

## Kalki Avatar

## Kalki Avatar

We do not know when Kalki Avatar will appear since it seems that no actual dates have been recorded, only certain hints in different sources. What we do know is that he will appear at the very end of the Kali Yuga (Dark Age) and that certain signs herald his coming. In the spring of 1997 I was given the Helgi Mysteries whence HelgiH is seen as the Germanic name for Kalki, and thus these may give some clue, although this is still rather vague. I am going to compare what happened in 1997 to what we know about Kalki Avatar.

Kalki's birth will be heralded by a 'New Star' - the 'Birth-Star' - called Khadya Ashwini, and which is not really 'new' but appears every 6,000 years. On the night of Sunday March 23rd, whilst watching the Hale-Bopp Comet, I saw a Golden Light in the sky passing from East to West, with another Golden Thread towards the North. The East-West Golden Thread turned into a mighty Golden Sword, pointing towards the West. At the end of this Golden Sword was a bright star, the brightest that I have even seen, which appeared suddenly, stayed for about 10 minutes, and then shot upwards towards the North. As this happened the Sword of Light changed direction and pointed towards the East. "For as the lightning cometh out of the East, and shineth even unto the West, so shall the coming of the Son of Man be." (Matthew 24:27). Let us recall here that the Warrior Krist is the same archetype as Kalki Avatar.

It seems unlikely that a 'new star' appears every 6,000 years but it is possible that this could refer to a comet, and here we have the Hale-Bopp Comet which is said to return every 4,000 years. There is also a reference to 'But as the days of No-e were, so shall also the coming of the Son of Man be' which suggests the time of the Great Flood, dated around 4,000 years ago again, the last time the Hale-Bopp Comet is said to have passed.

The 'Birth Star' of Kalki - Khadya Ashwini - is named after the Divine Horse Twins (Aswins) and is the head of Aries. This in itself is interesting since March 23rd, the date of this experience, is in Aries which we see as a Ram.

It seems that the reason why the White Horse was used as symbolic of Kalki is due to the link to the Aswins. At the time when the Helgi Mysteries were given one of my thoughts was that the Hale-Bopp Comet was 'Baphomet' (Bab-Komet or Bopp-Comet), but another intuitive idea was that this was Sleipnir - Woden's Steed. Sleipnir is the 'White Horse' of the Wild Hunter-God, and it is also Ygg-dra-sil - the 'Steed of Ygg' (Woden). This is the 'White Tree' and the 'White Steed'.

The last part of the film series 'The Omen' ('The Final Conflict') actually shows a star-formation in Cassiopeia (the area the Hale-Bopp Comet was at the time), the conjunction which took place over the South of England (Angel Isle). This heralded the Birth of the Warrior-Krist. The date - March 24th.

There is also a 'rare eclipse' that was said to come with the Birth of Kalki, and there was a Lunar Eclipse on March 23rd, but also a more important Solar Eclipse two years later on August 11th 1999. This one was important in that it traversed a line right across Europe and the ancient Aryan Lands in the East.

On August 11th 1999 the 'Sign of the Son of Man' (Ing-Rune - Solar-Cross) appeared in the heavens with the Solar Eclipse. This was a sign of the 'Second Coming', the coming of the 'Son of Man' - the Warrior-Krist. It was also predicted by Nostradamus, whose quatrain on the subject had the 'Great King of Terror' (Solar Eclipse) re-awakening the 'King of the Angles' (here 'Ingwe' or 'King Arthur' as the 'Once and Future King'). He was only one month out on his dating!

The Kali Yuga appears to have started after the Great War of the Mahabharata after which Krishna disappeared from the Earth. It is very often overlooked that this war - a brother's war like World War I and World War II - had massive 'weapons of destruction' that could slay tens of thousands or even hundreds of thousands. This does not fit in with the modern 'evolution theory', and suggests that there were vastly greater ancient civilisations that perished, much like ours will in the future. Flying chariots were also used, and the 'weapons of mass destruction' were called Astra Weapons, and wielded by both sides of the conflict. The war was fought between the Karavas and the Pandavas, with Arjuna leading the Pandavas, given advice by the god Krishna, an Avatar of Vishnu. The massive power of the Astra Weapons can be seen when both Arjuna and Ashwathama (an Immortal Warrior) wield these weapons against each other, but if they collided the Earth would be totally destroyed, so Arjuna holds his back, but Ashwathama does not, aiming it at the womb of the pregnant Uttara, wife of Arjuna, to destroy the Pandava Lineage. For this Arjuna curses him. Tolkien also uses the theme of three mighty battles before the Dark Forces are destroyed.

Norse Mythology speaks of Ragnarok, a battle that takes place in the future, but there is an account of the Battle of Bravellir which Saxo portrays as apocalyptic chaos. The account of this battle parallels that of the Kurukshetra War in the Mahabharata. Stig Wikander noted some remarkable parallels between the two wars, and Dumézil expanded on these. Unfortunately, historians often fail to recognise that these are Archetypal Myths, and as such are part of the 'Eternal Recurrence' of Nietzsche, so they will naturally repeat over and over again (in slightly differing forms) in the Cycle of the Ages. This is why we have far more imagery in the Battle of Bravellir than we do of the Ragnarok - the former was in the past, the latter in the future.

### Misinformation & Disinformation

I am not a regular YouTube user since this is another propaganda outlet owned and run by the Globalists, and it is a mine of misinformation and disinformation, as well as 'information overload', where we are bombarded with so much information we do not know what is true and what is false. But I do look sometimes at some of the stuff, just to keep up to date on things going on, and came across a site called 'Wodenism - Truth' which was set up 'to combat misinformation and disinformation'. This site was -

Set up around 7 months ago, so is a new site, and this was the only video that it has put up.

The group that is supposed to have opened the site is named 'The Woden's Kin - English Polytheist Kindred, they have a website on [wodenism.weebly.com](http://wodenism.weebly.com) which is quite wide in its content.

There are two quotes on the site which I would like to address -

"Wodenists do not believe in magic, divination, nor charms."

"Wodenists do not believe in myths...."

Clearly, from the website they use, they believe the runes to be merely an alphabet, and treat it as such. I don't know what they make of the Runic Charms found in the Havamal which are clearly Magical Charms. Nor that divination was used by Germanic Tribes, as Tacitus tells us. They believe myth to be based upon fiction and are merely tales told for enjoyment rather than ETERNAL TRUTHS, which they really are. The problem here is in the dictionary meanings given to 'myth', since they have been devised in times when myth is totally misunderstood. The tone of the writings is that of ridiculing those who do not have this view of Myths - more typical of established academia rather than an alternative one.

The real problem here is the tone used which says explicitly that 'Wodenists do not believe.....' which implies that all Wodenists are meant, whereas this is merely an opinion of one person or group that classes themselves as 'Wodenist'. We should probably refer to these groups as 'Anglo-Saxon Reconstructionists' since that is what they are doing, whereas 'Wodenism' is timeless, not restricted to one particular era in history. Some weeks ago I placed a post on Telegram which warned of how those who place their whole emphasis upon academic and intellectual study, and reject any form of esoteric study, arise when a religion is in decline. Mystics and Seers found religions, Priests take their place over time, and in time these become tools of power rather than guides, and lastly the academics and intellectuals take their place (in this case as the 'priests').

The problem that I see here is that the phrase 'Wodenists do not.....' is rather more of a command in a sense, since anyone wishing to take upon Wodenism would assume that this is what has to be believed. We are struggling against a system that tries to control everything that we do, and I doubt that we need those 'on our side' doing exactly the same thing. When I was in Odinism there were those who studied the esoteric side, and those who did not, but each was acceptable to the other. Norse Mythology is rife with magic and mysticism, and I have wondered if these 'Anglo-Saxon Reconstructionists' think this does not apply to the English Tribes, just another branch of the Germanic-Nordic Folk.

This is really not a problem to us, only in that these people have set up a YouTube site specifically to counter 'Misinformation and Disinformation', i.e. an open attack upon those groups that study and use the Esoteric Arts. This implies that groups like WF spread 'misinformation' and 'disinformation' - words that are used by The System against those that oppose them. When our Folk are threatened with total destruction (simple logic would make that clear) we need cooperation between groups and individuals, not the type of stuff that will aid the 'Divide and Conquer' methods of The System.

Another angle here is that Judaeo-Christianity has in the main lost its Esoteric Christianity, which did once exist side-by-side with the Exoteric Christianity, and in doing so has become less of a spiritual movement and more of a materialistic movement - at least in the Established Church. (One could say it is now more of a Marxist Organisation.) Taking out the Esoteric Wodenism from Wodenism will do much the same thing, leaving it as a material shell with no spiritual energy and power. When Woden's Folk revived Folkish Wodenism here in England back in 1998 this was done through a balance of exoteric and esoteric, and to create a new Folkish Religion suited to the New Age that we are entering. Without the esoteric side, and the means by which individuals can access the Spiritual World all that is left is an 'Exoteric Priesthood' like that of today's Christian Church here in England. The Christian Church persecuted those who practiced magic and mysticism, which proves that they believed in magic and mysticism!

## The Yule-Tide

### The Mythical Yule

At first I was not going to bother with this again since there are so many differing opinions as to what is 'right' and what is 'wrong'. But those who are active within the Woden Folk-Community, and those who support us and take an active part themselves, deserve some kind of uniformity so as to take part in a Community Ritual. I must add, this is my own opinion on this, and many may differ here, but it is based more on common sense and the natural world as well as how we know our forefathers did things at this time of year. And it can be made easy to work, even with individuals and families who do not all share heathen beliefs, and lessening the chance of problems within families (and thus aiding our enemies in their aims).

THE MOTHERS' NIGHT - This starts on the evening of December 20th where the Sisters of Wyrð or Norns are honoured. Since the Winter Sunstead can be either 21st or 22nd December this should be done in line with whichever is right for the year.

THE WINTER SUNSTEAD - This can be either 21st or 22nd December and is done the day after the MOTHERS' NIGHT Rite. In mythical terms this is when the Sun 'dies' which is why I light a candle inside the Yule-Light to symbolism the Dying Sun. At this point the Sun 'stands still' - hence the use of Solstice or Sunstead, both of which mean 'Sun-Still'. (This appears to stand still, though in mythical terms it does so - this is symbolic.)

RHE BEBORN SUN - This will thus be either 24th or 25th December according to the date of the Winter Sunstead. The Sun dies on 21st-22nd and for three days appears to 'stand still' (in death), and on December 24th-25th it is Reborn as the 'Reborn Sun'. Since we are here dealing with the Mythical Yule then the 'Reborn Sun' can just as easily be seen as the 'Birth of the Son' - the Father reborn as the Son. This is not a Judaeo-Christian thing, bar its having been taken from its heathen roots to use for a different purpose. The Gods die at Ragnarok, and they are 'reborn' as the Sons of the Gods. Where lies the difference? This ancient myth can be found in the Legend of Osiris who is slain by his uncle, Set, and is resurrected by his mother, Isis, resurrected as Horus the Son, born on December 25th. At this point I light another candle on the top of the Yule-Light, this is symbolic of the Reborn Sun.

THE NEW YEAR - January 1st, making the Twelve Nights of Yule as the period of celebration, found in the Twelve Nights (Six of Peace - Six of War) period of the Great Year Cycle from 1933 to 1945. On January 1st 1989, January 1st 1990 and January 1st 1991 Woden either appeared to me in a dream (1989), a Vision of Light (1990) and his Two Ravens (1991, appeared visibly to both myself and my ex-wife). Thus I see Woden as being related to the New Year, the period of ending and new beginning. Thence comes the Wassailing Ritual for the coming year.

I would have thought that our main aim in trying to revive a Yule-Fest is to counter the 'Christmas' that is now (not always) based upon economic materialism. The obvious reason why Judaeo-Christianity could not get rid of the Yule-Fest and the honouring of the Gods, Goddesses, and Ancestors was that it was too engrained in the lives of the Folk and in the Folk-Memory. There are today rumblings of an attack on 'Christmas' and such an attack will bring with it an attack on the origins of 'Christmas', origins found in Heathendom.

In regard to the 'Reborn Son' we even have a Norse Saga where a child named 'Helgi' is born on December 25th and whose birth is accompanied by the Norns. What is most important here is the Mythical Yule-Tide, since when a Primal Myth is recreated in time, what happens is that Time and Space are dissolved into a 'Magical Time' which 'earths' this Primal Myth in this time - year after year after year.....

And this Yule-Fest is in line with creating a new Folk-Religion that will unite the Germanic Folk in their struggle for survival - which is the most important thing for us, is it not? This Folk-Religion for the English must be a Germanic Religion, and thus suited to the Germanic Folk as a whole, in line with Wotanism and Odinism which are doing the same. This is exactly how J.R.R. Tolkien approached this, reviving a Germanic Mythology for the English Folk, one going back to Thule-Hyperborea and Atlantis.

## Conflict of Opposites

### Conflict of Opposites

The 'Creation Myth' of Norse Mythology is based upon Ginnungagap as 'The Void', but as I have said before this is not really 'nothing' since it is a Magically-Charged Void, and this is named 'Ginn' from which springs 'Ginn-ung' ('Offspring of Ginn') and 'Gap' is the Gaping Chasm to Void. Put another way, Ginn is the Primal Consciousness that permeates The Void. To the North is Ice, to the South is Fire, and this is 'ok gustr' - 'without wind'. Clearly, it is the movement of 'wind' that brings together the two opposites, out of which a 'rime' is created. The very basis of all life is this Conflict of Opposites. The Primal Consciousness within The Void is the moving force that brings together the two opposites, to create a third.

Now we move to the Doctrine of Hegel - Thesis vs Antithesis = Synthesis. I have to admit I know little of Hegel but it seems likely his work centred around a more spiritual approach, whereas that of Karl Marx, who too on the same idea, was based on a totally materialistic basis. This is the 'Conflict of Opposites' sited above, that results in the 'synthesis' of the two opposing forces - they are fused together as one. But Karl Marx was just one important figure in the Hidden Agenda, and one that clearly knew well that what he was doing would not destroy Capitalism, but fuse it together with Marxism - which has happened in our own era, clear for all to see.

The Occult Symbol known as 'Baphomet', originating I believe in Eliphas Levi, is not the same as the Templar 'head', but is in itself an Occult Symbol of this 'Fusion of Opposites' -

1. White Moon - Black Moon: the hands point upwards and downwards to these symbols, which are 'White Man - Black Man' (Man and Moon are linked in the Germanic Tongue). On the arm is 'Solve et Coagula' - a formula for breaking down and running together the Black Man and White Man.

2. The figure is androgyne - Man and Woman fused together.

3. The figure sits upon the Globe of the World, symbolic of world domination.

4. There are other Occult Symbols but we need not go into these here.

Over the past decades some of the most important happenings point to a Global Agenda based upon this 'Conflict of Opposites', and agenda that will produce a 'third force' - a New World Order.

1. The conflict of Capitalism and Marxism is now fusing together in the 'Great Reset'; Capitalism was created in order to put the world's wealth in the hands of an 'Elite', and Marxism was created to produce the 'proles', the slaves needed for these Elites to control in their Global Order.

2. The conflict of Man and Woman has seen the fusion of male-female over the last few decades.

3. The conflict of White and Black has seen the fusion of these races (in part) already, the move towards a 'Race of Tan' predicted by Count Kalergi.

4. The conflict of parent-child creates a situation in which children appear to grow up quickly and miss the important childhood, and where some adults do not seem to mature at all.

5. The conflict of Judaeo-Christianity and Islam will result in their fusion into a new World Religion. The other religions are also pitted against each other and they too will fuse into the new World Religion.

The method used by the Occult Powers is 'Conflict Management', by backing both sides at the same time whilst guiding the outcome through ensuring that one side is stronger than the other (if necessary), and the outcome is assured. With this knowledge we can see more clearly the 'progress' of history throughout the last few hundred years. It is thus very hard to counter such a force since whatever is done can be manipulated and used in this 'Conflict of Opposites'. This should have become clear with the emergence of 'Tommy Robinson' and the rise of the 'Far Right' (sic.) here in England. The conflict of

'Christian-Zionism' emerges as the opposing force to Islamic Militancy, and thus paves the way for a World Religion. It would seem that a counter-force needs to be based upon a Balance of Opposites. This seems clear in The Hooded Man Prophecy - the Power of Light and Darkness in balance.

I have covered this subject before but felt the need to do so again so that we too do not fall into the same trap by creating a 'conflict' that will have the same result. I see the need to expose what is being done against us today, and to explain how our religion has been subject to distortion in the past. But I see no point whatever in keep attacking others for what they are doing or have done in the past, since in doing so all we do is to create a 'Victim Mentality' in ourselves. Do we need to whinge and whine about our plight, instead of creating a positive and strong movement that will ensure our freedom and survival?

In Days of Yore - Helgi Hundingsbane.

In Days of Yore - Helgi Hundingsbane

The expression 'In days of yore.....' seems to be used to tell the reader that what is being said has happened in ancient times. However, like the phrase 'Ar var Alda' (\*) used in the Norse Myths, it would seem to be used for what is known as 'The First Time', the 'Time of the Gods'. The phrase 'Ar var Alda' appears in the Helgi Lays where the mention of 'Borgar' seems to be telling us that this is a retelling of a Primal Myth, a myth set down in 'The First Time'. (According to Viktor Rydberg Borgar is the equivalent to the Hindu Bhrgu.)

(\*) Ar var Alda is translated as 'Twas in olden times' which is the same as 'In days of yore'.

Another thing that suggests that this is so is that Helgi Hundingsbane appears at the start of a New Age, an age that brings to an end an era of peace and plenty. That the Raven that spoke to Helgi foresees an era where the ravens will feast on the dead of the battlefield shows us that this is so. We are told of the Raven that 'hunger gnawed him', and that the Warrior-Hero will 'feast the wolves'.

Another point that is often overlooked is the phrase - 'In his byrnie stands who was born at night, King Sigmund's son....' This is dismissed because it makes no sense, a new-born child standing in his 'byrnie'; we are told that it should not be taken literally. However, it seems that the Wolsunga Royal Line had a special trait in that when born the Warrior-Hero was older than he should be. This is clearly some sort of symbolism, and we should also bear in mind here that a hero being 'born' can sometimes itself not be taken as a physical birth, but as the basis of a Warrior-Initiation - a Rebirth as the 'Twice-Born'. This



would also be true of the appearance of the Three Sisters of Wyrð (The Norns) at the 'birth', since at this point the Warrior-Hero would be dealt his Wyrð.

The reference to Helgi Hundingsbane as an 'Ylfing' tells us that he is of a branch of the Wolsungas - the Wulfingas. He is later called 'Yngvi's Scion' since it seems obvious that the Wulfingas were of the Ingingas or Ingefolk. We are told in 'The Second Lay of Helgi Hundingsbane' that he is fostered by Hagal, whose son was Hamal. Hamal is here introduced, and Hamal or Amala is the Divine Ancestor of the Amali which were a Tribe of Goths. I doubt that these things are introduced for no important meaning; the Goths were, according to Aelfric Avari, a tribe of the Ingvaeones, only later being seen as Istvaeones since they moved to the East. The name 'Borgar' is the same as the 'Berig' who led the Goths out of Scandi (Scandza) in a very early Germanic migration.

That this is a Primal Myth which goes back to 'The First Time' is clearly suggested by the name 'Borgar'; the Myth of Helgi is thus a retelling of the Ur-Myth, or a 're-enactment' of the Ur-Myth. This re-enacting of the Primal Myth transcends Time and Space, and Helgi Hundingsbane arises as the Warrior-Hero-King who takes back the Edel-Lands in the North at this time - hence the breaking of the peace and the waging of war. Here, like Ríg-Earl, Helgi is bade take back the 'Edel-Lands', the ancient lands of the North.

We are also told of Helgi that '...his eyes flash fire, aethlingawise....' which is a Warrior-Hero trait - the eyes show the soul of an individual. Helgi is likened to an 'ash-tree' and to a 'towering deer', the deer being associated with the Wolsunga Tribe. Helgi Hundingsbane is wed to Sigrún ('Victory-Rune') who is a Valkyrie, and who protects the Hero in battle with her Warrior-Maids. What we do have in the Helgi Lays is proof of the heathen idea of 'resurrection'; note that I do not say 'reincarnation' which suggests the 'Way of the Ancestors', where one is reincarnated into the tribe or clan. Using the term, 'resurrection' this suggests that the Warrior-Hero lives an Archetypal Myth, which is itself 'reborn' at each incarnation of the Warrior-Hero on Earth. This 'rebirth' or 'resurrection' is from Valhalla, whence the Warrior-Hero returns after death, to be reborn anew as the next Archetypal Myth. The Myth of HelgiH is just that - an Archetypal Myth which is 'reborn' again and again at different periods of the Cycle of the Ages.

The Archetypal Myth of Helgi Hundingsbane was 'reborn' in the spring of 1997 through the power of the Hale-Bopp Comet. It is likely that the tale we are given of this Archetypal Myth took place at the start of the Kali Yuga or Dark Age, or maybe at the start of the Iron Age. Like the incarnation of Ingwe as Hengest, Helgi Hundingsbane incarnates at different times, and this Archetypal Myth leads to the incarnation of Helgi the Haddinga, whose Valkyrie-Wife is Kara. This name itself is important since it can be found as 'Kari' in Njáll's Saga, a masculine form of the name, but still meaning 'Time'. This is the

equivalent of the Hindu Kali whose name can also mean 'Time' as well as 'Dark', and she is often linked to Kalki (Avatar), hence the link between HELGI and KALKI since the letter-changes are feasible in Indo-European Lore.

To emphasise the link between Helgi and Kalki the Aryan Root \*kal- found in 'kal-ki',

means 'to hide' or 'to cover', whilst the Germanic Root \*hal- means the same. So both Kalki and Helgi mean 'The Hidden One'. The name 'Helge' or 'Helga' is said to stem from the IE Root \*kailo- meaning 'whole', the Germanic root being \*hal- as above. Hence, 'The Hallowed One' is another rendering of Helgi. These meanings are reinforced by the reference to Hagal as his foster-father, a name that is used of the Hagal-Rune.

"When justice is crushed, when evil is triumphant, then I come back. For the protection of the good, for the destruction of evil-doers, for the establishment of the Reign of Righteousness, I am born again and again, age after age."

Bhagavad Gita 4:7-8

Goden & Joten - Part One

Goden and Joten - Part One

That which existed in the be-ginn-ing was known as Ginnungagap, consisting of Ice in the North and Fire in the South. 'Ginn-unga' means 'Offspring of Ginn' and 'Gap' is the Gaping Chasm, the Void, the Abyss. It is thus wrong to state that everything enfolded from The Void, since this was not in itself the original form. The original form is 'Ginn' which relates to a 'Divine Power' and also to a kind of 'Cosmic Joker'. Thus we have a 'Magically-charged Void' which is in itself not a 'nothingness' from out of which everything emerges - there was already a Primal Consciousness.

The Primal Ice and Primal Fire were separated by the 'Gap' and Ginnungagap was 'loft vindlaust' - 'air without wind'. It was thus through the 'setting into motion' (wind) that the Primal Ice and the Primal Fire came together to start the creative process that leads to the creation of a Cosmos. This process was never that of a 'God' who created the Cosmos, nor was there a 'God' from which everything emerged, and to which everything returns. The only thing by which we could refer to a 'God' is in the name Godan - Woden - who, with Will and Weoh, officiated over the First Sacrifice in which the Joten - Ymir - was cut

into pieces to form the Cosmos. Woden-Godan is one of the 'Elder Gods' from out of which emerged the other Gods and Goddesses.

The lineage of the Elder Gods starts with Buri who is born through Audhumla (The Cosmic Cow or Cosmic Mother) licking the Ice-Rime, and he is the First Divine Being. We are told of no female being here, so Buri is presumably 'asexual' in the sense of being able to reproduce through Divine Thought. From Buri comes Bor, from whom we get the title 'Boreans' - those 'Beyond the North Wind', and Bor married Bestla ('Best Blood'), one of the Joten. Thus the Elder Gods were fused with the Joten, but we have to assume here that these were the 'Sweat-Born Joten', born from the armpits of Ymir. A second Race of Joten were born from the feet of Ymir, and were thus the 'Low-Born Joten', a far different race of beings, Beings of Darkness & Chaos.

We can see here how this split into two of the Joten-Race can cause problems in understanding our Ancient Mythology, but this is not restricted to Norse Mythology. In the Aryan Mythology of Persia (Iran) we find a very similar thing, in that Shaedan Shaed is that which emerges from AHU, and the Dark Power that opposes this is 'Shaitan', a corruption of a very similar name to Shaedan Shaed. In a sense we are here given a challenge in that we have to distinguish between the 'Light' and the 'Darkness' for ourselves. AHU forms the base of AHURA - Ahura Mazda, the 'God of Light'. With the Indo-European letter-swap we have AHU - ASU and AHURA - ASURA, but in Hinduism the original Asuras became the demonic powers, no doubt through the mixture of races in the area. Asu - Asura - Aesir - Asen are all variants of the Divine Powers of the Arya.

The terms 'Goten' (Gods) and 'Joten' (Giants) are so similar as to be a challenge to us to sort out for ourselves. The term 'God' can be found in the Gothic name for Woden - Goden - but again we find that this name can be varied by certain logical letter-changes. We have the 'Goths', but we also have the 'Jutes' which is a variant name for the 'Goths'. In Old English the 'Eoten' are the same as the 'Joten' but in Beowulf the term 'Eotenum' is used for the Jutes, as well as the Giants. It was thus quite easy for the Low-Born Joten to claim that they were the 'Chosen of God' when this really applied to the 'Goths' whose name derives from the term 'God'. In this case Godan or Gaut, a title of Woden, spelt 'Geat' in Old English.

Those who have looked at the WF Telegram site and read through the works of Richard Barrett on there will have become aware of the pitfalls in taking up the esoteric ideas of the Eastern Martial Arts, since these invariably base themselves on 'The Void' and 'Nothingness' or 'Formlessness', an alien idea to the Aryan Mind. Ice and Fire exist in the be-ginn-ing, and the Creative Power arises through the 'setting into motion' of a Divine Thought (movement of air, wind); Divine Consciousness (Ginn) also exists as a

'Magical Charge within The Void, i.e. this is certainly not 'nothing' since this is 'something' within the Void. Audhumla - the Cosmic Cow or Cosmic Mother - also appears and she brings into being the first 'Elder God' - Buri. It is here interesting to note that in some Indo-European Tongues the word 'Buri' is applied to the Wolf; it is certainly where we get the terms 'Bear' and 'Boar' from, but was probably originally any wild beast.

In one passage in the Eddas we find that All-Father 'lives throughout the ages', which rather contradicts the idea that Woden is slain at Ragnarok. But we are told that the immortality of the gods, and their ability not to age, is entirely down to the Golden Apples of Idunn, or more precisely, to Idunn giving the apples to the gods. I say this because when Idunn is taken by the Joten her Apples of Regeneration are not taken (we assume), so this power has to have Idunn 'gifting' these to the gods. And when Idunn was taken, the gods started to age, thus telling us that they are not quite 'immortal' in that way.

Also, Baeldaeg is 'slain', as is his brother Hoder, so here again we have the same problem in that this does not make them 'Immortal'. But Woden, Baeldaeg and Hoder are 'resurrected' after Ragnarok, or at least we are told that Baeldaeg and Hoder arise again in the Golden Age. Since Woden is 'swallowed' by the Fenris Wolf, and his son Wid-Ar rips open the Wolf's Jaws, this leads to the conclusion that the 'Spirit of Woden' is released by Wid-Ar. In this sense All-Father 'lives throughout the ages', going through the very same Birth-Life-Decay-Death-Rebirth process outlined by Guido von List. Thus, the Gods as well as Men are subject to Becoming if this is right, so there has to be a 'Being', something that is there, unchangeable and unknowable - that which is, or that which exists - the immovable mover.

In 'Armanen Runes and the Black Sun' Aelfric Avery mentions that Gimle, the brightest heaven and dwelling of All-Father, is the only world that exists beyond Ragnarok. This itself suggests that 'All-Father' is more than a 'Racial God' of our Folk, and that Woden, maybe, is a 'projection' of the 'All-Father' who creates a 'Chosen People of God' to act out the Creative Will here on Earth. And these seems to be the important words - Creative Will - since Woden-Will-Weoh are that Creative Will, either as separate entities or a Three-Fold God which is quite common in the Aryan Mythology.

It is most likely that the Abrahamic Religions - Judaism, Islam and Judaeo-Christianity - took the idea of a single 'God' from the Religion of Zarathustra which arose in Persia, originated, it is said, in the 'Land of the Aryans' in the Far North - Airyana Vaeja. Certainly, the Religion of Zarathustra was never the same as the worship of a vengeful and jealous 'God', the basis of the Old Testament, where his 'Chosen People' are constantly driven to destroy anything and anyone that stand in the way of their drive for world domination. And to utterly destroy the Gothic Nation, the true 'People of God', and to do so break their Ur-Religion and replace it with the worship of Jahu-Shaddein - the 'Lord of Shadows'.

Howard Philip Lovecraft wrote a series of horror-stories based upon horrific dreams that he had during his short life. These dreams are based around a race of entities known as the 'Great Old Ones' or 'Forgotten Ones' who existed even before mankind. These are clearly forces of Chaos and Darkness, and are sometimes known as 'The Formless Ones', since they appear to have no real form and order. Although these are 'fictitious' beings, this theme has been taken up by certain Satanic Occultists, and also seems to have been worshipped throughout the ages by secret groups working in the shadows to keep this whole theme alive. The one dominant theme throughout the tales given to these, and similar Dark Beings with different names, is that they arise from out of the 'Abyss' - the 'Gaping Void' Clearly, what we have here is Beings of Chaos that are evoked into manifestation here on Earth at certain times when they can be in evoked. Lovecraft hints that this happens every 26,000 years, or at the end of a Great Year Cycle.

There has been speculation as to whether the fall of Atlantis was due to the appearance of these 'Formless Ones' who were evoked by certain Dark Sorcerers, and who thus brought upon the land the great catastrophe that sank these lands. Through study of some of the occult ideas centred around these islands there is some evidence to suggest that at one time Dark Forces arose here in ancient times. Throughout history we find that certain 'Gods & Goddesses' undertake a drastic change in their roles and forms, sometimes reversing completely their form, suggesting that their Archetypal Image was used to reverse their form in order that their worshippers were thus worshipping a Dark Form.

After reading some of the old horror tales of Howard Lovecraft, and watching some stuff on YouTube about these 'Formless Ones', I had a vivid and realistic dream in which one of these entities appeared. This was a jet-black formless mass, which is all that can be said of it, since it was a formless, changing mass - a shapeless mass. Some of the appearances of Woden (in his Dark Side) are quite 'scary' in a sense, so this no doubt helped to make this more 'palatable', and I even tried to get back to sleep to see what would happen next - nothing! But this does go to show that these 'Dark Entities' are not just something without but, like our Gods and Goddesses, are also within - hence the need to recognise that this Cosmic War is fought within ourselves too.

Of course, the majority of people will completely dismiss the dream here as coming from a 'vivid imagination', but this is not meant for the 'majority of people', only for those who have an inkling that there is far more beyond this world of matter, and that there are other worlds of being that impinge on our world. And that there are Divine Powers and Demonic Powers, Light and Darkness, Order and Chaos. Woden, and some of the other Gods too, is recorded as going to the 'Land of Giants' or to 'Utgard' (Out-gard), especially (in the case of Woden) to find Hidden Knowledge, or to regain the means of gaining this Hidden Knowledge - the Sacred Mead, for instance.

Goden & Joten - Part Two

Goden and Joten - Part Two

Slumber Watcher 'til the spheres

Six and Twenty Thousand years;

Shall revolve 'ere I return

To the spot where now I burn.

Stars that soothe and stars that bless

With a sweet forgetfulness,

Only when my round is o'er

Will the past disturb thy door.

Howard Philip Lovecraft

There are some today who are promoting the idea that the sinking of Atlantis was due to these 'Formless Ones' or 'Great Old Ones'. There is a work that appears to be a 'channeling' - the Emerald Tablet of Thoth. Now, I would guess that around 99% of such 'channelings' are merely wishful-thinking on the part of the individual, a means today of making them feel important in a world of mediocrity. But certain works of the past seem to be genuine 'channeling', the most famous of which I would say could be Aleister Crowley's 'Book of the Law', which most certainly contains prophecy, and has most certainly created change in the world - for good or evil. So 'channeling' need not be dismissed as fraud, which is why I am going to quote this piece from the Emerald Tablet of Thoth -

"Fell from the Light into the Darkness, some who had risen to heights among men. Proud they became because of their knowledge, proud were they of their place among men. Deep delved they into the forbidden, opened the gateway that led below. Sought they to gain ever more knowledge, but seeking to bring it up from below. He who descends below must have balance, else he is by lack of our Light. Opened they then, by their knowledge, pathways forbidden to men.....Sown sank Atlantis beneath the dark waves, shattered the gateway that had been opened, shattered the doorway that led down below...."

As with many ancient accounts of 'The Flood', this can be caused by 'God' in order to chastise man, or by 'The Gods', to do the same, or it can be a natural process, or it can be the work of dark, destructive forces. Whatever the case, at the end of a world-age, or a Cycle of the Ages, there is a massive cataclysm that destroys the dominant power of the time. And this dominant power has been responsible for evoking Dark Forces of Chaos and Disorder, either through Dark Sorcery, or in our modern times through high-tech means like CERN. (Here we should note that a figure of Shiva can be found outside the complex, and that CERN seems to be CERNUNNOS - a God of the Gauls, a Horned God. This seems to be yet another example of the use of Heathen Gods who have been distorted to suit their own ends. There are dark sides to these Ancient Gods.)

This work of channeling also tells of the fleeing of those dwelling in Atlantis (in a flying machine), and the place they fled to - Egypt, then known as KHEM - the 'Black Land'. Pride comes before a fall - and this is how the sinking of Numenor/Atalante is seen in Tolkien's works, where the Kings of Men - the Numenorean Kings - became so proud as to challenge the Gods and to conquer the Land of the Immortals - to become immortal themselves. Now, we do have a Greek Myth of Tantalus, a mortal being who tried to steal the Ambrosia (Drink of Immortality) for personal gain. The Nectar of Immortality can only be given to the great Heroes of the Folk, as with Hercules who was offered this by Athene.

"He Who Dwells in the Abyss - emerged from The Void to offer the Atlanteans forbidden knowledge."

As is clearly stated in the 'Emerald Tablet' - 'he who descends below must have balance' - the Balance of Light and Darkness, or he will be swamped by the Darkness and drawn into its Dark Net. Those who seek to open the gateway to 'below' are engulfed by the Darkness, and they then act in a way typical of the powers that control the world today - psychopaths in many cases. Those people today are devoid of all feeling, shown in their drive to achieve a set agenda at all costs, no matter what the pain and suffering. Yet, though engulfed in the Darkness, this pain and suffering can be seen as a challenge - a great struggle by which the individual (and the Folk) can overcome all human limitations to become the Overman or Superman. Through the evil of the Dark Joten, the Children of Godan may overcome and rise above the world in ruins, lifting themselves Above the Ruins, as 'Men Against Time' - Time - The Great Destroyer of the Worlds!

There is a legend in India of a land named Tripura, originally a Land in the North, but which, after being destroyed by Shiva, arose again in the Land of the West. These locations fit with Thule-Hyperborea and At-al-land. This legend is interesting in that this can only take place when the Three Lands are aligned, suggesting that such cataclysms take place when certain stars-planets are in alignment. Lovecraft's

poem about the Pole Star tells us that this returns to its former position every 26,000 years or seven stations of the Pole Star. This is also said to be the time at which Wid-Ar the Avenger returns.

Much of this stuff revolves around a 'balance' - the 'Balance of the Power of Light and the Power of Darkness. Or, put another way, the 'Balance of Opposites. This is exactly how it was at the be-ginn-ing, since Ice and Fire were in balance, and the 'conflict' between these two opposing forces resulted in their fusion, from which Creation arose. This is the stuff of The Hooded Man Prophecy, which also gives sound advice upon how to trick the 'ruling powers' into not recognising the intentions of 'The Hooded Man' - 'The Fool'. The Power of Light and the Power of Darkness must be forged into a wholeness within the movement that will successfully counter these Dark Forces. The archetype of 'The Fool' or 'The Hooded Man' (\*) is a balance of Order and Chaos, since he is the one to bring Justice and Order, and yet he dwells and works from the 'Chaos' of the Wild Walds. He is the 'Wolf's Head' (outcast), the Dog of the Outside, who dwells outside the order of society. This is the role of the ancient Germanic Mannerbunde, working in the 'liminal' are, neither in one nor the other. The 'Balance of Light and Darkness' comes at this liminal period, whether it be Dawn-Dusk, the Spring Evennight, or the Winter Evennight, which are the periods when the Light and Darkness are in balance.

(\*) The Hooded Man Prophecy is a multi-layered one, and more and more things are coming to light as to why this arose at this time of the Cycle of the Ages. It is more than a prophecy, it is a means to the balance of the mind, the balance of the individual, the balance of the Folk. It gives advice on how to work in secret to combat forces that are insurmountable at this point of time, telling us how to stay in the 'shadows', even though we work in the 'Light'. It also shows the way to the creation of a resistance to these Evil Powers, one based upon a balance of opposites within the wholeness - the Halgadam. This balance is found in the Haegl-Rune and Hagal-Rune, the balance of Light and Darkness within the Heil - wholeness.

