

E. A. KOETTING



THE
MAGICK
OF THE
VIKINGS

A BOOK OF SHADOWS ON THE
NINE NORSE WORLDS & THEIR DEITIES

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of the
VIKINGS

*A Book of Shadows on the
Nine Norse Worlds & Their Deities*



E.A. KOETTING

BECOME A LIVING GOD

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The Magick of the Vikings: A Book of Shadows on the Nine Norse Worlds & Their Deities

A companion to the *Viking Magick* course by E.A. Koetting

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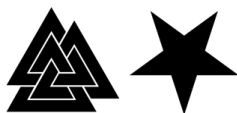
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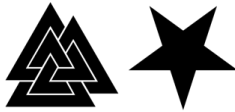
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*God is not worthy of your worship,
and The Devil isn't looking for followers.*

So find your own path...

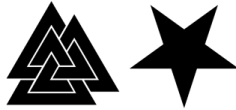


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INTRODUCTION



NO matter how many amazing spiritual experiences or mind-blowing magickal experiences you have, no matter how many demons you've stared in the face, no matter how many angels you've evoked to visible appearance, just about everybody has a seed of doubt in them.

After you've come out of the ritual, emerged from the Theta Gamma Sync, there is a question of whether it was all a dream. Your conscious mind tries to grapple with the impossibilities that you've summoned.

Sure, you can make things happen in the outside world through magick, but once you've come down from the

magickal high, and after enough time passes, you'll wonder if your successes were actually simple coincidences.

This is all normal, all a part of the process of Ascent.

But, that doesn't change the fact that doubt is the direct enemy of power.

What if you could banish ALL doubt that is within you? What would that do for your magick? How would that change every aspect of your life?

It has been three or four years since I've experienced that sort of doubt. Something changed in my magickal practice. To be specific, I added something to my magickal practice and it unlocked all the doors of my perception!

After spending years studying Norse spirituality and rune magick, I finally put it into practice.

I went up to the mountains, to the forest, and was led to a large tree. I knelt under the tree with a simple drinking horn in my hand filled with mead, and a notebook and pen.

I gave an offering to Odin, to Heimdall, and to Loki and then to the Vanir, the Jotunn and Etinn, to the Elves dark and light, and to fire and ice. And then to my Ancestors, who worshipped these gods for millennia.

I then drank the mead. The moment it touched my lips, a light formed above me. From the light emerged a being that I can only describe as a hybrid between an elf and an angel.

This magickal creature informed me that the way that I planned on undergoing my own Viking Pathworking was

all wrong, as I planned to go to the Jotunn, the Giants, first. She told me that this would utterly destroy me.

Instead, she dictated a full Viking Magick Pathworking, laying out each step that I needed to take to pathworking Norse magick over the course of a full year.

You were led here, and you followed.

You have been chosen, and you have arisen.

The Jotunn are dangerous. You cannot know their motives, as they think in terms outside of causality.

Seek first the Vanir. They will invite you into Asgard through the Skygate.

Thor must be invoked from the High Seat of Odin to go further. Go then with his protection into Jotunheimr to gain knowledge of the unknowable from the crypts of chaos.

You must then serve at the forge in the caves of the Swartalfheimr, bringing your teachings from the Giants into your new creations.

As a celebration before continuing on, visit Lusalfeheimr and fill yourself with light. Allow the elves there to teach you how to love and how to embrace peace at all times.

From there, you must continue to Helheim. Unfortunately, you must die. Your very soul must die, and you must be made into nothing.

From Death you will be lifted by a savior, and in order to be revived he must throw you into the pits of Muspelheimr.

From the lava of infinite power, you will rise, and back to hell you will soar, to march through the gates, to Hel herself, who will submit to you on her throne and will deliver the Key to Infinite Tranquility, Immortal Wisdom, and Unyielding Solidity.

Only then can you drink from the three wells and discover the three secrets of your Destiny.

It is not what you imagined.

That was the last time I ever doubted magick or questioned a revelation. That creature ignited something within me that will never die, and the lessons that I learned through the pathworking have completely transformed my relationship with magick.

To walk this path, you will need a sense of adventure, a willingness to do whatever is needed to accomplish the goal and you will need to be open to the possibility that the gods are real, that magick actually works, and that you have not wandered here by accident, but that you have been chosen, that there is a possibility the gods have led you to this text as if it were a divine sword of justice so that you might embrace your destiny as a true hero.

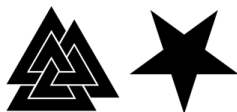
This work is not a magickal primer, it is not intended to teach you the basics. This is a pathworking intended for those who have Mastered the essentials of evocation, divination, and soul travel and are ready to test their skills and push themselves to the next level. This is not to say that those who are ill-prepared for the task of this pathworking will walk away empty-handed; the spirits, gods and powers

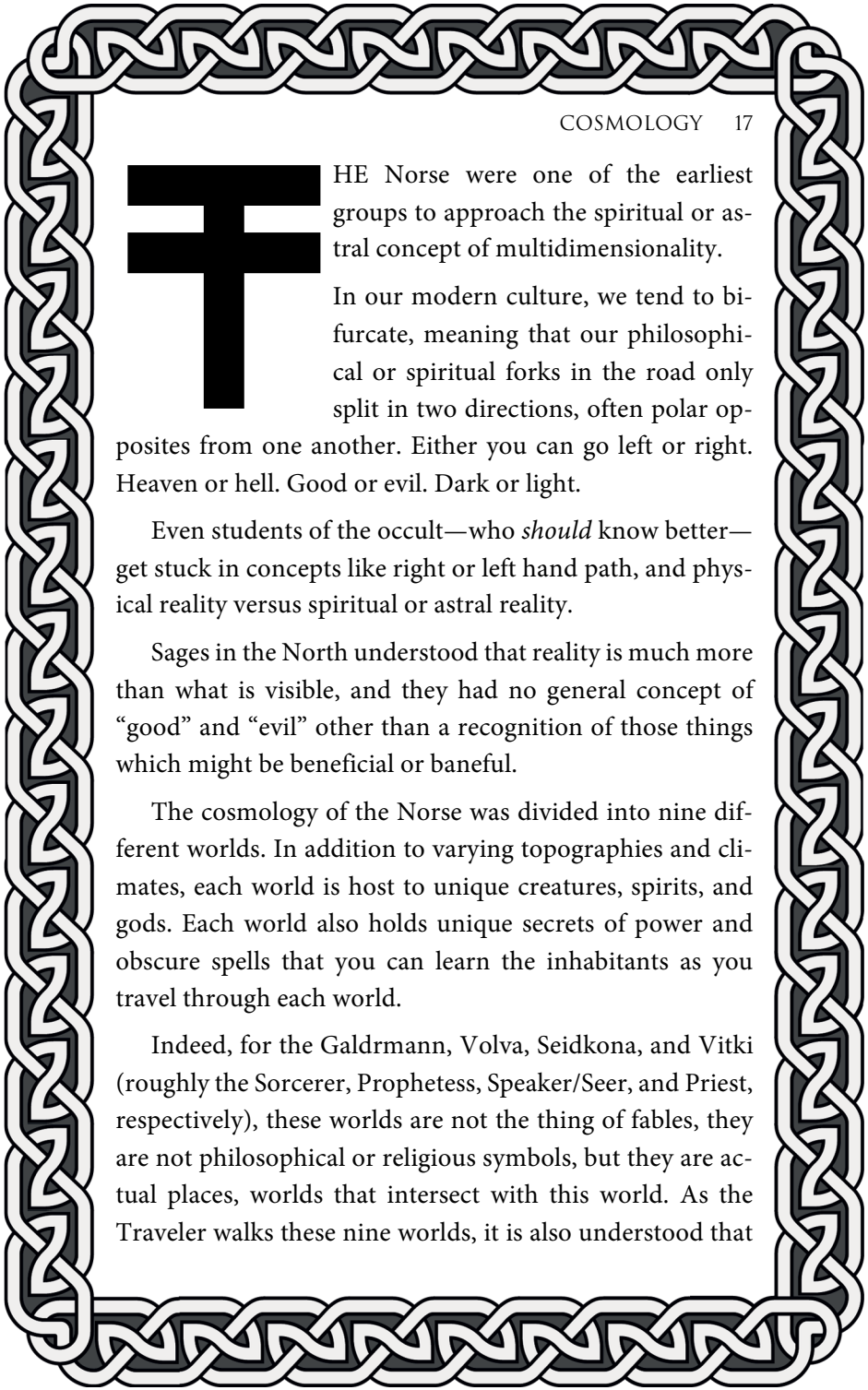
presented in this work are indeed real, and when you reach out to them they will begin to work in your life.

