment discredited the ether theory and caused its rejection in favor of the theory that space is a vacuum and air is merely a chemical composition of oxygen and nitrogen plus other minor constituents. Today it’s believed that the Michelson and Morley experiment was faulty, and there is a return amongst many scientists to some sort of ether theory, whether they call it ether, orgone, chi, quantum sea of energy, zero point energy, scalar wave fields, dark energy, or Vril. The point to keep in mind when performing Magick is that we are tapping into this universal source of energy.

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



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

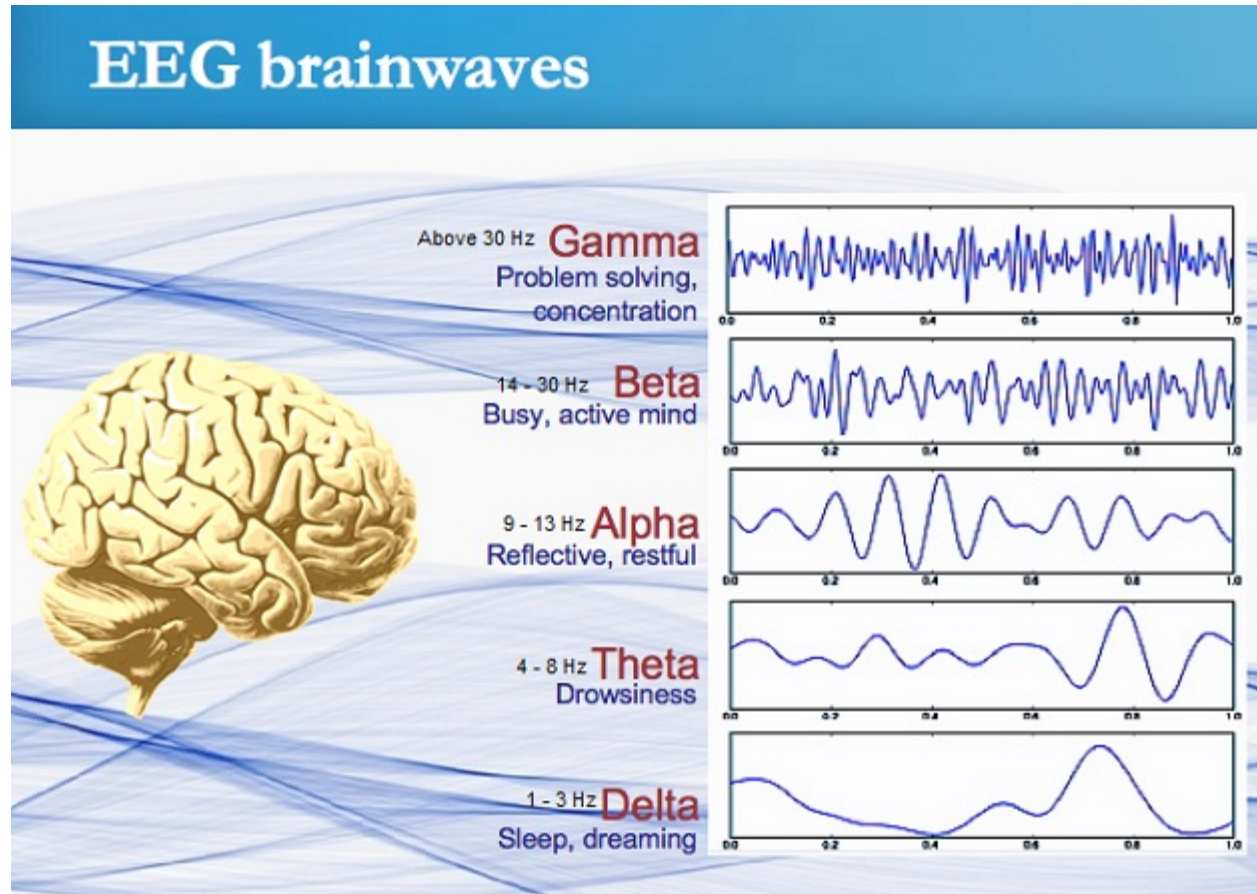
What atoms look like when photographed

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

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

course, *MAGICK!*

Today science has a microscope so powerful that it is the size of a small house, but it can take photographs of atoms. Now, an atom is 99.99999.... energy. The electrons and protons (in the nucleus) are so small, that normally, if we looked at the atom, we should not be able to see them. We should see nothing, because the energy should be invisible, at least to our range of light-spectrum. But guess what? When we take photographs of atoms, because of the power of our minds—our consciousness—they appear like little solid balls. (It is amazing that the ancient Greeks believed in atoms, and that they were solid little balls. How did they know that is what they look like when they didn't even have the junior microscopes that are given to children?)