These ideas give us a grounding in what is happening today, and thus be able to build a counter to these Dark Forces. A Spiritual Movement is needed since this is a spiritual sickness amongst our Folk, and the aid of the Gods, Goddesses, Divine Wights, and the Ancestors is needed too, since we cannot do this alone. Our Enemy uses Occult Forces, and like Woden we too need to gain knowledge of these Occult Forces; the Ancient Runes are the key to our own Arcane Knowledge. The origins of our Gods and our Folk, and the Divine Spark given to the Germanic Folk by the Elder Gods is of vital importance. The Age of Heroes must produce new Folk-Heroes; in invoking the Ancient Heroes we bring them back to life within the Folk. The Gods grant to the greatest of Aryan Heroes the Gift of Immortality.

Recreation of the Race



Myths are never restricted by Time and Space, they exist - they are. As Orlaug they were set down in the 'Days of Yore' - Ar Var Alda - the 'Primal Layers' or 'Primal Laws' of the Creation. And there was a Creation, both the creation of the Cosmos and the Creation of Aryan Man, by Woden, Will and Weoh, also named Woden, Hoenir and Lodur. However, unlike the Judaeo-Christian idea of 'Creation' this is not actually a 'one-off' event; creation occurs over and over again at many levels. It is not one particular point in history.

"In imitating the exemplary acts of a god or of a mythic hero, or simply by recounting their adventures, the man of an archaic society detaches himself from profane time and magically re-enters the Great Time, the Sacred Time".

Mercia Eliade - Myths, Dreams and Mysteries.

The key words in understanding that a work is a Primal Myth seems to lie in the Old Norse Ar Var Alda ('In olden times'), and also in the Old English aet frumsceaft ('At the beginning') and in geardagum ('In days of Yore'), the latter having been used until very recently in stories, especially children's tales. It is thus feasible to use any of these at the start of a working related to Primal Myth, and I do so myself when doing the Myth of HelgiH on a regular basis, retelling the Myth of Helgi Hundingsbane.

The term 'yore' is related to our word 'year' and thus to the Ger-Rune (pronounced 'year'), and would likely have originally referred to a 'complete cycle', which is what a year is, of course. This is born out by either the Elder Futhark version or the Anglo-Frisian version (above), and in the latter this is shown as a circle (cycle) but broken into two halves (Light-Dark & Summer-Winter). We are today in the period of

the Summer Sunstead and Midsummer, the start of the summer months. We are at the beginning of the Light part of the Year-Cycle, even though the darkness now starts to lengthen.

There is an Ur-Myth (Primal Myth) where we find the Creation of Man, which is the creation by the Gods Woden, Hoenir and Lodur of our own Race. This does not apply to the creation of 'mankind' referring to all races, this is our own unique species of Aryan Man. Let us look at this carefully now but in an entirely different way, in a way sometimes used by speculative writers. Some of these writers see the gods as 'aliens' who come down to Earth and create mankind; we can dismiss the 'alien' bit since this word is used wrongly in most cases. But if we look at our own times we can see that it is not impossible to alter the DNA Code in order to cause mutations in humans. The Covid Vaccination program included methods of changing the rDNA which some scientists insisted did not change the DNA, whilst others insisted that it did. Whatever the case here this can be seen to be a manipulation of the rDNA and DNA in order to create some kind of change in the human species. Thus, it is quite possible that this has happened in the past, and in the Secret Doctrine in regard to the Aryans of Atlantis this new species of Man was created through some kind of genetic mutation. It must also be remembered that this need not be some physical method alone, but can be done through some kind of Psychic Change. This applies also to The System who can use psychic forms of magical change in their mind-control program which can effect changes in the human mind and psyche, and thus lead to physical changes. (Just look around at the 'monsters' and 'mutants' that have been [and are being] created through the work of the Dark Powers.)

Thus, in Norse Mythology we find the Creation of Man done by the Elder Gods - Woden, Hoenir and Lodur. They found Ask and Embla by the shores of the sea, and from these two trees they created Man. Ask and Embla are symbolic of the vegetative state that came to be 'genetically manipulated' in order to create a new species of Man. Trees grow in the Earth, and they grow upwards to the Heavens, thus linking the Earth and the Divine. They are an ideal symbol of the Aryan Man - the upright, noble Race of Man. What was added to the vegetative state from which they were formed was the ability to move, but there were also very important other things given by the Gods. Of course, there is yet another, and more important, meaning the act of creating Man from the Ash-Tree, since this also refers to Iggdrasil - the World Ash. Iggdrasil is thus directly linked to the Creation of Man. Hence this is the White Tree and refers to the White Race. (The Aesc-Rune in the Old English Rune-Poem hints that the Ash-Tree is the World Tree and the Ancestral Tree, as well as the Norse version. This, unlike the Yew-Tree, also tells how mankind must die and be reborn, symbolised by the falling of the leaves of the Ash-Tree, and then the 'rebirth' in the spring of the following year.)

Found on the land

With little maegan (power),

Ask and Embla

Lacking Orlaug,

Ond they had not,

Neither La nor Laeti,

Nor Lito Goda.

Ond gave Woden,

Odr gave Hoenir,

La gave Lodur

And Lito Goda.

It is clear from this that Ask and Embla were already formed of earthly material and the vegetative force - growing as trees. These elements united themselves through the Force of Nature, without any divine interference. This is, as Viktor Rydberg states, earthly matter joined by active matter. This active matter united with the matter of the Primaeval Giant (Ymir), who was filled with the 'Seed of Life' from the Milk of Audhumla (The Cosmic Mother), and the 'green herbs' were created. In order to create the Race of Man the Gods had to become involved.

Thus, the Creator-Gods (Elder Gods) Woden, Will and Weoh, as Woden, Hoenir and Lodurr, 'altered the DNA' of Ask and Embla to create the Race of Man. Now let us look at the 'Gifts of the Gods', and to understand this we also need to look at the Elder Gods themselves.

Lodurr's first gifts are 'La and Laeti' ('Blood' and 'Manner', the latter in the sense of how a being moves and acts), and these transform the 'Ash-Tree' into an animal being having the ability to move. La is the Blood, and Laeti the power of movement, thus transforming the vegetative to the animal being. The next gift given by Lodurr is the Litr Goda which means 'Image of the Gods', i.e. Man was created in the Image of the Gods. To understand this we need to look to the idea of the Astral Body spoken of by Miguel Serrano; it is the Astral Body or Inner Body that is in the Image of the Gods, and this shapes the Outer Form - the physical body. The litr is influenced by the emotions, and through it the blood, so this gives a clue as to how to effect change in oneself. The outer appearance is then affected by the litr; we can see this in the human trait of 'blushing'.

Hoenir gives the gift of odr which is the ego, understanding, and the will; we can recall the child's story of how babies are 'made' - brought by the Stork. For Hoenir is the Stork (or Swan) who fetches the human ego from the World Tree, and brings it to the mother of the unborn child. It would seem that the human egos grow on the World Tree, fall into a mythic pond, to be collected by Heonir (Winged God) and taken to the birth-mother. And here is something of vital importance to us, for as I said earlier, creation is not a one-off event but occurs every moment of time. This is shown clearly here since the 'Gift of Hoenir' is given when the Gods first create Man, but this Mythical Act is re-enacted over and over again with every child born of the Folk. Another Gift of Hoenir is the Will, which is why we can certainly link Hoenir and Willa together.

Woden gives the gift of One - the Spirit. The Spirit thus dwells within the material body, hence why we are Spiritual Beings but clothed in Matter. Clearly, all of these things are important to our being, all of them necessary for our development and our evolution. This includes the ego which should be strengthened into the 'Absolute I' (Miguel Serrano) and not destroyed or submerged into the 'One' as many mainstream religions and disciplines teach.

A few points here on this, if Rydberg is right in that Lodurr is Mundelfore then he is a god of the World Mill, and that of Friction-Fire. He seems to be the equivalent of Matarishvan of the Vedas, 'father' of the Fire-God Agni. In which case the Gift of the Blood here also links to Ingwe and to the Rune of the Blood - Ing. We have here the hint that we are talking of the Fiery Blood of the Gods and its relationship with Ingwe as a God of Fire and Light.

The Divine Essence in Man can be developed in the Heroic Type, and become superior to the earthly elements, and thus the individual becomes a Divine Being. In other words Man was clearly given the ability to become a God! And Man was given this ability to become a God by the Gods who created us! This entails, through a Heroic Life, opening the Higher Centres of the Astral Body, going beyond the lower 'earthly' centres. (Through the Mystical link between the Blood and the Soil it is possible for Man to infuse and spiritualise the Earth. In some way this was linked to the Hvarena - the Glory of Light.)

A point here. The greatest of heroes who have been able to open the Higher Spiritual centres retain their power even after death, and can indeed leave this power in their Burial Mound. This is where the Old English Rune-Poem under the Ken-Rune tells of this 'Fire' (Glory of Light) within the Burial Mound of the Aethlingas. This is the 'Gift of Ing' which is clearly shown on the White Stone of Ing as the Ken-Rune. The Ken-Rune is an Invocation of Fire, but it is also an Invocation of the Heil-Force. The Scyldingas trace their descent back to Scyld, but in a Danish work we find mention of an earlier figure of 'King Lotherus', a Latin form of Lodurr. Scyld is the Son of Scaef, and here we seem to have hints of a very much deeper mystery when we see Scaef as Ingwe. This we need not go into here, it is another story.

If we go back to the start, and to the quote from Mercea Eliade, then in order to affect a regeneration and a recreation of our Folk it is necessary to re-enact the Primal Myth of Creation, or to 'relive' this Primal Myth through repeating it at regular intervals. This simple piece from the Eddas could help to recreate that which is being destroyed; by linking our present situation to the Ur-Time and to the Ur-Myth they become one, time and space are dissolved and a 'New Creation' takes place.

Press Liars & Deceivers.

Yesterday I visited Wayland's Smithy with a few friends and comrades, and whilst I was there decided to take a look at the famous 'Swastika' that some of the low-life newspapers accused 'Far-Right' groups of carving into the trees. This was even taken up by one of the so-called 'pagan' groups in England.

This notice has now appeared on the site of the Long Barrow, which is something new since the newspaper smears. It seems strange how most of the graffiti there, i.e. carving of names, has been there many years if not decades, and yet nothing whatever was said about this before. This alone tells us that the National Trust is less concerned about the welfare of the trees (which it tries to tell us) and more about making something out of the downright smears and lies of the British Press.

"Neo-Nazis hold rituals on National Trust land and carve swastikas into trees."

The Mirror.

"Far-right fanatics perform masked torchlit rituals and carve swastikas on trees to take back 'ancient land'."

The Telegraph.

"Far-right groups vandalise ancient monuments."

The Wild Hunt.

The 'swastika' can be seen here, and looks nothing like the clear carving of someone's initials below it. Indeed, it is not quite clear whether this is actually man-made at all. Whatever the case it looks very much older than most of the stuff carved on the beech-trees, and there are lots of carvings I am afraid. This seems to have been a great opportunity to smear our Movement through false accusations of something no Folkish Heathen will ever do - damage trees. We regard these as sacred sites, so why would we do such things.

Some years ago we cleared up three large dustbin-bags of rubbish from the site of Wayland's Smithy, not quite as much as the average clear-up of some 30 tons a year from Stonehenge. The same type of

'eco-pagans' use Wayland's Smithy as use Stonehenge on the Summer Solstice. Do English Heritage or the National Trust contact the police every time the 'eco-pagans' use the site? We all know the answer to that, and we all know why. These are all part of the corrupt, lying, deceiving system that we have to put up with in our time, and which will get worse and worse if we do not stand up against such a system.

The Truth Will Set Us All Free!

The Sound of Silence

Wid-Ar is called 'The Silent God' but this has never really been explained, though I have read many ideas about it, all of which has to be guesswork I am afraid, since Norse Myths say nothing of this as far as I can tell. The term 'silence' invokes the idea of 'stillness' and a 'lack of vibration'; thinking is done by 'brain-waves' which is 'vibration'. Thus being silent is to still the thoughts which in most people are turbulent and hard to control. The Hindus tell us that the 'Sound of Silence' is to still the mind to hear the Sound of the Primordial Ocean. The term Primordial Ocean is used to mean the Primal Sound-Vibration or Sound-Wave - AUM/OM/YM. In Hinduism this is symbolised by the Conch Shell, and it is a fact that a shell, when held to the ear, seems to give the sense of the waves of the seas. It is perhaps significant here that a shell has a spiral form. Presumably, the Primordial Ocean is the Apsu (Sumer) or Absu (Babylon), seen in the term Aep in Norse Lore, the basis of the term Aep-andi Nam - the 'Cry of Need'. (\*)

(\*) This term must then mean 'Aep' (Primordial Waters) and 'Anda' (Vital Breath).

When Woden is swallowed by the Fenris Wolf this is not just symbolic of his being 'swallowed' by Chaos, since though this is so the meaning goes far deeper than this. It is true, Old Chaos returns at the end of a Cosmic Cycle, and this is how things are today; this is where the Cosmic Joker comes into play, since all this infers a return to the Source of Creation - the Void or Ginnungagap. Ginn is the Cosmic Joker and Ginnar is a name of Woden who is a form of 'emanation' of this Ur-Force. When Woden is swallowed by the Fenris Wolf ('Wolf of the Fens') he is thus returned to the Source - The Void. This is why it is important to understand the concept of the Egyptian Rite called The Opening of the Mouth.

The Opening of the Mouth was done originally by Horus on his father Osiris who was slain by his brother Set. Straightway we see in this the Myth of Hamlet where the Father is slain by the Brother, and the Son avenges his father by slaying his uncle. The ritual was done originally by using an apse which was a piece of (meteoric) iron shaped like the Great Bear Constellation. The aim of this rite was to allow the Soul-Spirit of the Father to 'escape' the body and then 'enter' the Son, who thus became the resurrection of the Father. 'The Father and The Son are one!' This is exactly what we see with Wid-Ar who rips open the Wolf's Jaws to allow the Spirit of Woden to escape; Woden is thus resurrected as Wid-Ar the Silent. Here Wid-Ar is linked to the Sound of Silence whence is heard the Sound of the Primordial Ocean. In order that a resurrection and renewal can take place it is necessary to return to the Source of Creation.

YR = YM = YMIR = The Primordial Sound

The Yr-Rune has the symbolism of the YR-MIN-SUL which is placed inside the UR-RUNE - the UR - YR-MIN-SUL. An alternative name of Ymir is Aur-gal-mr where 'aur' is akin to 'our' and to 'Ur'. The Root \*gal- means 'sound'. 'In the Be-Ginn-Ing was The Word' - Sound Vibration. The symbol most associated with the First Earth - the Primal Earth - is the Swan, symbolic of the Land of Thule and of Hyperborea. This can be found in Greek Mythology where Apollo rides to the Land of the Hyperboreans on a chariot pulled by Swans. The following is break-down of the ideas around the word 'Swan' -

IE Root \*swen- means 'sound'.

English swan and German schwas mean 'sound'.

Sanskrit Root vanish means 'sound' or 'tone'.

Latin snare means 'to sound'.

Latin sonus means 'sound'.



Brahma is seen riding upon a Swan as is the Goddess Saraswati who gives her name to the River Saraswati in India. The Saraswati River is seen as being linked to the Milky Way, and the Saxon Irmensul seems to symbolise the same thing, and the Roman Roads of Watling Street - Ermine Street are set out as a reflection of the Milky Way over the Land of Britain. The Goddess Saraswati, it has to be pointed out, is linked to the Swan or the Goose, or the 'Swan-Goose'. There are other important ideas linked to the Swan -

Thule-Hyperborea.

The 'Swan-Knight', which is Lohengrin, though to have been originally from the Legend of Scaef, and thus linked to Ingwe.

In this link to Ingwe, Tolkien writes into the Legend of Hengest and Horse the Myth of Hamlet, and the sister of Hengest and Horse is Swana ('Swan') found in Frisian Lore.

The Swan-Maidens or Valkyries associated both with a Swan and also the Raven or Crow.

The Legend of Wayland the Smith where he and his brothers are wed to Swan-Maidens. It has been said that Wayland's Smithy is aligned with Deneb, the central star of Cygnus the Swan.

The Elder God Hoenir is linked to the Stork and the bringing of the babies to the mother, but an alternative to the Stork is the Swan.

The highest chakra in the Chakra System has the tone HAMSA which means 'Swan'.

This is why the Swan is the symbol we use for the Odroerir-Centre in the ALU-ULA Exercise.

The Rad-Rune is linked to the idea of sound-vibration (waves), to rhythm, to rhyme (meter) and thus to 'Right Order' - harmony. The Lago-Rune is the glyph of a 'wave of the sea' at one level, at another it is a 'spring' welling up from the ground. The 'spring' is a source of a waterway, thus the Source and Origin of Water.

The constellation of Cygnus the Swan is shaped like the Ear-Rune (Hanged God) and the Cweorth-Rune (Resurrected God). This is also known as the 'Northern Cross' and an astronomical map of the Northern

Hemisphere by William Schickhard (1592 - 1635) shows 'Krist Crucified' upon the Northern Cross. This constellation lies over the Galactic Centre, the 'Dark Rift' which seems to be the 'Womb of Creation'. This area lies around a vast Black Hole at the Centre of the Galaxy - marked by Deneb. When the figure of the Egyptian Goddess Nut is imposed upon the Milky Way her sexual organs lie right at this point. Nut would surely be alike to the Norse Goddess Not - Goddess of Night. Nut clearly stands over the Night-Sky and the Night Stars. The term 'Not' may well be seen as 'not' in the sense of darkness and a lack of light. The word 'not' comes from the IE Root \*ne- and gives rise to 'nothing', 'naught' and 'none'. It is from the Goddess Not that everything arose out of - Light from the Darkness. The Saxons called the Milky Way by the name Iring's Way, a name that could be associated with Irmin (Ir-Min).

This alternative version of the Cweorth-Rune shows a glyph whose shape has the same parts as the Peorth-Rune, as well as the same '-eorth' sound. The Perth-Rune is the 'Opening of the Womb' in childbirth, as well as the 'Opening of the Mouth' as a 'Gateway' or 'Doorway'. Peorth is also linked to the ideas of the Taefl-Board Game and thus to the Conflict of Opposites which underlies the Cosmos and its workings.

Two other runes can be seen as linked to the flight of the Swan, as well as to the feet of a bird - the 'Life-Rune' (Eohls) and the 'Death-Rune' (Calc). The 'Swan-Song' is said to be the sound made by the Swan as it dies - the 'Sound of Death'. This is a clear association with Death, but the Swan is also associated with the 'Sound of Life' and the 'Sound of Creation'. A binary-star system called Cygnus X3 gives off very strong X-Rays, and this was known even before these were detected by scientists, since it was mentioned by Peryt Shou. The Eohls-Rune can also be seen as the Female Sex-Organs if we take the top part of it as a symbol. Indeed it could also double as symbolic of the Male Sex-Organs.

The work of Peryt Shou was based around making contact with the 'Brotherhood of Hermes' and Wotan-Hermes formed part of this. In these times occultists used the term 'extraterrestrials' but it is perhaps better to say 'extra-dimensional beings' to keep clear of the 'alien' bullshit. Shou mentioned that strong radio-waves were emitted from the region of Cygnus the Swan. An important part of his work concerned the use of the human body as an 'antennae' to contact other intelligences. The 'Life-Rune' (Eohls) has long been used as a symbol of an antennae. This is indeed why this rune-posture is used in ritual - as an antennae. to make contact with the Gods and Ancestors.

The Ing-Rune is a glyph of the DNA Spiral and it is also linked to various symbols used within shamanism, especially to those connected with the journey to the Cosmic Centre -

Twin Serpents intertwining.

A ladder.

A rope.

A tree that is used to climb upwards.

The 'chimney' down which 'Santa Claus' descends to bring presents to the good children. The chimney is the 'centre' or 'hearth' of the house. The fireplace or 'Inglenook' is likely named after the Fire-God, Ingwe.

There is a Quantum Theory which states that some sub-atomic particles, when separated, will continue to communicate with each other even if placed far apart. This new 'find' merely confirms what magical practice already knew, in that something connected to a person can be used to effect a curse or to heal that person. This also applies to objects that have been used by the dead, which can be used to contact the dead, hence the idea of 'sitting out' on the Burial Mound, or in the churchyards in later times. Today we keep a loved-one's ashes in order to keep contact with them. Imagine how much more powerful these ideas would be when used within a small tribal community where each individual was buried close to each other.

But this theory also suggests something that is just as important, and that is the ability to contact the Spirit-World in regards to plants, trees and animals. We have no doubt all read of the 'shamanic' experiences (mainly using mind-alternants) in which the individual seems to be able to contact the 'spirit' (consciousness) of a plant. Great stress is given upon such experiences and yet there is one very good example of this from Edward Bach and the 'Bach Flower Remedies' when he seems to have contacted the 'spirits' of the plants in order to find out their use, which is just the same thing, though I don't think he used mind-altering drugs to do so.

What does seem strange in the accounts that I have read of such shamanic experiences is the widely-seen forms of Serpents that are seen during them. The Twin-Serpents intertwined as found in the Ing-Rune seem to hint that here we are dealing with the consciousness of the DNA itself, perhaps that great proportion called 'Junk-DNA' which scientists know nothing of. We could dismiss this, but there are many Serpents found on the Horns of Gallehus, created in a dotted form as if to show they exist in another world -

We see in the above the intertwined serpents in various different places, and this pattern is also found on various Germanic Artifacts around Europe, the intertwined or interlaced 'Serpent-Pattern'. I am going to make a suggestion here, and that is all it is, and that is that the intertwined serpents are linked to Ingwe and the Ing-Rune because Ingwe is a Fire-God like Agni, and has the same type of role as the Messenger-God. Through a Quantum-Consciousness of the DNA (not only of humans, but animals, trees, and plants) we find that 'messages' can be sent from one to another. The Consciousness of DNA could be the reason that some people can communicate with animals, trees, plants; it could also be why contact can be made with other 'spirits' - Gods, Elves etc.

Here I am going to go back to an idea that came to me some years ago, and this relates to the 'Swan-Knight' and to Sheaf-Ingwe. The Swan is used as the symbol of the Highest Initiation. It is also possibly the original 'wings' on the Saxon Irminsul. Whether this be the Eagle and the World-Tree, the Eagle and the Sacred Mountain, or the Swan and the World-Pillar, the symbolism is just the same, the ascent to the Highest Consciousness. My idea on this was that the Legend of Sheaf can also be seen as an allegory based upon this individual ascent to a Higher State of Consciousness, symbolised by the Swan, Thule,

Hyperborea or Scandi. That this is the Shining Island is significant since this itself infers a higher consciousness and the Divine Light.

According to Sri Aurobindo this state was called SWAR/SVAR which would be HVAR/HVAR in Aryan Persia (Hvar-ena). This itself is of interest since this may stem from the IE Root \*swer- which has the following meanings -

To speak, to talk.

To buzz, to hum, to whisper.

To cut, giving us the word 'Sword'.

The inference here is to sound, but the symbolism of the Sword also suggests 'Light' in that it is used as a Solar Symbol. In regard to 'to speak' or 'to talk' the English word 'swear' stems from this same root. The Germanic \*swar- is linked to these ideas too. It is also interesting to note that the Waelcyrge are linked to the sound of the buzzing of bees, and this sound (from my own experience) is linked to mystical happenings. (The root-sound YM/AUM/OM has the 'mmmmm' sound which is a humming-sound. When the sound is extended to AUMN ('Amen') this humming-sound is done through the mouth and then into the nose.)

The symbolism around the figure of Sheaf-Ingwe also suggests this could be a valid idea -

The Sheaf of Corn - Gold is symbolic of the Solar-Consciousness.

The Lighted Taper - Fire is symbolic of Light.

The Swan-Ship - The ship is symbolic of the journey between one world and another world.

This Mayan Stela shows a 'Hanged God' upon the World Tree, clearly an idea not restricted to Judaeo-Christianity. The important thing here is that this is clearly a Tree, but it is also clearly a Cross. It has much the same symbolism as Yggdrasil, since at the top is a Cock rather than an Eagle, and this Cock is being spoken to by a small animal to the left, the equivalent to Ratatosk the Squirrel. The figure of a Cock on the top of a Tree or Staff can be found in very old shamanic drawings, representing the ascent to the Spiritual Centre. Some cultures see Cygnus as a Cock rather than a Swan.

The importance of Wid-Ar does not seem to have been taken up much beyond the work of Woden's Folk. Yet, it was prophesied in Voluspa that few would be able to see beyond Woden being swallowed by the Fenris Wolf, so this would go some way to explaining this. We are still in the throes of hanging on to the old 'archetype', bar those who accept the Wid-Ar Archetype for the New Age. The Armanem of pre-war Germany, and other well-known individuals, seem to have recognised this when some declared 'Odin is Dead!'. Rather than a God being 'dead' in the normal sense this more likely referred to Odin as the 'Hanged God', just as Christ, as the 'Hanged God' was declared dead by Nietzsche. This was the theme of Peryt Shou's ideas too, since he saw the ordeal undergone by Woden on the World Tree as a form of death and resurrection, when Woden climbs down from the Tree of Woe as the 'Awakened One'. The 'New Age' was recognised long before the coming of the 'New Age Movement'.

We have this 'dual-symbolism' in the Constellation of Cygnus the Swan, represented by both the Ear-Rune (Hanged God) and the Cweorth-Rune (Resurrected God). Like everything else in the multiverse, the Gods do not 'die', they are transmuted into another form, and this other form has to be suited to the era in which they reappear. The 'defeat' of the Forces of Light here in Middle-Earth did not mean the 'death' of the Gods, they retreated into the shadows, to awaken once more into the Light of Day when the time is right. The 'Twilight of the Gods' has to be balanced by the 'Dawn of the Gods'!

The Mysteries of Heil

The Abbot of Cerne was named Aelfric, one of the three foremost scholars of the tenth and eleventh centuries. We have this quote from Aelfric -

"There, near at hand to the Holy Man, there was a pleasant hill adorned with plants, with all fairness and full smooth."

This 'Holy Man' seems to mean the Heil-Giant, and the words do convey the meaning 'Holy-Giant', the term 'Heil' can mean 'Holy'. In one of his works, *Lives of the Saints*, he dwelt a great deal upon the figure of Saint Edmund and the Severed Head guarded by a Wolf. Also, in the martyrdom of St Alban we find that he escaped death by causing a stream to dry up, and then reactivating its spring by pure 'spiritual power', and was afterwards beheaded, as was St. Edmund. It has been said that at some time a 'Severed Head' could have been linked to the Giant.

The figure was also called Helia recorded by a French monk named Gotselin who migrated to England in 1053. The name appears to be female, but it has variations - Helia, Helis or Helith. The French monk no doubt got this information from earlier Saxon accounts. Interestingly, in view of this religious abbey being built next to the Giant, this is also the case with the Long Man in Wilmington. It is also interesting to note that St. Edwold, the brother of King Edmund of Anglia, fled to Dorset around 870 CE and lived as a hermit in the Cerne Valley. The legendary founder of the earlier religious house was St. Augustine in the sixth century. He travelled to Dorset from Kent to 'suppress idol-worshippers at Cerne'.

An account written by Walter de Hemingford in 1297 begins - 'In the district of Dorset...where the god Helith was once worshipped...' In the *Golden Legend* written earlier in the thirteenth century the same story is told, set '...in a certain town inhabited by wicked people...' who worshipped an idol called Heil or Hele. Since we find the names associated with a 'Holy Man' they could be related to the Old English *helig* meaning 'holy'.

Long ago William Stukely saw the hill-figure as 'Hercules', and Professor Stuart Piggott took up this idea in later times. But Piggott links the name Helith with Harlequin which Kris Kershaw relates to Herla's Kin and in doing so links this to King Herla and to Herian, a name of Woden as the Wild Huntsman. This in fact gives weight to my own ideas on Waendal, since the figure also links to the Harlequin (Jester-Fool) and to the Wild Huntsman. As 'Winter-Woden' this is the Wild Hunter-God named Helethkin from the

Old English heoloth-cynn. Hercules is a Greek form of this figure, which gave rise to the idea that the hill-figure was Roman. The problem is that many scholars started with the idea this was 'Roman' (from the Greek) and then tried to prove it so by finding the 'Lion's Skin' held by Hercules. The figure today is thought to date from the Anglo-Saxon times!

Even though the name of the area in which the abbey is found is Cerne or Cernel, relating the Giant to Herne is not so far from being right, since Herne the Hunter is the Wild Huntsman as shown in his legend from Windsor. 'Cerne' is in fact a Celtic word for 'horn', as 'Herne' is the Saxon equivalent. The 'nipples' of the Giant are offset in the same pattern as the top two stars of Orion the Hunter. Since the 'Phallus of Orion' - Three Stars of Orion - can represent 'Frigg's Distaff' and the 'Three Sisters of Wyrð', then the three Pyramids of Egypt are also based upon the Three Stars of Orion as Robert Bauval has discovered. Also, of interest here, is that another 'speculative writer' (don't forget most of our history is 'guesswork'), Andrew Collins, has equated the same three pyramids of Egypt with Cygnus the Swan - thus we have Orion (Heil Giant) and Cygnus (Long Man) again linked in some mysterious way.

There is yet another synchronicity involved here. There is a 'Severed Head' linked to the Heil Giant, recorded in some old drawings of the figure. The Long Man was once called The Green Man and the 'Severed Head' is directly linked to the Legend of the Green Giant, where Gawain beheads the Green Giant. We have the 'beheading' of the White Hart connected to the Long Man! Thus both figures may be linked to the image of the 'Severed Head'.

The Skull and Crossbones is thought to be symbolic of the Wild Huntsman, and is certainly linked to Death and Destruction (to resurrection and renewal). Both Gawain and Parsifal are linked to the Graal-Quest, and the name Ga-Wain (Gavin) could be rendered Ga-Wyn, thus the Gyfu-Rune and Wyn-Rune making up the Chi-Rho which Mdme. Blavatsky says is the Skull and Crossbones - just pure guesswork, of course.



In 1764 it was reported that 'three numbers' were found within the Giant's legs, and in 1774 an illustration in a book by Hutchin showed three letters as well. Research has been done on this through various scans of the areas, but nothing conclusive has been found, nor do we know if or when such letters and numbers were on the Giant. Hutchins version of the symbols seem to show the letters - I : n : g, though later research seems to look like I : n ; D, and the numbers 1 : 7. Since we find no evidence of letters and numbers on other hill-figures in England these would no doubt be later editions (if they ever existed). Hutchin's version of the numbers is 7 : 9 : 8. It is hardly likely that the date 1798 is shown here, since this was decades before Hutchins wrote in 1764. The earlier version of the letters - ing - would also seem to be more likely than i-n-D, since why use a capital letter for the 'D'. The 'i' can be a capital 'I' or a 'J' from the version we have from Hutchins.

It has also been found that the phallus has later been lengthened, originally being the navel and phallus. The Trendle next to the Giant could have been a Temple of Heil maybe having an idol of the God within its boundaries. When we count the circles for the navel and phallus we have a link to the Three Stars of Orion, and above these the two top stars, offset as are the nipples. The two offset stars have the same form as the constellation of Orion - that is when we view this as the Seven Stars of Orion. As Hamasson once pointed out, these create the Wolf-Hook Rune.

What has tended to cloud the issue here is the academic dogma that everything here in Britain in pre-Roman times was 'Celtic'. This area was in fact where the Belgae dwelt and Caesar stated these were mainly Germanic Tribes. There is really no difference, bar language, between the 'Celts' and 'Germanics', but the term 'Germanic' is today mainly taboo amongst academia due to the association with National Socialist Germany. Decades of propaganda have made anything 'Germanic' as being a 'no-no', and thus acts to destroy a great part of our own English History.

The weapon of the Irish God, The Dagda, is a Club; this has the properties of being able to deal Death at one end, and resurrection and new life at the other end. This is indeed interesting in that the Club is symbolic of the Tree in one sense, and the Wilmington Yew-Tree ('Tree of the Helmed Waendal') can be, like all Yew-Trees, symbolic of Death (in the churchyards) and of resurrection and new life (it is

evergreen). Being 1,600 years old this dates back to early Anglo-Saxon times. The club shown on the hill-figure is clearly tree-like in that it shows where branches have been cut off to make the weapon.

Like the Long Man, desecrated by the idiots known as 'Trinny and Susannah', and later by a phallus being drawn upon it, the Heil Giant was desecrated in the summer of 1989 by a Durex balloon bearing the slogan 'You're safer with Durex' landing upon the left fist, followed by an advertising poster campaign. As usual the ignorant corporations got it wrong in stating the figure was 'Bronze Age'. Then a 'Covid Mask' appeared as a publicity stunt. What with the Global Corporations and their stunts, and the 'New Age' approach to such ancient figures, things started to become distorted, and these hill figures became a mockery - nothing out of the ordinary here!

The figure of Waendal wields a Club, and is that of 'The Joker' or 'The Jester' as shown in the card-packs. It also resembles the Harlequin, which is one of the forms of the Wild Huntsman, the other being 'The Joker'. It is very likely that in the Long Man and the Heil Giant we have both forms of the Wild Hunter-God (Woden) - the April Fool (Joker) and the Herla-Kin (winter version as Orion the Hunter). From this we can work out that the name Heil was used for the Wild Hunter-God, and relates, no doubt, to the meaning of 'Hail' found in the Haegl-Rune - Hail = Destruction, Heil = Recreation i.e. to make 'whole again'.

## The Mysteries of The Long Man

### The Long Man of Wilmington

I have covered this in my books before, but I do feel that it is important to understand who the Long Man represents. This, I have to add, is not an 'academic' study of the hill-figure which would be very difficult since no real knowledge has come down to us. This is where Esoteric Knowledge comes into play, since this is a revealed form of knowledge that would be dismissed by scholars and academics as being 'non-traditional' or as not 'authentic' (whatever that means).

When I went through a very profound mystical experience (an Initiation) in 1993 a two-week time-span when the Mysteries of HelgiH were revealed, this ended at 12.00 Noon on April 1st 1997, at the same time as I looked upwards to see in front of me the Long Man. Although this would be dismissed by scholars and academics this type of synchronicity will not be dismissed by esoteric workers, since it is just as important (if not more so here) as historical records. The time and date here point to the Long Man being the 'April Fool' - the 'Pure Fool' whom we relate to The Hooded Man. Although in such an experience it is never 'stated' that this is the figure of Woden in his aspect of The Great Initiator became clear to me. Since previous to this I had an experience of contact with what I can only see as the Cosmic Joker the two things are interconnected.

Later experience came to explaining these mysteries, since they are linked to the Ginn-Unga-Gap and to the Ginn or Ginnar as being 'The Fool', and a by-name of Woden too. As I have shown before the origin of everything would be what is called Ginn from which comes Ginn-Unga-Gap (Gap, Offspring of Ginn), and then the Ginn-Regin ('Elder Gods' or 'Elder Powers'). Important to this is that the Joten (Low-Born and High-Born) come out of the Ginnungagap, as does the Cosmic Mother (Cosmic Cow) named Audhumla. When Audhumla licks the Ice-Rime there appears the 'head' of a 'Man' - the God Buri. From Buri and the Joten, Bestla, spring Woden, Will and Weoh (Woden, Hoenir and Lodhur). These are the Elder Gods - the Gods of Creation.

The Tarot Card named 'The Fool' is numbered '0' and thus linked to The Void - Ginn-Unga-Gap. It seems to be symbolic of Orion the Hunter, since at the heel of the figure is a dog, which would be symbolic of Sirius, the Dog-Star. I have linked the Herne Abbas Giant (Herne Giant) with Orion, but when we consider that just east of the Long Man is a comet-shaped long barrow called Hunter's Burgh this hill-figure could also be linked to Orion the Hunter. This does not negate the fact that it could also represent Cygnus the Swan since the shape is very much like this constellation - as is the Herne Giant too! The two hill-figures seem to be not only linked, but also interchangeable in symbolism.

"I am the Beginning and the End - the First and the Last" - this I have applied to the Morning Star and the Evening Star, and it can be just as well applied to the Long Man and the Herne Giant (Heil Giant). The Long Man is in the East - Dawn, and the Herne Giant in the West - Dusk. Even though different names have been given to the Morning Star and the Evening Star they are really one planet - Venus. This can also apply to the Long Man and the Herne Giant, and these may also be linked to Bootes (Son of Man) and Hercules (The Hero). This seems clear when we consider the Old English Rune-Poem where the Ing-Rune tells that Ing follows his waen which can be the 'Sun-Waen' or 'Woden's Waen' (the Great Bear), i.e. Bootes following the Great Bear. Venus is a 'Double-Star' and is connected to both Freya and Ingwe.

There is another link between the Long Man and the Herne Giant, both of these being Solar-Phallic; the Herne Giant is clearly so, but the Long Man has a long-barrow on the top of the hill-figure with a rounded end, thus creating a phallic-shape - pointed towards the hill-figure. The club was certainly linked to Hercules, but it is also the weapon of the God of the Mannerbund in Teutonic Lore - Woden. This is the oldest form of 'Magical Weapon' of the Gods. In Egyptian Lore the Constellation of Orion the Hunter is seen to represent Osiris, and the Phallus or Orion is the 'Phallus of Osiris'. Since the Saxons called this Frigg's Distaff this is a word-play used for the 'Phallus of Woden'. Also, once more emphasising the links to The Fool of the Tarot, the Three Stars of Orion (Phallus of Orion) are symbolic of the Three Norns or Wyrd Sisters - distaff, spinning, Wyrd Sisters. The Three Stars of Orion align with the Dog-Star, Sirius on an important date.