Devote yourself to this undertaking over the space of one year, embracing each world in its season and utilizing the magick and the gods of that world for a space of time so that your life in that season will become a reflection of that world. ★

COSMOLOGY OF THE NINE NORSE WORLDS

Chapter One





F

HE Norse were one of the earliest groups to approach the spiritual or astral concept of multidimensionality.

In our modern culture, we tend to bifurcate, meaning that our philosophical or spiritual forks in the road only split in two directions, often polar opposites from one another. Either you can go left or right. Heaven or hell. Good or evil. Dark or light.

Even students of the occult—who *should* know better—get stuck in concepts like right or left hand path, and physical reality versus spiritual or astral reality.

Sages in the North understood that reality is much more than what is visible, and they had no general concept of “good” and “evil” other than a recognition of those things which might be beneficial or baneful.

The cosmology of the Norse was divided into nine different worlds. In addition to varying topographies and climates, each world is host to unique creatures, spirits, and gods. Each world also holds unique secrets of power and obscure spells that you can learn the inhabitants as you travel through each world.

Indeed, for the Galdmann, Volva, Seidkona, and Vitki (roughly the Sorcerer, Prophetess, Speaker/Seer, and Priest, respectively), these worlds are not the thing of fables, they are not philosophical or religious symbols, but they are actual places, worlds that intersect with this world. As the Traveler walks these nine worlds, it is also understood that

each world is an aspect of the self, manifested in spiritual reality, much as all of these worlds, and even all of the gods, could be said to be manifested emanations of Odin. So are we all the emanations of the All Father, and thus all things are emanations of us.

The ravens fly forth and the wolves guide us as we travel. We are cloaked in disguise to make us seem mortal, but we are merely passing through these worlds as Gods amongst gods, to learn what none would teach us if they beheld us in our true forms.

This pathworking is a pathwalking. Each world must be travelled to. You must make friends or allies of the creatures living therein. You must meet with the gods who rule over that world, securing their blessing on your journey, without which this work is impossible and even pointless. Within each world you will learn new rites, new spells, new applications of power, and new insights into how that power should be used.

As I originally imagined that I would, you are welcome to walk these nine worlds in any order that you choose. However, as I quickly learned, this is at great peril and you alone are responsible for your own safety.

Below is a brief outline of the nine worlds given in the order that I was instructed to walk them. This is the only order that I can suggest any other magician use in approaching this pathworking.

Midgard is the Middle World, the world of man. In the most general terms, Midgard is the physical plane of reality,

but specifically it refers to our particular planet and sensory existence. While Midgard may seem to be the least impressive of the nine worlds, this is only because we residents of Midgard have become familiar with this world and therefore desensitized and somewhat bored with it as well. The reality is that Midgard is where all the action is taking place. Midgard is in the center of the Tree of Yggdrasil that is made up of all nine worlds, balancing the other worlds like a silent heart center. This is where the gods come to learn, this is where heroes and immortals are made, and this is where the gods come to battle. As Midgard is a composite and a matured manifestation of all other worlds, all seasons are present here, in perfect balance.

Vanaheimr is the home of the Vanir gods, the gods and goddesses of nature, sex, witchcraft and love. It is always springtime in Vanaheimr and the residents, who seem very much like elves, are always friendly so long as certain customs are kept to, many of which revolve around respect for the environment, for all things living therein and for personal belongings. Vanaheimr is ruled by Freyja, the most beautiful and feminine goddess, although she would never say that she “rules” this realm but that she looks after it and cares for it. The very ideas of rulership, law, and restrictions are unthinkable to the Vanir as they are the essence of nature.

Asgard is the home of the Aesir gods, the gods of intellect, innovation, domination and progress. The architecture found there is by every mortal measurement perfect. Exact angles, flawlessly polished stonework and godly

craftsmanship define Asgard. Fortified by an impenetrable wall, the gates of Asgard are guarded by Heimdallr and can be accessed by the bridge Bifrost, which connects Midgard to Asgard, or by a Skygate that connects Vanaheimr to Midgard. Both of these, as Freyja teaches, are forms of soul travel. There, upon his High Seat, Odin gazes upon all the worlds.

Jotunheimr is the land of the giants, the primordial forces of chaos, which manifest to the mind as objects without dimension or landscapes too dense and too vast to behold. It is difficult to remain in Jotunheimr for long as the conscious mind is in a losing battle with the ever-morphing and psychically perilous environment. Some say that Jotunheimr is actually the unconscious mind; it is better described as the unconscious mind of the universe. Initially, the Traveler may seem to be alone only to discover that indeed the giants are everywhere, so large that they often cannot be distinguished from their surroundings. While various rulers have been claimed to preside over Jotunheimr, can chaos have a hierarchy?

Swartalfheimr is the underworld home of the dark elves. It is accessed by caves that run deep underground and is a world of damp darkness lit only by the glow of furnace and forge. There the dark elves will emerge from the shadows, hideous and ugly, and they will teach you how to forge magickal creations and materialize objects. The society of Swartalfheimr is upheld not through law nor authority, but through commerce. All things have a price, and the best things are quite expensive. While any dark elf can teach you

how to bring your imagination into material reality, it is known that the three sons of Ivaldi are the ones who forge the weapons of the gods.

Lusalfheimr is the summer world of the light elves, which are what are normally thought of as “elves” rather than their chthonic counterparts in Swartalfheimr. In Norse tradition, the light elves can be found away from civilization, usually in the depths of forests, by lakes or lagoons, or around grassy hills. Indeed, any place that is removed from human society and is untouched by human progress can act as the gateway to this world. There, all things are composed of light, brilliant light of every color, the light of life that penetrates the self and begs the soul to give up its burdens and to play. The elves are reckless in their insistence on playing, putting aside concern for safety or sanity and releasing themselves to the immortality of the moment.