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

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

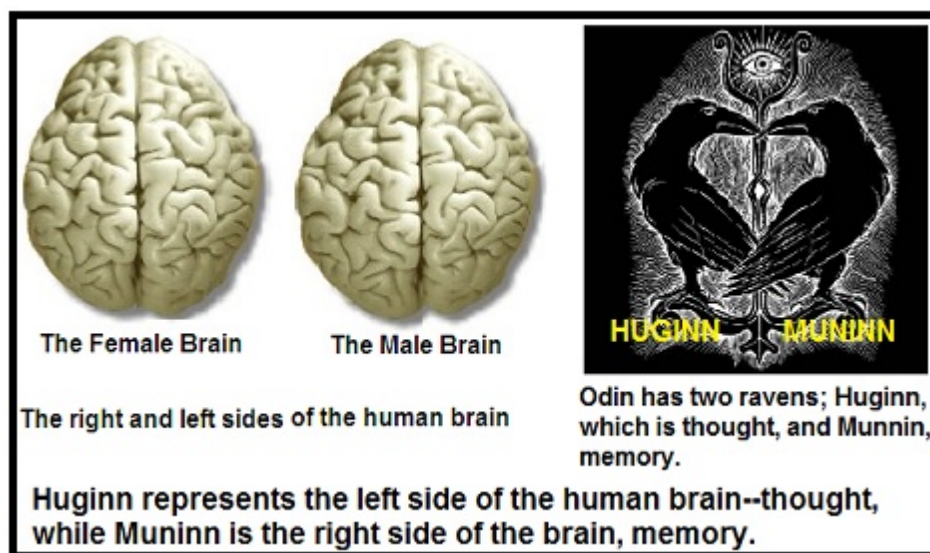
Beta Brain Waves (13-30 cycles per second): This is normal brain function, representing the most common, everyday state of alertness. The result of normal mental activity when you are

performing day-to-day tasks. Normal conscious mind power. All five external senses, logical mind, memory from the five senses & logical thinking, but not as concentrated as when you reach Gamma.

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

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

Delta Brain Waves (0.5 to 4 cycles per second): Deep dreamless sleep. Deep relaxation. State of oneness, whole body feeling. Pure being & will. This is deep trance.



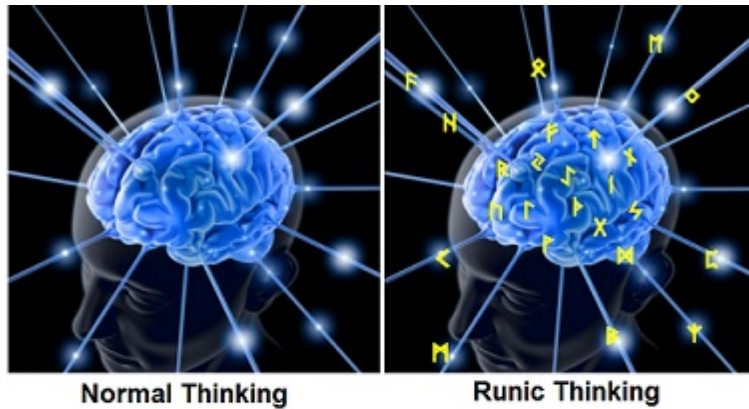
Studies have shown that learning in Alpha State enhances the performance of students. It also develops students' interest in studies more than they have ever learned in tense environments.