There is also a link with the Avatar and the Rightful King since the Three Stars of Orion also represent the Three Magi of Persia, and the 'gifts' of Gold (Kingship), Frankincense (Priest-Magician) and Myrrh (Doom-Justice). The Three Magi give these gifts to the Krist-Avatar but they are originally related to Zarathustra who was a similar archetype, and from which the 'Krist Archetype' no doubt came from. Added to this is a White Horse which is found just west of the Long Man, near to yet another Saxon Barrow. This is a late Nineteenth Century addition, but this does not negate the symbolism since time and space dissolve in regard to Archetypal Myth.

In a book called *The Wilmington Giant* by Rodney Castelden he states that S.F. Annett suggested that the area around the Long Man is the setting for an episode in the *Petit Saint Graal*, a story about Peredur, the son of Evrawc. This is indeed of interest since Peredur is a Welsh version of Parsifal - 'The Pure Fool'. And it links the Long Man with the Graal-Mythos. I shall paraphrase what is said on this to save space -

Peredur - The Hero - is on a quest when he comes upon a castle with no inhabitants. Less than a mile to the north-west is a low mound called Burlough Castle which has not trace of stonework, nor is there mention of a castle having been there.

In the hall he finds a chessboard on which the pieces are playing by themselves. The chessboard is, in the Graal-Mythos, linked to Morgana - Goddess of Fate. This is in the Bepelled Castle or Castle of Wonders, and Burlough Castle is said to be the 'Home of the Fairies' (Fates).

Peredur takes sides and loses; he is rebuked by an 'ill-favoured maiden' after he throws the chessboard out of the window. The maiden tells him he can make good if he goes to a nearby wood and beheads the White Hart that frequents the wood. Peredur does so, but a mysterious knight seizes the head and carries it off. There is a small wood nearby in which stands a small church, Lullington Church, and near to the Long Man is Hunter's Burgh. There is also an area named Hindover Hill where stands the White Horse.

For losing the Hart's Head he is sent to a mound beneath which is carved the figure of a Man (the Long Man), where he recites a spell and a huge black man springs out of the mound ready to do battle. Peredur defeats him and the black man disappears into the mound. The mound is clearly the Windover Hill Long Barrow. We are not told so but this figure of a 'Dark God' may have been the wielder of a Club, since this is how the figure appears in similar legends.

The chessboard is a board of 8 x 8 squares, half black and half white, thus 64 squares in total. In another Graal-Legend this is linked to the Grail-Hero Gawain and his 'Loathly Damsel'. It is also important that there are 16 chess-pieces on each side of this game. In another version it is Parsifal again who plays the game, loses three times and, in a rage, is about to throw the pieces 'into the water below' (Cuckmere River). He is restrained by a young woman wearing a red dress strewn with shining, twinkling stars, who claims the chessmen to be 'hers'. The same figure appears in Egil's Saga as a Red Queen, her name being Gunnhildr. Emma Jung tells how the Star Woman inherited the 'Fairy Morgana's Chessboard', the chess-game being the Conflict of Opposites (RAHWAN). In one instance the Star-Woman is with a 'Hound' - the 'Hound' Sirius.

Clearly, the huge 'Black Man' that comes out of the mound is the 'Dark Side' or 'Shadow-Side' of the Hero that has to be overcome in order to fulfil the quest. The Hero thus represents the 'Light-Side' of the Eternal Conflict between Light and Dark - thus the chess-game. Also of interest here is that during the same Mystical Experience of 1997 I was told in a dream that the Hale-Bopp Comet was 'Sent by Morgana', which again links this to the Graal-Mythos. Morgana is the Goddess of Fate - Wyrd. Here, it

seems, Woden is the Great Initiator but it is Wyrð (Morgana) who oversees the result of the Initiation - or 'quest' in terms in terms of the Graal Mythos. The figures of Morgana seems to originate in The Morrigan of Irish Lore, who are associated with the Raven and to Fate, as the Waelcyrge are in English Lore.

This association of the Long Man with the Graal-Mythos seems to add weight to the idea that I gave back in 1997 on the Long Man - Hunter's Burgh - Hale-Bopp Comet association, that this whole area was laid out as a 'Time-Clock' that was to be awakened at the 'End-Time'. This is the area in which I placed 8 'Millennium Ale' bottles in the shape of a Swastika back on August 10th 1999, and the next day did a rite at the Long Man aimed at the Resurrection of Ingwe as predicted by Nostradamus - at the Solar Eclipse of August 11th 1999. The next day was the Perseid Meteor Shower - Perseus being 'The Hero'.

Although I have covered this before, many times in fact, this time I have placed more emphasis upon the link to the Graal-Mythos which takes this one step further. I shall now move on to some other important points in these ideas.

In the above, from the Horns of Gallehus, we find the figures of a Club-God (Woden) and an Axe-God (Thurnor). These are on the same horn as the 'Game-Board' shown on the bottom row and third from bottom row. On the same horn is a female figure holding a horn (second row) which is most likely a Waelcyrge.

The hundred next to that of the Long Man is named Wandelmestreow (Wand-Helmes- Treow) - 'Tree of the Helmed Waendal'. In the above 'Ancient Arms of Wandel' we find the figure of 'The Joker' or 'Jester'

holding a Club. Once again we can see links between the Long Man and the Herne Giant. It is interesting to note the ideas around Waendal -

Orwandel = 'Arrow-Wandel'.

Garwandel = 'Spear-Wandel'.

Orwandel is the Anglo-Saxon Earendel associated with the Morning and Evening Star. 'Arrow-Wandel' itself suggests a Bowman - a Hunter-God. Here we link to Herne the Hunter in the Long Man (Hunter's Burgh) and the Herne Giant (Herne the Hunter, Orion the Hunter). Garwandel - Spear Wandel - may be a later image of what was originally the 'Club-Wandel', since the Club would have developed into the Spear. This whole theme is thus linked to The Hooded Man through the Myth of Hamlet - Amlodhi being the son of Orwandil. We are back to the 'April Fool', 'The Pure Fool', to Parsifal ('Pure Fool') and to the Graal-Quest. To add to this the Resurrection of Ingwe has been shown to link to the Long Man area and to the 'Black Sun' of 1999. Ingwe is linked to the Sacral king, to the 'Wounded King' (wounded in the thigh-groin) and thus to the Quest for the Graal - to heal the wounded king. Is the name Heil given to the Herne Giant thus a coincidence? Heil means 'heal' in one of its senses.

The Horned God with the right-eye socket damaged seems to be Woden as the Great Initiator leading one of his Wolf-Warriors in a War-Dance. The 'Sole' (Sol) and 'Heel' (Heil) symbolism of the twin spears I have been into before. The figure is akin to both the Long Man (in particular because of the Twin-Spears) and the Herne Giant (stance is the same). The 'Jester-Like' figure (Ginn) wears the Solar-Horns and the Lunar-Horns (Balance of Light and Darkness). The upward-pointing and downward-pointing spears suggest the Fire-Serpent (Kundalini) that moves up and down the Spinal Column.

The Finklesham Buckle shows a similar figure holding Twin-Spears, but this time both pointing upwards. The figure, as Hamasson once pointed out, is held within a Triangle (Northern Triangle within which is Cygnus the Swan).

The same buckle from the rear, showing the Triangles and the Ing-Rune (Diamond) pattern. It is doubtful that the English Craftsmen failed to use symbolism throughout their work. This figure has the Solar-Horns but not the Lunar-Horns. The belt-buckle stands over the Hara-Centre as one of the Centres of Vril. We should also note that the belt is round with two ends that join together, suggesting a 'circuit' of some sort, just like an electrical circuit. Thus the 'Belt of Thunor' representing some form of electro-magnetic circuit and force.

Another important point here, and that is the use of the name Ginnar as a by-name of Woden; this is related to Ginn and thus to the 'Divine Powers' and 'The Fool'. In the above ideas the Red Queen in Egil's Saga is named 'Gunnhildr', where 'hildr' is a 'Warrior-Maiden'. There are also similar-sounding names - Gunnar and Gunnlod - the latter being the Joten-Maiden, daughter of Sutting, whom Woden lay with for Three Nights in a Tantric Rite. I will suggest here that Ginn and Gunn are merely variations of the same thing, as we find in 'Ing' and 'Ung'. The Old Norse gin can mean the 'mouth of an animal', so the images that arise from the Jaws of the Fenris Wolf swallowing Woden have a far deeper symbolism than is usually thought. The Jaws of the Wolf must therefore represent The Void - Old Chaos - which 'swallows' the God Woden, who thus returns to the Source, arising anew as the 'Resurrected Woden' in the form of the Warrior-Hero - Wid-Ar the Avenger.

The Saxon names for the Herne Giant - Heilith, Heil, Hele, and Helge - all relate to both 'Hel' and to 'Helgi' and also to the Haegl-Rune.

The Secrets of Ingwe.



## The Holy White Stone of Ingwe

Certain secrets linked to the God of the English - Ingwe - can be found in a curious non-Christian poem about a 'Christian' saint - Saint Cuthman. The White Stone of Ing stands in the porch of the Church of Saint Andrew and Saint Cuthman in the village of Steyning in West Sussex. The poem is taken from a small booklet found inside the church. The Legend of Saint Cuthman is the Legend of Ingwe, I have shown this many times before. 'With this Mysterious Earth...'

"Will that be true of the wisdom  
of the people who knew the Earth,  
and sensing the power of the ley-line  
close to where it starts  
sets on it the altar of this church  
on its journey to distant Chartres..."

This is a modern poem, but from one who upholds the idea of the 'Ley-Lines' or 'Dragon-Lines' that criss-cross the lands. Perhaps the writer of the poem was a dowser, since the altar is said to have been built on the starting-point of a Ley-Line that runs to Chartres Cathedral in France. We have to remember here that the church was originally Anglo-Saxon, but much was added on by the Normans, who erased the name of Saint Cuthman from the records. So who built the altar there I cannot tell.

"And it is not every journey  
that follows the straight-line track:  
the labyrinth turns us about to see  
what once was at our back.  
Stretch across the thin division  
that appears as Time and Space..."

The turning labyrinth has different properties than the straight track, since it allows the past to be seen. "For perhaps we're closer than we knew, in mind as well as space". The labyrinth overcomes the limitation of Time and Space. Another symbol that appears in the poem is the Tree which is "shaped and sculpted by evolutionary law - and more?" The poem quotes Hopkins who recognises the 'essence' or 'inscape', the core of every living thing, and Wordsworth who sensed the 'presence' of living things. The poem ends thus -

"Straight Line, Tree and Labyrinth,  
new dimensions beyond, within,  
granted blessings from good Saint Cuthman  
let our pilgrim's journey begin."

In a sense this poem seems to try to awaken the Legend of Cuthman in a very subtle way. The Tree seems to awaken us to the 'inscape' or 'essence' of the Legend of Cuthman, in that it holds the secret of a Heathen God hidden within the guise of a Christian Saint. The Labyrinth image tells us to look back to the past, not just to any time in the past, but to the origins of our Folk through the God known as Ingwe. The Straight Line suggests the Straight Way mentioned by Tolkien, the means to see the Invisible World - the First Earth. This would take us back to the Land of Scandi - the Land of Thule-Hyperborea.

In the story of Saint Cuthman he struggles to get the 'main roof beam' into position, and this represents the Central Pillar or 'Central Tree' of the church. This is hinted at through the image of the Tree in the poem. The Tree is 'shaped and sculpted by evolutionary law - and more?' The idea of evolution is introduced in regard to 'Saint Cuthman' - Ingwe. The Sacred Tree represents the Sacred Centre, in which case Ingwe is here linked to the Sacred Centre or Spiritual Centre.

The Mark of God

Most people are aware of the Mark of the Beast - 666 which is found in Revelation 13: 16-18. We know that this refers to the Electronic Fund Transfer System which is now developing into the Central Bank Digital Currency which will bring in tighter and tighter controls by the Central Bank. What many people are not aware of is another 'mark' mentioned in Revelation 7: 3-4 -

"...Hurt not the earth, nor the trees, till we have sealed the servants of our God in their foreheads.

And I heard the number of them that were sealed: and there were sealed an hundred and forty-four thousand...."

Now, in order to understand that the so-called 'Christian Bible' was rewritten in the time of James I, and that it is usually understood that one of those doing so was Sir Francis Bacon, who was an occultist. In the above statement we have a very strange wording - 'till we have sealed the servants of our God', strange since Christians are always blabbing about there being only one God. This statement here parallels that of the 'new name of God' mentioned earlier about the 'White Stone' (White Stone of Ing - the Firestone). Neither of these statements makes any sense when considered on the light of the 'monotheism' of Christianity.

This mark, like the 'Mark of the Beast' is placed on the forehead, but this is a seal and not connected to the same ideas as the Central Bank Digital Currency, is there to protect the bearer. I am going to try to shed light on this since well before I had even studied Revelation I had a very strange dream of a Horned God placing a 'Mark' in my forehead - the Circle-X as in the image at the start of this post. This I never understood before, but some strange things happened over the past couple of days that seem to bring some light from this mystery. What follows here may well be a bit chaotic but please bear with me since this is guesswork in the main but seems to begin to fit a pattern of interest.

I have looked at this before but will go through this with some new ideas that have come to light. Firstly, there are a number of Indo-European Roots which give a clue as to this - these are used in regard to Folk-Etymology and not 'Academic Etymology'.

IE Root \*gheu-

To yawn, to gape.

To call, to invoke. (Leading to the word 'God'.)

To pour an offering.

Chaos.

IE Root \*ghai- (old form \*ghae-i-)

To yawn, to gape.

Old English gina/ginian and Germanic \*ginon

Yawn.

Old Norse gap meaning 'chasm', Old Norse gapa meaning 'to open the mouth'.

Old English coma meaning 'jaw'.

Old English gidig/gydig meaning 'giddy', in the original sense of 'Possessed by a God'.

IE Root \*ghud - meaning 'gut'. Germanic \*gut and Old English guttas meaning gut or intestines.

IE Root \*gheus - A gust of wind, a cold blast of wind. \*gudan meaning 'god'.

Clearly, here we have root-sounds that are linked to 'God' and to 'The Void' - known to us as Ginn-Unga-Gap. We can add to these the Old Norse Ginn which refers to a Divine Power, and also to a 'Fool', and to 'Folly' (Wind-Bag). Ginn-Unga-Gap, as I have shown before is the 'Gap - Offspring of Ginn'. So, in the Be-Ginn-Ing we have the concept of Ginn, which seems to me to be linked to the Cosmic Joker in one sense, since this is the power ruling over our era - the Age of Chaos and Dissolution. Since we find the twin opposite forces of Ice and Fire that are there, but since there is no movement ('ok gustr') they do not interact. It is the movement by which the Cosmos is whisked into being - the 'Big Bang' if you like. The 'Gaping Void' is Chaos, which was there at the Be-Ginn-Ing and returns at the end of a Cosmic Cycle.

The circle is an 'enclosure' which in 'Nought' (Not - No-Thing) but which contains 'All' within itself. The Number Sequence starts at 0 = The Void, the No-Thing, 1 = The All, and then 2 = Duality (Ice and Fire - The Conflict of Opposites). The Circle-Dot was symbolic of 'God' as The One in The All.

The 'X' within the Circle is the Gifu-Rune or Gebo-Rune and the word 'gift' stems from the IE Root \*ghabh- which means both 'to give' and 'to receive'. This is important since this shows a two-way idea - to give out and to get back. From this we get the Old English giefan and the Old Norse gefa, as well as the Goddesses Gefion and Gefn. The letter-change within the Germanic Tongues is akin to the English elf and German alb. The Gyfu-Rune shows up no less than 8 times within different runes -

Gyfu - Gar - Edel - Stan - Daeg - Man - Haegl - Ior.

The Ginfaxi Symbol used in Grima Wrestling is based upon the Ginn once again, and the key to these mysteries seem to lie in The Primal Void or Ginn-Unga-Gap. One of Woden's by-names in Ginnar, and through my own experience Woden is the April Fool - 'The Hooded Man'. The Ginn-Faxi is the Swastika, and this seems to be a prime symbol of the Hidden Force in The Void - the Force of Creation. This is the Fire-Whisk by which Mundelfore whisked the Cosmos into Creation - Mundelfore, in my own view, is Waendal, and thus linked to the Long Man of Wilmington. The Gar-Rune (Gift of Ing) is, as I have shown before, possibly shown as a 'Hidden Swastika', just as the Gibo-Rune in the version used by Guido von List is used as a 'Hidden Swastika'.

'God-in-the-Blood' - The DNA Spiral shown here symbolised by the Ing-Rune, made up of Twin Gyfu-Runes. XX Chromosomes - Female, and XY Chromosomes - Male. These are shown on the White Stone of Ing, where the 'gift' given to our Folk is 'FIRE'.

Does the 'X' within the Circle refer to Ginn that existed at the Be-Ginn-Ing within The Void; if so then this is the Creative Force or Pure Intelligence known as All-Father, and also God (from which we get 'Godan' or 'Guodan'). Gyfu-Rune - Edel-Rune - Daeg-Rune, all three of which contain the Gyfu-Rune. The word 'God' comes from the IE Root \*gheu- as does 'The Void', 'Chaos', and 'Ginn'.

In Hindu Lore we find the offering of what is 'clarified butter' - Ghee; however, this is symbolic in its origins. This seems to be linked to \*gheu- through sound alone, though the root-word is the IE Root \*g(w)her- which means 'to heat', 'to warm' or 'to burn'. The symbolism is here linked to Fire, and thus to expansion (X = multiply).

'The Abyss' - i.e. 'Gaping Chasm' - is always seen to be downwards, and is linked to the Ap/Ab of Sumer-Babylon which is the Waters below the Earth and above the Abyss. Woden's 'Cry' or 'Shout' - AEPANDI NAM is linked to these ideas -

AEP = The Waters.

ANDI = 'Ond' or 'Anda' = 'Vital Breath'.

Woden hangs upside down upon the Windswept Tree which again gives us 'wind' or 'gust of wind' and the movement of air that fans the Fires of Creation. We must recall that the Primal Waters were the Primordial Ice or Primal Ice originally, and these turned to Water when subject to the Primal Fire in Muspellheim. There is some small thing that does not sit right here, and that is the 'Primal Ice of Niflheim'. 'Nifl' is the same as 'Nibl' or 'Nebl' and from this comes 'Nebula' which is a cloud of gas and

dust in space, from which new planets and stars are created. We should perhaps see this as the Primal Mist since a 'mist' or 'fog' is water that is near freezing.

This is, in fact, very interesting, since the Welsh Wild Hunter-God is named 'Gwyn man Nydd' - 'White, Son of the Mist'. Nydd (Welsh) is Nodens (England) or Nuada (Ireland), and both Nydd (Nudd) and Nuada are said to have lost one hand, which is replaced by a Silver Hand. The treasures that Sigurd the Wolsunga won by slaying the Dragon Fafnir were the Treasures of the Nibelungs - 'Sons of the Mist'. This 'Freezing Mist' would be the 'Rime' which is freezing water or the 'Cool-Cold Sea' of Hvergelmir.

Some scientists are now postulating not one but two 'Big-Bangs', one of which brought into being the material universe, the second bringing into being a parallel universe. Science still does not understand Dark Matter or Dark Energy which they theorise to be there but which does not seem to affect the material universe, and which, they say, moves through matter. The Black Sun is said to be the Sun of the 'Inner Earth' - a parallel universe. What does seem to be the case is that the impetus for the Creative Force originates in 'another world' and then manifests itself in this material world to change the course of history in some way.

The Black Sun is the Void of Creation; just as the god Buri was created by Audhumla - the Cosmic Mother - so this Creative Force walks The Void for Eternity. This is the Ur-Force or Primal Force of Creation, and these Mysteries are found in the Feoh-Rune and the Ur-Rune, both associated with 'Cattle'. The Primal Void will remain in the Blood-Memory, and the figure of Woden, dressed in Black Cloak and Black Hood with a Void where the face should be, is symbolic of The Void, and his power to use the Primal Force of Ginn. Woden himself contains the Power of Light and the Power of Darkness held in balance as the Power of Creation and the Power of Destruction.

This is why it is so hard for most to even consider how such a Force of Creation and Force of Destruction can work here in Middle-Earth. This goes beyond 'Good and Evil' as Nietzsche said. Woden is very much like the Hindu Shiva and Vedic Rudra who is the 'God of Creation' and yet also the 'God of Destruction'. The name Ygg parallels that of Ughr which is a title of Rudra-Shiva. Rudra-Shiva's 'Dance of Destruction' is a terrifying act to see, a whirling-dance by a sword-wielding daemonic power.

The Cycle of the Ages goes through 24,000 to 26,000 years in a downward decline until the Warg-Age or Kali Yuga whence the Waters of Dissolution (Great Flood) takes place, and in our own cycle the Destruction by Fire overwhelms the Nine Worlds. This is an ending, but also a new beginning, and from



the word 'be-ginn-ing' we can see that the Primordial Chaos returns, out of which arises a New Order and New Cosmos - a New Creation.

Thule - The Polar Centre

YULE = THULE

The Path of the Sun from East to West each day and each year is the 'reality' that we see but this is not the only 'reality', since the Sun is the Still Centre around which everything turns, just as the Sun is at the middle of the movement of the Signs of the Zodiac. With the Yule-Point being at the bottom this is where the Sun is 'renewed' each year, just as this is seen in the daily path of the Sun.

What we need to recall here is that the Solar-Cycle existed only after the end of the Golden Age of Being, whence Becoming replaced Being. The aim has to be to reconnect to Being, whilst still being subject to the Cycle of Becoming. To 'stamp Becoming with Being' as Hegel stated. This is why Miguel Serrano pushed the theme of the Swastika as the 'Swastika of the Return' - to Thule. Thule has to be awakened in the Blood-Memory. Thule here is at the North. Hel, the Goddess of Death, was reached through the north of the world - *nidr ok norðr liggr Helveg* - "down and north leads the Hel-Way". North is seen here in the context of the Solar-Cycle.

The Ring is here symbolic of the Folk, at the Sacred Centre of which is the Sun-King. The Sun-King radiates energy and force outwards; the centre is everywhere, the circumference nowhere. This is far different in structure than the Pyramid-Structure of the Globalists, where 'they' form the top parts, and 'we' are all at the very bottom. The Sacred Ring is based upon energy and force from a Sacred Centre - Thule. The Sun is here the Immovable Mover, that which is still, around which the movement of the Folk-Wheel turns.

It is my own belief that Bael-Daeg is the Black Sun, held in the Nether-World (Hel) through the Cycle of the Ages, after the sinking of Thule and the ending of the Golden Age. The term bale can mean 'fire' but in a special sense of 'to blacken with fire'. It is thus a 'blackening', hence the Black Sun. One of the symbols used is the Black Swastika, another the 12-spoked Black Sun. The Old English daeg means 'day',

in the sense of a 24-hour day, thus its use at the end of each day of the week. It thus means Day and Night. Bael-Daeg in Norse Mythology is not seen as the daily Sun 'dying' at the end of each day and rising anew the next morning at Dawn. He returns only after Ragnarok.

The Black Sun used here may hint at this being held in the Nether-World by the twin Nyd-Runes, Nyd or Nith being the Nether-World. It is significant that Bael-Daeg plays no part whatever in any of the Norse Myths, except for his death at the hands of Blind Hod, aided, of course, by Loki the Trickster. There is no hint of a daily cycle of the Sun, but in Greek Myth it is Helios that is the Sun-God, and Apollo is the God of Hyperborea - the Far North. It seems we have the Golden Sun and its 'Death and Rebirth' and the Black Sun which sinks with the sinking of Thule-Hyperborea. The Black Sun is the Hidden Sun, it is the Midnight Sun.

The Mythical Year

Midsummer The Midday Sun - High God

GER-RUNE

DAEG-RUNE

Midwinter - The Midnight Sun - The Son

THULE

Today's calendar is a mix of Solar and Lunar Calendar; we have 12 'months' (Moons) each having either 30 or 31 days, bar for February which has 28. There is no real sense here because it uses the Lunar Year of 365 days (364 really) but a Solar Year in regard to the parts of the year ('Months'). However, this was also true of the Anglo-Saxon year where Bede (a Christian monk) tells us they worked by nights and moons, and yet starts off the year with a Solar Date - December 25th. He also says they too cut the year into 12 parts ('Months') thus also using a Solar Year. If they used a Lunar Year it would be cut into 13 parts, each month being 28 days, making 364 days in the year. Not sure whether they used a 7-day week (as the Greeks and Romans did, as well as the Jews who used this from Genesis in the Old Testament), but the 7-day week is used in a Lunar Year, since a month is  $4 \times 7 \text{ days} = 28 \text{ days}$ .

What I am trying to do here is to construct a Mythical Year - a Solar Year - named thus because it does fit with the Solar Myths. This will then be fitted to a pattern of runes that fit the Daily Cycle and Yearly Cycle of the Sun's Path. To do this I use the Sun-Wheel which is a four-spoked wheel representing the four parts of the year we use today, but within it the 2-part breaking of the year into a Light Part (Summer) and Dark Part (Winter).

From this we can create an eight-spoken wheel that is used as our own Wheel of the Year Rites. Keep this in mind here, but for the time being keep the four-spoked Sun-Wheel in mind for what I am going to say now. The year starts at Yule or Midwinter (Middle of Winter) which is at the bottom of the Holy Wheel. This is marked by the Daeg-Rune, a Rune of Change, and a rune which marks the point where the Dark Path ends and the Light Path begins, where the Sun starts to move upwards again on its Waxing Path. Keep in mind that the Sun here 'stands still' for 3 days on December 21st-22nd, and then starts the upward path on December 24th-25th. This point is clearly the 'Reborn Sun'.

The Waxing Sun (Upward Path) begins the 'Way of the Gods' and moves upwards through the Summer Evennight around March 21st. In the Daily Cycle this point is the Dawn, in the Yearly Cycle it is the start of the Summer (if we ignore the Spring as we do the Autumn in this). At this liminal point the Light and Darkness are in balance. The rising of the Sun at this time is marked by Venus (Eostra) in the East, the Sun rising after Venus is seen. Eostra is the Goddess of Dawn and the Goddess of Summer (Spring if you wish). The Waxing Sun reaches its high point at the top of the Holy Wheel - this marks Midsummer. Here, again, is a point of change, and this is marked by the Ger-Rune or Ar-Rune (Eagle-Rune). Here, once more, the Sun 'stands still' on the horizon for 3 days on 21st-22nd June, and then starts her downward path on 24th-25th June. This highest point is Midday in the Daily Cycle.

The Waning Sun (Downward Path) begins the 'Way of the Ancestors' and moves downwards through the Winter Evennight around September 21st. This point in the Daily Cycle is the Dusk, in the Yearly Cycle it is the beginning of Winter. Again, at this liminal point the Light and Darkness are in balance. Here, in the West, the Evening Star (Venus) appears first as the Sun moves down into the 'Nether-World'. Here it reaches the point where it began, at the lowest point - Yule. In the Daily Cycle this is Midnight.

The Ger-Rune is placed at the Midsummer and Midday point, but it also represents the Light-Dark daily-yearly cycle. The alternative Elder Futhark stave shows the movement of the two cycles clearly. The Chinese Yin-Yang Symbol is even more precise with this. Ger which is said as 'Year' also means 'harvest', but this point cannot be seen as a 'harvest', but it is the end-point of the Waxing Sun and thus in a sense the point of 'harvest'.

If we see Bael-Daeg as the Sun-God then he is 'wounded' at Midsummer, his might waning until we reach the Winter Evenning where he 'dies', moving down into the Nether-World until he reaches the lowest point at Yule. Here, Bael-Daeg becomes the Midnight Sun which is reborn or 'resurrected' at this point. This is symbolised by the Holy Swastika - the Fylfot - which is Bael-Daeg in the Underworld - the Black Sun.

"The Sun of Midnight is ever the Son!"

In line with Archetypal Myth the 'Sun of Midnight' is 'The Son' - of the High God - born at the Yuletide of the year. Thus the Archetypal Krist who is born on December 25th is the 'Rebirth of the Sun' ('The Son'). Since the Midsummer Sun (Midday Sun) stands highest in the South, the Midwinter Sun (Midnight Sun) stands to the North (Thule). The Archetypal Krist is thus the Krist of Atlantis (Miguel Serrano) and not the 'Jesus Christ' of the Middle-East. This is the Solar-Krist that 'shaped the former world' - before the Great Flood.

Bael-Daeg seems to also be Pol whose must have been the Polar-God of the Primordial World. It seems right to link him to the Midwinter since this is also marked by the Daeg-Rune. The Greek Apollo is a Sun-God, but in other Indo-Aryan areas the prefix 'A-' created an opposite (as Hamasson pointed out once where 'Brahman' becomes 'A-Brahman' (Abram/Abraham). If so, then it may be that A-Pol-lo represents the Midsummer Sun, whilst Pol represents the Midwinter Sun. Originally, of course, Pol was the God of the Pole - the North Star.

This Mythical Solar-Year is clearly a 'wheel' or 'ring' which would be made up of 360 parts (360 degree ring). This is broken into two 180 degree parts - Light and Dark - and further into four 90 degree parts

(seasons). We can now mark the 12 'months' of Light and 12 'months' of Dark with the 24 Runes of the Elder Futhark. We start at the very bottom with Feoh (comes after Daeg) and this would be one o'clock in the Daily Cycle, moving to the Dawn which would be Ken, then to the Midday which would be Ger, through the Dusk which would be Beorc, and down to Midnight which would be Daeg.

The Yearly Cycle would be just the same, but each 'month' would have two runes, one for the first half, one for the second half. Thus January would have Feoh-Ur, February Thorn-Os, March Rad-Ken etc. The Beorc-Rune lies at the Dusk, which may seem odd for a Rune of Regeneration, but this point is the start of the Winter, and in some way thus a 'new beginning'.

The Edel-Rune is here put as Number 23 and not Number 24; but this is the Rune of Thule (At-al-land later), and the Primordial Homeland. Thus, the Mythical Year shown here leads us back to the Primordial Homeland - Thule. This is the time of an 'ending' and a 'new beginning'. As a turn-rune the Daeg-Rune is placed here, but it should be seen as being switched with Edel to create another hidden meaning.

Of course, this Mythical Year can be seen as a 'Nature-Myth' in that it is a yearly cycle of the seasons, but it is also a 'Legendary Myth' or 'Historical Myth' in that it paths the downward movement of the Folk away from the North Pole - Primordial Homeland - to the North-West, and then southwards and eastwards to the Southern Part of the planet. Then it paths the upward cycle as the Folk-Wanderings took us back into Europe and Northern Europe. The 'Historical Myth' follows the same path as the 'Nature-Myth', they are two levels of the same symbolism. This, of course, uses the Elder Futhark of 24 Runes, the Ar-Kan Rune-Lag 33 Runes is used for the Inner Awakening of the Fire-Serpent since it links to the 33 bones of the human spinal column.

#### NOTES -

1. The Daeg-Edel change may also be linked to the 23 1/3 degree pole-shift that sent the Earth's Axis off centre, thus shifting 'Thule' from its True Place.

2. The Egyptians, ruled by their Solar-Kings of the Ancient Solar-Race, at one stage used a 360-day Solar Year.

3. The Number 360 (as 36) is part of a number-order 36 - 72 - 144 that has very ancient roots.

4. There are 60 seconds in one minute, and 60 minutes in one hour. In one 12-hour period there are 43200 seconds, and in 24 hours 86400 seconds. The Sacred Number 432 appears in this sequence. The Great Pyramid is said to have been built to the scale 1 : 43200, and is also said by some to represent the Northern Hemisphere.

The Wheel of the Year links the Solar-Wheel (+ Cross) with the X-Cross, with the rites of the X-Cross being near to the middle of the Four Main Rites -

Midwinter - Wali's Day (Feb. 14th), Summer Evennight - Dragon-Slayer (April 23rd) or Walpurgis Night (April 30th), Summer Sunwend - Thingstead (August 17th), and Winter Evennight - Ancestral Rite (November 11th).

Using this Wheel of the Year each eighth part would have 3 Runes, thus creating the 24 Rune-Wheel. Starting at the bottom (Yule) we would have - Feoh-Ur-Thorn, Os-Rad-Ken taking us to the Dawn-Sunrise in the East. The rest is clear.

We have here a Runic Form suited to the Solar-Ring and to the Mythical Solar-Year which runs with the Teutonic Myths. The four points of the year Midwinter-Dawn-Midsummer-Dusk would be marked by the Holly-King - Dawn-Goddess - Oak King - Dusk Goddess.

The Pure Fool

This post sprang from watching a 'Children's Tale' called Ash-Lad in the Hall of the Mountain-King which was a breath of fresh air to watch in such an age of degeneracy. More than a 'Children's Tale' it is Folklore, even more, it is Eternal Myth, and it served to awaken these ideas by watching it. I have watched it only once, so there may be errors in some of what is to come, but I shall try to keep this as short as possible, since the tale needs telling first.

A family of father and three children lived in a wooden house deep in the woods; the youngest of the three children was rather a simpleton or fool, and whatever he did seemed to mess everything up. In a large palace nearby lived a beautiful Princess who was coming up to her eighteenth birthday; however, should she not wed by the time she was eighteen the legend held that she would be taken by a troll - The Mountain King - who lived in a vast hall in the mountains. Her father got for her a suitor whom she did not wish to wed.

From thence the plot unfolds, for the Princess reaches eighteen and is taken by the Mountain King - the troll - and imprisoned in a cave deep in the mountain. There she must be forced to marry the Mountain King and be his slave forever. Meanwhile, the suitor picked by the King, together with three comrades, rides into the forest to look for the Princess, since the King has offered a massive reward for the one who frees her from the Troll. They come across the log-cabin and thus the family find out about the Princess. The youngest son, inside the cabin, starts to mess around in mock sword-play, knocking over a lamp in the process. This causes a fire and the whole cabin is destroyed! The father is furious, as may be expected, and tells the young son to leave; he then tells the other two brothers that they must quest to seek the Princess and bring her back to the King to get the reward, the only means to rebuild the burnt-out house.

Now, the younger brother had already come across the Princess and fell in love with her; he caught up with his two brothers and they went along together for a while. Then the youngest son heard a cry of distress, which his brothers ignored and carried on, so he went to find out the cause of this. He came across an Old Crone whose long nose had stuck in a tree-stump; he widened the gap so that she could get her nose loose. (The sillier the tale the more it is suited to the minds of the young - or others for that matter.) Finding her, of course, was no accident, for she told him that in order to free the Princess he must slay the Troll, but this can only be done with a Magical Sword that lay in a distant lake. She gave to him a map, which turned out to be blank; to use the map it was necessary to ask politely for the place one wished to go - and this, of course, worked. He set off again and found his two brothers.

Before I carry on, here is the best time to recall one of the most important ideas in the story. The youngest son, throughout the long journey, kept finding seemingly useless objects and picking them up,

thus ridiculed by his brothers. These were (as far as I recall) - a broken mirror, a metal helmet, a bear-skin, and a ball of twine. In fact, these seemingly useless objects all have a purpose in his quest - the metal helmet serves as a cooking-pot, the bear-skin serves him when he attacks the suitor and his comrades later, the ball of twine serves him when he enters the labyrinth in the mountain, to get out again, and the broken mirror serves him when he has to face the Troll.

His brothers come across an enchanted piece of the forest where three beautiful maidens give them food and drink; the young son also comes into this place, but he can see through the deception, since they are Three Hags whose food is maggoty and stale, but looks delightful. To cut this short, the young son is split from his brothers and find the Magical Sword; they find the mountain and the Princess imprisoned inside. The young son fights with the Troll, who knocks the Magical Sword from his hand, which then falls across the edge of the mountain. Noting that the Sun has started to rise, he takes the broken mirror and reflects the Light of the Sun onto the Troll, who is turned to stone. The Princess is taken back to her father who gives the reward, from which the father's house is rebuilt. The young son is united with the Princess and they live happily ever after....

We can see from this that it has for its origins the Aryan Myth of the Sun & Light (Princess) being taken and hidden in a Mountain Cave (Darkness). The Folk-Hero or Sun-Hero (The Fool) takes up the Quest for the Hidden Light, slays the 'Troll' (Powers of Darkness) and releases the Princess (The Divine Light of the Sun).

(THE PURE FOOL)

Contrary to the usual train of thought the Folk-Hero is often not the macho-hero but is a fool or simpleton, the following being three examples -

Amlodh - Hamlet.



Parsifal.

William Tell ('Tell' comes from 'Tol' meaning 'fool' or 'simpleton').

The above story is an Archetypal Myth of The Fool; we need now to look at Norse Mythology and Germanic Mythology to trace this theme further. If we trace the 'Folk-Hero' who slays the 'Monster' (Troll or Serpent) this takes us back to Thor. So let us look at the myths that concern Thor -

When the dwarf Brock was making Thor's Hammer he was stung by Loki who assumed the shape of a gadfly. The shaft of the hammer was thus made too short. Some feel that this is a clever dig at the 'phallic' nature of Thor's Hammer.

On his journey to Utgard with Loki, Thor slays his goats and revives them magically, but the sly Loki entices Thialfi to break the bone of one of them to eat the marrow - thus one of Thor's Goats is lame! Thor and Loki sleep in a Giant's Glove which they think is a house. This giant, Skrymir, slept and his snoring kept Thor awake, to which the Thunder-God dealt him three mighty blows, which only made the giant ask if a leaf had fallen upon him.

In the hall of Utgard-Loki Thor is seemingly made to look a fool when he is matched against three opponents, though these are Wildfire, drinking from a horn whose other end was the ocean, trying to lift a 'cat' which was the Midgard Serpent, and Old Age.

When Thor's Hammer was stolen he dressed as a woman to regain it from the Giants.