Helheim is the abode of Hel, Loki’s nightmarish daughter who rules as Queen of the Dead. There are many paths by which a person can enter Helheim, the realm of death, but there are very few paths by which one can leave. While the greatest warriors feast and drink and battle with Odin in Valhalla, all others go to Helheim, blinded by blissful forgetfulness. Helheim is a place of rest and a place of torment, of regret and of release. But mostly, it is a place of shadows.

Muspelheimr is the realm of pure fire, undiluted and unrestrained. Only Surtr, the swarthy one who in the end destroys all of existence, exists within this inferno, along with his progeny. Surtr’s blessing is required to enter this world,

wherein the Traveler is destroyed, all that he is, all that he hoped he could be are annihilated, freeing the Hidden God from within Its Secret Chamber.

Niflheimr is the realm of pure ice, home to frost giants. The landscape of Niflheimr is a bleak, colorless mist, and maddening silence. Before the beginning was ice, and ice remains beyond the end. Only the sincerest—or most desperate—sorcerers would find reason to enter Niflheimr. Some are rewarded with knowledge of the unknowable, and with power that could crush the gods. Most are rewarded with insanity or utter destruction. ★

TOOLS OF VIKING SORCERY

Chapter Three



A

PART of being a society of fierce warriors, skilled sailors, farmers, and explorers is the underlying Viking spirit of adventure and the spirit of innovation. With very little, the Vikings do great things.

The tools that you'll need to work this magick are few, and you are able to adapt them to your circumstances and the things that you have available.

DRINKING HORN

A drinking horn is used for consuming drinks, mostly mead or ale, in ritual, in meditation or in celebration. It serves a similar ritualistic function as the Chalice. The similarity does not necessarily extend to the symbolism of the two, though. The chalice is the feminine womb, the fertile cup into which desires are poured out to the gods. The horn is both masculine and feminine simultaneously, one side projecting forth as a phallus, the other side ready to receive and to offer forth as the womb. It is thus self-generating, magickally hermaphroditic. The runes "Odroerir" (ᚫ ᚩ ᚱ ᚷ ᚱ ᚱ ᚱ ᚱ) should be drawn, painted or carved into the horn, being the mead of poetry. Remember that runes are not simply letters of an alphabet, but are the powers of fate itself. Each rune is a spell, each word is an invocation, and a well-crafted poem is a conjuration of terrible powers. When drinking from the horn, first give the Galdr (the oral issuing of the rune or word) for Odroerir. To do this, inhale

deeply, pulling air into your diaphragm and slowly release the word or rune sound as a drone. This isn't to be done quietly so nobody hears you... the Vikings were not quiet people. Give the Galdr with a depth to your voice and an authority in your drone. As you do, deepen your connection with the rune or spell that you are speaking and know that you are calling the inscribed runes into activity.

Once the horn has been consecrated through the Galdr (which should be done each time it is used), a drink should be offered first to Loki, then to Odin and then to Heimdallr. These are the fathers of our species, and we are their sons and daughters, and so we honor them first and they drink before we do.

ALTAR

The altar is symbolic of the whole of the Sorcerer's reality. All that is done upon the altar is done in his reality. All that is placed thereon is injected into his reality. All that is destroyed thereon is destroyed in his reality.

An altar can be as simple as a small wooden table that you wish to use, or, as I prefer, you can stack stones as high as you wish, topping the pile with a flat stone to use as your altar table.

RITUAL KNIFE

Some professors insist that your ritual knife should be a certain length, made in a certain way, or bearing a specific colored handle. None of these details are important.

The knife is not a symbolic thing, but is a functional tool. It does not symbolize the penis, or the aggressive power of fire, or of air. It is a knife.

What is necessary is that your knife has a sharp blade with which to cut and a strong point with which to engrave runes into wood, bone, or other such substrates.

It is recommended to set aside this knife for these purposes.

OFFERING BOWL

The commerce between men and gods is through gifts: man gives his gods gifts, and the gods will be more inclined to give gifts to man, and the positive cycle moves forward.

An offering bowl, made of stone, wood or bone, is a tool of such offering, in which you can pour mead, sweet waters, blood, or other liquids to give as an offering to the gods.

This bowl is always used in blot rites, which are rites of blood sacrifice, usually of animals, but in ancient times human sacrifice was a very important offering to the gods. The blood is gathered in the bowl, and this can either be left on the altar as an offering or the blood can be spattered over the ritual area and any celebrants by dipping a sprig in the bowl and using it as an Asperger of the blood.

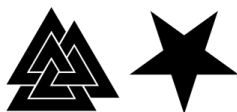
RUNES

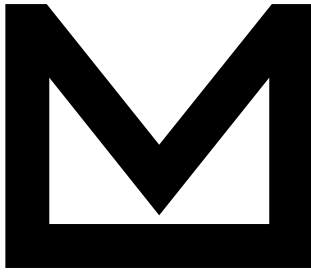
Runes are the foundation of the religion, language, art, science, culture, magick, and every other aspect of Norsemen.

You will need a set of runes engraved into small stones, pieces of wood, or bone. There should be 18 pieces, a rune carved into each one. The runes should also be colored red, which is the color of fire, of blood and of aggression. ★

PERSONAL PREPARATIONS

Chapter Four





OST who approach this path-working have one objective in mind: to wield the full power of the runes!

There is much more awaiting the serious seeker.

There are nine worlds. Nine races. Nine secrets. Nine powers. Nine spells. As you travel to each world and work with its magick, the power of the runes—and all of your magick—will be increased.

The journey must begin on this world within your own self.

VIKING SPIRITUAL ANATOMY

The Viking Mage knows that he is not merely his body, nor his mind, but that the human being is composed of six different “selves.”

Lich: Physical body

Hamr: Image of Self

Hugr: Memory of the past

Munr: Thought - future memory

Flygia: Animal form

Haminja: Luck or fortune

The lich is the body of Midgard, the organic self. While this is not the fullness of who you are, it is exactly 1/6 of what you call “self,” and so it cannot be ignored or marginalized. The strengths, weaknesses, desires, and preferences

of the physical body are a cause of a combination of your other selves. As Midgard is a composite and matured emanation of the other worlds so is the lich a composite and matured emanation of the other selves. Unlike the beliefs of many religions and mystical paths, the physical body is not an illusory self, but is the full manifestation of the self in physical form.

Hamr can be likened to an astral form, although it is more like the psychic shape of things. Hamr is the appearance of a thing that is manifesting, literally “the shape of things to come.”

Hugr is memory of the past, and Munr is thought, or the vision of the future. These are symbolized as Odin’s ravens.

Each person has at least one animal form. The Flygia is the “fetch” or animal form that a person may take. The fetch can manifest externally as a spirit-animal or as a sort of familiar. The Sorcerer who is in league with their Flygia will be able to take that form themselves, shapeshifting and walking the worlds in their animal forms.

Haminja is “luck.” Luck is viewed by the Norse as more than just a coincidence and even more than an energetic force surrounding a person. Luck is something that is a part of a person, as real as the physical body. Also tied into Haminja is the belief that the day and moment of your death is already written, and nothing you can do can sway it one way or another. So, give the moment that you are in your full attention and your full investment.