Frequent gaps of 2 to 3 minutes after every 30 minute study period relaxes their minds, and the alpha state will prove its efficiency

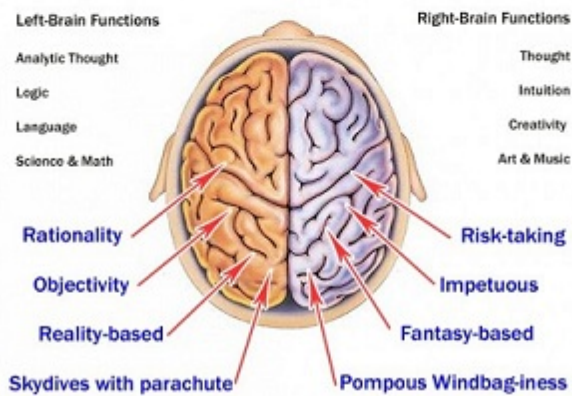
with great ease and fun. But learning is more than just absorbing information, so changing the state of mind to operate Beta, Alpha, and Theta is most likely to produce the best learning, cognition, and creativity, while also staying in a relaxed state.

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

subconscious mind—are then working in *synchronicity*!



Left and Right Brain Functions



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

When you practice Rune Magick, your two halves of your brain will begin to work in synchronicity. And as you meditate on and chant the Runes, eventually you will begin to *think runically*!

Two things happen to you when you reach this state of mind. First, you perceive the world differently. You develop a level of understanding of how the world functions beyond anything you had before. It will cause you to look at everyone and everything differently, especially because you can see things function, and understand how they function, in ways that you can't rightly explain to the average person. How do you describe the color red to someone born blind?

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

Rune Power and Your Life-Energy Field

Alfred Rupert Sheldrake is a researcher in the field of parapsychology, known for his proposed

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

Sheldrake hypothesize that we all possess a *life-energy field* that extends beyond the physical confines of our flesh and blood body.

Traits that we possess color this life-energy field. It can also be colored by our thoughts. But what is most interesting is that when the fields of two or more individuals of the same species or breed overlap, the traits of the stronger life energy field can influence the weaker. Also, when several of such individuals come into contact, they have a tendency to act in synchronicity. This can happen as a result of the frequencies of the various individual life-energy fields.

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

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



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

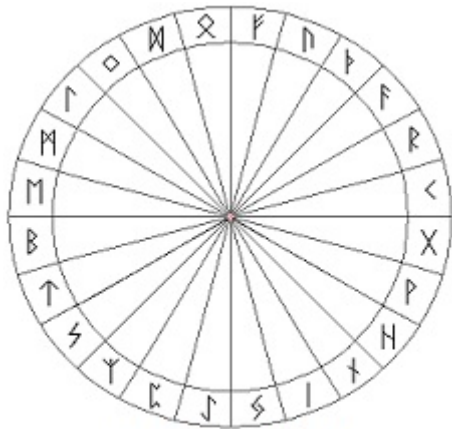


The Gebo principle of giving of yourself to your partner

superior charged life-energy field. When you practice Rune magick, your life-energy field will also be charged with runic energy.

The Elder Futhark

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



The Rune Wheel

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

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

The first is the simple Rune Wheel. It begins with Fehu at the top and progresses clockwise around a wheel until it ends with Othala. This is significant. Fehu, the first Rune, represents *mobile wealth*. The last Rune, Othala, represents *immobile wealth*. Their coming together in the wheel shows a symmetry. The Elder Futhark is divided into three sections of eight Runes, known as *aetts*, which means “eights.” The first aett is known as *Freyja’s Aett*. Fehu represents Freyja, and the Vanir, one of the two races of Gods in the Germanic Heathen religion. This is interesting because Freyja is a fertility Goddess, the giver of life, and Fehu represents creation. The second aett is known as *Heimdall’s Aett*. Heimdall is the God of evolution, for he is responsible for, the evolution, transformation and divisions of mankind. The first Rune of the second aett is Hagalaz, which represents evolution. It is hail, which destroys everything, and then melts, turning into life-giving water, so that new life can appear and replace that which has become extinct. The third aett is known as *Tyr’s Aett*, because Tyr is the God of human social order. The last rune of Tyr’s order is Othala—immobile wealth, which is usually interpreted as land, soil, homeland, and folk. Othala is Odin’s Rune as the Lord of the Folk, and the social order created by Tyr.