From these examples, and others we can find within Norse Mythology, Thor is sometimes portrayed as being rather 'foolish', or seeming to be foolish. Like the young son in the tale above, although he appears to be a 'fool' in fact he is very wise indeed. We can see this in the tale where every one of the seemingly useless objects has some purpose in his quest to find the Princess. His 'foolish' actions seem to harm, but underlying this is the theme that everything turns out right in the end. In the Norse Myths it is Loki that causes the problems, and Thor that sets them right. This seems to show that the original tale of 'The Fool' has been broken into two different figures - Loki and Thor. That this does link to Thor seems to be clear when we compare him with the Greek Hero, Hercules; Hercules wantonly slays his own wife and children in a most foolish act.

The 'saviour' is always the man dressed in 'motley garb'; he is either The Clown or The Harlequin, two aspects of 'The Fool'. The Harlequin is more related to Woden as the Wild Hunter-God. But we see here the link between Thor and 'The Fool', since he is the Folk-Hero. The term 'fool' stems from the Latin follis which means 'wind-bag', and folles meaning 'puffed cheeks'; hence the 'raspberry' blown by the Jester. The Fool is 'silly', a word derived from the Germanic selig meaning 'holy' or 'blessed'. The one thing that stands out is that the 'saviour' is a madman, a fool, is 'possessed', is 'The Innocent Fool'.

The Long Man of Wilmington is the 'April Fool'; this is the force that we all feel with the advent of the Spring, a wantonness and irresponsibility, something 'childlike' in its essence. At this time the Sun enters Aries the Ram. 'The Fool' is 'Pure Being' and this force - The Cosmic Joker - arises at the end of a Cycle of the Ages as Old Chaos (The Void) returns. He is the Be-Ginn-Ing and the End - the First and the Last, and yet he is Number 0. He is 'The Hooded Man', for Robin Hood dresses in Lincoln Green, he is the 'Green Man'; the Long Man was once called 'The Green Man'.

Wid-Ar is the Silent God since he is Pure Being, an aspect of Pure No-Thing-Ness; the unformulated impulse takes place in The Silence - an absence of vibration and movement - Ginnungagap. This is above The Abyss where the opposites are united. Wid-Ar the Silent waits his time to manifest as Wid-Ar the Avenger - the 'Saviour of the World'. Ginn is the Jester or Fool - the Cosmic Joker. This is why the name Wid-Ar stems from one meaning 'wide' since this is the 'Wide-Land' spoken of in Aryan Lore - as high state of consciousness. AR is the Black Sun, the Source of Everything. AR - VAR - ALDA.

The Silent God is called Hoor-par-Kraat (Egypt) or Harpocrates (Greece), and he is 'Horus the Child' seen above with his finger on the bottom lip of his mouth. This is where the gesture of the finger placed over the mouth (shhhh) as a sign to keep silent. Horus, like Wid-Ar is the Son of the Sun, and both are Avenging Gods. The father of Horus (Osiris) is slain by his brother (Set) and Horus sets out to avenge this death by slaying Set. This is the tale of 'The Fool' - Hamlet. The Egyptian Heru is the basis of the name 'Horus'. 'Heru' is related to the word 'Arya'. He is silent because he has not uttered The Word.

Ingwe & Bootes

In this post I would like to make a deeper study into the link between Ingwe and Bootes, and to also create the link between the Krist Archetype, Ingwe and Bootes. A lot of this stuff has been covered before, but not put together in the way I have tried to do here. To follow this up I would like to make the link between Ingwe and Sheaf through some new ideas that came up for further study.

"And I looked and behold a white cloud, and upon the cloud one sat like unto the Son of Man, having on his head a Golden Crown, and in his hand a sharp Sickle."

## Revelation 14:14

The 'Son of Man' here refers to Krist, but we know that Ingwe is the 'Son of Man(-nus)' so the title refers to either one of these. The image here is of the Constellation of Bootes, which has a 'Golden Crown' which has actually 'toppled' from the head. Bootes holds a 'sharp sickle' in his left hand.

The figure of Bootes is here shown with a Spear (Right Hand) and a Sickle (Left Hand), with two Hunting Dogs which he holds on a leash. Just to his right is the 'Golden Crown' (Northern Crown - Corona Borealis). This image has many different variations as to how individuals have interpreted the star-positions.

This version is different in that he holds a Shepherd's Crook in his right hand and a sickle in his left hand, and the dogs are not shown. There is an importance of both the Shepherd's Crook and the Sickle, as we shall see now. I have shown before how the Legend of Cuthman is the Legend of Ingwe, and in this legend Cuthman is said, as a child, to have tended his sheep - thus the Shepherd's Crook. Later in the legend Cuthman is said to have used a Plough, which is where the Sickle image comes in, since this is an image of harvesting the fields of crops - particularly Corn.

The Plough or 'Great Bear' revolves around the Pole-Star in the shape of a Swastika; if we look at the image below of Cuthman pushing his invalid mother in a barrow eastwards we can see that the barrow has a shape similar to The Plough -

"Ing was first amongst the East Danes seen by men,

he later eastwards went over the waves, his Waen after-ran...'

Old English Rune Poem - Ing.

The Constellation of Bootes is known as 'The Herdsman' or 'The Ploughman', which covers both the Shepherd and the Ploughman together, as do the differing symbols used, as I have just shown. This fits exactly with the images of Cuthman as a Shepherd in his youth, and then as a Ploughman in later life.

I will now turn to the link between Ingwe and Sheaf, which is not widely recognised, but which I do think can be made when we look closely into certain aspects of what little we know about both of these.

Firstly, an English Nobelman named Ealdorman Aethelweard, around the year 990CE, spoke of Scaef having landed 'on an island in the ocean which is called Scani'. Scani is on the southern tip of Sweden and was the ancient home of the Danes. 'Ing was first amongst the East Danes seen by men...' So says

the Old English Rune Poem in a statement that I see as going some way to suggest Ingwe and Scaef are one and the same person.

As Ingwe-Frey (Ing the Lord) he is associated with the Corn and the Harvest, which is clearly a role of Scaef since his head lay upon a 'Sheaf of Corn' in the oarless boat. In one of the woodcuts of Cuthman there are bales of straw (from the corn) in the background. In a later piece of information about a Divine Child in a boat, though not actually stated as being Scaef, we find that he has a 'shield' (boat) on which is a Lighted Taper - Fire. He was the God that brought Fire to the Folk of Scani. Frey is definitely associated with Fire, even though this is not actually stated outright in the Norse Myths. Frey fights the Fire-Demon Beli and slays him, and at Ragnarok he fights against the Fire-Giant Surt.

The Legend of Scaef is also very similar to the Legend of Agni, the Vedic Fire-God and son of Mataricvan, who is akin to our Mundelfore (Waendal). Agni is sent down to the Bhriguians -Son of Bhrigu - by his father Mataricvan. He brings with him the Sacred Fire of the Gods - the Nyd-Fire or Fire-by-Friction. Scaef has, on his boat (shield) a 'Lighted Taper', so we see the similarities here. Mundilfore is the 'Turner of the World Mill' and we can see Ingwe-Frey as being associated with the grinding-process of the Wheels of the Mill. Both are then associated with the Mill, which is also associated with the Sacred Fire created by friction. Ingwe is the Fire itself, produced by friction of two sticks or a similar process. The descendants of Bhrigu are also called by the title Bhargavans, a name which comes from bharage meaning 'to shine'. The name of the island where Scaef landed is Scani or Scandi which means 'to shine', 'shining' or 'bright'.

There is another 'coincidence' here, since Bhrigu and Manu were the first to use the Sacred Fire when Agni brought it down to Earth. Bhrigu and Manu have their equivalents in the Teutonic Berchter and Mannus, and the 'Son of Man(-nus)' is Ingwe, as we have shown before. The name Berchta means 'bright', 'clear' or 'light' and has its equivalent in the Old English beorht and Old Saxon berht. Manu is the one who appeared before a Great Flood to give warning and to help the people in such a time. He is also the one who brought the Divine Order of Caste to Man (in which he resembles Rig). (\*)

(\*) We are not actually told that Rig is Hama-Heimdall in the 'Lay of Rig', and this is only stated in a different text. At the very end of the 'Lay of Rig' we find a strange reference to 'Dan and Danp', names clearly related to the Danes. The Royal House of the Danes was Scyld who was the 'Son of Sheaf' (Scyld Scefig), part of a trio - Sheaf-Shield-Barley. Dan was supposedly where the title 'Danes' came from, and Scyld gave his name to their Ruling House. The name 'Rig' can be found as 'Rik' or 'Reik' and means 'King' or 'Ruler'. (A 'Reich' is a 'Kingdom'). It has never been explained as to why 'Dan and Danp' were used at the end of this lay. Wotan's Krieger (who used to be with Woden's Folk) suggested that Rig could be

Woden, since it is Woden who teaches runes, and I see this as a valid argument in a sense, but there may be other explanations.

We have the runic-sequence Mann-Lagu-Ing which in the past I have related to Manu-Flood-Ingwe. Since Manu appears before the Flood, then Ingwe must appear after the Flood - if we take this sequence as valid. Indeed, since the Old English Rune-Poem clearly states that Ing 'went over the waves' we have a reference to what could actually mean a 'flood'. There is another point here, since to go 'eastwards' would mean that if Ing were here meant to have been with the East Danes in what became Angeln, then their travel to Britain could not be seen as going 'eastwards'. (Here there seems to be an ambiguity, since some say this sentence could mean 'back' rather than 'eastwards', but, of course, it could mean both.) 8,000 years ago a massive tsunami was triggered by a vast landslide in Scandinavia and sank the whole of the area of Doggerland, an area known as Atland to the Frisians, and At-al-land in Folkish Wodenism. Vast areas of North-West Europe which included parts of these islands were submerged in the waters of this disaster. This being so the Ingwe may have led the Ingefolk eastwards over the waters to escape the disaster.

In one sense Manu and Ingwe are one and the same archetype, since we find the statement made of Krist -

'I am the Beginning and the End - the First and the Last.'

The old name for England is Albion which can mean either 'White Island'/'Shining Island' or 'Land of the Elves' ('Shining Ones'). Ingwe is the 'High Lord of the Elves' and Tolkien has him leading the Ingweawar out of their homeland which was about to sink under the waves. 'Albion' was said to have been a 'Giant' in legends from this area, and William Blake used him in his works. The word 'elf' stems from Old English (Low German) whilst 'alb' stems from High German.

In the genealogy of the West Saxons it seems that Scef, Scyld and Beow are added to take this beyond Woden and to include the biblical 'Naoh', since Scef is said to have been 'born in Noah's Ark'. This, as is usually the case, is attributed to a Christian scribe, but another explanation could be that it has been added because Scef has something to do with 'Noah's Ark' and a Flood. Scef may first have come to Thule-Hyperborea at the end of the Golden Age, as I have already shown since he brings agriculture, weapons and the Sacred Fire to aid the Ingefolk as the Great Winter is about to set in. The later part of the sinking of At-al-land may have been around 4,000 years ago which seems to coincide with the Flood of Noah. Every 4,000 years, it is said, the Hale-Bopp Comet comes within sight of the Earth, a dating that

coincides with 6,000BCE (Tsunami that sank At-al-land), 2000BCE (dating of the Flood of Noah), and 1997 which seems to herald yet another coming catastrophe.

"After great misery for mankind an even greater approaches when the great cycle of the centuries is renewed. It will rain blood, milk, famine, war and disease. In the sky will be seen a fire, dragging a trail of sparks."

Nostradamus Century Two - 46.

We are told that King Aethelwulf (father of Alfred the Great) was of the line of Scaef (Sceffingas); this line was of the West Saxons, and became the Ruling House of the English. I have mentioned on occasions before how there is a problem in the West Saxon Royal Line, and that is with Cerdic and Cynric. Since Cerdic cannot be rendered as Old English it is deemed a 'scribal error' for Cedric; however there are two names - Ceredig and Cynrwrg - who appear in a Royal Line of the Welsh, in an area of Wales known to one have a Saxon presence. It has been suggested that Cerdic and Cynric were 'ealdormen' (they were not said to be 'kings' in the Anglo-Saxon Chronicles) and thus vassals under the Romans. Hence, they were here before the later English invasions and perhaps joined forces with their closest blood-kin against the Romano-Britons. Whatever the case the foremost leader of the English was Hengest, and his name can be rendered 'Geist of Ing' so he represents Ingwe as the 'Manu of the English'. The West Saxons adopted this title later, and were earlier known as the Gewisse - 'The Wise Ones'. This suggests that they were more than just a 'tribe' but some sort of 'Esoteric Order' which no doubt held the Mysteries of Ingwe.

The Folkish Wodenist Movement.

Woden's Folk was not the first to promote Folkish Wodenism here in England, but we were the first to try to create a Folkish Movement rather than a small localised group. From the very start I chose to call ourselves 'Folkish' in order to keep away the meek and weak who would be put off by the 'reputation' given to the word 'Folkish'. I would not say that this has worked fully, but in these times it has served us as well as we could expect. The problem, of course, lies in the constant barrage of propaganda designed

to weaken our Folk and make them afraid to do anything that would get them into 'trouble'. This we at WF have witnessed as a proven fact, and even the 'toughest' groups are not always what they appear. We need not go into this at this time, but it should be kept in mind.

It is all too easy to overlook the small 'victories' that we have had as a Folkish Movement, since these are not always obvious. I shall look at these as we go on, since they are part of the ideas set down here. The object of this is to show how we can learn from past movements, even if they are social or political, and adapt some of the tactics for our own use - on a much smaller scale, since we are a small movement.

## THE MOVEMENT -

1. The Folkish Movement - I chose to call this a 'Movement' even though we are very small, and that is to show that we are a serious group dedicated to a serious cause. Whereas many pagan and heathen groups are there to try to revive an ancient religion, our aim is to create a new Folkish Heathen Religion suited to our own era, and the unique Folk-Destiny that our Folk have. The basis of Folkish Wodenism lies in the revival of an ancient religion, but at an exoteric level, since this has to be tailored to suit the English Destiny and the Folk-Destiny, and that is the accelerated evolution of the Folk. This is where we differ greatly from many groups.

2. Our Aims - Our aim must be first and foremost the fight for the freedom of our Folk, and the fight for the survival of our Folk - the White Race. We are an English Movement but we recognise the futility of trying to 'go it alone' - not only futile but suicidal! This is why our Folk-Religion is for the English Folk, but can be adapted to any Germanic Nation.

3. The Purpose - The whole purpose of our work must be the accelerated evolution of the Aryan Race, or what is left of the once mighty Aryan Race. The key to this lies in the Aryan Gene, and this is knowledge that our enemies are fully aware of, hence their drive to destroy the White Race completely.

4. The Flag of The Movement - This is a White Dragon upon a Red Background, the flag revived by the White Dragon Kindred in the 1980s. I created and ran the WDK back then, and when founding WF in 1998 this was taken up in a much larger way. Today it is a well-known English Flag, even sold as such by Amazon, and this is one of the small 'victories' achieved by WF since we started. (Strangely, it is those who oppose and try to 'expose' WF that have acknowledged the origins of the White Dragon Flag.)



5. The Symbol of the Movement - We have as yet not really used a single symbol as such, though the use of the Wolf-Hook Rune (Rune of Resistance) and the Ing-Rune (Rune of the Blood) has been taken up. Again, more groups and individuals have taken up the use of the Ing-Rune, and the acceptance that Ingwe is a very important God who gave his name to the English and their land - England. This has been yet another small 'victory' for WF, though it will no doubt not be acknowledged as such.

6. Folkish Slogans - One of the most important things for any movement is the use of slogans. Short and simple, easily remembered, slogans play on the mind, and are thus important as 'propaganda' tools. Some of the ones we have used have also been taken up by others -

The Strength of the Pack is the Wolf

The Strength of the Wolf is the Pack.

Wolves Amongst The Sheep!

Rise and Rise Again - Until Lambs Become Wolves!

When Freedom is Outlawed, only Outlaws will be Free!

Our Defiance is our Strength!

The key to using slogans is to keep them short and easily understandable, and to repeat them over and over again. This 'throws' the slogan into the subconscious mind, thus by-passing the conscious mind. Repetition is the key to remembering.

7. Self-Sacrifice - We have always stated the need for self-sacrifice for the whole, rather than self-interest or self-survival. Our work at survival training, prepping etc. should always be looked upon in this way, for the whole, the group, and the Folk.

#### THE MEANS -

1. Expose the Enemy - It is of vital importance to expose the Dark Joten for what they are, and what they are doing, in particular the destruction of our Folk, which will lead to the destruction of life on Earth. In doing this the best tactic is not an open attack, but using a subtle 'hint' that will allow others to think that they themselves have worked it out. They must be exposed as the common enemy of our Folk.

2. Rely upon the emotions rather than trying to use intellectual argument; this applies to the mass of people, not to the academic-intellectual level. It is the mass of people that we wish to get to, since they are the ones most disaffected at this time.

3. Keep the message brief and precise; it must be easily understood by the everyday person.

4. Demonise the Enemy - attacking The System frequently will, by some, be seen as 'moaning and groaning' but this should be ignored, since this is nothing of the sort, so long as it is done with a balance. It is necessary to show The System for its evil purposes and aims, and it is necessary to continually undermine The System, since it can demoralise, just as they do to their opponents. Continual attacks are hardly 'negative', since they are offensive tactics.

#### ESOTERIC WORK -

Just as important is the esoteric work we do, although this will hardly be recognised for what it is, nor for the massive effect that it can have. I spoke of the White Dragon Flag promoted by WF, and I have had one individual contact me some time ago to say that he started to use the WD Flag even though he had no idea whatever what it meant. Some things work at an unconscious level, and this is the aim of our esoteric work.

At an exoteric level we have created a set of Wodenic Rites known as The Wheel of the Year, because in a tribunal case recognising Wodenism as a religion here in England, the fact that the Odinist Fellowship had such a set of rites, greatly aided their case in this matter. But at an esoteric level a fixed, standard set of rites that are done by Activists and Supporters of a group, on the same day, will have a far greater

effect than various individuals 'doing their own thing'. This should be clear from the Odin World Prayer Day started by Anders Nillson some years ago, since this is done on one particular day, at a certain time. We have done this through the Spirit of Revolt rites some years ago. In this case 'The Strength of the Wolf is the Pack'.

We should take note and recognise this, since it is precisely how the Global Cabal work. But in their case they use the mass of people as their 'tools' to make such rituals effective. Through the media and online work they have a vast, powerful means to manipulate the minds of the masses. We can only work at a very small level, but nonetheless this can be effective if done right.

The Folkish Wodenist Movement may be small, but we can have (and do have) a far more powerful effect than is obvious. Woden's Folk is known and respected world-wide, and we work with many others of like-mind towards the same aims and purpose. Our esoteric work also seeks to awaken the Folk through the Call of the Blood, and time and time again this has proven to be the case.

#### The Elder Gods

In Voluspa (Prophecy of the Seeress) there is an interesting piece that is somewhat obscure but which seems to suggest that within Norse Mythology there did exist a pantheon of Elder Gods or Creator Gods. That is, if I understand this piece right, and the translation is right. One thing that does suggest this is that Woden and the Aesir-Gods are slain at Ragnarok, and regenerated through their sons, which means that they do not exist as Immortals through the Cycles of Time. They are subject to death and rebirth, just as Man is subject to the same. They have also to be regenerated by the Apples of Idunn, the Apples of Regeneration.

Then the Regin went to the Doom-Stool (rokstola)

The Ginn Holy Gods (ginnheilög goth) held council

As to whether the Aesir should pay compensation,

Or whether all the gods should have a duty.

### Voluspa 23.

This, of course, is about whether compensation should be paid by the Aesir-Gods for starting the war with the Vanir-Gods. The inference here in this piece is that the Elder-Gods sit in council over the Aesir and Vanir; this makes sense since the key word seems to be 'Doom-Stool'. What we think today when the word 'doom' appears is that of 'death', but this was never the original meaning of the word, which meant - 'justice' or 'judgement'. Now, clearly the Aesir and Vanir could not sit in judgement upon themselves, so here we do seem to have the hint of the Elder Gods who sit in judgement. In fact, this is actually borne out when we consider the term Ragnarok (Ragna-Rok) which means Doom of the Regin. Here we could take the term 'regin' as referring to the Aesir-Gods, but it could just as well refer to the Elder Gods setting their 'Doom' - Judgement - over the Aesir-Gods. Again, 'doom' is not just 'fate', it is a judgement and thus the Aryan Gods are judged for their past actions and Ragnarok happens because of this judgement.

It is said that Gap var Ginnunga (Ginnungagap) existed, out of which creation came about. This is usually said to be the Gaping Void which was 'magically-charged'; it would seem easier to say that this 'Gaping Void' was conscious or that it became conscious. Ginn-Unga refers to the 'Offspring of Ginn', which tells us that 'Ginn' existed first, out of which grew 'Ginnung' (Be-Ginn-Ing).

ginn - great/mighty/holy.

ginn - a jester, a juggler, a joker.

ginna - to dupe, to fool, also to intoxicate.

In some sense the word ginn would seem to be somewhat akin to the ALU-ULA Runic Formula, the root \*alu- also meaning some sort of 'magical force'. This seems to link to the name ILU-VATER who Tolkien saw as the 'Creator-God', also known as ERU - 'The One'. The Ginn-Holy-Gods would thus be the Elder Gods who existed before the Creation of the Universe. The Aesir & Vanir are our Racial Gods, the Gods of the Aryan Race. This set-up is also found in Egyptian Mythology where the Netr/Netera existed before the Creation, and they were the Elder Gods who gave birth to the Racial Gods of the ruling elite over Egypt.

I mentioned before in a Telegram Post that in the spring of 1997 the force or power behind the mystical experience I had was the Cosmic Joker. It seems that Woden All-Father embodies this concept as a Trickster-God, and it was he, together with Will and Weoh, who slew the Primal Giant to create the Cosmos, so Woden-Will-Weoh existed before this Creation as the 'Sons of Bor' and 'Grandsons of Buri'. Woden-Hoenir-Lodur found the primal material for the creation of Man - Aryan Man.

Ginn - Ginn-Unga Gap - Conflict of Fire & Ice - Ymir/Audhumla - From Ymir descend the Light-Joten (Armpit-Sweatborn) and Dark Joten (Feet), and from Audhumla (Cosmic Cow - Cosmic Mother) springs Buri. Ymir represents the Primal Sound (Aur-gal-mir), and when he is 'dismembered' this represents the Primal Sound YM (OM/AUM) of which The Creation of Matter is formed.

Our English word 'Beginning' is the same as 'Ginn-Unga', the prefix 'be-' being an addition; even so the sense of 'To Be' remains here - 'I AM' or 'THAT WHICH IS'. The Knowable that springs out of the Unknowable; hence the idea of a 'Magically-charged Void', since this is truly unknowable and we can easily be 'fooled' by trying to delve into these realms.

There is also Voluspa 64 -

'Adown cometh to the doom of the world

the great godhead which governs all...

He settles strife, sits in judgement

And lays down laws which shall last alway.'

There is another translation of the first two lines which may make this clearer to understand -

'Then cometh the Mighty One to the Doom of the Gods

The Strong One from Above who rules all...'

Of course, this whole piece is rejected by some academics and scholars because it has a 'Christian' tinge, it suggests that there is a 'Great Godhead' who stands above all. Tolkien seems not to have rejected such an idea, since with the sinking of Atalante (Numenor) it is Illuvater/Eru who intervenes to judge and destroy the lands which had been taken by the Dark Forces. There are hints that All-Father may be a title of this Godhead, also applied to Woden All-Father who works the Will of Allfather here in Middle-Earth. All-Father or Alu-God may also be used for this High God.

The problem in touching upon his subject is the strange inclination to lump all monotheistic religions into one single category. Yet it is hardly logical to treat the Religion of Zarathustra - a Religion of Light and Order - the same as Judaeo-Christianity which upholds the worship of Shaddai-Jahu - the Shadow Lord. Since these Dark Powers never create, merely parody and copy, then it is quite possible that this was copied from Egypt and the Religion of Akhenaten, especially since Moses is an Egyptian name.

"Darkness hidden by darkness in the beginning was this all, an ocean without mental consciousness...out of it The One was born by the greatness of Its energy. It first moved in it as desire which was the first seed of mind. The Masters of Wisdom found out in the non-existent that which builds in the existent...."

Rig Veda - Hymn of Creation X129.

The Wyrd Sisters or Norns set down Orlaug and Wyrd, but they did not exist at the Beginning, since they were the Three Giant-Maidens who appeared in order to set down the Primal Laws and Fate - Destiny.

The Saxon God Irmin or Ermin has the Irminsul as his symbol; his name is not unlike Eru used by Tolkien. One image of him from Germany shows this god with the 'Scales of Justice', and the Irminsul (at one level) could be seen in the same light, the twin 'arms' being the 'scales' or 'balance'. The Saxons called the Milky Way by the name Iring's Way and the name Iring can be rendered 'Son of Ir'.

AR ER IR OR UR

There are other ways of spelling the name 'Irmin' - Earmin, Eormin, Eormun, Ermine, etc. This god is connected to the World Pillar and to the upholding of Cosmic Order. I have mentioned this here because so little is known of Irmin, but he is clearly a god of some importance. His association with 'judgement' and with 'justice' links to what has been said here.

The Spiritual Centre of Woden's Folk.

I have said in the past that the area of the Long Man of Wilmington in East Sussex was a kind of 'Time-Clock' set to be awoken by the Hale-Bopp Comet in the Spring of 1997. At this time I had a profound Mystical Experience and Woden Initiation in which the Mysteries of HelgiH were revealed, and also an understanding of what I was to do came to light. Woden's Folk was founded one year later on April 23rd 1998. This came directly from this Mystical Experience, and the role of Woden as The Great Initiator was made clear - Woden is The April Fool in this role. The link with the Hale-Bopp Comet (Bab Komet) was clear, and just east of the Long Man figure is a comet-shaped Long Barrow called Hunter's Burgh, no doubt hinting of Herne the Hunter, an aspect of Woden.

Just above the hill-figure is a phallic-shaped Long Barrow where 8 Ale Bottles were later buried in the form of a Swastika on August 10th 1999 to herald the Solar Eclipse and the Resurrection of Ingwe on August 11th 1999. These bottles were of Millennium Ale showing Old Father Time holding a blond-haired blue-eyed baby, a significant symbolism. The Long Man is orientated North, and the two staffs can be seen as the Gateway to Thule.

This may not be the only importance of this area, which I am going to go into now, since this is an important theme to follow. S.F. Annett has suggested that the area centred around Windover Hill is the setting for an episode in the Petit Saint Graal which is a story about Peredur, son of Evrawc. Peredur is the Welsh version of Parsifal. To save time and space I am going to list these with bullets, each part of this story being in italics, with the 'answers' in the normal print -

Peredur is on a Graal Quest when he comes across a castle with no inhabitants. Burlough Castle nearby is a low mound without any kind of masonry.

In the hall he finds a chessboard on which the pieces are playing by themselves. Peredur takes sides and loses, throwing the chessboard out of the window into a river. The 'Chessboard Castle' is found in many Graal Sagas, and Burlough Castle fits this aspect too, since it is near the River Cuckmere and is said to be the 'last home of the fairies' in Sussex.

A furious maiden enters the scene and rebukes Peredur, telling him that he can make amends by going to the nearby wood and beheading the White Hart that frequents it. There is a small wood-grove in which is Lullington Church, an unusual site for a church. This was built upon a Heathen Site and mound. Hunter's Burgh may also be seen as linked to the hunting of the White Hart. There is also a Hindover Hill overlooking the Cuckmere Valley.

After beheading the White Hart a mysterious knight appears, seizes the head, and carries it off. The Long Man is said to have a Golden Knight buried above it.

As a punishment for his failure, Peredur is sent to a mound beneath which is carved the figure of a man. There he recites a spell and a huge black man springs out of the mound, prepared for battle. Peredur defeats him, and the black man disappears back into the mound. The hill-figure is obviously the Long Man, the mound above is the Windover Hill Long Barrow, and the 'Black Man' is a kind of Wild Man of the Woods figure.

At the time of the Mystical Experience I had back in 1997 I was told that the Hale-Bopp Comet had been 'sent by Morgana'. This is interesting in that the Chessboard is often linked to Morgana in some of the Graal Legends. The details of this Graal Legend certainly seem to fit the area of the Long Man, and it has got to be of some importance that this has been set here. The author of the book *The Wilmington Giant* (Rodney Castelden) in which this is quoted, linked the 'Black Man' to 'Herne the Hunter.' The obvious here is that the Archetype of Herne the Hunter is clearly linked to this particular area, and arises anew in different eras, as suits the continuation of the Archetypal Myth and the role of the Archetype. The tale is woven into the Graal Mythos, and thus the Archetype is preserved in some form and passed on into the future. Morgana here is merely a Celtic form of Wyrð - one of the Three Sisters of Wyrð.



That is not to say that the whole purpose of this tale is to preserve the figure of an Archetype, since it clearly preserves the whole area's importance to something even more important - and hidden. Burlough Castle, the 'castle' with no walls, is clearly linked to the Elves rather than the Victorian idea of 'Fairies', though the term 'fairy', if linked to 'Fate', can be seen as having a hidden meaning. The true importance of the area around the Long Man came to light when the 'Time-Clock' awoke the archetype of Woden as the Great Initiator.

Before I moved down to Polegate, some 2 miles east of the Long Man, I lived in Snowdonia, North Wales. My wife had a recurring dream that I was to move to the Long Man to do a special ritual - which did happen since 'synchronicity' intervened and I was offered voluntary redundancy, enough to make the move to the South of England. This was in 1993, the year in which I was given The Hooded Man Prophecy in Horam; we moved from Horam to Polegate just after this.

In the nearby churchyard at Wilmington there is a 1,600 year old Yew Tree which figures as the Tree of the Helmeted Waeldal since Waendal is a by-name here of Woden, and the figure clearly once had a Horned Helmet.

Various bracteates, and a belt-buckle from Finglesham, Kent, show the figure of Woden with a Horned Helmet and Twin Spears, which the 'staffs' on the hill-figure would once have been.

#### The Wilmington Yew-Tree

Clearly the Yew-Tree is here linked to Woden, but that does not imply that Iggdrasil is a 'Yew-Tree' in particular. Since Yggdrasil, at one level, is symbolic of the White Race, who descend from 'Ash and Embla', then at this level it is an Ash-Tree. The Old English Rune-Poem suggests the 'Ash-Tree' as used for building the Stapule (Irminsul), and under the AEsc-Rune this also suggests the 'Ancestors', thus linked to the Ash again. But here the Long Man, as an aspect of Woden, is linked to the Yew-Tree. We have also 'Wotan's Oak' mentioned in Germany, and Herne the Hunter is associated with the Oak-Tree. Woden has many aspects as All-Father.

What does seem rather strange is the link here to Woden who is clearly the figure of the Long Man. Over in West Sussex we have the White Stone of Ing which is linked to Ingwe, and which brought to light his being a God of Fire and Light, something not recognised by many. It is strange that no connection has been made, since the clash of RAGNAROK shows like fighting like, and here Ingwe-Frea fights against

Surt, the Fire-Giant. He is also seen to have fought and slain Beli, again associated with Fire. Whatever the case, we have Woden-Ingwe here linked to Sussex, one of the last places in England to give way to Judaeo-Christianity.

The Legend of Cuthman is the Legend of Ingwe, as told in the Old English Rune-Poem, since he travels eastwards pushing his 'mother' in a barrow (wagon). Cuthman is here seen as Ingwe and Krist, which once again is strange in that it is also a connection that the Goths made, as Ulfilas shows. In the above 'Cuthman' carries the Main Beam of the church, the 'halo' (Glory of Light) can be seen around his head. Note the garters shaped as Ing-Runes.

In the Beginning.....

There is, it seems, an Icelandic word ginn which refers to a 'Divine Principle', in the sense that this is unnamable and unknowable. In Iranian Lore this is AHU, a word meaning 'It Is'. There is a Sanskrit term 'TAT' which means 'that', which appears to be the same. Then we have the Old Testament 'I Am That I Am' which was transferred to the Demiurge but originally meant the 'Unknowable' - that which exists in the No-Thing-Ness. (\*)

The word Ginn-Unga- Gap would not refer to the above, since 'unga' or 'inga' means 'offspring of' or 'son of'. The word 'Gap' means 'to yawn' or 'to gape', as well as 'chasm' or 'wide'. Ginn-Unga-Gap arises out of the Ginn (Unknowable), and from this arises the Twin Principle of Opposites - Ice and Fire.

0 - 1 - 2

The English word 'Beginning' has exactly the same meaning, since the prefix 'be' was not there originally, thus Ginn-ing which is Ginn-unga. The inference of the idea of 'gaping', 'chasm' or 'gap' is that of being 'wide' and we can see here a link between these ideas and the Ur-Rune. Again, in Iranian Lore we find the term uru meaning 'wide', and another idea that springs out of Ur is 'out of'. Ginn-unga-gap springs out of The Void. AHU (Iran) is the same as ASU which means 'spirit' or 'great spirit'.

The following root-words apply to what has just be said -

IE Root \*ghas- To yawn, to gape.

OE ginan, ginian, geoniam - To yawn.

ON gap - chasm.

ON gapa - to open the mouth. (\*\*)

(\*) There is a strange thing here in that in the spring of 1997 when I went through a profound mystical experience and Initiation at one stage I glimpsed into an unknown area, and it seemed that the ultimate rulership lay in a kind of Cosmic Joker. This figure seemed to be laughing, so maybe the ultimate reality is a joke played upon itself? I don't know. There is also an Icelandic word ginna which means 'to fool'. We have to also consider that when everything gets to the stage when mankind is unable to put right what has gone wrong, there is an appearance of a god-force, and this is linked to The Fool. We see this in the figure of Parsifal.

(\*\*) When looking at these ideas the 'Opening of the Mouth' comes into mind, and the swallowing of Woden by the Jaws of the Fenris Wolf.

'The Joker' is a playing card that is not part of the card-sequence, and is used at any time of the game; it is thus the Card of Chance. It is this chance that can decide the outcome of the game. This is the Harlequin or Herla-Kin if we take the idea of Kris Kershaw.

Ginn-unga-gap is thus the 'Magically-charged Void' that arises from the Unknowable - Ginn. We have the following root-words that relate to these ideas at this level -

IE Root \*gheu-

To pour, To pour a libation.

To yawn, to gape.

To call, to invoke.

From this root we get the following -

OE gama - 'jaw'.

Variant form \*ghau- chaos (Greek).

OE god.

OE gydig, gidig - giddy ("possessed by a god").

Extended form \*gheud- gut (intestine).

If we link these ideas together we get - Void-Chaos-Gaping Chasm-God. With these come the means to link with 'god' or 'the gods' - invoke, an offering - and then the result by going 'giddy' as the 'god' takes

possession of the Initiate. All through my younger years I had 'giddy' spells which accompanied a vision of a very ancient book. After I started to study the esoteric these stopped.

Ginn-unga-gap (0) out of which arises 'The One' - The All-Father, Ilu (Sumer-Babylon) Iluvater/Eru (Tolkien), and the ALU-Father who is HALU (Whole, The One), the All-Pervasive Force (Woden), (1). From 'The One' springs the Ice (North) and Fire (South), the polar-opposites, thus the conflict of opposites (2). 0 - 1 - 2. The Void is AFFA (1-6 : 6-1) AF showing the Unknowable, and FA being the Manifested One (All-Father). This was whispered to me in a meditation decades ago, accompanied by a strong 'humming' sound.

In Gylfaginning we find that the highest and most ancient of the gods is All-Father, who has 12 names, and who lives throughout all ages.

Ice and Fire - as these interact they produce a 'mist' (Ur) out of which arises Audhumla - the Cosmic Cow or Cosmic Mother - and Ymir (The Primal Giant).

Audhumla is represented by the Feoh-Rune which shows the 'horns' of a cow, though the name Audhumla can mean 'hornless cow' ('humala'). The root audr can also mean 'fate' and 'desolate'/'desert', and these two may hint at another part of her role. She is certainly the loving Mother of the Gods, the nourisher, the nurturer, who gives her 'riches' (audr = 'riches'). The idea of 'desolate' may be a hint that the Cosmic Mother brings breaks the 'desolation' of the 'Yawning Gap'; and 'fate', well we'll look at this later, since it brings Wyrd into play now.

Now, we know that Audhumla appeared either before or after Ymir, since Ymir fed from her milk. Ymir is the Primal Giant whose name has said to mean 'Twin', and who is the Yima of Persia and Yama of India. Since we find the Rune of Ymir in the Yr-Rune, which itself is a variant of the Ur-Rune, then Audhumla is Feoh and Ymir is Ur, presumably in this order.

Ymir is also named Aur-Gal-Mer or Or-Gal-Mer, a name meaning 'The Primal Sound', and this is YM ('oom'), the AUM/OM of the Hindus. The Yr-Rune shows an Ur-Rune within which is the Irminsul; it means 'Yew-Bow' which is important. The Yew-Bow and Arrow is symbolic here of the 'hum' produced by the bow-string and also the 'hum' sound of the arrow in flight. Again, we have clues as to this meaning sound and hence sound waves. We read in the Eddas - "no soil, no sea, no waves; earth was not, nor heaven..." 'No waves' is an unnecessary use here, since this is covered by 'no sea', so this suggests a hidden meaning of 'waves' as in 'vibrations'. YM is the vibration of Matter and the Physical Universe is created by 'dismembering' YM(ir); every part of the physical universe is made up of the YM-Sound. (We should note the word 'humla' or 'humula', and the link to 'humble'; the sound 'hummmmm' links to Ym and Om. 'Humble' also implies 'earth' and thus 'matter'.)