UTISETA MEDITATION

The only reference to any sort of meditation in the eddas and sagas is “Utiseta,” which literally translated means “Sitting Out.”

To do this, you are to simply leave your home, leave all other people, and go into the wilderness, deep into nature. There, you are to sit silently, contemplating the thing that you wish to know or thinking on the thing that you want to connect with.

Some suggest that you remain for hours, some for days. The longest Utiseta that I have personally conducted lasted three months.

The time period is changeable. All that is important is that you do not leave until you have your answer.

Like all great things, this does present real dangers. Prepare yourself and proceed wisely.

TRAVERSING WORLDS

Although you can definitely Soul Travel to all nine worlds in Norse mythology, the method of interacting with the worlds, with the gods, and with the spirits is through what is called “pathwalking.”

This world, Midgard, is a composite world. As such, elements of all of the other worlds are found here. All that is needed is to travel to those places at the appropriate times and there begin intercourse with the gods, and they will be present.

If you want to contact the Vanir, you'll need to go to a lake or pond. If you want to contact the Aesir, you'll need to go to a high place like a mountain top. If you want to contact the Dark Elves, you will need to travel underground.

In all cases, you will need to go outdoors. These spirits and powers are simply so much easier to contact in nature than in human civilization, and their presence is exponentially more solid.

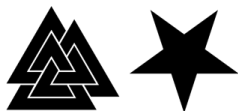
The journey to these sacred places is important as well. As you drive and then walk to remote wilderness areas where you can go to commune with the gods, contemplate the issues that you need assistance with, or the desires that you want to manifest, or the great works that you want to create. Give the Galdr of runes appropriate to the world you are connecting with and the spell that you are casting as you travel.

Doing this, you will find that the world itself begins to shift, first as if it begins to glimmer, glowing differently than it had before. As you journey deeper into the wilderness, knowing that you are actually travelling into the heart of the world that you seek, you will find that they overlap entirely and that you are a foreigner in a strange world that is not your own.

If such adventures into nature are not possible for you, then the art of Soul Travel—or “faring forth”—will serve you well... but only as a distant second-place to physically standing in the overlap between the worlds. ★

VANAHEIMR

Chapter Five



VANAHEIMR is the home of the Vanir gods, the gods and goddesses of nature, sex, witchcraft, and love. It is always springtime in Vanaheimr, and the residents, who seem very much like elves, are always friendly as long as certain customs are kept to, many of which revolve around respect for the environment, for all things living therein and for personal belongings. Vanaheimr is ruled by Freyja, the most beautiful and feminine goddess, although she would never say that she “rules” this realm, but that she looks after it and cares for it. The very ideas of rulership, law, and restrictions are unthinkable to the Vanir as they are the essence of nature.

You can pathwalk to Vanaheimr by journeying to a remote lake in a forest where you will be alone with Freyja.

WATER SCRYING

Look upon the lake before you, beholding it first with your physical sight, and as you relax your vision and your mind a fog will drift over the surface of the water as the mists of Niflheimr, filled with infinite potential.

Dip a bowl into the lake to fill it with water. Spit into the water, connecting the water that is within your body to the water within the bowl, connecting the outside world to the inside world.

Stir the water with your fingers and gaze into the bowl, and release your inner vision to the waters.

SHAPESHIFTING

To discover the identity of your Flygia or animal form, you simply need to ask yourself the question and accept the first answer that you receive.

Runic readings can help guide this understanding, as can observing your dreams and noticing what animals you are most drawn to.

Once you have this knowledge, go to a natural place in the wilderness and find a place to sit with an open view before you. Looking at that empty space before you, imagine your fylgia form materializing there until the imagined thing is fully formed in your inner vision. With your eyes opened or closed, imagine yourself in the place of that animal, seeing the same view from its perspective. Notice how you feel differently in this new body, in this animal form, becoming curious about what it feels like not just to be in that animal body, but explore what it could be like to actually be that animal.

Before long, the thing that you are imagining will spring to life like a fish darting out of the water, and you will find that it is not imaginary at all.

With each transition from your human form to your animal form, the connection between the two will grow, and the solidity of the form will increase, potentially to the degree of physical transfiguration.

SEIDR RITE

I approached Freyja and questioned her about the Seidr Rite. The following is extracted from my journal. In truth, all that is necessary to know about Seidr is given here.

EA: *Do I need to dress as a woman, as Odin did, to learn to Seidr?*

FREYJA: *You need not wear a dress, nor a pad, nor wear your hair with beads to speak as the volva, to speak as the norns.*

The suppression is not of your masculinity, but of your pride, for when you Seethe (seidr), you are in full service to those who ask and of those who answer. Such service and sacrifice for others was, and still is, deemed a character of the woman, thinking then that man is selfish, even the sacrifices and services for those within his heart serving his heart more than serving those within it.

EA: *Do I need to have another person ask me the questions?*

FREYJA: *You will seidr until there is nothing of you remaining, and all that bubbles forth are the words of the Speaker. You are never to be the speaker, but you are to sacrifice yourself so that the speaker will speak.*

You have yet to dive so deeply into the Well, for you fear and you doubt, but most of all you do not know how.

Odin is drunken so that he might put himself away, for the Other to awaken in his place.

You may, then, also favor drunkenness to succumb to madness, which is the most essential portion.

You can dance until you fall, but you will not do this (bashful giggle).

You cannot simply fall as if dead, for then there would be need to revive a corpse to speak though, so you must move. Move and move and move and move and move, and you will then be moved!

You may dance with another as the beasts' dance, nine times until you have wasted all your essence and then move with your hands the runes from one Galdr to another, breathing into you the Other, and going yourself to a far voyage.

A full loss of the memory and the mind is called for, for the words of the spaikones is greater than any words that you could conjure.

This is the art of the elves.

Yes, they are quite present, taking the forms of rocks and rivers, disguised as all things which live, but which do not consume through violence (plants, fungi, living things without teeth).

You do not know them, Die Alfen, and you cannot then make use of their treasures.

Go and meet them, and they will love you, and they will open the Small Doors for your passage.

EA: *Small Doors?*

FREYJA: *Doors so small that you cannot see them until you have arrived on their opposite entry. Doors so small that you cannot open them, but can only pass through them.*

EA: *How do I pass through them?*

FREYJA: *Through the Walking, you will have no choice but to pass through them once they are opened. In fact, you will not even know that they are being opened for you until you have already crossed the threshold.*

EA: *And this will give me the sight and the hearing of Die Alfen, the Elves?*

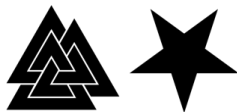
FREYJA: (She laughed, as if I asked a silly question)

These will bring you into a fuller world. For Midgard is only one measure formed in the senses of man as they are. The Small Doors will form for you another portion, greater than the portion already possessed.