Also interesting is that in the Rune Wheel, the Elder Futhark forms a cyclic union with

the joining of Freyja (Fehu) and Odin (Othala). Here you have the union of the Vanir and the Aesir in one race of Gods. But you also have the union of Freyja and Odin. Freyja is sometimes referred to as Odin's second wife. Freyja taught Odin Seither Magick, which includes *sex magick*, and Odin taught Freyja Galdor Magick. It is this union of two Magickal traditions that Rune magick is built on and that empowers the Folk.

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

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

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

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

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

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

This pair is followed by Kenaz and Ehwaz—ability and trust. Kenaz is the technical

The Yggdrasill Futhark Duality

	ORBIT	↻	↴	AXIS
CONTRACTION		↴	↵	EVOLUTION
RESISTANCE	⋈	⋈	⋈	ATTRACTION
SEED FORM	⋈	⚡	⚡	LIGHT CRYSTAL
HARMONY	⋈	↑	↑	ORDER
EXCHANGE	X	⋈	⋈	RETENTION
ABILITY	<	⋈	⋈	TRUST
COSMIC ORDER	⋈	⋈	⋈	HUMAN ORDER
TRANSFORMATION	F	⋈	⋈	GROWTH
BREAKER	⋈	⋈	⋈	CONTAINER
FORMATION	⋈	⋈	⋈	PARADOX
MOBILE POWER	F	⋈	⋈	IMMOBILE POWER

knowledge of how to do something. Ehwaz is trust that it will work.

Gebo and Berkano is the polarity of exchange and retention. In this pairing, Gebo is the exchange of gifts to cement a bond. The most intimate exchange takes place during love-making. New life is created in the retention of the gift (sperm). The child is the bond between man and woman.

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

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

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

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

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

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

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

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

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

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

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

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

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

This creates a new order of Self. You are transformed. This new Self is represented by

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

RUNE PAIRING

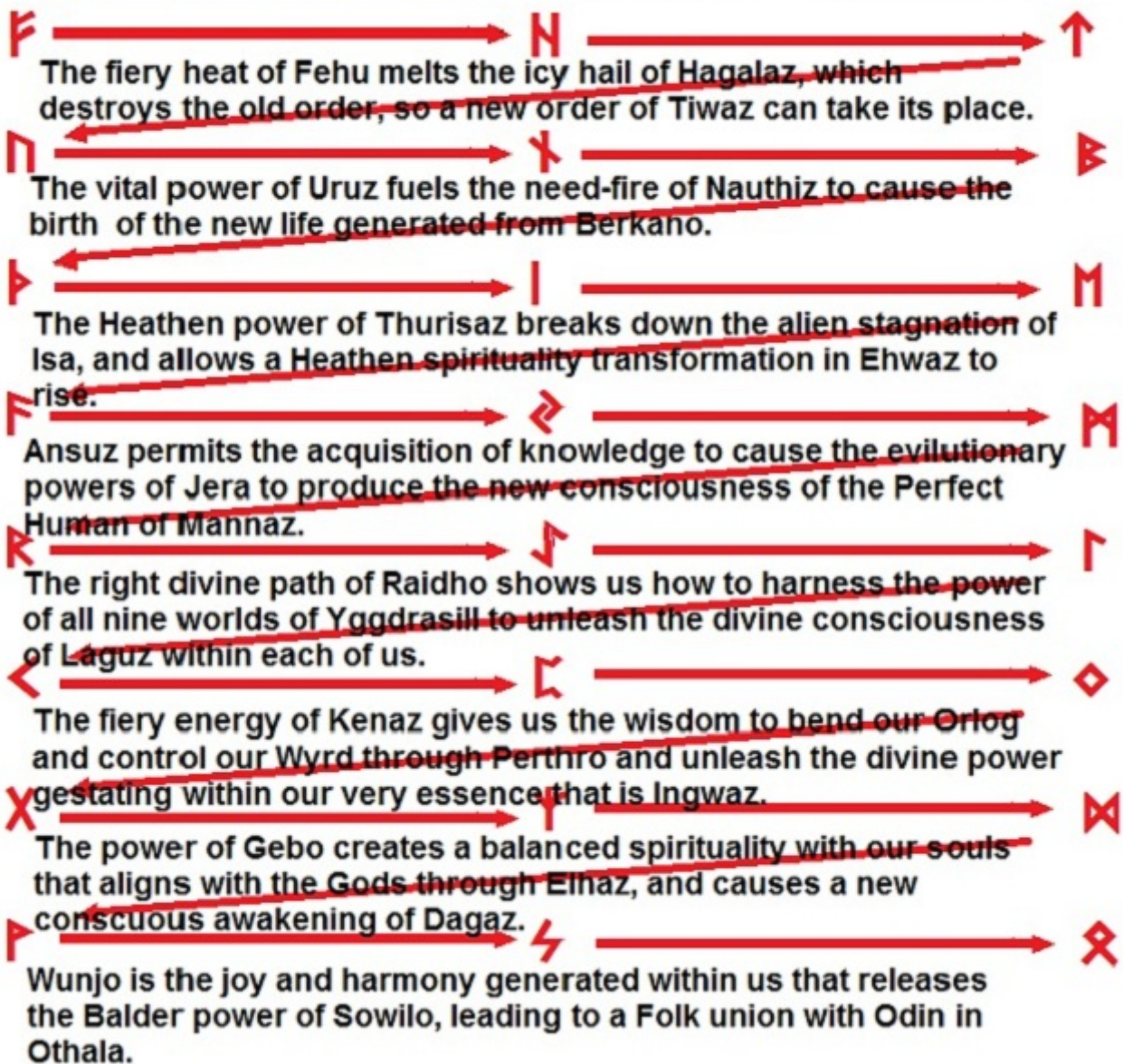
Cattle/Waeth, Luck, Possession, Energy			Aurochs, Freedom, Virility, Stability
Thurs, Giant, Brutality, Thor, Active			God, Odin, Wisdom, Communication
Riding, Journey, Right Order			Torch, Controlled Energy, Beacon, Sexual Energy, Technology
Gift, Offering, Union, Exchange, Sex			Harmony, Happiness,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