I will call this the 'Vibration of Matter' which is perhaps nearer to its true sense, and makes it easier to understand what follows. "A son and a daughter are said to have been born together under the rhimthurse's arm; foot begat with foot the strange-headed son of the wise giant." (Vafthrudnersmal). Both a son and daughter are born from the armpit of Ymir (Sweat-Born), and these we shall call the High-Born Joten. One foot begat with the other a 'strange-headed son', and thus are born the Low-Born Joten. The High-Born Joten are a Noble Race, the Low-Born Joten are a most Ignoble Race, strange-headed and monstrous. The 'strange-headed son' is Thrudgelmir, who is saved from 'The Flood'.

For 3 days Audhumla licks the salt-blocks and the head of Buri appeared, and then the body and legs of Buri followed. This is the first of the Gods, and he has a son For who marries Bestla (daughter of Bolthorn, thought to be Mimir), and from their union are begot Woden (Inspiration), Will (The Will) and Weoh (The Sacred). These are also Woden, Heonir and Lodur. Woden, Hoenir and Lodur then create the First Man (Ask) and First Woman (Embla) from two trees. This Man is created with a link between the Earth (Roots) and the Divine (Branches).

The Ur-Rune itself suggests 'wilderness', since the Aurochs roamed the wild heaths of Europe. It is the collective 'our', and applies to the 'wide' (URU) and that which is 'primal' or 'first'. At some stage the

Wyrd Sisters appeared as Three Giant-Maids, representing 'Time' (Past-Present-Future) and they laid down the Ur-Lag) Primal Laws or Primal Layers which are the 'Warp' of their weaving, the vertical threads that are unchangeable. Wyrd is represented by the horizontal threads which can be changed, and are 'constant change that forever remains the same'. Wyrd is forever 'Becoming', and subject to 'worth', i.e. one's past actions decide what is to come. Wyrd is the Weft or Woof. Friedrich Nietzsche's idea of the Eternal Recurrence comes into play here, since the material universe is not finite, so everything that happens does so again and again. Wyrd sets down the Ur-Lag, the Archetypal Myths, and these are played out again and again, but subject to changes due to the Cosmic Cycles. Ur-Lag is also connected to the Dutch word oorlog meaning 'war' or 'conflict', this being the Conflict of Opposites that is set down in the Primal Laws. Man and the Gods are subject to the Will of Wyrd.

### The Awakening!

I looked to the East, I looked to the West, I looked to the North, I looked to the South - Darkness!  
Nothing but Darkness! A wasteland, that is what they have made of our Earth - a wasteland! Black as a pit the darkness covers all, nothing but darkness! Life was barren, the land was barren, everything covered in the Darkness of Light. I stood silent, silent in a world of darkness, silent in a world in the throes of pain and decay, a world that is dying. Where are the sounds of life? Where is the Light of Day? Where is the Light of the Sun? Nothing.....

I stood silent...A mist arose in this darkness, neither as dark as night, nor as light as day...a mystical mist covering the land, blurring the image of decay and death...change! A veil seems to arise, and I am no longer in the world of darkness, but in a brighter world, standing before the mighty Gates of Valhalla. Slowly, the gates begin to open, slowly, slowly; at the head of an Army of Light, golden armour reflected by the Golden Sun, rode Woden on his Eight-Legged Steed. Spears glisten in the Sun, Swords glisten in the Sun, Shields held high, reflecting the Glorious Light of the Sun. All is Light! All is Light!

Marching, marching out of Valhalla, the Great Army of Light, Woden riding at the head, Ragnar Lodbrok at his side - Gods and Divine Heroes side by side in this vast Army of Light. This world shone bright and the Darkness trembled, trembled in fear as the Gods and Heroes marched towards them. Giants, Monsters, Ogres, unformed Chaos, and the Dragons of Night. Swords against Shields, the Forces of Light marched, marched, marched; the Light blazed like a thousand suns, the Darkness trembled!

The mist arose again, and I found myself back in the World of Darkness, back in the barren land ruled by Darkness and Chaos. Black as a pit, black as the Night, all life cowering before the Darkness, and yet there were 'solitaries', 'Lone Wolves' who feared not the darkness, who feared not the Forces of Evil, who stood tall and proud in a simple task - to do their duty! Honoured they the Gods! Honoured they the Goddesses! Honoured they the Forefathers! There seemed to me to be a glimmer of light in this Ocean of Darkness - HOPE.

I see, I feel, I hear the Call of the Noble Wolf! I am not alone! There is Light in this Sea of Darkness, I know there is Light in this Sea of Darkness. I hear a sound, the sound of Silence; broken by the faint sound of buzzing, like a swarm of bees, buzzing, buzzing - humming, humming from the skies! The Darkness is broken by whirling Discs of Light, breaking through the barrier of the worlds, swarming like bees into the World of Darkness. S - W - A - R.

S - W - A - R The Sun? The Sword? Pinpoints of Light, spring up hither and thither across the Dark World, pinpoints of Light. Like burning embers, fanned by the movement of air, pinpoints of Light in a Sea of Darkness. The Awakening! The Quickening! Arise - the Awakened Ones! A glimmer of Light, a glimmer of HOPE, one, two, three, four, five, six, seven, eight, nine....endless points of shimmering light as the Discs of Light pulsed sending out beams to the World of Darkness. The Awakened Ones - those solitaries in a world of darkness - gathered together to form the Army of Light. Black-Clad Warriors of Light, their weapons glinting in the Light of the Morning Star, the Light of Freya that had arisen to show the way through the Darkness of Night - HOPE is kindled!

Then the Darkness was broken from above by a Flaming Star, a Flaming Spear hurled across the heavens, blazing across the dark skies towards the Earth. The Spear of Woden! The Spear of Destiny! Or was it a Flaming Sword? Who knows? A Silent God stood waiting, grasped the Flaming Spear, or the Flaming Sword, and mounted his White Horse, grabbing his Dragon-Shield, and rode towards the Black-Clad Host, galloping past the host to take the lead in front of the Armies of Light. Wid-Ar the Silent had become Wid-Ar the Avenger! The Avenging God - the Bringer of Justice. The Golden Armour of Wid-Ar, Son of Woden, shone like a thousand suns - the Light of the Sun, the Light of the Son.



A wild, rough army of monsters, ogres, misfits and miscreants stood before the, dancing up and down like wild orcs, screaming for blood, screaming for death and destruction. Thence the Army of Darkness faced the Army of Light, a terrifying mass of Chaos and Disorder....Terrifying weapons of mass-destruction were unleashed, Wid-Ar wielded the Flaming Sword, burning everything as it send flames of destruction in every direction. Everything burns! Everything burns!....

All is now the violet glow of the Black Sun, the Source of the Light, the Power of the Light, the Sun behind the Sun - the Black Sun. Pulsating with the Violet Light, the Source of the Power of the Gods. Silence reigned once more as my whole concentration becomes focussed on the Violet Light of the Black Sun. All was engulfed in the Light of the Black Sun.

The rushing waters engulfed this world in flames, washing away the Fires of Surt, cleansing the world of the Evil Powers. This Earth was gone, no more, it had run its course. From the waters arose a New Earth, and a New Man, and the Golden Tablets where found in the green green grass of this green-land. This was a new world, and yet it seemed so familiar, so old, so ancient, as if the Cycle of the Ages had brought it to life again - to a New Life. Thus came to be the New Man, the Sun-Man, the God-Man - The Superman.

This is not the end...it is merely a new beginning...someone, somewhere in the future will begin to tell the tale of the Seventh Race of Man - the Spiritual Man.

### The Aryan Krist Archetype

It was not until some 300 years after the so-called 'Death of Christ' that Judaeo-Christianity finally took a firmer grip on this new religion. Before this time there were many sects which were Christian (Judaic) or Kristian (Aryan), some of the latter being those who opposed the idea of Christianity where Christ is the son of the 'God' of the Old Testament. What seems the most important point to me is that the Aryan Archetype of Krist is what matters, not the historical account of an individual in the Middle-East. It is the Aryan Archetype that was taken and distorted, and this is of a Hanged God, which applied to such gods as Woden, Baeldaeg and Dionysus.

Much of the work of the Armanen in Germany was based around the idea of an 'Aryan Krist', but I certainly do not go along with everything they said, though I do not actually reject some aspects since I have not studied these aspects enough to make a decision. Nor do I go along with everything that Miguel Serrano says, nor Aelfric Avery, though there are many aspects of their work that I do believe to be useful. My work in Woden's Folk ran parallel to this, and I only became aware of the work of Miguel Serrano in 2012 when Franz Berg sent me a copy of *Manu - The Man to Come*. He did so because the work of WF was becoming known and that it ran parallel, but was based around Northern Europe rather than South America.

Indeed, one individual in the US implied that this work was a plagiarism of that of Miguel Serrano, until I explained how it had been developed since the 1980s, and came to the same conclusions through a far different route. He did apologise, which I explained was not necessary since it was an easy thing to get wrong, since the routes are different but the conclusions so similar. But the route that I took on the 'Aryan Krist' did not come until later, even though this was an important part of the work of the Armanen. I will explain that now.

The point at which it became clear to me that the Aryan Krist was of importance, and was not through reading the works of others, nor via online knowledge, but through a sudden understanding of a piece found in the Norwegian Rune-Poem -

Hagall is coldest of corns,

Krist shaped

The former homelands.

Through further study it also became clear that our own English God - Ingwe - was associated with the concept of 'To Anoint', which is the root of the Greek word 'Krist'. This is just one of his aspects, but since I see Ingwe as the Vedic Agni, it is an important one. One of the Myths of Agni describes the 'Birth of Krist'. This is not even an 'alien' concept to the Hindus, since their Krishna is the Krist Archetype whose myth contains similar concepts, such as the Virgin Birth and the 'Slaying of the Innocents'. As

even the Judaeo-Christians admitted, their 'Christ' was known hundreds of years before there was a historical figure, if there ever was one.

Hail is the whitest of grains,

from heaven's height it whirls,

winds blow it, it becomes water after.

Old English Rune-Poem.

Hail turns to Water. Water is the 'messenger-carrier' that holds the 'memory', which it has been proven to do by scientists. Blood is the 'water' that pulses around the human body, and in this is carried the Blood-Memory. This itself is associated with Ingwe whose Ing-Rune is the Rune of the Blood - the Rune of the DNA Spiral. This is where Guido von List came to use the Hex-Crystal (Krist-All) as the basis for the Armanen Runes - this appeared to him whilst he took on the Wotan Archetype and recovered the Ancient Runes for the era prior to the coming of the Wotan Avatar.

Some years ago I watched a YouTube video on a Christian Priest who had got to a point where he questioned his own faith. At this point of his life he took up the study of pagan and heathen religions, and after doing so he discovered that his own religion - Christianity - was firmly based upon these pagan religions. He did not give up his faith, but merely used his new knowledge to affirm it, and I assume that his teachings then took this paganism into account, hopefully helping others to see the roots of this distorted religion.

From the very start of Woden's Folk I emphasised that we were not created to revive any form of religion of the past, but to create a new Folk-Religion that was suited to the era in which we live. This era is the Age of Ing which is the transition-period between the Age of Pisces and Age of Aquarius, and was conceived in 1999, the last year of the old millennia. WF was created in order to prepare the way for The Coming Man and this requires a different approach than other pagan and heathen groups, most of whom do not recognise this concept, nor recognise the Wotan Archetype that came before to prepare the way at that time.

It should be noted that the term "Krist" does not come into any of our rites nor into the work of the WF-C. This is the work of Esoteric Wodenism which is to study all aspects of the esoteric side in order to be able to create this new Folk-Religion here in England. In both my new book (which has gone to the publisher) and the latest Sword of Wayland (which has gone to the printer) I have gone into details of the changes that I have made, and explained in full detail how the work of Woden's Folk at an esoteric level is different from Northern Heathenism because it has to follow a different route. This is so because the world-age is changing and a transmutation is taking place at a very deep level - Woden-Krist (The Hanged God) is transmuting into Woden-Krist (The Warrior-God). It is through 'The Son' - Wid-Ar - that this transmutation takes place.

"Further forward few can see now

than Woden fighting the Fenris Wolf."

Bringing into Esoteric Wodenism the concept of the Krist Archetype has been able to see things from a different perspective, and to be able to understand more of our Folkish Religion. I know that some are wary of even study of the 'alien' bible, but had I not studied this (after reading the work of David Lane Wodensson) then the Mysteries of the White Stone of Ing would not have been given to us, from which the nature of Ingwe as the 'God of Fire and Light' evolved. These things do not happen by 'chance', they come about at a given time, and they are given to us that we may fulfil our Divine Destiny.

This also applies to The Hooded Man Mysteries which evolved out of work in the 1980s, inspired by the Robin of Sherwood TV series. We are today guided by Woden as The Hooded Man, and again, this is an

Aryan Archetype that is working at the level of the Folk-Soul of our People. This is suggested by the figure of Aragorn in Lord of the Rings, who appears as 'Strider', complete with the Black Hood. This figure of 'The Hooded One' has appeared to a number of people over the past few years - this is how an archetype works. The HelgiH Mysteries, given to me in 1997, form the basis of the Last Avatar who will appear at the start of the Age of Aquarius.

Those who have understood the concept of Valhalla-Shambhalla and Asgard-Asgathi which I have outlined on the WF Telegram channel will better understand what I am talking about when I speak of the Teacher of Righteousness Avatar and the Warrior-King-Priest Avatar and the piece in Beowulf where Hengest receives the Hun-Sword outlines this idea of the Warrior-King-Priest in the figure of Hengest as the 'Geist of Ing'. This formed part of Nikolai Tolstoy's book on Merlin, though he did not speak of the 'Avatar' aspect, but of the 'Wyrd of AEtla' as 'The Destroyer', since Hengest led the English Vikings here against the growing Religion of Evil (he did not say this either). The biblical 'Christ' appears as a Teacher of Righteousness at the start, whilst the 'Second Coming' is that of the Warrior-King-Priest. 'I am the Beginning and the End - the First and the Last' - a saying also placed by the Hindus upon Agni.

Through the biblical Revelations we can also study the events of today, which shows an unfolding of the Archetypal Myth of the New Age. This is why I have drawn some conclusions from this, linking this to another work that I came across some years ago - the Book of Sajaha. The 'history' shown in the bible, including the Book of Revelation, is clearly derived from Babylon, where it was taken and distorted to suit the Global Agenda. the Book of Sajaha was found in Iraq (ancient Babylon) and taken to Germany, or so we are told. But, even if this is not a genuine ancient work it contains prophecies that could not have been known prior to World War II, such as the mention of the ancient kingdoms of Iraq (Babylon), Persia (Iran) and Syria (Assyria) who were 'spent' and could not stand against the Dark Powers. The 'pandemic' is clearly prophesied in this work, as 'wars, plagues and famines' appear in Revelation. The attempted genocide of our Folk is also prophesied, and a clear warning given to us to act to prevent this!

The use of the Krist Archetype is certainly not distorting Folkish Wodenism, since it is a valuable part of understanding Folkish Wodenism at an esoteric level. At an exoteric level this is not important, since this level draws people into Northern Heathenism, but for the creation of the Folk-Religion needed to prepare the way for the Coming Avatar this is a vital part of our work. This is why I decided to change the role of WF and the WF-C, where the role of Woden's Folk will be mainly based upon the original purpose of creating WF back in 1998 - to create a Folk-Religion needed to prepare the way for the Coming Man.

The use of the Krist Archetype is not necessary in the WF-C since this is an esoteric aspect, hence why no mention is made in rites and rituals. I have used the magazine, and my latest book, to try to explain this in simple terms, since it is important that everyone is open to studying this on their own initiative if they so wish. As I said, this forms the work of WF which is why I have tried to explain as best and simply as I can, since there are those within the WF-R who do have an interest in this esoteric side. This is why WF is now an Initiation Order, since this all 'speaks to the Blood-Memory' and this has to be done at varying 'degrees' to become fully understood.

Aelfric Avery severely criticises 'Retro-Heathens', something I certainly do not go along with. There is a need for this side of Northern Heathenry to attract people back from the Abrahamic religions. But I created WF back in 1998 in order to create an Ur-religion of the English Folk, not to go back to the past, and this was because the new world-age requires a new Aryan Archetype that must replace that of 'Jesus Christ' as the 'Hanged God', hanging in dejection, humiliation and defeat - and, as Friedrich Nietzsche stated - promoting death rather than life. When some Germans stated 'Odin is Dead!' they were misinterpreted entirely, since what was being declared back in those times was that the figure of Woden as the 'Hanged God' was dead - this aspect of Woden, not the god Woden himself. The statement declared that a new Woden Archetype was needed, and this actually appeared on paintings and sketches in Germany during these years, which anyone can find if they look. This was a figure of a Warrior-King riding a White Horse. This is the Wid-Ar Archetype we use in WF.

As I said, the new book, and the latest magazine tries to address this, even before it seems to have come up. These need careful reading in order to get a clear idea of what I am saying. The stumbling-block we have with this is that the majority of Northern Heathens do not recognise the concept of an Aryan Avatar, nor do they recognise the appearance of the Wotan Avatar, hence why much of this cannot be understood, and is thus promoted as 'alien'. Tolkien tried to create a Germanic Mythology for the English, and in his works he does recognise the concept of an Avatar, as shown in the figure of Aragorn, and as shown in his version of the saga of Sigurd the Volsung. He also brings into play the legends of Thule-Hyperborea (Beleriand) and At-al-land (Numenor-Atalante). This is another thing I touch in the latest Sword of Wayland.

English Warrior Arts

There have been attempts to create a English Martial Arts, but the aim of the Ar-Kan Rune-Lag is to create an Esoteric Warrior Arts that will complement the Exoteric Warrior Arts. After training for some years in Karate and Muai Tai Kick-Boxing, and then a little Wing Chun and Kung Fu, one of the main drawbacks that I found was that the training did not just involve learning the Martial Arts, but also learning the names of each move in a different language. Our Karate Instructor used English translations which made things easier, but there was still some areas in which Japanese was used. Now, I have no objections to this at all, but it would seem simpler to learn moves given in clear English which one can understand straight away. The Israeli martial arts called Krav Maga is taken from various different martial arts and made into a Combat Art rather than the usual Martial Arts which have become a sport. The same goes for the Russian Martial Arts of Systema, again using plain English to teach and learn, and again being a Combat Art and for use in street-fighting.

If we look at the Eastern Martial Arts and their origin we find that they are not quite as 'foreign' as first seems. Most scholars trace the origins of the Martial Arts back to China and to the Shaolin Temple. From there developed Kung Fu, and then this spread to Korea (Tai Kwon Do) and Okinawa/Japan (Karate). But when delving into this the true origins lie with the Aryans in India, whence a Buddhist Monk - Boddhi-Dharma (Boddhidharma) travelled to the Shaolin Temple in China, and there taught the monks Chan (Zen) Buddhism, from which was developed Kung Fu.

Boddhi-Dharma was born Bodhitara (461-534CE), the third son of a southern Indian King who was a member of the Ksatriya (Warrior-Caste), and he travelled to China to teach Buddhism. We can see from this that Buddhism, in its origins, was not at all pacifistic in its essence or form. The Koreans have a poem that describes his non-oriental origins -

From India, a true Son of Buddha

His bodily existence as free as the white clouds

I entrust these words to the mountains and the waters

You must open your barbarian blue eyes and look.

There is in fact one very strange legend that depicts Boddhi-Dharma as coming from China by sea rather than by land as is the usual version. In this he arrives in a Swan-Ship; this is depicted in a mural known as 'The Temple of the Pagoda of the Sixth Patriarch's Hair'. He landed in Canton, from whence he travelled to the Shaolin Temple. Indeed, the foundation of the Shaolin Temple was credited to a non-Chinese monk named Buddhahabhadra (Ba-Tuo) in 496CE.

Boddhi-Dharma was a descendant of Sakya Muni, the Buddha, who was also of the Warrior-Caste of the Aryans. There is also a very interesting piece of information on the Warrior Arts of India. The birthplace of Boddhi-Dharma in Southern India is also the home of an Indian Warrior Arts called kalarippayattu. At the end of World War II a Russian KGB Officer came across an ancient Sanskrit document in Berlin in 1945. This Sanskrit document was stamped by the National Socialists and it turned out (when translated) to refer to a 5000 year-old martial arts originating with the Aryans in India. This Aryan Martial Arts was then developed in Russia and is today used to train some of the Russian Special Forces.

So this is really a case of an ancient Aryan Warrior Arts surviving in the East, and in much later times coming into Europe for our own use again if we so wish to adopt (and adapt) this to our own needs. This is not the only case of such a thing happening. It is usual to credit the Chinese with the art of acupuncture, back to around 2000 years ago, and yet Otzi the Iceman, found in the Alps between Austria and Italy, has been shown to bear tattoo-marks that correspond to known acupuncture points. Otzi is dated back to 5,500 years ago!

A good deal of the Martial Arts is based upon a knowledge of the movement of birds and animals in fighting, much like boxing may have been based upon seeing hares fighting. It is thus a natural form of movement, based upon a knowledge of Nature, and thus not restricted to one area of the world. There are martial arts moves which are more for sport than for street-fighting, and it would be necessary to leave these out of training. High kicks and spinning kicks are fine on a Hollywood movie, but low kicks to the knee and shin are more effective in fighting. A good example of the use of high kicks is the Korean Tai Kwon Do, but since these were designed for attacking an opponent riding a horse they would not be practical in these times. Experience has shown me that attacking a Tai Kwon Do opponent with punches makes it very difficult for them to respond effectively, being used to mostly kicking. The key seems to be using practical moves rather than 'traditional moves'.

Bruce Lee developed his own martial arts from various other forms of fighting, including foot-movements from English Fencing Techniques. His training was originally in Wing Chun, which is a Combat Art and not a sport, and which is highly technical but highly effective in many ways. In many ways it is good to train in different martial arts and then create a form suited to your own needs; this



way it becomes an individual Fighting Art which no one else trains in, and is thus unique and harder to combat.

Bruce Lee dropped the use of kata or form, since his was a street-fighting form that he wished to create. However, there are distinct advantages to the use of kata/form, and the use of group-training where the group is set in a line and practices the use of punches, kicks and defensive moves together as a group. This makes for very effective group-cooperation, and of course team-work, which is essential for any group. Businesses very often send their employees on team-work courses of some kind to help to form an efficient team. This would certainly benefit most people in our day, since individualism and the lack of team-work is rife in our society. This is no doubt why businesses have done this in the past, to offset this problem.

The 33 moves of the Ar-Kan Basic Form are done singly, but there is a Fylfot-Form which uses the same 33 runes but in a form of movement incorporating each of the 33 runes. The latter has been developed from the former, and there will be more of these to come in the future. Some of the younger chaps in the Hearth of Hengest did a bit of BJJ at the last camp, and this can form part of our work at camps, since young chaps have more interest in this stuff and this is a useful form of training in times like these.

Mystery of Mysteries

The above is a map supposedly of Hyperborea, situated at the North Pole; this was supposed to have a capital of Thule. To the Aryans of Iran this was called Airyana Vaeja and to the Aryans of India Aryana

Baeja. According to the Iranian Manual of Khshnoom this land took was one third of the Earth and centred around the North Pole. This was a Spiritual Realm peopled by Spiritual Beings; due to a massive winter that set in, the fault of the Dark Power, Angra Mainyu, this continent became inhabitable, and the Aryans moved southwards and eastwards into the material realm of the Earth. This is very much like the ideas of Miguel Serrano where he sees the Divine Heroes (Viras) descending into matter in order to wage a Holy War against the Demiurge (Shaddain-Jahu) who controls the material world where now Evil Sorcery reigns.

There are some problems with the Manual of Khshnoom in this case, since it is said to have been a Spiritual Realm where Spiritual Beings dwelt, and here the Evil Powers held no sway at all. If so this could not have been destroyed by a Great Winter brought on by Angra Mainyu. In which case we need to take note of Miguel Serrano's ideas on there being a First Hyperborea which was the spiritual realm, and a Second Hyperborean which was an earthly realm; in the latter case a Great Winter would certainly have caused the massive Folk-Wanderings away from the Ur-Lands. That seems to sort that problem out.

I am certainly in agreement with Miguel Serrano in that this First Hyperborea exists, but in another dimension of time and space - as the 'Inner Earth' as he calls it. The concept is one of a parallel world which is still peopled by High Spiritual Beings. As soon as we think of this image the realms of Agharti and Shambhalla come into mind. The alternative spelling of Asgartha suggest that this is the Norse Asgard, and when we find that Karl Haushofer referred to Shambhalla as a 'city of violence and power whose forces command the elements and the masses of humanity, and hasten the arrival of the human race at 'the turning-point off time'. The piece of interest here is that Shambhalla is a 'City of Violence', since this is supposed to be the Capital of Agharti (Asgard), which is, of course, Valhalla (Shamb-halla - Val-halla). Valhalla is, of course, a 'violent' place since it is a daily battleground for the Einheriar.

Shambhalla is called Chang Shambhalla and is said to be lit by the Northern Lights (Green Ray) in some legends. It is thus, like Thule-Hyperborean, situated at the North Pole, but in another dimension. We can get past the problem of the legend that there are two Shambhallas by seeing these as the First and Second Hyperborea, one spiritual and one earthly. There is the phenomena known as Fata Morgana where people have had hallucinations (\*) of a Golden City when nearing the North Pole area, and this would suggest they see the Spiritual Agharti-Shambhalla.

(\*) In a modern English Dictionary the word 'hallucination' is said to mean something that is seen but not real. But if we go back to an English Dictionary 100 years ago the meaning was simply - 'a wandering of the mind'. The word is Latin and links to ALU (Magical Force) and its extension HALU (Heil-Force).

Thinking logically, Agharti would be a realm where the 'Teachers of Righteousness' would dwell - Zarathustra, Buddha, Akhnaten, Kristos etc. since this is a place of peace and meditation. These would be what Savitri Devi called Men Above Time who act as if they were in a Golden Age, but have to act within Time. Shambhalla would be a place where the Warrior-Leader-Fuhrer would dwell with the Warriors of Woden. Such men are what Savitri Devi calls Men Against Time and they are forced to act with violence against the destructive violence of the Dark Forces that control at that time.

These sacred places would have been known to the peoples of the areas of Tibet, India and Mongolia because at some ancient time the Aryans swept out of At-al-land and moved southwards and eastwards into these ancient lands. The location of these places would thus have been moved to these areas in ancient times, and remain as legends today. In a curious legend from Mongolia, recorded by Stephen Jenkins, who held a teaching post in Mongolia, the Mongols predict the return of Gesar Khan, and that the Buddha was a Shambhallic Initiate. In about 543 BCE (a curious dating) the Buddha was near the end of his life and he was visited by a European named Sucandra, whom the Lamas thought was a Celt, probably from Britain. They hinted that Shambhalla was in some way in Britain.

The name Sucandra can be broken into Germanic Roots -

SU - To generate.

KAN - Fire-Serpent.

DRA - To twist, to turn, to coil.

In order to perhaps understand this mystery we need to recall that before around 10,000 BCE there existed a massive continent in the North Sea which I have called At-al-land - 'Race Homeland' (also - 'Land of the Arya'). England (and Britain as a whole) was part of this North-West Continent until parts sank and the whole thing broke up, much still being under the sea. Friedrich Marby, a German Rune-Magician, saw this as 'Atlantis', and he considered the 33-Runes of the English Rune Row as coming from 'Atlantis'. Reference to Atlantis of the North by Jurgen Spanuth would be handy for this. This North-West continent was a shift to the Solar-Mythos from the original Polar-Mythos of the Thule-Hyperborean era of more ancient times.

J.R.R. Tolkien tried to recreate an English Mythology which he deemed to have been lost and needed restoring. In this he built a mythology on the ancient land of Beleriand, and then Numenor (Atalante) which were North and North-West landmasses in ancient times. In the Book of Lost Tales - 2 he speaks of this lost land in the North Sea and its sinking, and in doing so he links this with Ing or Ingwe who led the Ingwaiwar out of the sinking lands. Hengest and Horsa later led the English Tribes back to their Ur-Lands.

Legend has it that the Aryan Race were 'created' on this North-West Continent of At-al-land; the Aryan Race was descended from the Shining Ones - the most Ancient Solar-Race referred to in the Ramayana. Occult Legend speaks of Manu leading the Aryans out of Atlantis, but this can be seen as no problem since Manu is linked to Agni in the Vedas, and Agni is the god Ingwe in Wodenic Lore. In fact, Ingwe is the 'Son of Man' (Manu-Mannus) in Germanic Lore.

Shambhalla is associated with the Kalachakra Tantra which has been spread by the Dalai Lama around the world; these appear to be pacifistic teachings, though the Dalai Lama was a friend of Miguel Serrano and his mentor was Heinrich Harrer, an Austrian mountaineer and Olympic ski-champion who made an expedition there during World War II (Seven Years in Tibet by Heinrich Harrer - the film with Brad Pitt is a distortion). Heinrich Harrer was a member of the German SS. His Holiness the Dalai Lama sent a condolence message to the wife of Heinrich Harrer on January 10th 2006 after his death. It is known that a German expedition to Tibet brought back 108 Sacred Texts given by the Lamas (108 is a Sacred Number).

Of course, over the thousands of years between these events, these lands of Agharti and Shambhalla have been mixed up and no doubt distorted in many ways. 'Like a diamond glows the Light on the Tower of Shambhalla' - stated a Tibetan Lama to Nicolas Roerich. The legends of Shambhalla are also linked to the UFO phenomena, which is yet another interesting subject, but not one we need to look at here. The one problem we face in all this is that Agharti and Shambhalla are said to be 'underground', although this could be a symbolic way of saying 'in another dimension'. But it is interesting to note that Miguel

Serrano, who knew the Dalai Lama well, sees the 'First Hyperborea' as being the 'Inner Earth' - the 'Nether-World'.

But this actually concurs with the idea of Odainsacre which Viktor Rydberg sees as being in the Underworld, a place ruled by Baeldaeg where the Asmegir dwell, the New Gods of the New Order after the Great Catastrophe. The 'New World' that 'arises from the waters' after the Great Catastrophe is referred to as 'Green' in the Eddas, and is most likely the 'Greenland' of the Book of Sajaha. This is where the Golden Tablets (Taefl) are found again by the New Order of the Gods. It is the 'Inner Earth' or 'First Earth' - the 'Former World' or 'Ancient World' said to have been 'shaped' by Kristos (Norwegian Rune-Poem - Hagal).

Legends state that there are entrances to Aghart and Shambhalla in different parts of the world; this is merely saying that there are 'Gateways' or 'Portals' into the Inner Earth at different locations. Here in England we have the tale told to us by Walter Map, of a King Herla - a 'British King' - who found an underground entrance into another world. After what seemed to him hours he arrived back at the surface, only to find he had been gone for hundreds of years - a 'Time-Warp' associated with these extra-dimensional themes. In fact, the name 'King Herla' is not British, it is a Germanic name, and one used by the English; it gives rise to the 'Herla-Thing' and to the Harlequin of the French. But the importance here is that he is associated with a 'Gateway' into the Inner Earth here in England - though the location is not given.

There is a place in Wiltshire that is connected to a 'Gateway to Heaven', and that is in Alton Barnes. A memorial in the church has the words 'Gateway to Heaven', and it points in the direction of 'Adam's Grave' on a nearby hilltop. This long-barrow was originally named Woden's Barrow and there was an account of a lady walking in the area who witnessed the Wild Army on this site. It seems that certain earthly sites have their counterpart in another dimension, and these sites are 'gateways' to the Other World. The 'Wild Army', of course, rides out of Valhalla!

The Woden Folk-Religion

After some days of deep thought I have come to realise that the Esoteric Wodenism must be now split from the Exoteric Wodenism. This has already been done in regard to Woden's Folk (Esoteric) and the Woden Folk-Community/Woden Folk-Religion (Exoteric), but we need to go further now. The two have to be linked together, that is obvious, but they must also each now take a different path in a deeper sense.

Contrary to modern ideas, religions were originally founded because humans were never 'created equal' and each is at a different level of spiritual evolution. Thus, the religions were created for those who were 'uninitiated' and therefore needed some form of spiritual path through which they needed guidance. It was only later, and with the decay and degeneration of a religion that the priesthood used it for their own power over others. In today's world we can see how the world-leaders, and those who follow them blindly, have a deep contempt for the 'people' - this is also true of some who oppose those in power unfortunately.

It is also true to say that we are today in the transition period between the Age of Pisces and the Age of Aquarius, and thus neither in one nor the other. The Age of Pisces (which we are leaving) is the 'Age of the Hanged God' (Woden or Christ), whilst this age we are in now is the 'Age of the Crowned and Conquering Son' (Woden-Wid-Ar/Ingwe). Just as there are remnants of the Christian Era, there are also remnants of those who adhere to Odin-Woden-Wotan as the 'Hanged God', and who still stick to the Viking/Anglo-Saxon era. This has to be so, since we are in this transition period, and in the Era of Dissolution and Chaos. These are the dying religions of the old era, the Age of Pisces.

It is essential that this Archetypal Image, of 'Jesus Christ' hanging in shame, dejection, humiliation and defeat is replaced by the image of Wid-Ar - the Crowned and Conquering Son. But since this is not happening today then it will remain the work of the few Woden Initiates to introduce this into the Folk-Religion at the right time. In the meantime to work to invoke the Power of Wid-Ar as the Age of Ingwe is spread.

The Woden Folk-Religion must now continue as part of Odinism, Wotanism, Asatru, and the other Northern Heathen movements that promote the Viking/Anglo-Saxon/Germanic Heathenism. It will thus be a Folk-Religion that attracts into it Northern Heathens, but must remain Folkish in essence and form. It will thus be based around -

A pantheon of Gods and Goddesses.

Elves, Nature Spirits, Land-Spirits etc.

The Forefathers.

Cosmology based upon Norse Myth, Germanic Lore, and Anglo-Saxon Lore.

Based mainly on an English Folk-Religion & Folk-History.

A Folk-Religion open to all Folkish Heathens.

The Esoteric side - Woden's Folk - will deal with the Rites and Rituals for the Folk-Religion, which will remain as they are now. The 'Sword of Wayland' will be produced by Woden's Folk and will promote the Woden Folk-Religion (as it does now). Thus, there need be no real change here, except for some very small ones needed as this evolves.

The Armanen Initiates, Adepts and Masters were taken up in a new current that foresaw a New Age, and thus a complete change in terms of religious ideas. It is this current that our Esoteric side follows, and it is this that now needs to be seen as different from the Folk-Religion, in that it is clear that only a small minority of people are open to the New Current; this seems clear when we look at other groups and individuals, most of whom are not in tune with this New Age Current. So, our esoteric side must now be taken up, not by a religion, but by an Esoteric Order, and this we shall base around -

A New Cosmology that accepts that there has to be a 'Great Thought' that existed from the beginning, since nothing happens without a thought manifesting first. We can accept that there existed a Void - Ginnungagap - which is 'magically-charged', a term that is vague since it means nothing really, except if we see this 'magical charge' being something like \*alu- and thus the Ali-Father, All-God, All-Father, or Illu-Father, i.e. the Great Creative Spirit also known as Ur-Alda, Uralten, Ar Var Alda etc.

Thus we have the Unmanifest (0) which becomes Manifest (1), and then becomes a duality (2), from which springs the Trinity (3). This is the basis of most ancient religions and cosmology.

The Gods and Goddesses are those of our Racial Gods, the Gods of our Folk: they manifest from the Great Creative Spirit. Woden becomes 'All-Father' since he is a God that evolves and just like some Hindu Gods, he becomes the 'High God'. Gylfaginning makes it clear that the 'All-Father' is the Eternal Spirit, whilst Ragnarok shows that the Gods die and are resurrected in the New Age and New Earth.

The Great Creative Spirit manifests power through the Black Sun, the Sun of the First Earth or 'Former World'. It is the Power of the Black Sun that will resurrect the Arya, the Sun-Man or Superman. This, again, is not accepted by all Northern Heathens.

Wid-Ar is the Crowned and Conquering Son and his Archetypal Image is that of a Warrior-Leader, riding a White Horse, carrying a Flaming Sword, and bearing a shield on which is the White Dragon of Ingwe. At this time we see him as Wid-Ar the Silent since he has as yet not uttered 'The Word' that will bring all of this into existence.

On August 11th 1999 the Solar Eclipse heralded the conception of the Age of Ingwe - the Age of Heroes - but it also heralded the resurrection of Ingwe, which is why the Mysteries of Ingwe have appeared in these times. The White Stone of Ingwe revealed that the 'Gift of Ingwe' is Fire, and thus the knowledge that Ingwe is the Vedic Agni came to light. As a Primal God of Fire and Light he is not the same as the Ingvi-Frey we find in Norse Mythology, which tells nothing of this to us. Ingwe is Sheaf, and he is also linked to Hama (Heimdall) whose role he overlaps - these are similar archetypes. Again, these mysteries are not widely taken up, nor held by most Northern Heathens.

In this Ingwe is linked to Waendal, to the Fire-Twirl (Swastika), to the Ned-Fire, and also to Krist, which we shall look at in turn. He is the 'Son of Man', of Tuisto ('Twister' = Fire-Borer = Pramantha = Swastika).

We thus see Woden as having stepped down from the Gallows-Tree after recovering the Holy Runes from the Well of Memory. The 'Father' becomes 'The Son'.