[Author's remark: In other words, the Small Doors will not simply allow you to see into a greater reality but will transport you to that greater reality, which is imperceptible to those who have not entered it. Once you have entered, though, the lesser realities, being the mere gross realities, will be overlapped or coexistent, observed and effected by the greater reality, which remains unseen from those who dwell within the gross world. This evolution of the self, which is really a transfiguration into a greater reality, is a changing of the self and a changing of the world. The value of such an evolution is equal to or greater than the value of human evolution up to this point.] ★

ASGARD

Chapter Six



ASGARD is the home of the Aesir gods, the gods of intellect, innovation, domination and progress. The architecture found there is by every mortal measurement perfect. Exact angles, flawlessly polished stonework and godly craftsmanship define Asgard. Fortified by an impenetrable wall, the gates of Asgard are guarded by Heimdallr and can be accessed by the bridge Bifrost, which connects Midgard to Asgard or by a Skygate that connects Vanaheimr to Midgard. Both of these, as Freyja teaches, are forms of soul travel. There, upon his High Seat, Odin gazes upon all the worlds.

CROSSING BIFROST

Once you have gained the blessings and the teachings of Freyja, it would be wise to invoke her brother Freyr. Invoke him to the fullest, becoming him, assuming his form, or call his presence forth as you seek to gain entrance into the City of the Gods, as he travels regularly between Vanaheimr and Asgard. Heimdallr will recognize you at the gates, and he knows your heart and will only allow the pure to pass.

While you may use runic combinations to invoke any of the gods or wights, remember that in the days of the ancients, idols were carved in the forms of the gods or in the forms of sometimes hideous animals to represent wights or other natural spirits.

ODIN INVOCATION

In order to call upon any god, you must first know that god. Study the eddas and the sagas and learn the many names, the many forms and the many tales of Odin.

Go to a high place—a mountain top, skyscraper or any other place that nears the clouds. This will bring you close to Asgard.

Remember the names of Odin and speak them as Galdr.

Remember the tales of Odin as if you were there.

Remember the deeds of Odin as if they were your own.

Seat yourself in that high place and look out upon creation below you as Odin looks out upon all things from his High Seat.

Know that you are Odin, and it will be so.

Then, call upon Thor and invoke his protection, casting the runes and singing the Galdr song of his name, gazing upon his icon, Mjøltnir, which is a symbol of the power of magick.

RUNE MEANINGS

Each rune has a meaning, a power, and a Galdr, which is the oral sound of the rune. Know these. Engrave the rune as a symbol of power, by itself or bound together with other runes. Color the runes. Gaze at the rune, remember the meaning of it, activating the power of the rune by focusing on the end result that you desire. Give the Galdr of the rune or runes, singing them as deep, low songs that rumble the

earth and its spirits below and are carried to Asgard by the winds.

ƒ · Fehu - Possessions won or earned, earned income, luck. Abundance, financial strength in the present or near future. Galdr: FF

ᚱ · Uruz - Physical strength and speed. Solidity. Galdr: UU

⚡ · Thurisaz - Reactive force, directed force of destruction and defense, conflict. Galdr: TH

ᚦ · Ansuz - Inspiration. Galdr: AY

ᚱ · Raidho - Travel, vacation, relocation, evolution. Galdr: RR

< · Kenaz - Vision, revelation, knowledge, creativity, inspiration. Galdr: KK

× · Gebo - Gifts exchanged, offerings given and received. Blessings. Galdr: GE

ᚷ · Wundjo - Joy. Galdr: WU

ᚱ · Hagalaz - Wrath of nature, destructive, chaotic forces. Galdr: HH

ᚦ · Nauthiz - Restriction. Galdr: NN

ᚱ · Isa - Ice. Frozen solid. Immobile. Solid. Unchanging. Galdr: EE

ᚱ · Jera - Patience. Harvest. Galdr: YA

ᚷ · Eihwaz - Protection. YEW

ᚦ · Pertho - Secret or hidden knowledge. Occult abilities. Initiation into the Mysteries. Galdr: PE

ᚦ · Algiz - A spiritual shield of protection. Able to not only deflect attacks, but also to return them to the sender. Galdr: ZZ

ᚨ · Soweilo - The Sun. Enlightenment. Clarity in the given situation. Success. Galdr: SS

ᚱ · Tiwaz - The Sky God, and the Warrior. Doing that which must be done by whatever means. Authority, dignity, and leadership. Galdr: T

ᚷ · Berkano - Birth, fertility, and personal development. Galdr: B

ᚱ · Ehwaz - The Horse. Transportation. Movement, either symbolic or literal. Galdr: EH

ᚱ · Mannaz - The Priest. The True Self. Humanity as a whole, or even the Macrocosm completely. Galdr: M

ᚱ · Laguz - Growth and healing. Creativity. The waters of the unconscious. Galdr: LL

ᚱ · Ingwaz - Virility. Strength. Male fertility. Work, labor, and financial achievement. Galdr: ING

ᚱ · Dagaz - Breakthrough, awakening, clarity. Also a natural conclusion to the present situation. Galdr: DA

⚔ · Othala - Inherited property or possessions. Birth-right, both physical and spiritual! Galdr: OH

RUNE READING

There are as many ways to cast and read the runes as there are Sorcerers capable of doing so.

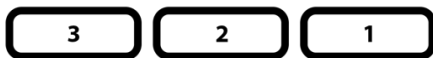
Become familiar with the runes, and they will teach you how to hold them, how to cast them, how to read them and how to allow them to transform you.

You can cast them all at once. Those that are face-up are the things that you are aware of, and those that are face-down are the things that are hidden from you. You can also separate them and read only the face-up runes.

You are also free to place them in a “spread,” like the examples given below. Although this is a very modern way of using the runes for divination, it is useful. It should be noted that there is little evidence that ancient Norse used runes for divination at all, but instead they were used to cast spells, and the gods would speak to man through signs and omens in the natural world.

Below are two examples of spreads that can be used for rune divination. Reach into the bag or bowl of runes and pull out the number of runes necessary, your hands, your mind, and your discoveries being led not by your conscious mind, but by the gods who are speaking to you through you.

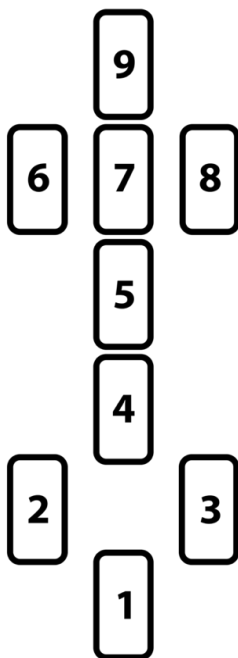
TRIPLE RUNE



Other than drawing a single rune from the bag and divining with that alone, this three-rune spread is the most basic.

1. The Overview of the situation.
2. The Challenge that you are facing in this situation.
3. The Action you should take or avoid in this situation.

THOR'S HAMMER



- What mask do you show the world?
- What fears are within you?
- What are you seeking?
- How should you best approach this?
- What do you hope to become?
- What is stopping you?
- What is your destiny?
- What do you need to learn?
- What do the gods say?