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

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

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

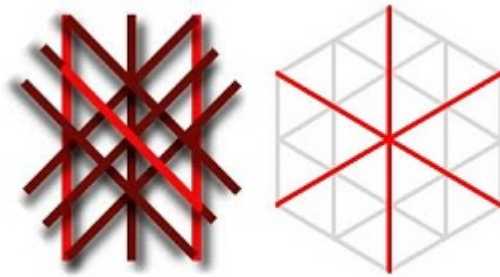
Three Aett Structure of the Elder Futhark



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

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

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



HAGALAZ as a ice crystal

I have one more runic chart for us to look at.

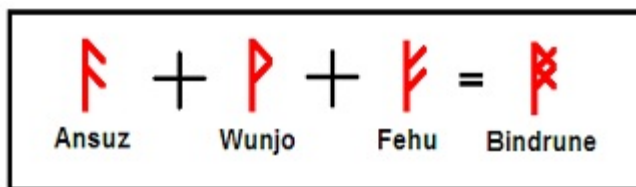
This is the three-fold flow of runic energy between the three aetts of the Elder Futhark. You can see in the chart how the creative runic energy flows through the first Rune of each aett: Fehu-Hagalaz-Tiwaz. This creates a pattern of “becoming” that leads to the second Rune of each aett: Uruz-Nauthiz-Berkano.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

Hidden Runic Properties Within a Bindrune

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

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

The bindrune you might design could look like the illustration.

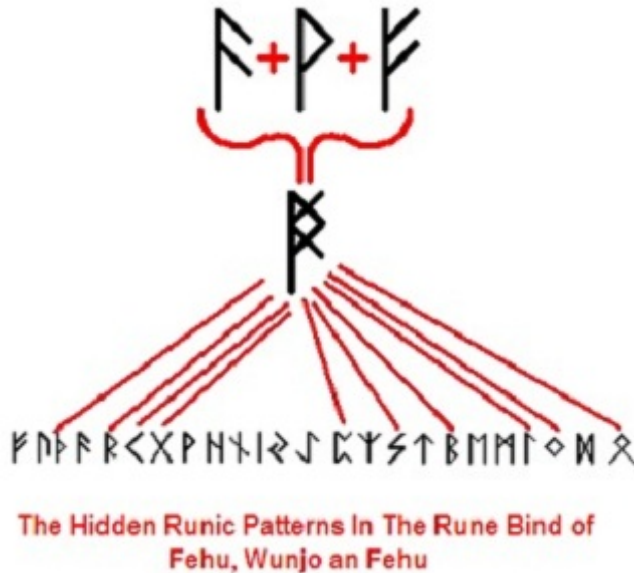


If we examine the bindrune thusly created, we will immediately begin to notice other Runes within the bindrune—Runes that we had not planned to use. As you continue to examine the bindrune, you will discover that you can make out about a dozen Runes. These Runes, created from the combination