Ingwe is the Solar Krist. This is certainly not something taken up widely, since modern heathens tend to reject anything that seems 'Christian', even when it hides Heathen Secrets. The early Christian Church openly stated that Krist existed long before and historical figure - Solar Christianity was Heathen! Krist was born on December 25th, Agni was born on December 25th, Mithra was born on December 25th. Even the Christian Bible holds this secret, since Krist is visited by 'Three Wise Men' or 'Three Magi' bringing him Gold (Kingship), Frankincense (Priest) and Myrrh (Justice). We have a Helgi who was born on December 25th, and at the birth were the Three Norns. The 'Three Wise Men' are the three stars of the Belt of Orion, named 'Frigg's Distaff' by the Saxons. The distaff - Spinner of Fate - and the Old English name for this time - The Mothers' Night (Wyrd Sisters). The Sun 'stand still' on December 22nd (Solstice-Sunstead) and is 'reborn' on December 25th - the Birth of the Sun, and the Birth of the Sun-King. The Myth of Agni is the 'Birth of Krist'. This is why we hold to this concept, even though it is rejected by most Heathens.

The Mysteries of the Last Avatar, which form no part in most modern heathen groups or individuals. HelgiH, Wid-Ar, The Hooded Man etc. form the central core of our esoteric work. In this we hold faith



with the Avatar who held back the Forces of Darkness, and sowed the 'seeds' of the New Order that is coming about for the New Age.

This is the 'Age of the Son' - the 'Age of Heroes' the transition period between two world-ages.

Whereas the Folk-Religion is there to aid the survival of the Folk, the esoteric work is there to aid the evolution of the Folk into the Superman, the God-Man, the Sun-Man, the Arya etc.

I hope this is made clear here, since it is now important that we put together what has been done over the last 25 years into a working Esoteric Order using the Black Sun Symbol and the Widdershins Swastika (Swastika of the Return), as well as other Sacred Symbols. The Ar-Kan Rune-Lag will continue to be developed into our own 'Inner Working System'.

## Woden & The Black Sun

Woden is the god linked to the Power of the Black Sun. He sacrificed an eye for Occult Knowledge, and this 'Woden's Pledge' was then hidden in the Well of Mimir - the Well of Memory. The Realm of Mimir is in the Lower-World (Nid-World or 'Nether-World') and there is held the Well of Memory, but this world is lit by the Black Light of the Black Sun. Woden, as the God of the Hanged, the God of the Dead, is thus linked to the Black Sun of the Nid-World. The serpent Nidhogg lies coiled in this realm, and there are Light and Dark areas here.

The Swastika is a symbol used throughout the ancient world, and is especially an Aryan Symbol. This is because the Black Sun shone over the world of Thule-Hyperborea, and with its decline came the decline of the Shining Ones, the Divine Ancestors of the Aryan Race. The Black Sun is the source of All-Father's power in this world; it is thus also the source of the Power of Woden. The Black Sun is directly linked to

the Swastika, since in its form it is a triple-swastika. Aelfric Avery thinks that the Triple-Swastikas are of Ice (Wyrð), Fire (Werdandi) and Air (Skuld), and that the symbol is 'The Spinning-Wheel of the Norns' who weave the substance of Ginnungagap - The Void. The obvious symbolism of the movement of energy (Vril/Life-Force) is inherent in the Swastika and the Black Sun.

The Swastika is made up of two Sig-Runes, and represents Sal (Salvation) and Sig (Victory). As the Black Swastika this is the Black Sun (Sweart Sun), and thus fits the symbolism of SS. According to Mdm. Blavatsky Prometheus is the personification of the Pramantha, and he is the equivalent of the Vedic Matarishvan, closely associated with the Fire-God, Agni. Thus, the Swastika is the 'Fire-Wheel' and linked to the kindling of Fire-by-Friction. The Swastika is linked to the Spiritual Sun, Spiritual Fire and the Knowledge of Truth.

The Nid-Rune is the Rune of Fire-by-Friction, and is associated with the Vedic Agni, and with Ingwe - God of Fire and Light. Ingwe - the 'Son of Man' - is a god that has been hidden within Ingvi-Frey, but whose role is far higher than has been given credit by most 'revivalists'. His role as Scef shows him to be the Divine Ancestor of the Ingefolk, a role he seems to share with Hama-Heimdall, since these two share a similar Archetypal Myth. The Nad-Rune is the Rune of Nid - Rune of the 'Nether-World', and this invokes the Magical Power of the Nether-World. This can be seen in what we called the 'Raising of the Nothing-Pole', where the term 'Nothing' tells this secret, and whence a Nail was driven into the base of the pole - symbolic of the Invocation of Cthonic Powers. This is the Rune of the Need-Fire, thus linked to Agni-Ingwe.

I have mentioned my thoughts that the Swastika is symbolic of Bael-Daeg in the Nether-World, since this is my own interpretation of one of the Merseburg Charms. Some have linked 'Blind Hod' to the Black Sun, which is quite logical due to the term 'Blind', and thus Bael-Daeg would be associated with the

Golden Sun. But the term 'Bael' is also linked to 'blackening by fire' and is also a logical explanation. It seems to me that Bael-Daeg would fit the bill here, since he is not 'slain and risen' each year as the 'nature-gods', but is slain and does not return until after Ragnarok and the Great Catastrophe. He comes back 'hand-in-hand' with Blind Hod. And since he is in Odainsacre with the Asmegir, then he would be the Black Sun of the First Earth, which is where the First Ancestors are.

Many earlier scholars, and some Northern Heathens, equated the Swastika with the Hammer of Thunor - as we ourselves have done in the past. I would most certainly not reject this idea, since the Swastika is a symbol of a force that is wielded by a god or gods. It is symbolic of the Vril-Force or Odic-Force, as well as the Woda-Force. The Hammer of Thunor is named 'The Miller' or 'The Crusher', and this itself tells us that it is associated with the World Mill/Cosmic Mill. which itself is associated with the Far North, where the stars revolve around the Pole Star in the shape of the Swastika. Certainly, the Great Bear is Woden's Waen, and this revolves around the Pole Star in the shape of a Swastika - but it is his 'wagon' and not the god himself. The 'Driver of the Waen' is Bootes, whom we know to be Ingwe, so the force that 'spins' the Swastika is the Power of Ingwe; but, saying this this could just as well be the Power of Woden, since he too may be connected to Bootes. But a force is not restricted to one type of power and use, so the idea of 'The Crusher' or 'The Miller', as a force that breaks down, being wielded by Thunor is quite possible. Symbols have many meanings, just as the runes have many meanings.

This image is clearly that of Odin riding the Eight-Legged Horse, Sleipnir; but we find here his weapon being the 'Thunderbolt', usually associated with the Aryan Thunder-God, such as Zeus or Indra. Indra's weapon is the Vajra, translated as 'Diamond-Thunderbolt'. Again, we must recognise that these weapons are symbols of a force wielded by a God, and not the God himself. The 'thunder' is the sound, the noise created when the Lightning-Bolt is released - the 'Fire-from-Water' (Lightning from the Clouds). This sound is usually associated with the Chariot of Thunor as he rides across the skies in the thunder-storms. The 'Thunderbolt' is clearly the Lightning-Bolt, hence its shape as 'forked'. Here we have Odin wielding this weapon, and not Thor.

The Vajra (India) or Dorje (Tibet) which is the 'Diamond-Thunderbolt' wielded by the Aryan Thunder-God. This is just a stylised version of the simple Thunderbolt seen being wielded by Odin/Woden.

The Mystery of the Abyss.

"...I saw a star fall from heaven unto the Earth; and to him was given the Key of the Bottomless Pit..."

Revelation 9:1.

"And they had a king over them, which is the Angel of the Bottomless Pit, whose name in the Hebrew is Abaddon, but in the Greek tongue hat his name Apollyon."

Revelation 9:11.

The term abyss seems to stem from an IE Root \*bhudh- meaning 'bottom' or 'base', which suggests that a 'bottomless pit' cannot be called 'The Abyss'. 'Abyss' is usually related to 'Chaos', but the word 'Chaos' stems from the IE Root \*gheu- meaning 'to yawn' or 'to gape', a chasm or empty space. This, of course, relates to Ginnungagap - the 'Gaping Void at the Beginning'. Before I go further the Hebrew 'Abaddon' and Greek 'Apollyon both' hint at their links to Ab/Ap which are the root-sounds used of 'water', in an animate sense, i.e. the force that is symbolised by the element we know as 'water'. In both Sumer (Ab-zu) and Babylon (Ap-su) this is a term used of the watery-space 'below' the Earth, i.e. in the Underworld.

IE Root \*gheu-

To Our, to pour a libation.

Gut, intestine.

Gust, a gust of wind.

Gush, to pour out.

\*gheu-ti- 'easily emptied', leaky.

To yawn, to gape, from which we get \*gudam - 'God', and \*ghau - Chaos.

Germanic \*go-ma meaning palate, jaw. (i.e. 'gaping').

To call, to invoke from which we get \*ghu-to - 'The Invoked' i.e. a God, OE giddy/gydig - 'giddy', i.e. 'possessed by a God'.

You will note that I have not parted these into sections with differing meanings, since they are all related to 'God', 'Ginnungagap', 'Chaos'. The term - 'To Call' or 'To Invoke' are used in ritual, the term 'Gut' is used here as the 'Gut Feeling', i.e. the Instinctive Mind, and the 'Gust of Wind' is the Primal Movement within Ginnungagap that brings together the Primal Ice and Primal Fire - the Conflict of Opposites that brings Creation into being.

These concepts are some of those contained in the Mysteries of the Gyfu-Rune, which is thus the 'Rune of God' and the 'Rune of Ginnungagap'. This in itself contains the idea of 'Gust of Wind' which is the Primal Movement (AIR), as well as the 'Magical Charge' present in the Void in the beginning - that which become Manifest from the Unmanifest.

The Joten-Forces and Thurs-Forces are forces present within Chaos, and seek to return everything to the Primal Chaos. Thus, this section about opening the 'Bottomless Pit' and allowing these forces to become

manifest here on Earth seems to suggest that these are the Forces of Chaos unleashed upon the Earth in our era.

There is yet another reference to a 'star falling from heaven, burning as it were a lamp', and this 'star' is called 'Wormwood'. Back in the spring of 1997 when the Hale-Bopp Comet was clearly visible in the Northern Skies, during my 'Initiation' (which is what it seemed to be to me) I had a vivid dream of a 'star falling from the sky', and this opened up some form of 'gateway' allowing forces into Midgard, which is why I have decided to do this post about these seemingly different ideas, for there has to be a 'line' joining up the 'dots'.

The Hale-Bopp Comet had a profound affect upon some people, including another WF Activist at the same time as I had this experience. It had a more negative effect upon the 'Heaven's Gate' cult, most likely due to the way this cult operated, and the psychological working on the minds of cult-members. But the one thing that this crackpot-cult based their ideas upon was that this was a 'Gateway' into something else. In a sort of Christian way they deemed themselves something 'special' in that a UFO was going to 'save' them in some way, hence no doubt their fanaticism and negative ideas that caused such a tragedy.

The 'Red Dragon' or 'Red Serpent' (Shaitan) is bound for a thousand years, and is cast 'into the bottomless pit'. I'm no scholar of Sumer or Babylon but as far as I know the Abzu/Apsu is the realm of Tiamat who is the 'Goddess of Chaos' who is defeated by Marduk, thus bringing Order out of Chaos. To create a 'New World Order' it is necessary to parody the Creation Myth - Order out of Chaos - which is exactly what is taking place today. This is where the masonic Ordo ab Chaos comes into play.

The motto Ordo ab Chaos not only contains the word ab but also the symbolism of the Double-Headed Eagle (Rule of the Two Worlds) and the Crown as symbolic of that rule. Not every freemason is aware of what is being done, though there is little doubt that they are being used as a 'tool' for these ends; this part of the Global Agenda is obviously behind the Global Corporations who have shape-shifted from their Global Capitalist Agenda (which amassed great wealth in the hands of a few) to a new Global

Marxist Agenda where this massed wealth is now used as a control mechanism over the peoples of the world.

'And a great angel come down from heaven, having the key to the bottomless pit and a great chain in his hand.

And he laid hold on the dragon, the old serpent, which is the Devil (D'Evil) and Satan (Shaitan-Shaddein), and bound him a thousand years.'

Revelation 20: 1-2.

The 'call' used by Woden as he 'fell' after his shamanic Nine Nights of hanging upon the World Tree was AEPANDI NAM. This is based upon the very same root AEP which is the Ab/Ap used of the Primeval Waters of Chaos. Peryt Shou links this to the 'Cry of Need', and thus it was due to 'need' (necessity) that Woden 'sacrificed himself to himself' in order to recover the Ancient Runes from the Well of Memory. This, it seems, was done during the 'Iron Age', when these Holy Symbols were 'recovered' and from them was created the FUTHARK/FUTHORK - from the chaos was created the Order of the Runes.

The idea that the Holy Runes stem from 'Roman', 'Greek' or 'Etruscan' letters of an alphabet is given credence by establishment scholars but it is made clear in the Eddas that they were recovered by Woden because the need to do so came at a certain time, and this was when we were plunged into the darkest era of the Cosmic Cycle. Is it thus a coincidence that this depiction of 'Woden's Man' is also used with the Swastika, a symbol that arose again in the last century just as the Holy Runes were again 'recovered' by Guido von List who took on the Woden Archetype to do so? He 'recovered' the runes whilst blinded after a cataract operation.

The Eddaic concept of Hel or Hela is one of a world of both Light and Dark Powers, thus nothing to do with the 'Fiery Hell' of the Christians, which owes more to the Jewish 'Gehenna' than to Hel/Hela. The figure of Hel is indeed one of Light & Darkness, and hence why these mysteries are contained in the Haegl-Rune with its meanings of 'Heil' (Light) and 'Hail' (Darkness). It always seem strange to me how most runic scholars push the meaning of 'hail' - destruction - rather than that of 'heil' - wholeness, health, heal etc. This seems to stem from the rune-poems which are based upon this meaning, though looking closely the term 'hail' (Ice) is here seen as turning to 'water' and thus connected to the Ice of Niflheim which turns into the 'mist' (water) when acted upon by the Fire of Muspellheim.

There is an esoteric meaning to the idea of this 'star' that falls from heaven and opens the 'Bottomless Pit'. The catastrophic events portrayed with the fall of the 'star' into the 'bottomless pit' can certainly be connected to the events happening today - there is little doubt about that. But to see them in the light of how this is presented in 'Revelation' is to see them as an 'Act of God', as some form of 'judgement' and 'punishment'. This is how such catastrophic events are told in other mythologies, by 'God' or by 'The Gods'. But, if we look at them as being necessary, as being connected to the Need-Rune, and thus to the 'Compulsion of Fate' (Guido von List), and if we recognise this, then this is the key to overcoming these events, and transforming them through a spiritual transformation. This is connected to the Magical Rite of Need - AEPANDI NAM - which will be looked at again in another post.

## The Creation Myth

We are told that Niflheim and Muspelheim existed from the beginning, and between them Ginnungagap - the 'Gaping Void'. Niflheim in the North is the realm of the Ice-Giants or Frost-Giants, being the Realm of Ice, and symbolised by the Is-Rune. To the south is Muspelheim which is the realm of what we are told is the 'Fire-Giants' or the 'Fire-Giant' named Surt. Ginnungagap is the 'Magically-charged Void', i.e. it has within it the Creative Consciousness, the ability to manifest from that which is unmanifest.

There is a problem with Muspelheim, since we are led to believe that it is the home of 'Giants', which we would naturally see as the Joten. But when we look more closely, we are told that it is the source of all Light, the source of all of the heavenly bodies that light the Earth - the Sun, Moon and Stars. We should not think in terms of the physical fire that we use, but here in a sense of the Spiritual Creative Fire, the



Source of Creation. Here, from this realm, this Creative Fire acts upon the Ice of Niflheim, melting it, and from this action of Fire and Water (melted ice) there springs the First Being - Ymir.

The so-called 'Fire-Giant' - Surt - we are told by Snorri is the 'king of eternal bliss at the southern end of the sky'. He also asserts - '...there are many good abodes and many bad; best is it to be in Gimle with Surt'. Now, Gimle is the Highest Heaven, the only world that will not be destroyed at Ragnarok, and it is the dwelling of All-Father. It is Loki that leads the Joten-Forces against the Gods, but it is Surt that is the Destroyer of All - the Gods and the Joten. He leads the Sons of Muspell in order that the worlds will be cleansed by Fire, and then by Water that will put out the Cleansing-Fires.

The Ur-Fire or Creative Spiritual Fire is the first element, and in the original Blots of the Odinic Rite was written of Fire - 'the First Mystery and the Final Mercy' - which acknowledges the Germanic Lore of the Creation and Destruction of the worlds by Fire. This Spiritual Fire that creates all life, all souls, and also the Vail-Force, originates in the spiritual world of the Ninth Heaven, and these forces enter the material world through the Black Sun.

The First Being is named Ymir, a name that means 'Twin', and he is the same as Tuisto/Tuisco whose name can also mean 'Twin' (two). Here we cannot but think of the god named Tiw who can also be seen as 'Two' or 'Twin', and whose name can mean 'Shining'. In fact, in our runic row we have Tiw - Mannus - Divine Twins, all related to the idea of Twin Brothers. Woden-Will-Weoh is the Triple-God that 'slays' Ymir, from which the material world is created; this role is done by Manu in the Hindu Texts. Since Ymir appears with Audhumla, and Audhumla licks the salt blocks out of which appears Buri, it seems feasible to think that Buri and not Woden-Will-Weoh are the ones to 'slay' the Primal Being. When we look at the German version we have Tuisto (Ymir) and his offspring Mannus, rather than his twin as it should be. Then we have the Hermiones, Istvaeones and Ingvaeones, all of which seem to relate to the Aryan Caste System, instituted by Manu in Indian Lore. Like the Myth of Manu in India, the Creation-Myth and the Divine Order Myth are fused together as one - since they are both based upon the same foundation, As Above - So Below.

We thus have the three-fold division of Ar-Ist-Ing and that of Woden-Will-Weoh/Woden-Hoenir-Lodhur. But the role of Buri is here taken by Woden who has become the High God. The name Tuisto can also mean 'to twist' (to turn, to coil) and is thus related to Spirit; the name Tiw could also have the same meaning. The essence of this idea of Ymir-Manu could be that this is a Female-Male unity which is the same as the Babylonian Ilu-Ilua, and the 'Baphomet' in its true form. Thus, the material body of the Cosmos is Female, and hence the connection of Yima with the 'Land of the Dead', since Hela rules this region.

This may be borne out in the Third Aettir of the Rune-Row -

Tiw - "Twin" - The Female-Male Union.

Beorc - The Female.

E(o)h - The Twins, both Female and Male.

Mann - The Male (Manu).

In these first four runes we have the origins of the Creative Myth; here it is the male-female unity that become the duality of male-female. Of course, this is but one meaning of these runes, and of the 'Divine Twins'. Here, rather than the Triple-God Woden-Will-Weoh/Woden-Hoenir-Lodhur and Ar-Ist-Ing as the offspring of Mannus, we have the 'son' (offspring) as Ingwe (Ing-Rune). Ingwe is the 'Son of Man'. There is also a hidden piece related to Tiw losing his Right Hand, bitten off by the Fenris Wolf. Symbolically this is the Tiw-Rune losing its Right Hand, thus becoming the Lagu-Rune; it can be no coincidence that the Lagu-Rune appears in the same Aettir after the Mann-Rune.

It is also perhaps no coincidence that in the Myth of Agni he is first hidden in the Waters, linking this to the Lagu-Rune which precedes the Ing-Rune. Agni is called Apam Napat - 'Child of the Waters' - and it is he 'through who shineth without fuel amidst the waters'. Apam Napat (Agni) is associated with the Fiery Hvarena ("Solar Matter") which is related to Kingship and Luck ('Heil'). Apam Napat hides the Fiery Hvarena at the bottom of a Lake (Water). So, our rune-row hides the Mysteries of Creation. The Edel-Rune could thus be related to the idea of the 'Noble Race' (Arya) that springs from this Creation. The Daeg-Rune is here related to 'Day' and to 'Light' - the Day-Spring or Dawn of our Race.

Lagu - The Waters, in which the 'Fiery Essence' is held (Kingly Race).

Ing(w) - Ingwe, the offspring of Manu, the Birth of the Light-Born and Fire-Born.

Daeg - The Day-Spring, the Dawn of our Race, the emergence of the Arya, the Edel-Born.

Edel - The Noble-Born Race (Arya) and also the Primaeval Homeland of Thule-Hyperborea-Airyana-Vaija. This is the AEtherial Realm at the North Pole.

Going a stage further, in relation to the 'Fiery Essence' that is that of the High God, kept and given by the Goddess Freya, this is the Bros-Ing-Mene - the 'Necklace of Fire'. If we swap round the Edel-Rune and Daeg-Rune (which is something that can be found in some rune-rows) to Edel-Daeg then the Ing-Rune (Sacral King) and the Edel-Rune (The Homeland) are together, as the Sacral King has to wed 'Sovereign' (the Land) in some mythologies. This 'Sacred Marriage' gives rise to the Daeg - the land is thus infused with the 'Divine Light of the Gods'.

In order to have harmony in the Cosmos, and thus harmony in the Society of Man, the Divine Order must be present, that is, that the Society of Man must reflect the Divine Order of the Cosmos. Hence the reason that a strict hierarchical order of Kon-Earl-Karl-Thrall must be maintained at all times. The modern subversive idea of 'equality' thus breaks down the Divine Order, thus creating disorder and Chaos. It is essential that this Divine Order is recreated, no matter what people today feel 'should' be done to create a 'fair' society. Being 'fair' does not come into this, being RIGHT is what matters!

The First and the Last

Imagine if a Teacher of Righteousness - a Preacher of Righteousness - incarnated as an Aryan Avatar (Aryan Krist) to preach against the teachings of a Dark Priesthood. An Aryan Archetype sent to Earth with a divine mission at the beginning of a new world-age, say two thousand years ago at the start of the Age of Pisces. Let us call this figure - Krist. But the power of the Dark Priesthood had grown stronger at this time, and his teaching against them was stopped by putting him to death by hanging on a cross. But his teachings would not have died with him, as most men of heroic deeds are not recognised and followed until after they have died.

Thus the Dark Priesthood may have set up a secret society in which the 'Teacher of Righteousness' would be used, but converted into their own tool, a tool to destroy the Roman Empire. This may have led to a small revolt against Rome, but one that was quickly crushed, and resulted in the destruction of their Dark Temple. Back to the drawing board! One of the 'disciples' was out on a stroll to Damascus and suddenly had a 'flash of inspiration' - why not use the teachings of the 'Teacher of Righteousness' but distort them into their opposite meanings. Thus building a new 'religion' that could be spread around the Empire, destroying it from within.

This, of course, was a 'Religion of Darkness' and thus attracted to it the low-lives, drop-outs and criminals, as such a thing would do. Thus, they had an army of the 'slaves' and the 'slave-mentality' who would, like their Marxist-Communist counterparts in much later times, be a fiercely fanatical and ruthless rabble who would destroy everything in their wake. When the Roman Empire fell, this fanatical faith continued through the centuries, torturing and killing everyone that stood in the way of them gaining world power - which was their true aim. And so we move forward in Time, forward to the End-Time.....

Now, imagine that a new Aryan Avatar incarnated on Earth, but this time not as a Teacher of Righteousness preaching to the people, but as a war-leader, leader of the Furious Host, a strong leader who would arise to hold back these Powers of Darkness, something like the Avatar of Vishnu of the Hindus - The Preserver. But now the Powers of Darkness were even stronger, indeed, they were now nearly powerful enough to rule the whole world. But he stood in the way of this Global Power. Let us, for the sake of it, call him the Noble Wolf.

At this time, the Yuletide of the Great Year Cycle, the Power of Light begins to wax, but the Power of Darkness is now at its most destructive since its strength will wane and its time is shortened. So this last HOPE is lost and defeated, and the Powers of Darkness are now free to expand their power over the world. But...once more they recognise that such a figure of righteousness will gain in power after death, so they have to stop this from happening. But, unlike the Teacher of Righteousness this is a strong and war-like leader of men, a strong man and not a 'preacher' - this needs a different approach.

Ah! Enlisting the aid of Hollywood, the Press and the Media, and the whole weight of the propaganda machine they have built over the last century, they do much the same as they did 2000 years before - but this time they twist the righteous war-leader, the leader of the people, into a 'monster'. They create a monster in order to destroy his work and to stop people from listening to what he said, or taking up what he was doing. But this has to be done over and over again, keeping the message going not only through the generation after they won a war, but into the next generation, and the next, since if this is forgotten - things will be different. Until the people, fed over and over again with lies, see through the mist and recognise who is actually doing this, and why.

So they create a monster. And, in doing so they open the way for the most violent unhinged psychopaths to follow this 'Anti-Archetype' that they have created. Portrayed as a violent, degenerate monster - a psychopath - they have created an Anti-Archetype suited to creating more and more 'monsters' who they knew would take up such an image. This does not arise from the Aryan Archetype but from the fake 'model' that the Powers of Darkness have themselves created. And thus, everyone who takes up such an Aryan Creed is also linked with this. Anyone who does stand up and fight against them is thus portrayed as a 'terrorist', again the link to violence and terror.

Cleverly twisting 'Freedom Fighters' into 'Hate Groups' they once more push onto anyone who opposes them the negative traits that suits their destructive purposes. Unfortunately, too many people went along with this and fell into the trap of taking the more destructive and violent side - on a chaotic level, and not one that could create Order. The monster was created, and it is the prime means to stop the advance and progress of any real resistance, since they themselves have portrayed themselves as the 'victim' of this monster. Like 'Satanism' it attracts to itself the worst types, and indeed the two go hand in hand in some cases. Indeed, the worship of Satan-Shaitan-Shaddein is the worship of these Dark Powers.

So...2000 years ago the Servants of Darkness took the teachings of an Aryan Krist and twisted them into something they could use for their own purpose. Taking the Aryan Archetype of Woden hung upon the World Tree - a Living Tree - and twisting this into a sad, pathetic figure hung in humiliation, dejection and defeat on a dead piece of wood, they created an image that would distort the soul of the European Peoples. They created a sick people who could not longer take their true creative role in the world. Two thousand years later they took the Aryan Archetype of Woden as the Wild Hunter-God, the sworn enemy of these Dark Powers, and distorted this into a psychopathic monster, mindlessly violent, decadent and degenerate, and created an image of their enemies as violent, hate-filled monsters. And here we are now.....

## Bloodline of the Grail

It is my belief that the "Holy Blood - Holy Grail" idea that arose, where the Bloodline of the Grail referred to that of Jesus Christ, was meant to prepare the way for a World Religion. This came about not only through Dan Brown, but also through 'The Holy Blood and the Holy Grail' by Michael Baigent, Richard Leigh and Henry Lincoln - whoever they purport to be. Whatever the motives concerned with spreading this idea, it would most certainly aid in the restoration of a 'Jewish Messiah' which is the basis for the World Religion.

The basis of this whole thing lies on totally shaky ground and nothing more than speculation. The Bloodline of the Grail is that of the Merovingian Kings how were Sigambrian Franks who conquered the Gauls and ruled over what we now call France, named after them. It seems best to explain the blood-role here, since this is the key to understanding the whole thing -

"Sons of the Merovingian Blood were not 'created' kings. On the contrary they were automatically regarded such on the advent of their twelfth birthday...Power was simply assumed, as by sacred right...He was a ritualised figure, a priest-king...."

## The Holy Blood & The Holy Grail.

The Merovingian Kings were regarded as the Sorcerer Kings and various magical artefacts were found in the graves of some of them. These Sorcerer Kings were polygamous, and this was even allowed after their conversion to Christianity - and this is important since they were originally Heathen Kings who were later converted. 'The fortune of the dynasty rested in the blood and was shared by all who were of that blood.' Marrying beneath their 'status' seemed to have no difference, their blood was so pure that it could not be sullied - this is a very, very strange thing.

For Germanic Tribes of the time, the Merovingian Franks created a very high civilisation, and a very high level of learning amongst the nation. They migrated into Belgium and Northern France, in the area of the Ardennes - an important point perhaps. The Ardennes is named after the Goddess Arduina, and the name 'Arden' can also be found here in England; it is most likely that the name 'Arduina' relates to

'Idunn' in some way, though this is a guess. The Merovingians claimed descent from Troy, hence (it is said) why there are Trojan names such as Troyes and Paris in France. Another source has it that the Merovingians were descended from ancient Greece, in the region of Arcadia. Some Greek legends tell that Troy was founded by Arcadians - so there may well be no conflict here.

'It is just possible that, in the Merovingians, we may have a dynasty of Germanic Heerkonige derived from an ancient kingly family of the migration period.'

The Long-Haired Kings - Wallace-Hadrill (p. 203ff).

Had the authors stopped just there and considered their own quote it would seem far more obvious that we are here talking not of a Jewish Messianic Bloodline, but of a Germanic Heerkonige Bloodline. They even went further into this mire by quoting another very obvious connection to a Germanic Heerkonige -

'Like most Merovingian rulers, Dagobert had at least two capital cities. The most important of these was at Stenay, on the fringe of the Ardennes. Near the royal palace at Stenay stretched a heavily wooded expanse, long deemed sacred, called the Forest of Woevres. It was in this forest, on December 23rd, 679, that Dagobert is said to have gone hunting. Given the date, the hunt may well have been a ritual occasion of some sort. In any case what followed evokes a multitude of archetypal echoes, including the murder of Siegfried in the Nibelungenlied.'

The Holy Blood & The Holy Grail.

Amazingly, the authors here equate the death of Dagobert with the death of Siegfried, and yet still do not make the obvious assumption - that the Merovingian Franks were the Wolsungas! Even some of the names suggest this, since a son of Dagobert was Sigisbert, Sigi being the 'Sire of the Wolsungas'; even the name Sig-ambrian Franks suggests the same. Was this whole thing done deliberately, or was it just one error after another? We may never know, but it does further the aims of the Global Agenda. (We find the title 'Sigi-' in names associated with Herman the Cheruscan, but this is not the subject of this post.)

The murder of Dagobert, seemingly at the behest of Pepin the Short, in reality brought an end to the Merovingian Dynasty, paving the way for the Carolingian Dynasty and the 'Holy Roman Empire' that arose from it. But this was a part of this Germanic Heerkonige, since we find traces of the Wolsungas here in England (Walsingham), and their offshoots the Wulfingas (Wuffingas of East Anglia), and Haddingas (Scottish Lowlands).

The origins of the Merovingian Franks lie in a strange legend about their founding king - Merovee, Merovich, or Meroveus. The name itself is connected to water and to the sea (OE mere etc.). When already pregnant by her husband, King Clodio, Merovee's mother went swimming in the ocean. There she is said to have been seduced by a sea-creature, a bestea Neptuni Quinotauri similes - a 'beast of Neptune similar to a Quinotaur'. He was thus born of 'Two Bloods' - now this reminds me of legends from the area of Sumer-Babylon-Accad where the 'Double-Headed Eagle' stands for Two Bloodlines.

Now, according to the works of Richard Wagner the Wolsunga Royal Line was spawned by Woden himself in the forests of Germania. They were created as a Divine Race of the Gods. What is a 'Quinotaur'? The '-taur' part clearly refers to 'Taurus the Bull', and we do find bull's horns in Merovingian graves; 'quino' refers to the number 5, a number often associated with Mars or Aries. Where Aries and Taurus overlap (I believe) is around April 21st, which is the founding-date of the Roman Empire, founded by Romulus and Remus. Since these 'Divine Twins' were by legend descended from Aeneas who fled the destruction of Troy, then their connections to Troy may not have been made up. We seem to have connections with these Divine Twins in the East Anglian Dynasty of the Wulfingas, an offshoot of the Wolsungas.

'And they all supposedly bore a distinctive birthmark, which distinguished them from all other men, which rendered them immediately identifiable and which attested to their semi-divine or Sacred Blood. This birthmark reputedly took the form of a Red Cross, either over the heart - a curious anticipation of the Templar blazon - or between the shoulder blades.'

The Holy Blood & The Holy Grail.

For now, we shall overlook the links to the Knight's Templar and to the Templar Cross, but this will form part of a later section. The more important point here is the birthmark between the shoulder blades since this mark formed part of the Myth of Siegfried when he bathed in the Blood of the Dragon. One of the main features of the Merovingian Kings was that they were called the Long-Haired Kings, and to cut



off their power the Judaeo-Christians cut off their hair! The legends surrounding them featured the magical arts and wondrous features that seem to have come down from much more ancient times.

The famed Spear of Destiny was not that which 'pierced the side of Christ', since it has been dated to hundreds of years after the death of the Christ (if this ever happened). It dates, not surprising, to the time of the Merovingian Franks, and indeed the Tribal Spear was in fact the prime symbol of the Merovingians, as it was with the Langobards further South. The legend of Merovee and that of Romulus and Remus do have something in common - Merovee was also sired by a 'sea-monster' whilst Romulus and Remus were sired by the god Mars. It is also very strange how the legend of these twins was referred to in East Anglia by the Wuffingas, who actually claimed descent from Casar - Caesar!

San Graal - 'Holy Grail'; Sang Real - 'Royal Blood'. This play-on-words used in the French rendering has often been pointed out, and yet the significance of the 'Sacred Blood' is rarely delved into - except by such Armanen Masters as Don Miguel Serrano. Clearly, there is a link between what I have said here of the Merovingian Kings, and that of the Wolsungas, and the link seems to be - the Knight's Templar. Wolfram von Eschenbach's works on the Grail not only seem to link this with a Sacred Bloodline, but also to the Wolsungas. In this he mentions a figure called Waels being connected to the Grail; this has been taken to refer to 'Wales', but the word Waels forms the basis of Waelsingas which was an Old English form of the Wolsungas. Eschenbach's works also seem to hint that the 'Guardians of the Grail' are the Knight's Templar.

I think here we need to take into account that the accounts at different times of a search for a physical object - be this a Cup or a Stone - may well have been a clever means to hide the underlying true nature of 'The Grail' - the Sacred Bloodline. We must not, however, dismiss the links to the symbolism of the Cup and the Stone, just recognise that underlying all this is the search for a Sacred Bloodline. I would also like to point out that it may be a mistake to take the usual course of seeing such 'secret societies' as

the Knight's Templar and the 'Freemasons' as all being connected to a Global Occult Conspiracy. Maybe some lodges worked for the Dark Forces and some lodges worked for the Light Forces, which would explain some of the problems faced in researching this.

Certainly, from what we find in Germany, the Knight's Templar, or the remnants of this after its suppression, seem to have taken a far different line than the Freemasons (in the main). And we do have the historical record that there was a split between the Knight's Templar and the Priory of Sion with the 'cutting of the Elm'. The historical record of this seems to suggest a conflict between the English and the French over the cutting down of a tree - seemingly more symbolic than actual. But it is perhaps significant that it is a tree, and in this case the Elm-Tree, that is involved here (this will come to light when a research of the Nine Sacred Runes added by English Adepts is looked at more carefully.)

There is also a legend that the Knight's Templar, after their suppression here in Europe, sailed to America, and in one case took with them the Holy Grail. Now, this being more a Sacred Bloodline it makes far more sense than a physical object being carried over to the 'New World'. In regard to this I am going to relate a very strange thing that I came across on YouTube yesterday (a 'coincidence' when this research was being done). This relates to a video by Robert Sepehr from the US, and to the removal of the statue of the famous Confederate General - Robert E. Lee.

With the BLM riots and destruction came the moves to destroy all vestiges of White Culture, and the special target was the Confederacy and its history, even though slavery was never the real issue here. In doing so the statue of Robert E. Lee was taken down to be destroyed; however, as with such blatantly evil moves, everything is not always as it seems. From what I can gather the press and media made mention of a 'time-capsule' found underneath this statue that seems to have contained the following -

An 1878 almanac.

A book of fiction (not known).

A British Coin.

A photo of James Netherwood, a master stone mason who worked on the pedestal.

These were buried, I believe, for 134 years. However, according to Robert Sepehr, something of greater importance was pushed aside, and this he seems to prove with a clip of the video of the opening of the 'time-capsule' and the search through the contents. A parchment that was opened appears to contain a complete list of 'Commanders' and 'Members' of the Knight's Templar. I have mentioned this in passing since it could well prove to be of importance at some future time.

Going back to what I have been saying about the Knight's Templar, there is also a curious reference to a set of relics -

'...A great head of gilded silver, most beautiful, and constituting the image of a woman. Inside were two head-bones, wrapped in a cloth of white linen, with another red cloth around it. A label was attached, on which was written the legend Caput LVIII<sup>m</sup>. The bones inside were those of a rather small woman.'

Le Proces des Templiers (p. 208).

In the secrets of the Priory of Sion we find that this head is called CAPUT LVIII but the 'm' appears as the Symbol of Virgo the Virgin. This name means 'Head 58 Virgo'. There is yet another Templar tale in which a Skull & Crossbones are found and guarded by a Knight's Templar. It seems this may date back to the Twelfth Century and to Walter Map, though it is here not connected to the Templars. The 'Bearded Head' - Baphomet - is also connected to the Templars, and is well known. The 'Severed Head' features in Heathen Myth long before the Knight's Templar.

Arduina is a Goddess of the Ardennes, part of Belgium, Luxembourg and France; she is a Huntress depicted riding a Boar. Here she seems to be much like the Norse Skadi except for the skis and the snows, but also akin to Freya since the Boar is her symbol. Supposedly a Moon-Goddess (which most seem to turn out as in modern times), she is likened to Diana, though Diana and Artemis may be linked more to Venus, as is Freya. Arden was a district mainly consisting of Warwickshire, but also parts of Staffordshire and Worcestershire, and the place name (and others) occurs in Henley-in-Arden. Shakespeare's *As You Like It* was set in the Forest of Arden, and his mother's maiden name was Arden. We have thus clear connections between Arduina and areas of England. Ar-duina, as I have said, could be linked to Idunn, variations of a common Germanic Goddess. (Caesar states that most of the Belgae (Belgium) were of Germanic descent.)