THOR'S AXE OF STRENGTH

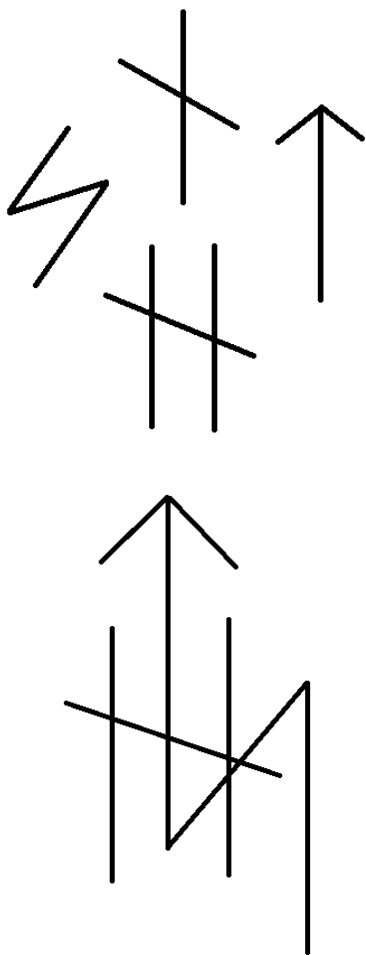
I journeyed to a High Place, a sandstone point overlooking valleys and gorges, often with small clouds tangled in the trees below.

There, I gave an offering of Ale to Loki, Odin, and Heimdallr. I lifted the horn to my lips and drank, and the All Father was with me.

Then I gave an offering of Ale to Thor, and he showed me a Runic Weapon that He called "The Axe of Strength." This bind-rune summons all the strength of Thor to rise within you so that you may accomplish feats that would otherwise be impossible to you.

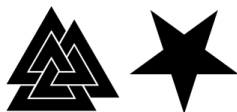
The Axe of Strength increases your physical strength, your focus, and your capability. The real power of the Axe is that it disciplines the Will once it has been activated.

The Axe may be drawn using independent runes (ǀ N ˘ ↑), in the formation of an axe head. You may also combine them to form a proper bind-rune.



JOTUNHEIMR

Chapter Seven



JOTUNHEIMR is the land of the giants, the primordial forces of chaos, which manifest to the mind as objects without dimension, or landscapes too dense and too vast to behold. It is difficult to remain in Jotunheimr for long, as the conscious mind is in a losing battle with the ever-morphing and psychically perilous environment. Some say that Jotunheimr is actually the unconscious mind; it is better described as the unconscious mind of the universe. Initially, the Traveler may seem to be alone only to discover that indeed the giants are everywhere, so large that they often cannot be distinguished from their surroundings. While various rulers have been claimed to preside over Jotunheimr, can chaos have a hierarchy?

Jotunheimr can be reached by travelling deep into a forest or jungle, or in a crag, or in a plain littered with house-sized boulders. While you trespass deeper into the thick wilderness, give the Galdr $\downarrow \text{M} | \text{R}$ (YMIR), awakening the omnipresent mind of the original Giant.

That wicked mind is also within you, within your mind. Let it speak to you and guide you in going deeper into Jotunheimr.

Call upon any Giant by name as a powerful Galdr, with the fullness of your will not to bring that Giant to you, but for you to be drawn to it, creating a convergence of the worlds.

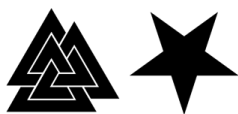
In my journey, I was guided to a split in a stream within the forest. There I sat and gave my mind over to the Giants,

and all was blackness and chaos. When I returned, I could sense them and hear them, the giants, moving about as if unaware of me, and I feared that they would step on me.

There is no summary for what is learned as these are thoughts born from the mind of chaos. There is only an acceptance of what has been offered and a struggle to comprehend the knowledge of the unknowable. ★

DARK & LIGHT ELVES

Chapter Eight



DARK ELVES

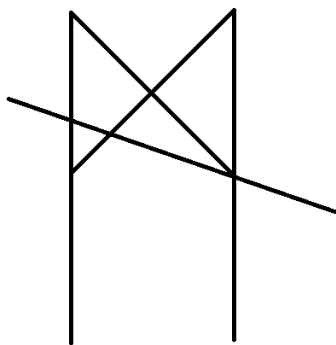
SWARTALFHEIMR is the underworld home of the dark elves. It is accessed by caves that run deep underground and is a world of damp darkness lit only by the glow of furnace and forge. There the dark elves will emerge from the shadows, hideous and ugly, and they will teach you how to forge magickal creations and materialize objects. The society of Swartalfheimr is upheld not through law nor authority, but through commerce. All things have a price, and the best things are quite expensive. While any dark elf can teach you how to bring your imagination into material reality, it is known that the three sons of Ivaldi are the ones who forge the weapons of the gods.

THE GATEWAY TO THE UNDERWORLD

You must then serve at the forge in the caves of the Swartalfheimr, bringing your teachings from the Giants into your new creations.

You must journey into the underground, into the bowels of the earth through a cave to reach Swartalfheimr, the underworld abode.

At the mouth of the cave, trace this bind-rune in the air, seeing it in your magickal vision as if it were floating before you. Color it red and give the Galdrs $\text{N} \text{ } \text{þ} \cdot \text{ } \text{X} \text{ } \text{þ} \cdot \text{ } \text{I}$ and $\text{<} \text{ } \text{þ} \cdot$ thus awakening the power of the rune as a gateway. Once you cross over the bind-rune covering the mouth of the cave, each step deeper will bring you deeper into their underworld.



In the deepest and darkest cavern, you can reach, ignite a bowl of alcohol or other liquid fuel. Call upon the sons of Ivaldi to be with you, to guide your creations.

Sitting before the flame in the darkness, gaze into the fire and imagine a thing you'd like to create. See it as if it were floating in the fire. See it until you feel as though you can see it. Offer then a drop of your blood to the fire to seal your creation into coming.

LIGHT ELVES

Odin for Aesir, and Dainn for the elves, Dualin for the dwarves, Asvid for the Giants. I myself carve some. — HAVAMAL

Lusalfheimr is the summer world of the light elves, which are what are normally thought of as “elves” rather than their chthonic counterparts in Swartalfheimr. In Norse tradition, the light elves can be found away from civilization, usually in the depths of forests by lakes or lagoons, or around grassy hills. Indeed, any place that is removed from human society and is untouched by human progress can act as the gateway to this world. There, all things are composed of light, brilliant light of every color, the light of life that penetrates the self and begs the soul to give up its burdens and to play. The elves are reckless in their insistence on playing, putting aside concern for safety or sanity and releasing themselves to the immortality of the moment.

LYFBORG RITUAL

The elves are experts in every form of magick, but especially in the magickal energies of the earth and its elements. The elves cannot be called on and commanded, but if you are a friend of the elves, they will gladly help you.

The Lyfborg ritual is one such rite of asking the light elves for their help in healing.

The word “Lyfborg” can be broken down into two words “lyf” and “borg.” The word “lyf” does not bear the same

meaning as its English homophone “life,” but instead translates from Icelandic as “medicine.” “Borg” translates as “citadel” or, even more interestingly, “depository.” So, this ritual transubstantiates your place in Midgard into an elven medicinal storehouse.

While I have used this ritual for minor wounds and illness, I’ve found that it is even more potent in treating the invisible illnesses belonging to the mind, emotions or even the subtle, spiritual bodies.

The ritual must be performed on a grassy hill.