of just three Runes, are the hidden runic patterns that shape Vril energy in the original intention of creating the bindrune. Their presence will help you to better understand how the end result of the bindrune will manifest itself. Examine the bindrune carefully, looking at it from every angle. You will begin to notice some hidden Runes very quickly. But as you continue to explore the

shape and dimension of the bindrune, additional Runes will begin to appear.

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



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

1) Thurisaz: breaks down resistance so that others will receive the energy of the bindrune.

2) Raidho: creates that right path for

others to evolve and be transformed by the bindrune.

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

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



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

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

7) Berkano: The new being is born as a Vril Being within a new Folk community.

8) Laguz: This being possesses new psychic powers.

9) Ingwaz: The new Vril Being in Midgard transforms the world around him in a sudden burst of transformative energy.

10) Othala: a new Folk-of-Vril community is born and grows in Midgard.

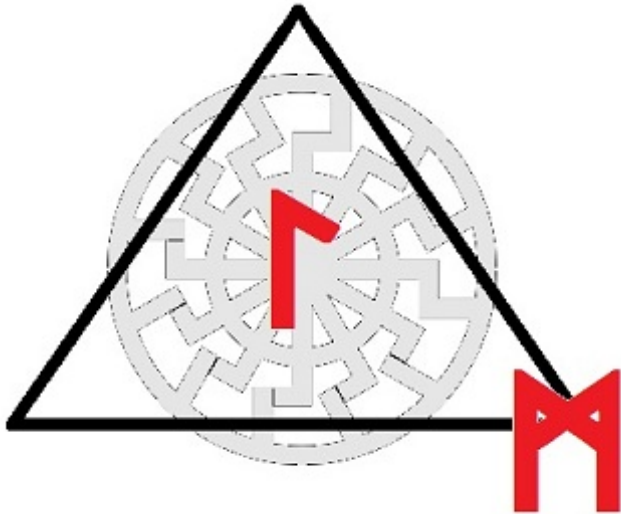
11) Sowilo: Drawing down the life giving energy of the Sun.

We need to continue to examine the Runes that were created as hidden runic patterns.

First thing you should notice is the double Gebo. This is the essence of the bindrune—the exchanging of gifts (the teacher giving knowledge for transformation, and the listeners forming new Folk communities). This double Gebo also forms a variation on the Rune Ingwaz. This

thus increases also the power of Ingwaz in conjunction with Gebo. Ingwaz is the gestation of new growth, following which there is a sudden release of power, much like the ejaculation of the male orgasm. Thus the bindrune is a very powerful force for the creation of new entities.

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



One such individual, who is skilled in metal craft and wood craft, and chants Runes while he does that work, showed me a drawing of what he experienced when our class was chanting Wunjo. The image was a triangle. Behind it, as if in the far distance, was a faded Black Sun symbol. He also thought he saw a second, reversed triangle, but it was not clear and faded. But what really interested me was the two Runes he saw. In the center of the Triangle was Laguz. At the lower right corner of the triangle was Mannaz.

I was really taken by that vision. There are certain aspects of the vision that jump out at me. First, the triangle reflects

the three-point totality of the Wode-Self. This is the combined personification of Odin, Vili, and Ve. The faded Black Sun refers to the Life Force, Vril. It is an invisible light that fills the universe, permeates *everything*, and is *everywhere*.

The fact that Laguz is in the center of the triangle and over the Black Sun confirms this, for Laguz is the symbol of Life-Force and Life-Energy. This Life Force is usually equated with water. Water is the source of all life on Earth.

The Rune Mannaz represents the Perfected Human or Perfected Being. It is the balanced magickal soul that has evolved into the Wode-Self. But there are no Runes at the other two corners of the Triangle. I can only interpret that as meaning this individual has great potential, but needs to discover what Runes belong at those two positions. When he does, he will have a runic formula for spiritual evolution.