In regard to the Wuffingas (Wulfingas) of East Anglia and their links to Caesar and to Romulus and Remus they do have names in their Royal Lineage suggesting a 'small boat', just like the 'trough' in which Romulus and Remus were placed to escape the wrath of Amulius, younger brother to the father of the twins - Numitor. Here we have yet another Archetypal Myth, since it is the uncle who deposes the brother and then it is the son who avenges the father - the Myth of Hamlet! Then we go on to the

slaying of the brother (Remus) by the 'Immortal Twin', who goes on to conquer and found an Empire. In the Myth of Romulus and Remus a Sacred Fig-Tree is involved.

The Forest of Woevres which was the place where King Dagobert was slain, pierced with a spear no doubt, is in the Ardennes. As far as I know the name 'Woevres' relates to the Serpent, but I believe that is also connected to the Serpent-Currents that move on the Earth. Being in the area of Lorraine, which once was in Germany, the German name was Waberland, a name that appears to relate to 'weaver', and maybe thus to the Wyrd Sisters. In regard to the Serpent Currents mentioned here I am reminded of a Goddess that was honoured by the Iceni Tribe of East Anglia - Andraste - a name when broken into And-Raste contains the Raste which was a Sacred Measurement used in Germania. She was also supposedly related to the Moon, and her sacred animal was the Hare. Interestingly, she was also a War-Goddess associated with the Raven, just as the Waelkyrge are associated with the Raven.

I have strayed a little here, but the themes remain of the Sacred Bloodline of the Grail, and the next stage in this research will use the Ar-Kan Runes which contain the Four Hallows and the Grail Runes. Indeed, in the Yr-Rune we also find the Mystery of the Three Royal Lines of the Angles - Wolsungas, Wulgingas and Heardingas. Stenay - the Sacred Centre of the Merovingians, could be based upon 'stone', as in Steyning where we find the White Stone of Ing (also in the Nine Sacred Runes of the Ar-Kan). Just down the road to Steyning is Bramber Castle, once the site of a Templar Castle.

### The Quest for Immortality

The Myth of Knit Mountain is not just a Tantric Love Rite undertaken by Woden; the myth itself embodies the search for immortality, the Quest for the Man-God. The symbolism involved tells us far more than the story itself. Woden shape-shifts into a Serpent which is an earthly-creature that moves upon the earth. He is then aided by Hama (Rati) or Ingwe (if we use the Vedic version where it is Agni who has this role) and enters the Sacred Mountain. Clearly, he enters at the base of the mountain. He sleeps with Gunlodd the Giantess for Three Nights, drunken with the Sacred Mead of Inspiration. With

here help he shapes-shifts into an Eagle which is a bird of the heavens, that flies above in the skies. Through this rite he transforms from Man to Superman, from Man to the Man-God, from the Earth to the Divine.

We could look at this as being the role of Woden alone, were it not for the clear intervention of Ingwe (we'll go for this as you will see) and the role of Gunlodd (The Feminine). To credit this to Woden alone is to miss the whole point of the myth. Clearly, the symbolism of the Serpent and the Eagle links to Yggdrasil - the World Tree. As does the role of Ratatosk, the Messenger of the Gods, who runs up and down the World Tree between the Serpent (Base) and the Eagle (Top). The Hawk between the Eyes of the Eagle is the 'Hawk-Eye' or 'Third Eye', which is opened through such a Tantric Rite.

Why I have used the god Ingwe here, rather than using the name Hama, is that the essence of this Tantric Rite is the Rising of the Fire-Snake! The Fire-Snake (Ingwe) rises from the base of the Sacred Mountain, up through the Central Column (Spinal Column), awakening the 'Hawk's Eye', and thus transmuting The Hero into an Eagle. Through this process The Hero gains the Mead of Inspiration and also a Higher Consciousness whereby he becomes the Divine Hero. This can only be done through a Union with the Female - from this union flows the 'Nectar of the Gods'.

It is usual to see Kundalini as a Goddess, but in my own opinion this idea of categorising everything into male-female may be helping us to miss the point of many things. By his name alone Ingwe is related to 'Fire' and to the 'Snake'. and he has associations with Venus - the Morning and Evening Star. But...his sister-wife is Freya who is also associated with 'Fire' and there is no doubt that somewhere we can find an association with the 'Snake' too.

In the past I have equated Ingwe with the Solar Krist, and it seems that the term Krestos relates to Fire. Both the name Krist (Greek - 'Anointed') and Ingwe (Germanic - 'to anoint') really to 'Fire' in some way, as we shall see. We know this of Ingwe through the Firestone where the 'Gift of Ing' is Fire. We also know that Krist is associated with Fire, since the 'Holy Ghost' or 'Holy Spirit' descends like a dove (dove = diver = an avatar). The 'Holy Ghost' or 'Holy Spirit' is always linked to Fire, as seen below -

I am one of these who follows the Armanen Masters in their rejection of 'Jesus Christ' and 'Christianity' but not in a rejection of the Solar Krist which is an Aryan Archetype. Rejecting the Christian Bible because of its distortions I am clear in, but not rejecting it as a symbolic work. When Krist is mounted and crucified on the Cross, this takes place at Golgotha - the 'Place of the Skull'. This simply refers to the 'Head-Centre'; Krist here has moved up to the 'Head-Centre' - Krist here is the Fire-Snake or Kundalini! This is at Easter, when the Light and Darkness are in balance, Krist arises from the 'Tomb' (his body), not resurrected in the flesh, but resurrected in his Astral Body - which is why his disciples are told not to touch him! The Krist has now achieved Krist-Hood or Immortality, has become a Superman or God-Man. We are no doubt missing some very important pieces of the Aryan Myth, no doubt removed by the Judaeo-Christian Church. The role of the Female is certainly missing here.

The movement of the Fire-Snake starts in the area of the Sacrum & Coccyx, represented by the Nine Sacred Runes - Ac-AEsc-Yr-Ior-Ear-Cweorth-Calc-Stan-Gar (downwards). We do have a rune meaning 'Serpent' - Ior - and we do have a rune meaning 'Fire' - Cweorth. We also have the transformation from Earth (Ear) to Heaven (Cweorth). The Sacrum-Coccyx area is the 'Head of the Spear', since the spinal column is a downward-pointing spear-shape. We will leave this here, though there are many other important things to consider in this area.

In the same Aryan Myth we are introduced to the Myth of the Sacred Blood, since the prize of the quest undertaken by Woden is that of the Sacred Mead, itself being a product of the Blood of Kvasir. Kvasir was the 'Wise of the Gods' so this is the Mead of Wisdom, but it has more qualities than that, since it inspires, and it is the Draught of Regeneration.

"Jack and Jill went up the hill to fetch a Pail of Water....." Jack is the Norse Hjúki, and Jill the Norse Bil, the latter being Bil the Dis, another name for Idunn. The Milky Way is named Bilfrost due to this being the road taken by Bil-Idunn when going to Asgard. Originally, the Sacred Mead was found on the Moon,

guarded by the Moon-God. After a long series of adventures the Sacred Mead was given into the keeping of the Giant Suttung, and from there Woden stole it for the Gods. The same type of tale is told of the Soma in the Vedas, but there it is Agni that aids the theft.

From this we can see that it is Woden who undertakes the Quest for the Hidden Mead, and through this Woden attains Immortality by transmuting from the Serpent to the Eagle. It is through the Giantess Gunlodd that he achieves this, and the Sacred Mead is thus connected directly to the idea of Immortality, for not only does Woden steal the Mead, he actually drinks the Mead in the process. This, as shown, is linked to the Sacred Blood. Ingwe is the Fire-Snake that moves within Woden, transforming him from the Serpent to the Eagle: Ingwe is also the Sacred Blood that is the key to this transformation. The 'Gift of Ing' is FIRE, and this seems to be the key to these Mysteries.

We can see this again in the Solar-Krist, where he becomes an 'Avatar', i.e. he becomes the vehicle of a God-Force. The vehicle for this is the 'Holy Ghost' or 'Holy Spirit' which is the 'Spirit of Fire'; I am certain that somewhere in the New Testament John the Baptist mentions that he baptises with Water, whilst Krist baptises with Fire.

NOTE - The 'Apkallu' or 'Seven Sages' that appear as images in many parts of the world, seemingly depicting figures of Wise Men who appeared after a Great Flood, all carry a 'pail' (some see this as a 'handbag' but I prefer the former due to the shape). They are also all standing in the Ac-Rune Stance, and in the above image we see the Sage holding a Pine Cone, clearly symbolic of the Pineal Gland and the 'Hawk's Eye'. Somewhere here, we have a link to the Ac-Rune and the Oak-Tree, or at least the Acorn (Acorn = A-Horn); now on writing this I am reminded of the 'horn' shown in the figure of Ratatosk -

It would seem here that the Acorn (Fruit of the Oak) is symbolic of the 'Horn', in this respect the Third Eye. This actually accords with the image of the Unicorn (= 'One Horn') which has a horn in the same place; these two symbols could well be interchangeable, and maybe the Unicorn became more commonly used in time. The Unicorn is a White Horse, symbolic of Energy and Force, and here associated with the Moon rather than the Sun (it usually is anyway).

This association between the Ac-Rune and The Moon was something that came up in a meditation on this rune by one of our WF Apprentices. This also suggests that the 'Pail' here contains the Sacred Mead, and guessing here this could well represent the process of regeneration after a Great Catastrophe. The essence of this seems to be - Fire-in-Water - thus associated with Ingwe.

The Pine Cone here could be symbolic of the loss of the use of the Pineal Gland, since this is how many legends refer to the Great Flood and the Sinking of Atlantis. This is why Woden undertakes such a quest, since it is in our time that the re-awakeing of the Third Eye starts to take place. Again, caution here, since this seems to be done at a physical level alone in some cases, but what we speak of here is a Spiritual Awakening.

Nietzsche - Driven by Wotan

"Spread-eagled, shuddering,

Like a half-dead man whose feet are warmed -

Shaken alas! by unknown fevers,



Trembling with sharp icy frost-arrows,

Pursued by you, my thought!

Unutterable, veiled, terrible one!

Huntsman behind the clouds!

Struck down by your lightning-bolt,

You mocking eye that stares at me from the darkness-

thus I lie,

Bend myself, twist myself, tortured

By every external torment,

Smitten

By you, cruel huntsman,

You unknown - God!.....

You - Hangman God!

You God veiled in lightning! Unknown One, speak,

What do you want, unknown - God?

My unknown,

My Hangman-god!

Thus Spoke Zarathustra ('The Sorcerer') - Friedrich Nietzsche.

Can anyone deny that in this passage we sense the driving-force behind Nietzsche as being the god Wotan? Not to put this passage out of context it is the words of a Sorcerer to Zarathustra, and not

stated as the words of Nietzsche. The Sorcerer is rebuked by Zarathustra for his words. But the knowledge here is clear, that what is spoken of is the One-Eyed Hunter-God, Wotan, also known as 'The Terrible One'. Nietzsche was a classical scholar but he was German, and we would thus expect him to be driven by a German God. Carl Jung was very similar in that he had a very profound dream of the Wild Hunter-God at the time of the death of his mother.

Nietzsche & The Superman.

"But the complex of causes in which I am entangled will recur - it will create me again! I myself am part of these causes of the eternal recurrence.

I shall return, with this sun, with this earth, with this eagle, with this serpent - not to a new life or a better life or a similar life:

I shall return eternally, to the identical and self-same life in the greatest things and in the smallest. to teach once more the eternal recurrence of all things.

To speak once more of the teaching of the great noontide of earth and man, to tell of the Superman once more."

Thus Spoke Zarathustra - Friedrich Nietzsche.

Nietzsche delved deeply into the human mind, the earth and the cosmos in order to better understand its mysteries. He was a prophet and teacher, the Prophet of the Superman.

"Everything goes, everything returns; the wheel of existence rolls for ever. Everything dies, everything blossoms anew; the year of existence runs on forever.

Everything breaks, everything is joined anew; the same house of existence builds itself forever. Everything departs, everything meets again; the ring of existence is true to itself for ever.

Existence begins in every instant; the ball. There rolls around every Here. The middle is everywhere. The path of eternity is crooked."

Thus Spoke Zarathustra - Friedrich Nietzsche.

What Nietzsche speaks of is - Eternal Becoming. Julius Evola saw Being as in some way 'superior' to Becoming, since it was the Immovable Centre or Immovable Mover. But this world, this Earth is in a state of Eternal Becoming, which can be summed up as being like a river that flows continuously and yet always remains the same. Being is the 'Sacred Centre' which it is necessary to reconnect to, and thus infuse Becoming with Being. The problem was that Judaeo-Christianity placed some kind of 'transcendent god' over everything, and thus the meaning of the Earth was lost. It does not take much to work out that Judaism, Christianity and Islam are Anti-Nature religions on a grand scale, and all sought to destroy the sacred places of Nature-Worship.

Nietzsche also recognised that this was not an infinite universe, that it was finite and had its limits. What he recognised was that everything that happens does so over and over again a number of times (probably in a cycle). This concurs with the idea of Archetypal Myth which recurs over and over again, and yet in doing so not in exactly the same way. Nietzsche recognised himself in various 'historical' figures, each living an Archetypal Myth.

One of the most prominent teachings of Nietzsche is the Will-to-Power; in this he sees that power, and power alone, is the driving-force of existence. Dismissing the objection that 'power corrupts' (which it does, but which will not concern us here since there are different levels of power), everything in life is energy, which itself is power. Life ends where energy ends. This Life-Energy pervades everything, permeates all things, animating them - giving life to them. Woden's Folk equates this with Ingwe - God of Energy, Force and Power - and whose symbolism in this respect is the Horse.

The Will-to-Power can only be achieved by a constant struggle against resistance, a constant overcoming of resistance. It needs obstacles, problems, those things in life which create a resistance. The Will-to-Power is found in the Nid-Rune - the Rune of Necessity; resistance and the overcoming of resistance, all found in the same symbolism. I have seen it said that this is the very basis of Nietzsche's teachings, the Will-to-Power which is overcoming for the sake of overcoming. If this were so it means ignoring his role as the Prophet of the Superman since it was not merely struggle for the sake of struggle, but the struggle to overcome our human limitations in order to evolve to a higher level. I think the problem with taking this teaching of Will-to-Power as being something the individual does, overcoming a resistance, and then moving beyond to overcome another resistance, is that it sets it in the totally individual level and in a decaying and dying era, when a rampant ego-consciousness becomes pronounced, this merely aids this downward movement.

Whilst self-overcoming is the key to evolving, and the Will-to-Power is necessary in order to continually overcome resistance, just as important is the need for self-sacrifice. The dominant trait in our modern society, based upon rampant individualism as well as the 'collective' consciousness of the 'herd', is self-preservation. Here lies the danger in 'prepping' and 'survivalism', since this can, if allowed to, become solely a means of self-preservation. But it need not be seen as such if the individual cultivates the right frame of mind in which it is used for the Will-to-Power in that it produces obstacles and thus the struggle to overcome those obstacles.

The Myth of Prometheus is the Myth of Self-Sacrifice since it is this Titan who steals the Fire of the Gods for mankind, and is punished for doing so. In Greek Myth Zeus is rather a tyrant, and it is he who punishes Prometheus for this act. But the very basis of Aryan Mythology centres around some form of theft - Woden steals the Sacred Mead for instance, and we have various tales of the Cattle-Raid of the Aryans. Jack steals the magic beans from the Ogre etc. With the Myth of Prometheus if we look upon this as 'fire' then it is a mundane act designed to overcome the outset of an Ice Age. This seems also the case where this 'fire' is brought to mankind by the Gods, such as in the case of Sheaf. But if we take this to mean something far deeper and profound, that this Sacred Fire is in fact the 'Divine Spark of the Gods', then this self-same act was one of trying to elevate Man to the status of a God. The Promethean Virtue is the Right-to-Steal which was not only the Way of Woden, but also given to the Cultic-Warriors of the Germanic Mannerbund. At a mundane level this may be necessary to live, when one's livelihood is taken completely, but at a higher level this is the 'Thief's Way' of Higher Initiation. This is not 'petty

crime' but it goes beyond the Judaeo-Christian values imposed upon our Folk to enslave them to usury and the feudal society.

The Swastika was also known as the Pramantha or 'Fire-Twirl', from which the name Prometheus may also derive. The name 'Prometheus' can also mean 'foresight', which is also a very important concept to us today. We certainly need some kind of 'foresight' if we are to counter the swift and drastic changes that are coming upon us over the next decade or so.

The Divine Fire stolen from the Gods is symbolic, and here we can see in this symbolism the Divine Wisdom and Truth which is 'stolen' and given to Man. In the case of the Greeks this was seen to have been withheld from Man by a more tyrant-type god. How far this idea was influenced by that of the Old Testament we shall probably never know, but in Genesis we find that 'God' withholds Divine Knowledge (Tree of Knowledge) and Immortality (Tree of Life) from Man. In both English Lore (Sheaf) and Vedic Lore (Agni) we find that the Gods send down this Divine Fire to Man.

The Holy Swastika is the Feuerquirl (fire-whisk) with which Mundilfore twirled the Cosmos into being. The Fire-Quirl can be found in the Cweorth-Rune as above, and Waendal (Mundilfore) in the figure of the Long Man of Wilmington. This is the Fire of Creation, but also the Fire of Destruction, as found in the figure of Shiva and the 'Dance of Destruction'. Let us look at the idea of 'Friction-Fire' -

The first means to produce fire was flint upon flint - stone upon stone.

The next one we find is wood-upon-wood, where one stick is rubbed against another in some way to produce fire-from-friction.

Then we go to flint and steel, where steel is driven against a piece of flint to produce a spark.

Then we have steel upon steel, where a knife is used against a ferro-rod to produce a spark.

In each case here the 'spark of fire' is contained within the means to produce that fire. Although we can see that it is the friction that produces the spark and the fire from it, we can only assume that this 'spark', this 'fire' is already contained in the materials we use to do so. If we rub our hands briskly together they will warm up, which we do unconsciously on a cold day. Where does that heat come from? From the friction used? But it is possible to feel heat in an area of the body through the imagination, and this has certainly been done by some yogis and others, and was known as the 'Bear's Breath' in the North. Ingwe (Divine Fire) needs the Power of Woden (Breath-Air) in order to burn.

I have looked at the Myth of Sheaf in the sense of having a deeper meaning, but maybe it is time to look at this again in the sense of it having far more importance. It is not just the myth of a culture-hero, nor that of an English divine ancestor - this is an Aryan Archetype to which the name 'Scef' was given by the English Folk. Like Hama-Heimdall this figure is an Aryan Archetype that appears over and over again in different forms. Ingwe-Scef-Hama-Hengest - rolling on through the Ring of Recurrence. Lets look at the symbolism again -

Fire - The Divine Knowledge of the Sun, Light, Truth.

Sheaf of Corn - This Divine Knowledge is then harnessed by Man to create a Higher Civilisation.

Weapons - the means to conquer and gain the territory needed to create such a Higher Civilisation.

The Boat - the means of travel between the worlds, bringing this Divine Knowledge to Man from the Gods.

Let us now take the hypothetical idea that a Higher Civilisation arises in some area of Europe, heirs to the ancient civilisation of Sumer, Babylon etc. Such a civilisation becomes so advanced that it surpasses everything we find within an Old Order that is decaying and dying. It seems to appear suddenly, in an instance, and yet for nearly one hundred years the way is being prepared for it, by people such as Friedrich Nietzsche, Guido von List and many, many others. This is where the 'occult' comes into play, which may confuse the issue somewhat if one thinks as the 'occult' as one thing alone, but when thought of in terms of delving into the Hidden Knowledge and 'stealing' this knowledge, then things become far clearer. It is this 'Theft of the Hidden Knowledge' that is the key to understanding how Aryan Man seeks to become 'as Gods', and thus infuses the Earth with the Divine.

What we today see as Higher Civilisations are no doubt mere remnants of a far more widespread Higher Civilisation that existed - we see this as 'Atlantis' (At-al-Land) at one level, and of Thule-Hyperborea in far more ancient times. These scattered 'higher civilisations' that appeared, disappeared, and arose again somewhere else are merely remnants of something far greater, and maybe at one time world-wide - who knows? At least we can surmise that Thule-Hyperborea existed as a massive civilisation in the North (wherever North was at that ancient time), and this was cut off from other areas which served to keep its people 'pure' and thus maintain such a High Civilisation.

The Will-to-Power is self-overcoming and not self-preservation; it is the continual overcoming, the struggle against all odds, which in itself leads to spiritual purification. Creative work 'raises the spirit' we are told, and someone with energy and fire is said to have 'spirit'; indeed, this is more often associated with someone who is rather defiant! 'God is Dead!' declared Nietzsche and thus came the necessity to create 'New Gods'. For our destruction must come a New Creation. This seems to be the sense in which he looks at nihilism.

Nietzsche could not have been an atheist, since an atheist believes in no God; to declare that 'God is Dead' means a belief in God in the first place! But Nietzsche seems to foresee that with the 'Death of God' would come nihilism - the 'rejection of established authority and institutions'. This state set in just after World War II in a big way. We can see this in groups such as the 'Hell's Angels' and similar Biker Groups that appeared at this time, sporting the Swastika, not in any way an ideological symbol - but to shock! There is a similarity in modern 'Satanism' where 'Satan' is seen as the 'Adversary', the antithesis of 'God', and thus it is the shock-factor involved in a youth taking this up. Many of us have been through these things in the past, no doubt, at one level or another, at least when we were young and developing. But those forces that were victorious in World War II set out to use this nihilism to their own advantage. It shows an astute recognition in what is developing! World War II was the "Twilight of the Gods" - the Gotterdamerung!

Nietzsche saw nihilism as necessary, or maybe he just foresaw what would come into being without the Divine. The rejection of established authority and institutions must come in order that the Old Order be destroyed and swept away, leaving a clean sheet for a New Order. In doing so a 'godless' period will come into being (as it has), before which a 'New God' must be created, or in the case of Nietzsche - the Man-God or Superman. However, true to form the 'death' of God in this form has also been recognised and acted upon through the start to the creation of a 'World Religion'. In the meantime, since it seems necessary for man to have some form of religion, we have been offered various forms of 'new religion' such as the 'Covid Religion', complete with its shrines or temples and its 'martyrs' who died from it.



These are mere distractions in order to pave the way for their coming 'World Religion' and 'World Messiah' - nothing changes.

Of course, nihilism can be harnessed against the New World Order which is now the world's 'authority and institutions'. This seems to be the theme of 'The Joker' which ends in nihilism and the drive to destroy for the sake of destroying. Figures such as Attila the Hun seem to embody such a destructive force, his being aimed at the Judaeo-Christian Empire. When Hengest took up the Sword of Attila as the 'Ravager of the Islands' he embodied much the same role; in one sense these, like Genghis Khan, were 'Men in Time' according to the ideas of Savitri Devi. The Viking invasions in Europe were also aimed against the growing Judaeo-Christian church, this time not Rome, but the 'Holy Roman Empire' being extended by Charlemagne. This was maybe why none of these were very long-lasting, and Judaeo-Christianity continued to develop and grow further and further around the world. In order to reverse the process it will take a Man Against Time.

The 'Death of God' brings into force a whole new way of thinking, since all being 'equal' before God gives the sense of some future 'redemption', and the taking away of responsibility for ourselves to a 'higher being'. Take this away - and we are left to our own devices. In some Greek Myths the Hero, though driven on and backed by a God, rejects that God in favour of his own actions - as did Prometheus when he stole the Fire of the Gods. Indeed, it was the most well-known Hero-God - Hercules - that freed him from his chains. It is such catastrophic events like World War II that trigger this nihilistic action; and we can see that this will be the result of the events that surround us today. This is known, and it is used, for they will certainly expect some form of reaction against such oppression and terror used against the people. Ordo ab Chao - they bring disorder and chaos and step in with the solution.

When the 'Black Sun' (Solar Eclipse) allowed the Resurrection of Ingwe this was the conception of a New Age - the Age of Ing. This was a transition period between world-ages. But Ingwe represents more than this, since this is the 'Resurrection of the Divine Fire within Aryan Man'. The 'Gift of Ing' is FIRE - the Divine Fire - and it is this we should cultivate and 'fan' through the Spirit of Woden (wind-air). The English developed the 33 Runes here in these islands, and they contain the 9 Sacred Runes that represent the Sacrum and Coccyx at the base of the spine - they relate to the Fire-Serpent. In these extra

runes we have the Grail Runes and in some forms of the Grail Mythos it is Logres (England) that is 'The Wasteland'.

First comes 'The Quest', then comes the 'Healing of the King and the Land', and from there the evolving into the God-Man takes form; that the God-Man may then walk the 'New Earth'.

If this is seen as the White Stone of Ing or 'The Firestone' than it contains the Kan-Fusion Ing-Rune of FIRE. It contains Man and his reflection in the Lower-World. It contains the Horse-Rune and its reflection in the Lower-World - the Rune of Energy and Force. It is this Fiery-Essence held within the Sacred Stone that seems to be connected to the idea of the Grail - as a Stone, that is. We'll leave this for now but I think this has some importance to our struggle today.

The Primal Time or First Time

I have shown in an earlier post how the Norse AR VAR ALDA may refer to the 'Primal Time' or 'First Time'. There are also two phrases which I believe can be found in Beowulf concerning the ship-burial of Scyld - ingeardagum & aet frumscaeft.

ingeardagum - 'in days of yore'.

aet frumscaeft - 'at the beginning'.

These translations are rather simplified and I don't think they convey the more esoteric meanings of these phrases.

The word in-gear-dagum as 'in days of yore' is quite straightforward, and the term is still used in some places to convey an 'antiquarian' feeling. It is thus well ingrained in our English Tongue, even down to modern times. This is very similar to Ar Var Alda in its meaning.

The phrase aet frumscaeft seems to be a little more complicated, and not being a scholar of Old English I can only do my best to try to work this one out - especially in terms of the esoteric meaning behind the phrase. The word frumscaeft - i am assuming - is fruma (beginning, primal, first, original cause, creation) and scaeft (scaeft - shaft). The word scaefta munda occurs in relation to the 'king's grith' and scaeftmund seems to mean 'a span' - i.e. a span of time. Scaeft also means 'creation', 'origin', 'existence'.

Both of these phrases hint at a 'First Time' or 'Primal Time' and the Latin mundus refers to the world, whilst the 'Shaft-Munda' reminds me of the 'Axis Mundi' or 'World Axis'. O very much doubt if the Anglo-Saxons were not familiar with Latin, since some of the rune-names are Latin in origin, or have Latin equivalents that can give different meanings.

The Old English gear means 'year', hence the term 'yore' which derives from this, but which refers more to an ancient time or former time. The Ger-Rune has the meaning of 'year' and should no doubt be sounded as 'year'. The Ger-Rune is the Cosmic Axis with the central 'shaft' and twin Ken-Runes (as well as being two Thorn-Runes). It is thus a glyph of Ice & Fire. It cannot be a coincidence that in the same word - scaeft - we have the concepts of a 'shaft' or 'pole' and also 'origin', 'existence', 'creation', nor that both these words - fruma and scaeft have similar meanings, so why use both of these together? I can only think that this emphasises the meaning in some way so that the reader will understand that there is a hidden meaning. The Ger-Rune may thus have some connections to the 'Days of Yore' - the First Time.

There is also the point that the Norse equivalent to the Ger-Rune (Year-Rune/Yore-Rune) is named AR, found in AR VAR ALDA. The following sequence helps us to see further into these Mysteries -

AR ER IR OR UR

It seems possible that the term AR refers to the Black Sun of the Ancient World, whilst RA may be the Sun-God linked to the Golden Sun. The term 'Ar' also means 'Eagle' and refers to the 'King of the Birds'. It also gives rise to the word Arya or Aryan - the Sun-Generator - but referring to the Ancient Black Sun. Today the Black Sun is the 'Occulted' Sun or 'Hidden Sun', since we are living through the darkest era of the Age of Darkness.

At this time it is necessary to look inwards towards ourselves, in order to change things outside; Miguel Serrano pointed out that the Swastika (Fylfot) turns widdershins (anti-clockwise) - against the flow of time - and thus turns backwards towards the First Time or Primal Time and to the lost Golden Age.

It is amazing how such a phrase as 'In Days of Yore' has weathered the storms of the ages, and can still be used to refer to a 'Former Time'. There are so many of these old phrases that contain hidden mysteries, and if these are lost to us then it negates the whole work of the Initiates who were responsible for keeping these alive through getting them into the Common Tongue for everyday use. This is also one of the things that is so often overlooked by those who seek knowledge of our past, since we have so many of the Ancient Mysteries hidden in nursery rhymes, children's tales, and in the everyday phrases we use that have hidden meanings. But...these will all be in danger of being lost to us as the Forces of Darkness seek to wipe out our past altogether.

The Concept of Valhalla - Part One

The name 'Valhalla' is said to mean the 'Hall of the Slain', i.e. those slain in battle, as the spelling suggests. However, as I have mentioned on a recent Telegram post the most famous Viking of them all, Ragnar Lodbrok, was not slain in battle. Yes, he was 'slain' but not in actual combat, he was thrown into a snake-pit to die. This applies to another famous Germanic Hero, Siegfried, who was murdered, having a spear plunged into his back by Hagen. Neither Egil Skallagrimsson nor Starkad died in actual combat in a battle. Beowulf dies in old age through wounds in fighting the Dragon - again, not in actual battle. We thus cannot say that only those that died in battle can enter Valhalla; we can say that those slain by violence can enter Valhalla - but there is a difference.

Let us look at the roots of the name 'Valhalla' which is said to stem from -

IE Root \*kel- meaning 'to cover'/'to conceal'/'to hide' which gives rise to our 'hall' and to 'Hel'.

IE Root \*wela- meaning 'to strike'/'to wound'.

So far so good; here we see that those who die by violence seem to be the ones referred to. Is it logical to think that anyone who dies by being beaten to death will gain a place in Valhalla? This is no more logical than to think that anyone who dies in any battle will gain a place with the Gods. Of course, the above Indo-European Roots are just some of the ones, those chosen to be the meaning of the word 'Valhalla'. Let us look back some 100 years in etymology to the older Aryan Roots/Germanic Roots -

Aryan Root \*wal-/ \*war- meaning 'to cover', 'to surround', 'protect', 'guard', 'to be wary', 'to see', 'to observe'.

Aryan Root \*wal-/ \*war- meaning 'to speak', 'to inform'.

Aryan Root \*wal-/ \*war- meaning 'to choose', 'to like', 'to will', 'to believe'.

Aryan Root \*wal-/\*war- meaning 'to wind', 'to roll', thus 'to well up, as a spring'.

Aryan Root \*wal-/\*war- meaning 'to drag', 'to pluck', 'to tear', 'to wound'.

Aryan Root \*wal-/\*war- meaning 'to be warm', 'to be hot', 'to boil'.

Aryan Root

Aryan Root \*kar-/\*kal- meaning 'to move', 'to speed', 'to run'.

Aryan Root \*kar- / Germ Root \*hal- meaning 'to project', 'to stand up'.

Aryan Root \*kal- /Germ Root \*hal- meaning 'to cover'

(Skeat's 'Concise Etymological Dictionary of the English Language' - 1894)

Of course, back in 1894 there was no stigma nor fear of using the term 'Aryan' which merely changed to 'Indo-European' or 'Indo-Germanic' because of its use in Germany and the Volkisch Movement. Now let us look at the word 'Valkyrie' -

IE Root \*wela- meaning 'to strike'. 'to wound'.

IE Root \*geus- meaning 'to choose'. (Ger. Root \*keusun).

'Choosers of the Slain' seems to be the meaning here, just as 'Hall of the Slain' applies to Valhalla. But again, the term 'slain' does not necessarily infer a death in battle, and we know that some of the finest heroes did not die in actual combat in battle. This concept, in any case, is from the Viking Age, and as far as I know it was not recorded in other Germanic Lore. One of the most-recorded concepts of a glorious death in battle was that the Germanic Warrior would not allow his chief, ruler or king to fall in battle without being protected to the death.

Let us now turn to other ideas on death and the after-life, especially in regard to death in battle. Firstly, the Judaeo-Christian concept of death was that those who believed went to 'Heaven' and the unbelievers went to 'Hell', the latter being taken from the Germanic 'Hel'. This, of course, was there as a means of control over people. But this was not the only Christian concept in regard to death, and during the Crusades we find a totally different concept arise, that of a death in battle where the warrior achieves his place in Heaven. This concept was also held by the opposing Muslims, whose place in Heaven was ensured by dying for their cause. But this concept has a difference, and was not in 'war' as such, but in a 'Holy War'. Here they fight for 'God' or 'Allah' and not just any old fight or battle - noting that this is the reason given by their leaders for this. This was an incentive to die in battle for their cause.

But the Vikings were not fighting a 'crusade' - or were they? There are many reasons, we are told, as to why the Vikings swarmed out of the Northlands to attack now lands, and to conquer new lands. Since we find that the Judaeo-Christian Religion was at this very time extending its hold in Europe by starting to wage war into the Northlands - starting with the Frisians. After a defeat at the hands of Redbad, King of Frisia, the Christian Franks were pushed back; after his death, due to the 'slaying' of two Christian Priests by the Frisians, the Franks returned and conquered Frisia. (\*) At this time the Danes were busy building defences of their own - not for nothing do nations do this, but for self-defence. Clearly there was a growing danger of the Franks - extending the Judaeo-Christian yoke - attacking the lands in the North.

(\*) Here we can see a typical move that has been used time and time again in history, and is one of the modern-day methods of justifying an act of war - Iraq and Afghanistan come to mind here. The one you wish to wage war against is accused of a slaying which is arranged/committed by the aggressor.

We can see the same type of scenario, but in a different circumstances, in the invasion of the English Tribes under Hengest and Horsa - as with the Vikings, the first act against the Romano-Britons was the

sacking of the churches (we find this in Welsh Lore). This is clear when considering the section of Beowulf where Hengest is given the Battle-Flame - the 'Hun-Bequest', the Sword of Aetla the Hun. Aetla was the 'Scourge of God' and almost smashed into Rome itself - the seat of the Judaeo-Christian Empire. This forms part of the work of Nikolai Tolstoy in The coming of the King but he does not state where he got this from in Beowulf. The Beowulf text shows that Hengest was the 'Geist of Ing', was an Avatar of Ingwe as the 'World-Ravager' - Aetla.

We have to be slightly wary here because Tolstoy translates Norse names into Old English names, and in doing so it could be inferred that the English Tribes held the same views - which is something that we do not know for sure since much of our own English Lore was lost to us long ago. In our own Wodenic Lore this is a Holy War since it is part of the Eternal Battle between the White Dragon and the Red Dragon (Gods and Dark Joten). When this eventually comes to the Last Battle or Final Conflict those who take part would do so in a Holy War led by a Divine Leader, and thus earn a place in Valhalla. But what about all those who have been involved in the struggle for years or decades but may not see this?

In regard to the various different meanings of the same root-words, Sri Aurobindo tells us in The Secret of the Vedas that in the most ancient times, when the Sacred Vedas were 'found', they were 'found' by the Rishis (Wise Men) through the ability to achieve a Higher State of Consciousness, to 'See'. They were first unrecorded in writing, like the Germanic Tribes they passed them on through memory, a much harder thing to do. The root-words they used had a varied number of different meanings, though they had the same roots; today the etymologists, as we can see in the above, split these meanings up as if they were different from each other.

The English equivalent to the Valkyries seems to be the Waelcyrge, since the names are clearly the same; however, the Waelcyrge are more like the Norns, though in older times, it seems, the Valkyries were also Spinners of Wyrð - Wyrð in Battle. We see a similar thing in Greek Mythology with the Erinyes who were originally the Furies who were concerned with vengeance. The black-clad Furies gave way to the red-clad Erinyes; that the Furies were associated with black links to the Valkyries/Waelcyrge who were associated with the Raven - Bird of the Battlefield. The ancients obviously linked the Raven/Crow with the battlefield because they lived in very warlike times; but today the Raven/Crow still picks the flesh from the dead, but more often picking from animals killed by cars. This is symbolism, and should be seen as such, and not necessarily taken literally.

I have mentioned before how the Guardian Goddess of England was most likely the origin of the figure of 'Britannia', and that the Guardian Goddess of the English was a 'Witch-Woman' riding upon a Wolf who intervened in the battle when the Northmen came over under Harald Hardrada. In regard to these



obvious Battle-Goddesses and the concept of the Furies these are perhaps more important ideas that need looking into in regard to our own struggle in our own times. The figure of Morgana appears to have developed from the Irish Morrigan who were similar to what has been said here. As well as the concept of Valhalla, we should remember that half of the 'slain' go to Freya in Folkvang. This has been pushed aside, no doubt by Judaeo-Christian thinking.

Here I will recall a vivid dream that I had over 25 years ago before we moved down to Sussex from North Wales. I had bought a small caravan to use to go round the area looking for somewhere to live, and parked up for a night at Shoreham-by-Sea between Worthing and Brighton. There I had the most vivid dream about Freya, but this showed the Goddess of Light in two totally different aspects. A great cloud appeared in the skies, shaped as a Cat, but as I watched the cloud it changed to that of a Wolf; the latter was associated with death! This is a summary, but the meaning seems to have been associated with the change in the season (and role of Freya) since this took place on the Summer Sunstead - June 21st. This is the change-point from the Light (Cat) to the Dark (Wolf), the time when the Light of the Sun is waning. It seems from this that the Battle-Goddess Freya is thus symbolised by the Wolf in this role. Indeed, this also links to the 'Witch-Woman' riding the Wolf in the dream of one of Harald Hardrada's warriors before the Battle of Stamford Bridge. Like the Valkyries, Waelcyrge, Furies and Morrigan these appear in their Dark Forms.