You must bring with you a bag of salt, a bottle of mead, the magickal bloodstone Ematille and a green jasper stone, which was known by the ancients as “lyfsteinn” or “healing stone.”

When you arrive at the hill, cut a sprig from a nearby tree, thanking the tree for its sacrifice. Fill your offering bowl with mead, dip the sprig therein, and draw it out to sprinkle the mead around the hill. As you anoint the ground with mead, call out to the spirits of the earth and the spirits of the air to hear you and to join you upon the hill. Call out also to the gods, to the Vanes, and to any other beings that you are inspired to invoke.

Pour the salt upon the ground in a circle around the hill. It does not matter whether you travel with the sun or against it, but only that the circle of salt is unbroken at the base of the hill.

Take the first stone, Ematille, and bury it in the center and top of the hill. This stone will command the spirit of

illness to depart from you, where it will then be drawn toward the stone. This bloodstone is to be left buried, sacrificed to the earth, lest your disease return upon touching or even looking upon it.

Fill your horn with mead and offer a drink to Loki, then to Odin and then to Heimdallr, spilling their portions upon the earth. Take a drink, feeling the mead transforming you into a being of light. Give then another offering of mead to the elves, and to the wights, and to all spirits of the earth or in the sky or under the earth.

Stand back from the hill so that you can behold the whole thing at once. Stretch your hand toward the hill and proclaim, "Your name is Lyfborg, city of elves, citadel of healing, depository of all magickal medicine." This must be said with absolute authority, balanced with absolute humility, which combined create the necessary state to command all of creation.

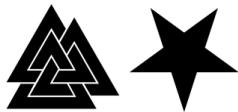
Hold the Lyfsteinn to your heart, or to the wound and enter into a seidr state. View your illness no longer as "your" illness, but simply as "illness" as if it were a spirit or thing outside of yourself. Then, freed from being a part of you, it may now move out of you. Envision this, feel this, and express this in any way that comes through you, ridding yourself of the illness. Remain holding the Lyfsteinn to your chest in silence.

End the ritual by thanking the gods, the elves, and the wights.

Keep the Lyfsteinn on your person until all remnants of illness have departed from you. ✦

LOKI'S CHILDREN

Chapter Nine



LOKI'S SONG

*A cult of Loki never was.
 Never were songs sung
 Of Runes never revealed.
 Never were dances danced
 In the moonlight of the absent sun.
 Never were masks worn
 On skin like mud
 To make the faces of those who were not there
 Black and Red.
 Never were the Runes that never were
 Carved on trees never born.
 Never were there bitter herbs
 Mixed with unquenchable water.
 Never did mouth meet rod and chalice.
 Never did those who never danced
 Celebrate the god who never was.*

THE RITE OF LOKI

Loki is then called upon, at sunrise or sunset.

The ritual should be conducted near a river.

Loki's runes (ᚠ ᚨ < |) should be carved in birch, thirteen times, colored red, and Galdrs given.

Before he will answer, the gods who would bind him must be excused from your presence. Draw their runes with rune-staves or with rune-stones, pronounce the Galdr of

that Aesir or Vanir, and dismiss or excuse them, and scatter their runes, one after another.

Only Thor may be present with Loki.

THE DISMISSAL OF THE GODS

*Odin, All Father, who sacrificed your eye
For the knowledge of the runes
Turn now your one good eye from me
All Father, it is not my will to offend you
Though you have already seen my deeds
Look away from me now,
For you already know
That I must call upon Loki.*

*Heimdallr, White Guardian of the Aesir
Whose eyes can see beyond sight
Shut your eyes to me now.
Heimdallr, Watcher on the Bridge
Take a rest in Himinbjorg
And keep silent your horn
I do not draw my sword against you,
But your enemy is my friend tonight
For I must call on Loki.*

*Tyr, Champion of the Gods
Hero of the Law and Commander of Justice
Look away from me now or you will be offended
For I have broken the law
And I now must break it again
For I must call on Loki.*

*Freyr, God of the World
Whose radiance makes all things grow
You know my need
So in peace, keep your sword
For I must call on Loki.*

*Freyja, Vain Goddess of All That Lives
True to yourself and to that which you Know,
You know my need
Forgive me now as I seek the one
Who robbed you of your jewels
For there is no other who can help me
Now, I must call on Loki.*

*Thor, Son of Odin
Thor, be with me now
Thor, with the blood of giants
Thor, Inheritor of the Heavens
Thor, who rides between the worlds
Be with me now.*

*Thor, armed with Mjolnir
The power of the runes,
Thor, be with me now
Only you can steer the winds
Only you can guide the flames
Only you can harness evil
Thor, only you can help me
For I must call on Loki.*

*Loki, I know you
And I have known you*

*And I have seen your face in my own.
My mead has mixed with venom
And my peace has been stirred with sorrow
A place and a seat I have prepared for you, Loki*

LEARNING FROM LOKI

Loki exposes falsehood, deceit, and lies.

Call him and tell him about your situation, your life, the circumstances that you want to change, in the form of a story. As you speak, he will correct your lies with truth so you will see clearly where you have been wrong.

He will not help you if you refuse to be honest with yourself and others.

Loki's powers are activated through his children.

Jormungandr holds the secrets of primordial power. Invoking Jormungandr initiates you as the "Dweller in the Abyss."

Fenrir is unyielding rage and strength, such that will eventually destroy all things. Only a Berserker would call upon Fenrir Wolf.

Hel grants vision into the Mysteries so deep that your being become half consumed with the other worlds, your being becoming half something else entirely.

Odin is and is not Loki.

Odin is knowledge and wisdom. Loki is doubt and betrayal.

Baldr is and is not Fenrir.

Baldr is beautifully naïve, the embodiment of innocent love and peace. Fenrir is innocent (amoral) malice.

Odin imprisoned Fenrir in the underground, chained deep in the pit. Loki imprisoned Baldr in the underworld of Helheim. Both Fenrir and Baldr will rise at the end of the world.

The only way to subdue your mindless violence and innocent malice is through wisdom, mindfulness, and knowledge. Odin knew about the end of all things for a very long time, yet he did not act immediately, nor did he tell others what he had seen, but he studied and observed and divined, and his actions to turn the tides were carefully laid over generations.

The only way to subdue naïveté is by a harsh taste of reality.

LOKI'S ADVERSARIAL TRUTH

Why do the Divine Deities always come across like such hypocrites? If these are the models of enlightened perfection, why do they rape and kill and do all of the other things that man is forbidden to do?

I've worked with Loki quite a bit, and I've learned some very interesting things about the nature of the adversarial force.

Loki is the uncontested devil of the Norse gods. Like most ultimate adversaries in most mythologies, Loki is not fully a god, but he's also not a giant or abyss-dweller nor a lower spirit, as powerful as the gods, but not accepted by

them, and thought to be flawed with an immature personality that leads him to obstruct the gods at every turn.

As I have studied the mythologies and been trying to match them up to the God that I've been contacting personally, I'm seeing a pattern in specific stories told about him, and it seems like it could apply to every religions' Satan. Every story that's told about Loki shows him as being cruel and almost sadistic. He does something to offend or attack one of the Gods or to interfere with their plans, and he is brought before the gods and judged, and he was always able to escape punishment until the very last days.