(To be continued.....)

The Red Rose & The Red Dragon.

In the above photo we see 'King Arthur's Round Table' in Winchester; it shows 12 Green Segments with what may be a 13th hidden behind the figure of the 'King'. In the centre is a large Red Rose within which is a much smaller White Rose. I am going to show here how the Myth of the Island Dragons (the Eternal Battle between the Red Dragon-Red Rose of Juda-Rome and the White Dragon-White Rose of Germania) has not only been played out in our English History, but that the figure of 'King Arthur' has more than likely been taken from a British Leader and made into an 'Emperor', even perhaps based upon 'King David of Israel' - or more precisely, what this figure will represent at the End-Time.

In 1485 Henry Tudor (Red Rose - Red Dragon) defeated King Richard III of England (White Rose - White Boar). In mythical terms the Red Dragon defeated the White Dragon. King Richard III was then vilified and has since been further smeared through 'archeological finds'; he has been demonised as an English King. One of the accusations against him was that he had two nephews locked in the Tower and murdered; this, it would seem, fulfilled a prophecy of 'two crimes' that would be committed, a prophecy from the Welsh Mabinogian. However, the 'two crimes' that actually happened were fulfilled by two of King Richards allies who suddenly switched sides! The crime of treason! Whatever the truth of this, and no doubt we shall never know this fully, there seems to have been some 'hidden hand' working in the background here - not the first time, and certainly not the last time.

This is the 'Brit-Am Rose' which is the Symbol of Israel to the Brit-Am organisation which continues the spread of the '12 Tribes of Israel' deception of the 'British Israelites'. This was taken from the Tudor Rose in fact, which is perhaps not so surprising in view of what I have said about the Eternal Conflict between the Island Dragons. But...this rose above has 6 petals and not 5, the True Rose having only 5 petals - 6s seem to crop up everywhere there is something sinister being pushed.

"The rose of virtue sent us from on high shall shine in sceptres state eternally" - The motto on the Red Rose of Henry VII, who, incidentally, bred a rose especially for his reign.

This is the Red Rose of the Tudors, and according to Brit-Am the other symbols are the 'breastplates' of the High Priest when he served in the Temple of Jerusalem. This is the symbolism used by Henry Tudor of the Red Dragon and Red Rose. It is said to be the 'Rose of Jacob', and in the above motto (which was in Latin but I'll not bother you folk with that) this 'rose of virtue' 'shall shine in sceptres state eternally' - a phrase which they apply to the 'King of Israel' and his 'Eternal Rule'. Also, I mentioned that the 'Round

Table' had 12 segments with a hidden 13th - these numbers figure on the Brit-Am site as the 12-13 Tribes of Israel!

The Red Rose - White Rose were said to be the union of the two, yet the small rose (White Rose) is clearly dominated by the larger Red Rose. You will note also that the 6-petalled Red-White Rose of Brit-Am has only 5 green 'diamonds', the bottom one is missing. This makes a Pentagram or 5-Pointed Star when these are joined up.

This is the 'Rose of Israel' and is clearly based upon the Number 6-6-6! Let us look at the name 'Britain'. Brit-Ain - 'Berith' is Hebrew for 'Covenant' and 'Ain' is Hebrew for 'Eye' - Covenant of the Eye. Of course, the 'Eye' could be linked to the Masonic 'Eye' ('Eye of God') and the 'Eye of Sauron'.

I have, some years ago, been into the idea that in ancient Britain an alien priesthood ruled, possible posing as the 'Druids', and that these were responsible for the 'blood sacrifices' which were recorded at certain times and certain places. William Blake seems to suggest that 'Zion' trod these lands in ancient times, and there does seem evidence for this, though it is not the subject of this post. I will cover this later since it is important, but for now that must wait.

The Symbol of Ingwe - the White Dragon - is thus of the greatest importance to our Eternal Struggle; it would seem important that this symbol is more widely used amongst the English. It rose anew with the 'English Awakening' some 10 years ago, but has faded slightly today. This is maybe inevitable since a new 'Awakening' will come as the White Dragon rises again. The White Dragon and the White Rose of Albion are the prime English Symbols.

Behold the Destroyer!

"And God created man in his own image.....And God blessed them....Be fruitful, and multiply, and replenish the Earth, and subdue it: and have dominion over the fish of the sea, and over the fowl of the air, and over every living thing that moveth upon the Earth."

Genesis 1 27-28.

This is said to be a 'Creation Myth' but there is one word within this statement that tells a different story - 'replenish'. This word mean 'to fill up again', and can only refer to a time after the Flood. Add to this the statement by 'God' - 'And God said, Let us make man in our own image, after our likeness.....' and we can see some distortion already, and we are hardly into the first book of the Old Testament here!

But, the main point here is the command to 'subdue' the Earth and have 'dominion' over all life upon the Earth. From this command every ill and evil upon Middle-Earth has come about.

It is a great shame that more people do not read the Old Testament since it is a history of violent attacks, wars and genocide against anyone that stands in the way of the 'One God' - whatever name they have called him by. The ancient Heathen Tribes of the area were subjected to attacks, where their sacred groves, standing stones, and stone circles were destroyed. The ancient Kingdoms of Light, such as Sumer, Babylon, Accad, Assyria, Egypt, Persia and then Rome were the target for the most vile hate. Today we find that this hate, which has existed throughout history, has been turned around against the enemies of these descendants of the Servants of Darkness. This is a clever trick used over and over again.

There is one Nation that in ancient times seems to have incurred the wrath of Yahweh - the Amalekites. No-one seems to know who these people were - if they ever existed - because there is no mention of them outside the Old Testament. But they seem to be used as a kind of 'eternal opposition' to Israel, and such opponents as Hamas have been dubbed 'Amalekites'. According to the Old Testament Joshua destroyed them in battle, whilst Moses raised his arms on a nearby hill. But they did exist well after this.

Rabbi Ben Artzi, an Israeli Mystic, referred to Hamas as 'The Seed of Amalek' and that the Amalekites were the Archetypal enemies of Israel, and that the Torah commands the Jews to 'wipe out the memory of Amalek' -

'...that thou shalt blot out the remembrance of Amalek from under heaven; thou shalt not forget it...'

Deuteronomy 25:19.

The commandments require the killing of all the men, women and children and at any time. Rather a drastic measure against a tribe who were said to have attacked the Israelites after their 'Exile' from Egypt. Rabbi Winston, an 'End of Days' expert, stated - 'It also means that Amalek has gotten into the other Nations and a little bit of Amalek is in everyone.' This seems to infer that anyone who opposes Israel has a 'bit of Amalek' in them, and can thus - through the 'Commandment of God' be totally destroyed.

'The commandment isn't to conquer Amalek. It is to wipe him out from the world because as long as there is a memory of Amalek in the world the Moschiach (Messiah) cannot come.'

Rabbi Yosef Berger.

This follows Moses declaration that - 'The Eternal will be at war against Amalek throughout the ages.' This infers a 'Holy War of Extermination' (Genocide) against Amalek. 'Amalek was the first of the Nations; but his latter end shall be that he perish for ever.' (Numbers 25:20). The Kenites were also threatened with the same type of thing, they being allied to the Amalekites. According to Jewish traditions stemming from the Talmud, the descendants of Esau (Amalekites) would become the Romans, and to a larger extent, all Europeans.

The meaning of the name 'Amalek' is not known and, as stated before, outside of the Old Testament there is not a mention of him. But we do have a Northern Tribe called the Amelungs or Amalians who were associated with the Knights of Bern and the Saga of Dietrich von Bern. Amal is here Gothic for 'vigour' or 'energy', and we also have the Arabic Amal meaning 'HOPE', and possibly a variant meaning 'Giant'. It is possible that the Amalekites were 'Giants' of their time, and we do have accounts of these being the target for wiping out. There is also the Northern name Amala which is a variant of Hamal. The father of one Hamal is named Hagal, and both these name occur in the Second Lay of Helgi Hundingsbane. Hamal gives his name to the Amalians or Amelungs.

The name Hamal is given to an 'Equinox Star' in Aries, because it showed around April 24th; here the name is Arabic, and said to mean 'Head of the Ram'. Of course, we cannot link such names through etymology since these uses Indo-European and Arabic names, but this does not rule out synchronicity which is not an academic science, but it is a Mystic Science. Hama (Heimdall) is associated with the Ram, and he has a sword named 'Head'; Aries the Ram is the constellation we speak of here.

Here I am being led From a Word to a Word since all this started off with a Telegram Post yesterday where some questions were left open. This started with the name 'Hadding' and the story where he was driven eastwards after a defeat in battle, where he was sheltered by Woden and aided by Hama. As stated yesterday the name 'Hadding' is said to mean 'The Fair-Haired', though an alternative is 'hairy' - exactly the same as 'Esau'. This would mean little if it were not the case that the Tale of Hadding has so many similarities to that of Dietrich von Bern that there is likely a common origin. The alternative name of the Haddings are - Hazdingas, Asdingi or Hasdingaz - all meaning 'long-haired', so we are told.

What we need to recall here is that Archetypal Myth is something that underlies our history at different times and in different circumstances. What is of importance to us in our time is that HelgiH the Third is Helgi, Prince of the Haddingas. It is the Heardingas who are the tribe mentioned in the Old English Rune-Poem under the Ing-Rune, where Ing 'follows his waen eastwards over the waves'. The movement of Ingwe here follows the Archetypal Myth where he goes east; this is verified in the 'Legend of Cuthman' which is a Christianised form but related to Ingwe - Cuthman - Krist.

We are no nearer here finding out who the 'Amalekites' were, and they may well be a kind of 'scapegoat' used to crush any opposition to the authority of the 'One-God'. It is clear through the forms of the Abrahamic Religions that none of them tolerate any form of opposition to their outright authority. It seems that until ALL of those who oppose this are destroyed their 'Messiah' cannot appear, so this is indeed important to us. The existence of our Folk is at stake!

From the ashes.....

"In the Days of the Lion, spawned of the Evil Brood, The Hooded Man shall come to the forest. There he will meet with Herne the Hunter - Lord of the Trees - to be his Son and do his bidding. The Power of Light and the Power of Darkness shall be strong within him. And the guilty shall tremble!"

The Hooded Man Prophecy - October 31st 1993 (Horam, East Sussex.)

We are today in the 'Days of the Lion, spawned of the Evil Brood', even though the original prophecy no doubt referred to Richard the Lion-Heart. It is thus clear that prophecy is timeless and repeats itself in a similar but slightly different form at certain times of a Cosmic Cycle. This is what the 'CARR Team' (\*) came up with in January 2022 - The Swords of Wayland: From family television to Fascist Mythos -

"Ingessunu lives in a world overflowing with significant symbols and omens, and his ideology is founded on his own spiritual revelations. In 1933, on All Hallow's Eve, Ingessunu heard the words of the prophecy from Robin of Sherwood dictated to him in slightly altered form in a dream....."

(\*) 'Centre for Analysis of the Radical Right'. The 'fascist' smear is mandatory within such circles. Article by Clive Henry, Doctoral Fellow at CARR and Doctoral candidate at the University of Northampton.

This article from CARR is not actually based upon the usual 'piss-take' stance, where ridicule is heaped upon the individual discussed -

"However, Ingessunu's Hooded Man Prophecy and his surrounding activities have not been discussed here for the simple purpose of humour or mockery - after all, how many of us have not watched a film or read a novel and felt compelled that it has illuminated a way forward for our lives?"

Fair play! Although not a totally unbiased article it does have a sense of fairness at times, and it does have some interesting points that we should ourselves note. It is clear to these people that our Movement is about 'rebirth and regeneration', which is central to such tales as Lord of the Rings (Tolkien version not Amazon's parody).

"However, Folkish Wodenism illustrates the potency of popular culture, whether folklore, traditions, or television, as malleable source material in the political struggle of far right activists and ideologues. This can create an ideology with nativist appeal, as has occurred with Woden's Folk, with its ecological and historical overtones and potential for resonant localised activism."

"....far right expressions of Englishness remain doomed if they can be associated with neo-Nazism".



Wrong here though! This short sentence shows clearly how The System, through the press and media, uses the simple tactic of 'smear by association', here openly admitted. In fact, rather than backing down to the press and media attacks we carried on in defiance, and today, with the worsening situation around the world, which is getting more and more oppressive, we are again gaining ground slightly lost in 2019. Rather than being 'doomed' our defiance of The System was just what was needed for a time when the cracks started to appear in the Established Order.

Englisc Nationalism did not succeed because it lived in a by-gone era, tried to take us backwards in time to a 'better age' (if any such thing has existed in the Kali Yuga). Not only that, unlike British Nationalism, most of those involved at higher levels had no idea what we are struggling against, and have been struggling against for millennia. The enemy was 'the Normans', which was true of a thousand years ago, but not of today; we have similar problems today, like the imposition of another Feudal System, but these are far removed from the time when William of Normandy conquered England. Here, CARR themselves give us a hint of what is needed in our ideology - Rebirth & Regeneration.

When a people is decimated by a cruel and evil regime the last thing they need is being taken backwards to a past long ago; they need to be driven by an emotive cry for 'Rebirth and Regeneration -

"...maintained the central importance of ethnos: the world is consumed in a cosmic struggle, a 'Holy War' where a Spiritual Warrior Elite must strive for an 'English Destiny' and rebirth the Folk - not the nation - from its modern decadence."

I would disagree in the phrase 'not the nation' since it is first necessary to 'rebirth the English Nation' before the rebirth of the Folk can take place. To be fair, a change in stance on my own part probably gave rise to this idea, and not a mistaken reading of my 'biography' - which is where this stuff is taken from. I'll make it clear now that I still believe, as I did in early times, that the English Folk has to be our main concern since we are English and live here in England. But this in no way breaks us from the importance of the Folk as a whole. I still see the importance of following on from Don Miguel Serrano in elevating this to a 'Cosmic Struggle' and a 'Holy War' against the Powers of Darkness and Chaos, since this 'High Destiny' thus lifts the Folk-Spirit to a higher level.

Since The Hooded Man Prophecy and after the book had been written, I have seen 'The Hooded Man' in a different light, though merely in form rather than essence. This is not the Last Avatar who will appear at the start of the Age of Aquarius, it is The Hooded Man Current that arises to prepare the way for the

Last Avatar. The author of this article would not know this change since this was the way I saw it at the time.

"However, a Strong One will shake up the remnant of the Heirs and wake some up. Like a Comet which suddenly gives a Sign...." Sajaha Prophecies Chapter 9.

It is this 'Strong One' who is 'The Hooded Man', and who arises here in England to prepare the way for the Last Avatar - this is the role of Woden's Folk. Our message is quite simple really, as it needs to be in order to be understood by a mass audience - when the time is right -

"The English 'Folk-Community' was a Germanic Race devolved from a primordial High Race of the North' that originated in Thule-Hyperborea, the mystical geographical origin of the Aryan Race, but had now been perverted by the influence of Hebraic religions and liberal, materialistic modernity. The solution was Folkish Wodenism as a 'Way of Life', existentially rooted in Blut und Boden (Blood & Soil), and based on an Anglo-Saxon Folk-Moot form of government."

This, of course, is a world-view held well before WF was created, but one which is becoming more and more alive as new finds are made to confirm this. The central point here is that we oppose 'liberal, materialistic modernity', whether this be Finance Capitalism or Marxist Socialism, both of which are materialistic in form, and both based upon economics and political power. This is why these people push the idea of the 'political struggle of far right activists and ideologues', since it infers that we are political. Why? Because the political sphere is far easier for them to control and manipulate. Folkish Wodenism is not based upon any form of materialistic world-view but on Nature and Biology.

As the world crisis pans out we are seeing more and more of a divide between the Globalists and the Nationalists - the latter are still held up to ridicule and attack, but more and more people will see through this in time. The term 'nation' need not be used in a political sense alone, since the Germanic term would be 'kindred', and we see that Mystical Link between the Blood (Kinfolk) and the Soil (Kind = Nature). A Folk-Nation would naturally have to be run by some form of politics, but this does not exist today; Folkish Wodenism is a religion that runs counter to the downward trends towards decadence and degeneration, towards decay and death - it is a Religion Against Time. As such it posits a 'Secret England' that works at a deep and secret level of consciousness, works in the Shadow of the Darkness. This 'Secret England' exists as a counter-revolution (in spiritual terms) to the materialistic consumer society of today, the Global Society that is being built upon the 'Death of Nations'.

There is one coming who will 'rule the Nations with a Rod of Iron', and for this figure to appear and work his Will we need to create a new Folk-Religion and a new Folk-Community that will act as a 'fertile ground' for this happening. Our work has not stopped, it has only just begun....We have a long way to go, and though I doubt that I will see the Coming Man appear, those younger than I will no doubt be there when the Final Conflict takes place. The Eternal War of the White Dragon and the Red Dragon goes on....the battleground is the 'Unshaped Isle'....where the 'balance of the world is held....

The Lion & The Unicorn.

The Lion and the Unicorn

Were fighting for the crown;

The Lion beat the Unicorn

All around the town.

The Coat of Arms of our present King Charles shows the Lion of England and the Unicorn of Scotland, together with the Red Dragon of Wales. However, the figure to the left is a Leopard with a Lion's mouth, and the Crowned Lion is found at the very top. Add to this that the Unicorn is chained to a point by the Red Dragon, and the symbolism does not quite fit with the conflict between England (Lion) and Scotland (Unicorn). And the crown on the Unicorn is on the neck, not on the head, symbolic of some sort of servitude.

This Coat of Arms belongs to the Rothschilds, and it again bears the same symbolism - the Lion and the Unicorn. Note - this also shows the Imperial Eagle on the shield, but also on the top of the Three Crowns

(Three Kingdoms). But this was also bears the emblem of a Red Lion on the shield, opposite to the Imperial Eagle. The Imperial Eagle is not the Double-Headed Eagle, and thus tells us that this 'kingship' is on one level only and not both Political and Religious.

This image from the 'Jerusalem Center for Public Affairs' shows 'Three Kingdoms' with Jerusalem at the centre; it even uses a Heathen Symbol as an image of the 'Three Kingdoms'. Europe-Asia-Africa are the 'Three Kingdoms' shown here. The Heathen Symbol is made up of Three Circles if the three sections are finished.

I would like to point out here that I am certainly not against kingship nor royalty; what I am opposed to is any form of kingship or royalty that does not stand for its own people, and worse still acts in a way that is destructive to that people. The World State cannot tolerate any form of nation-state, national borders, and certainly not a true Folk-Nation. Where civic nationalism does exist, and where other forms of nationalism have existed in recent times, these have been used and manipulated for the aim of creating a Global Order.

In 1485 Henry Tudor, bearing the Red Rose and Red Dragon, beat Richard III, King of England, bearing the White Rose and White Boar. Symbolically, this was the defeat of the White Dragon by the Red Dragon; in the mid 1980s - some 500 years after 1485 - the White Dragon was revived by the White Dragon Kindred as a Symbol of the English. What we are seeing today - it would seem - is the rising anew of the 'Great Red Dragon' (Revelation) whose power is given to 'The Beast', to wage a war against the opponents of the Shaitanic Dragon.

Whilst we are on the subject of the Coat of Arms this one is of the Spencer Family, showing a White Dragon on the right, and two Gar-Runes on the Shield. Both the White Dragon and the Eagle-Headed Lion (left) are chained to the 'SPENCER' scroll at the bottom - for what that is worth, and what that means I have no idea. I just brought this in because of the symbolism involved.

### The Island Dragons

These islands, it was said by Gildas the Monk, are the point of the balance of the whole world. Through the Welsh Mabinogian we find the eternal conflict between the Red Dragon of the Britons and the White Dragon of the Saxon English. How far back the Red Dragon goes as a Welsh (British) symbol I do not know, but would guess that this originates as a Symbol of Rome. This is the 'Great Red Dragon' mentioned in Revelation, the symbolism here clearly referring to the Roman Empire. This is the Shaitanic Dragon, symbolic of the Serpent of Evil, and to Shaddein - the Lord of the Shadows. Going back as far as ancient Persia we find that the figure of what became Shaitan was seen as a Dragon-Serpent. Thus, in studying this we need to understand that when we refer to the 'Red Dragon' this has nothing to do with the modern Welsh.

"There are two Messiahs: one went down into the pit for the salvation of the world; this was the Sun shorn of his golden rays, and crowned with blackened ones (symbolising this loss), as the thorns: the other was the triumphant Messiah mounting up to the summit of the arch of heaven, and personified as the Lion of the Tribe of Judah.....He being Jehovah."

This is the Coat of Arms of Charles, Prince of Wales, who is now to become the 'King of England'. At the top, 'mounting up to the summit of the arch of heaven' is the Lion of Judah - the Lion stands upon a crown, the top of which is arched. The helmet below the crown on top of the shield bears 10 horns; the image to the left has the 'mouth of the Lion', 'the body of a Leopard', and the 'feet of a bear'. All of this description fits that of 'The Beast' in Revelation.

The Fleur-de-Lys at the bottom left could represent 'Three Kingdoms' as suggested here, and the 'Ich Dien' motto means 'I serve'. This appears again on the scroll at the bottom 'Ich Dien', under the Fleur-de-Lys and the Red Dragon. This 'Beast' is said to be wounded by a sword, and miraculously lives; it is said that his head is 'wounded to death'. It is unclear as yet what this means.

When Charles went through his inauguration as the 'Prince of Wales' he sat upon a throne that had a large Red Dragon emblazoned on it. This is a transcript of some of what was said -

Queen Elizabeth - "This Dragon gives you the power, your throne and your authority."

Charles - "I am now your Liege man and worthy of your earthly worship."

This 'inauguration' begs a few questions -

1. This was not a crowning as such, since he is being made 'Prince of Wales', but he sits upon a throne bearing a Red Dragon.

2. What the Queen says here is that the Red Dragon gives Charles his 'power', his 'throne' and his 'authority'.

3. To which Charles replies that he is the 'Liege man' and that he is thus worthy of 'your earthly worship'. What a strange thing to say.

Charles spoke of the work of Rene Guenon, a very strange thing to do, and one in which he spoke of 'the sacred' as opposed to 'modernity'. This does not fit in at all with his speech at DAVOS when he was invited by Klaus Schwab to do so; in this he shows himself to be a true 'Eco-Warrior' with a crusade to implement the main planks of the 'Great Reset. But, maybe this talk of Guenon is not so strange, since one of his major works was the 'King of the World' where the 'Universal Monarch' is the subject.

"The Jews identify the spiritual centre with Mount Zion....'The Tabernacle of the Holiness of Jehovah, the residence of the Shekinah, is the Holy of Holies, that is the heart of the Temple, which is itself the centre of Zion (Jerusalem) just as Holy Zion is the centre of the Land of Israel, and as the Land of Israel is the centre of the world.'"

'King of the World' - Rene Guenon (quoting P Vulliaud), noting that Guenon stated that this was a 'secondary centre' and not the 'Primordial Centre' in Hyperborea.

Whether this is a 'secondary centre' or not matters not a jot, since it is seen as the 'Primordial Centre' in the drive to establish world domination of the 'Chosen People', with the 'Spiritual Centre of the World' in Zion - Jerusalem - at the rebuilt Third Temple. Once again, this is a sick parody of the true Primordial Centre of the Golden Age.

I have said before how, at some particular stage, there should be a shift from the 'Marxist-Communist' drive towards a religious drive to set up a World Religion. Seemingly, the materialistic confusion and mess, suffering and death, and the absolute lunacy of the decisions made by the present rulers around the world, will have the desired result of driving the people into the hands of a new religion based around the coming of 'The Messiah'. In Revelation 'The Beast' is set there that the masses will worship him and his 'image'; this is not going to happen with the present 'world leaders' so must refer to a another figure.

In the past I have covered topics on the subject of these islands being under the sway of the Dark Forces in very ancient times; it may be that certain of the so-called 'Druid' sects were not Aryan Priests at all, hence some of the Dark Practices that have come down to us. Some versions of the Ogham Script are similar to Hebrew, and North Wales has a high proportion of Old Testament names. The anti Anglo-Saxon writer, Robert Graves, in 'The White Goddess', traces the 'Holy Name of God' found on the dolmens by using the Ogham Script to a name so similar to JEHOVAH as to be no coincidence. I'll not go

into this here, but the fact that William Blake also suggests that Zion arose here in Britain in ancient times, and the 2012 Olympics were clearly the 'Games of Zion', makes it clear that there is something in this. The Hebrew word Brit means 'covenant' and ain means 'eye', 'fountain', 'spring'. Thus 'Britain' means 'Covenant of the Eye', or 'Eye of the Covenant', or even 'Spring of the Covenant'.

There is an Eternal Struggle between the White Dragon of Germania and the Red Dragon of Judah-Rome, and this takes place here in these Islands of the Mighty. Are these the 'Unshaped Isles' where the Last Battle will take place? Who knows, and maybe that does not matter, but whatever the case the English have been singled out for destruction and this is going apace these days. We shall see how this 'new king' fits into what is going on within the Global Agenda.

Goten vs Joten

For the sake of making this Cosmic War clear I am going to use Vedic Lore rather than our own Germanic Lore; this is because in regard to the Hindu Texts we find interpretations which seem to make this clearer. Firstly, a list of the 'Joten Forces' according to Sri Aurobino -

Dasyus - The Dividers, plunderers, destroyers.

Danavas - Sons of the 'Mother of Division'.



Rakshasas - Eaters & devourers, wolves, tearers, hurters and haters.

Vritra - The Serpent of Evil, the 'grand adversary'.

Vala & Panis - stealers and concealers of the Higher Light.

It should be noted how these ancient Vedic beings have parallels to Norse and Germanic Mythology. For example, the Rakshasas, as 'eaters and devourers' parallel the Eoten/Joten; and as 'wolves & tearers' they parallel the Fenris Wolf and other Wargs. The term 'warg' is used of a wolf, but originates in the concept of 'to tear'. The Serpent of Evil is obviously the Midgard Serpent. What is not so clear in Norse Mythology, and perhaps the most important concept, is the 'dividers', since this is the essence of the Great Enemy - to divide. The Arya - by definition - is the race that 'fits together', thus healing the wounds made by the Joten. The Gods represent an aspect of the Universal Godhead or Divine Being, thus 'All Gods Are One God' as some Hindu Texts state.

One of the most fundamental myths throughout the Indo-European Mythology is the 'Myth of the Cattle-Raid', where the cattle are stolen and the Gods (or a Hero aided by a God) have to get them back. We can understand this better through Vedic Lore and the root-name for the 'cow' (cattle) - go; this root-word can mean both 'cow' and 'light'. If we apply this to the term ghrta meaning 'ghee' or 'clarified butter' (from the cow), this root-word also means 'light' (from ghr meaning 'to shine'). What we have is a simple word-play where the non-initiate sees this as the 'cattle-raid' on a wholly material level (which was a common thing) but the initiate sees into this as meaning 'light' and the 'Theft of the Divine Light'. The 'cattle-raid' in regard to the theft of 'cows' is for the scholar and academic, whilst the 'cattle-raid' in its hidden meaning, that of the 'Theft of the Divine Light, is for the Mystic and 'Seer'.

In the Vedas, according to Sri Aurobindo, the 'cow' refers to the 'Divine Light' in its esoteric meaning, and the 'horse' refers to Power and Energy, very often in regard to the Vedic Fire-God, Agni. Here we see that this Cosmic War is between the 'Children of Light' and the 'Sons of Darkness and Division'; when seen this way everything that happens around us today - ruled by the latter - fits nicely into a pattern. As we can see in our own Feoh-Rune and the 'Jack & The Beanstalk Myth' the theft of the 'cows' was later transferred to the 'Theft of the Gold', where the 'gold' is symbolic of the 'Divine Light (of the Sun)'. It is down to the Divine Hero to retrieve the stolen gold which is being hoarded by a 'Dragon', and in the process to slay the dragon.

We can see this Cosmic War in a slightly different form where Mdme Blavatsky takes the Gnostic Kristian works to show how the 'Divine Light' was shut off from mankind, and Sophia - Goddess of Wisdom - sent down her 'emanation' - The Krist - to lead mankind back to the Divine Light. The 'Sons of Darkness and Division' - guided by Ildabaoth (Shaddein) - slew The Krist because he was exposing the Sons of Darkness and their aims. This is exactly the same theme but substituting 'The Krist' for 'The Gods'. I would guess that we can see our own Freya as a 'Goddess of Wisdom' though this is not emphasised in Norse Mythology.

The Ancient Solar-Race.

"Rich in royal worth and valour, rich in Holy Vedic Lore,

Dasa-ratha ruled his empire in the happy days of yore,

Loved of men in fair Ayodhya, sprung of ancient Solar Race.....

Twice-born men were free from passion, lust of gold and impure greed,

Faithful to the rites and scriptures, truthful in their word and deed,

Altar blazed in every mansion....

Kshatras bowed to Holy Brahmins, Vaisyas to the Kshatras bowed,

Toiling Sudras lived by labour, of their honest duty proud,

To the Gods and to the Fathers, to each guest in virtue trained,

Rites were done with due devotion as by holy writ ordained....

Pure each caste in due observance, stainless was each ancient rite,

And the nation thrived and prospered by its old and matchless might...

Thus was ruled the ancient city by her monarch true and bold,

As the earth was ruled by Manu in the misty days of old...."

The Ramayana - The Epic of Rama, Prince of India.

We can perhaps learn more about the ways of our own forefathers from this very ancient text from India, a text that hails from the ancient Aryan Race that lived in the area thousands of years ago, a race itself descended from the Ancient Solar Race also known as the Shining Ones. The famous hero, Rama, is here said to have been descended from this Ancient Solar Race, here also referred to as the Twice-Born. This term refers to the 'born-again' who have undergone a Sun-Initiation which is a Death-to-Rebirth Initiation where the Initiate is 'reborn' after a profound mystical and magical experience. Our forefathers would have had a similar religion and way of life, and also the same religious devotion that is mentioned here.

We can go through this list to some some of the most noble traits that sprang from the Ancient Solar Race, those descendants of Manu, Mannus, or whatever other version of this name applies to different sections of the Holy Race -

The nation was ruled by a Priest-King who was 'rich in Vedic Lore'; the Priest-King was a philosopher and wise ruler, a 'Rich'.

We are told (not quoted) that 'Fathers with their happy households owned there cattle, corn and gold'; this was not 'Feudal System' but a system of freedom and individual ownership, and the people were happy in this. Not a system where - 'You will own nothing - and you will be happy' - where this 'happiness' is a forced drug-induced feudal order where the state controls everyone to the minutest detail.

There was (not quoted) no poverty, and none lived by fraud and thieving, no famine nor was the peace and plenty disturbed - proof that this system does not come about by the Marxist Utopia, but by a system of freedom and adherence to one's roots.

The Arya (Twice-Born) was free from 'passion, lust of gold and impure greed', and yet gold was abundant and used, but not something to covet and hoard, as the Dark Joten appear to do in our own Germanic Lore.

The 'Twice-Born' were faithful to the 'rites and scriptures' and these were observed as a part of daily life; this was no 'Sunday affair' but an everyday thing where the Gods and Forefathers were honoured in the household and within the tribe and nation.

An 'Altar blazed in every mansion'; the term 'mansion' is via the French from Latin, and is a 'house', so the Fire-Altar burned in every household of the Twice-Born. The Ancient Solar Race was the Race of Light and Fire, the Fire representing this Divine Light. This is shown more in Aryan Persia (Iran) where the Cult of Fire was more pronounced, and thus this section of the Aryan Race kept to this most ancient tradition.

The Ancient Caste System was strictly adhered to, each section of the hierarchy being as important as the next, but each level with respect to the higher level - a total harmony of working. This Divine Order was given by Manu, and in the Eddas by Rig who is merely another name for the same ancient figure that appeared here in Middle-Earth to help our Folk in ancient times, and to set down the Divine Order of the Gods.

We are told (not quoted) that their city was guarded by 'troops who never turned in battle' which tells us that the empire lived in peace and plenty, but this was not a universal Golden Age, and this is clear because the Ramayana features great battles as does the Mahabharata, in fact wars using 'weapons of mass destruction' which has been overlooked by some scholars who still hold to the 'caveman-to-civilisation' idea of 'evolution', rather than its cyclic nature.

They used horses and elephants for battle.

Rama broke the famous Bow of Rudra before which both the Gods and Asuras had 'in righteous terror quailed'. He thus won the hand of Sita, and this is what the Ramayana is mostly based.

I am certainly not one of those who turns to Hinduism as a spiritual path, since this is not the path of the Germanic Folk; but we have much to learn from ancient times which we have lost in our own Germanic Lore. In fact, we really do not know how much of our own Germanic and Norse Lore has been distorted, since most of it comes through the eyes of Christians who may or may not have written the Ancient Lore down to preserve it, or may have placed within it subtle distortions so as to draw the people away from the Pagan-Heathen past. This certainly seems to be the case with one preserved piece of Old English - Dream of the Rood. I had always seen this as a 'heathen' piece hidden in a 'Christian' text, but after studying it again and again it became clear that this is more like a subtle attempt by a Judaeo-Christian writer to replace the image of Woden hanging upon the World Tree with the alien Christ hanging upon the Cross. Hence why we see the image of Woden on the Bleeding Tree at the start, and as this comes towards the end it is the Cross that has replaced the Living Tree, and Christ that has replaced the god Woden. This is why, in some cases, we can learn from Hindu Texts that are just another section of the Indo-European Peoples.

Many Vedic scholars have also noted that this ancient Vedic Lore could not have originated in the area of India, but seems to have its origins within the Arctic Circle in the Far North. This, of course, fits with the Germanic Legend of Thule, and the Legend of Hyperborea, and so the Ancient Wisdom originated with the Ancient Solar Race that first lived on the Polar Continent of Hyperborea. After a massive catastrophe that seemingly threw the Earth from its original axis, ending the fabled Golden Age, these peoples left the Primordial Land and moved further south, due to the ever-increasing ice and cold that swept across the Northlands. It was thousands of years later that the remnants of the same Northern Folk moved back into Northern Europe - which was the Ur-Land in the first place.

One thing that stands out from the story of Rama is that this was perhaps the end of a golden era of peace and plenty, since from the very start to find that intrigue has set in. Through this intrigue Rama is exiled with his bride Sita, and has to dwell in the wilderness for a time - maybe an ancient image of the Germanic Mannerbunde where the Noble Son has to leave the bounds of society and go into the wild to live and survive, and then returns as the King, rightfully leading his people.

One thing that does stand out here is the similarity between certain figures in Greek History and that of the Hindus; we find a 'Jabali the Sceptic' who 'denied heaven and the here-after', just as some Greek Scholars did the same. This hints that the era we are speaking of was not quite the 'Golden Age' portrayed at the start of the epic, but had already begun to degenerate as the Cycle of the Ages moved ever-downwards. The beginning of an era when the Gods and Forefathers were not honoured seems to be found here; the start to a downward cycle towards the Kali Yuga. In one part Bharat, the brother of Rama, greets him as 'Arya', a telling piece where the nature of the High-Born Race can be seen. It is through his being a descendant of the Ancient Solar Race that Rama answers Jabali and his false reasoning. This marks the point when 'reason' has begun to emerge over the 'intuition' that had been

the norm before this time. Rama contrasts the 'true and upright Arya' from the 'scheming worldly-wise'. What Rama tells him is that Truth is above all 'reasoning' and the Truth is found in the Ancient Lore of the Vedas. It is clear that Jubali, who is said to be a rishi is not a 'seer' as the name means, but his ilk have degenerated in time to using reason rather than 'seeing' the Truth. He mentions the gods Agni, Vayu and Indra.

We are given a glimpse how the Aryans of India and the Aryans of Persia were originally one and the same people. Rama comes to the 'Hermitage of Atri' where mention is made of the 'sacred agni-hotra' which is a sacred fire-altar where the family rites are observed. Like our own Ingwe, Agni was obviously a 'God of the Hearth'; we still call the hearth-side the 'Inglenook'. Thus, the Sacred Fire-Altar is dedicated to Agni.

The tragedy of the wife of Rama comes about through here love and affection for her husband, where this ideal woman starts to feel suspicion against Lakshman, the brother of Rama. This all-to-human tale has a sad and tragic side to it, and tells us even more about this ancient time when the golden eras were coming to an end, and war and strife was coming to the world. Sita steps onto a pyre, but is protected by the God of Fire, and comes from the pyre unscathed. They are once more united in love. Here, at the end of the saga, we find them leaving in an Aerial Car - a 'flying car' -

"Sailing o'er the cloudless ether Rama's Pushpa chariot came...."

Thus Rama regained his rightful throne, held for fourteen years for him by his faithful brother Bharat. Quickly pushed aside are the references to this 'Aerial Chariot', as were the references to the Tuatha De Danaan coming to Tara in Ireland in the same type of 'flying machine'. Rama then ushered in an era of peace and plenty throughout his Empire of Light, an age with long life and no disease, where crime and lies were no more, and the seasons were in harmony. All this tells us that there have been various Kingdoms of Light which have been like mini 'golden ages' and that through the Dark Forces these come to an end, the seasons are confounded, and disease and death are rife - as we today are experiencing for ourselves.

At the end of this epic, which through an added supplement ended on a sadder and darker note, we find the knowledge that the Vedas were handed down by word of mouth through awesome feats of memory. We learn that this consisted of seven books, 500 cantos, and 24,000 couplets, and that the recital of the poem took 25 days to complete! This is the same method as used by the Germanic Folk; at one time, though, the survival of such texts must have been threatened for some reason, and they were

then written down. How much was changed or distorted in the process we do not know, but India was not, like Europe, subject to the Judaeo-Christian oppression and destruction of the Ancient Texts.