But each of his documented actions leads to the revelation of major personality flaws in the divine gods who are judging Loki. It is a hidden message within the mythologies: the so-called adversary or devil is by nature someone mildly flawed in his character who makes the choice to rebel, but all of the supposedly bad things he does serve the sole purpose of revealing that the gods are shallow murderers, rapists, racists, and hypocrites.

Essentially, the mythologies not just of the Norse but of most major religions have hidden in them a core teaching that the gods are actually wrong and evil, and a person of integrity should have nothing to do with them.

Instead, if you desire honesty and sincerity, the supreme devil is the only entity in the pantheon with any real moral fiber. And because the divine gods are so wicked and so tyrannical, rather than accepting their flaws and doing something to correct them, they instead punish Loki for bringing

these flaws to the surface. Most myths illustrate this as a temporary imprisonment or binding.

After his release he has lost all hope for saving the gods from themselves and finds that the only available hope is to burn the whole thing down so it can start over again.

The mythologies and scriptures themselves are ridiculing their own gods, but they are doing so with such cunning that nearly everybody has missed the joke. It is such a glaring aspect to every mythology that it doesn't make sense anymore to assume that the myths are just poorly conceived fables slanted toward the right-hand view, but that be hidden messages within the mythologies are indeed genius flags placed in each myth that quite literally tell the attentive reader through parable:

The divine is not worthy of your worship, and isn't even a personality to admire; and the devil isn't looking for followers, so go find your own path. ★

FIRE & ICE

Chapter Ten



From Death you will be lifted by a savior, and in order to be revived he must throw you into the pits of Muspelheimr.

From the lava of infinite power, you will rise, and back to hell you will soar, to march through the gates, to Hel herself, who will submit to you on her throne, and will deliver the Key to Infinite Tranquility, Immortal Wisdom, and Unyielding Solidity.

Only then can you drink from the three wells, and discover the three secrets of your Destiny.

It is not what you imagined.

F

HE savior that lifted me out of death was Surtr, the black swarthy one, Living Flame and Burning Mind.

Unite with him, with pure fire, over six days, approaching the circle at sunrise, noon or sunset.

Establish a circle of stones in the wilderness with a radius equal to your height.

Dig a small hole in the center of the circle. Herein you may place any sacrifices, burnt offerings, for Surtr.

Mark six points around the circumference of the circle, equally spaced from one another. These are the six vantages of the sun, the six rays of sunlight, and the six gods consumed by fire. Indeed, 666 is Surtr's number, and he is the bringer of Ragnarok, the herald of the End of Days, the Destroyer.

Offer mead to Loki, Odin, and Heimdallr. Drink of Od-roerir and be filled with the seething sight, the ravens of memory and thought flying eternal, your inner eye open to all. Invoke Thor and ask for strength. Invoke Freyr and ask that he guide your movements. Invoke Loki.

Kneel in the center of a circle of stones, facing away from the sun as you are embodying it through you. Hold your hands over the center pit, feeling Surtr's heat building there. Walk to the edge of the circle, to the first of the six points, spreading your arms out and feeling the heat from the sun. Give the Galdr "Soweilo" (>). As you return to the center of the circle, carry that heat with you and channel it through your body, through your hands, and into the center pit. Give the Galdr "Kenaz" (<). Walk to the next point on the edge of the circle, embracing the sun with arms wide open, collecting heat from and bringing it back to the center, walking again to the next point on the outside edge, again and again, in six rays from the center to the edge, giving the Galdr of > when collecting the sunlight, and giving the Galdr of < when depositing it in the center.

Once you have embraced the sun from all six points, go to the center pit and warm your hands in the invisible fire that is blazing therein, deposited from the sunlight by your hands. Know that in the dark center of the circle, in the hole in the earth, the heat is hotter than the felt warmth of the sun. This is the entrance to the Inferno.

Now, the center of warmth and fire is no longer the sun, but it is there in the circle, in the center, in that keyhole opening to Muspelheimr.

Reverse the Galdrs and the collection and dispersal of heat, collecting spiritual fire from the center of the circle with the Galdr \succ , and dispersing it into the world at the edge of the circle with the Galdr \prec . Thus, you are bringing the power and might of Muspelheimr into Midgard. You have become the agent of Loki.

Begin the following invocation, first meekly and in a soft tone, growing more and more furious throughout, the flames of Surtr spilling into this world through you, through your words, and through your will.

*Sons of Surtr
Sons of Muspell
Seven burning sons of the immortal phoenix
Fly now to my call
Fly now to your home
Within the unending sun
Within me.*

*Most ancient fire-folk
Most sacred Living Flame
Heat without light
Life without soul
Fly now to my call
Fly now to your home
Within the unending sun
Within me!*

*Sons of Surtr
World-Destroyers
World-Eaters-With-Fire
Immolate world after world
Consume them all
Consume me
So all that remains
Is your home
Within the unending sun
Within me.*

Dwell in the silence of the pre-apocalypse, not waning from the fires but waning from the fight against them. Give yourself over to the flames within you. Sacrifice all that you are to the Living Flame that consumes you. Be consumed by Surtr, and these words you will now speak will not be yours but will be the voice of fire.

*My breath is flame
My blood is magma
My lungs are bellows to the flame.
My heart is the white, burning core
The secret god.
My skin, my hair
Your solar flares
Surtr, you are fire
And I am aflame!*

Give the invocation proper with the fullness of your will.

*Surtr
Six, Six, Six*

*Immortal threat
Undying potentate
Beast of Revelation by fire
Liquefy worlds to come now to me
Turn galaxies to ash to appear
Immolate my body with your flames
Exorcise my mind from your sight.
I release my bonds on all that dies.
I am my final sacrifice.
Pass me through your fires
Black and red
Swallow me inside your furnace
White and gold
And show me your center
Which burns not
Which freezes not
Which consumes not
Which gives naught
Yet which is
That I, too, may become
The infinite
And the singularity.
Descend to me.
Rise within me.
Come down to me.*

Repeat this invocation, wrapping the words in rage and in ecstasy, until you swoon and the Fire of Surtr descends to you, and there are no words to speak, for all has been leveled.

Do not fight the sunbursts as they wash through you in greater or lesser magnitudes. Do not seek to make it more or less intense or deeper or more or less complete than it is. Simply give yourself over to Surtr, and he will consume you.

The intensity of the ritual will increase day-by-day, over the period of six days.

Each day, as you make contact with Surtr, and as Muspelheimr spills into this world, ask the question: "How may I feed and fan the fires of this transfiguration."

Be prepared to record the answer. And be prepared to see it through.

On the final day, you and all the world will be destroyed.

You will then be no more, but the Beast will have taken your place, The Antichrist, The Bornless One, The Immortal Threat.

What can be said of Niflheimr? Within ice is the perfect potential of all creation. All that is necessary is for the ice to melt to reveal the forms within. Thus, the ice is melting, and you are being revealed to yourself.

You may now behold your truer form, a truer reality, and you are armed with all of the tools needed to forge it as you wish. ★

E.A. KOETTING

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EA. KOETTING has authored eight cult classic grimoires on Left Hand Path magick. He also co-created Become A Living God which has helped hundreds of thousands of magicians around the world to experience Ascent. ★

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