

UNCLE THORR'S MAGICKAL CLASS HOMEWORK BOOK

The Norse Runes are growing in popularity, as indicated by the number of texts now available. To the uninitiated, the Runes look like an odd amalgamation of letters and linear scratches. One would never think that they had magickal uses. Having worked with the Runes for almost two decades, I can assure you that those simple sigils have complex ramifications.

Most of the books written about the Runes are based on recent invention rather than tradition. Personally, I find all but a few are better used for lining the cat's litter box. The Runes which I learned were taught me by a hereditary practitioner of the Old Wisdom. Recently, I added to our horde of Runelore with some interpretations received from an hereditary Scottish witch. The amazing thing was how his ancestral interpretations tallied with ours. His family obviously received them during dealings with Saxons some centuries ago.

The Runes conceal themselves within their very simplicity. They were originally twenty-four in number, being arranged in three rows of eight Runes. The pattern of the arrangement was itself carefully contrived. Later, Norway and Denmark shortened this pattern, known as the Futhark, to sixteen Runes. The English Saxons lengthened it in some places to thirty-three Runes. In spite of these changes, Rune magicians worked with the original twenty-four Runes. They may have used later pictographs, but the Runic potencies remained the same. Any attempts to change the Futhark ordering are doomed to mislead, for the ancient order is magickally precise.

Divination is not the only use of the Runes. Runes are used to access, control, direct and send magickal force according to the will of the wizard. Techniques for this work range from use of a single Rune to complex combinations based on number, potency, etc. The Runes can also be encoded into myriad formulae according to several methods. Though these can become excruciatingly complex, the premises on which they work are disarmingly simple. Beginners are best advised to stick to simpler methods. The simplest is to use a single Rune which fits the purpose at hand. For purposes which require a material or physical response, the Rune can be inscribed on a talisman or candle three times. Three symbolizes completion upon all planes, and thus is useful in workings of a physical nature.

Old Norse wizards used other symbols as well as the Runes. Some of these were composed of Runic variations. The other symbols tended to be more limited in scope. Most referred to a single concept or to a specific deity. One such symbol which has gained in popularity among magicians is the Hammer of Thorr. The Hammer is often worn as a pendant. (Yes, I wear one, too!)

The twenty-four Rune Futhark is ordered in three rows of eight Runes. Each row is known as an Aett, or Airt. The shorter Norse Futharks are also placed in three rows. Rune magicians would use symbols of both longer and shorter Futharks as they saw fit. It was not the symbol that counted so much as the power it represented. No matter which symbols they used, they based their Runework on the twenty-four numeration.

The Anglo-Saxon Futhark has nine additional Runes. These nine are less important, for they serve more as magickal signs and letters than symbols of Runic potencies. The additional Runes were intended originally to fulfill certain linguistic peculiarities of the Anglo-Saxon languages. Their uses were localized. Different locales used anywhere from four to all nine additions. Though the Anglo-Saxon Aesc Rune \mathfrak{A} resembles the Ase Rune \mathfrak{A} of the other Futharks, it does not mean the same thing. The Anglo-Saxon Os Rune \mathfrak{O} , though different in shape, represents the same potency as the Ase Runes \mathfrak{O} of the German and shorter Futharks.

The Scottish interpretations of the Anglo-Saxon Runes probably developed around the tenth century, when Scottish magicians traded information with their southern neighbors. With few exceptions, they vary little from their Norse counterparts.

The Rune interpretations we have given can be used for divination and magickal workings. Inscribe the Rune whose meaning corresponds with your spell's intentions on a talisman or candle. It is that simple, insofar as technique. Should your intention be a change or result of a physical nature, you can inscribe the Rune three times. Three symbolizes

completion on all planes. The best way to learn the Runic potencies is to meditate on them and consider their manifestations in the world around you. For instance, Raido is seen in such activities as travel and communications. Thus, its natural action can be appreciated in such places as railroad stations, post offices, etc. Fehu can be appreciated through understanding finances, and so forth.

Making Rune stones is easy. You can mark or carve Rune shapes on wooden chips or disks, or mark them on stones. Beach stones are excellent. My oldest set of Runes are made of beach stones which I cleaned, dried, and marked with indelible markers. I have personally handpainted sets, and Audrey crocheted bags for them: they are available at Ageless Gemstones. Each Rune is painted over a scene related to the Rune's energies.

Let common sense and a sense of joy be your guides. The Runes are too simple. We hope we have provided clear guidelines for you. Rest assured that you have received traditional Runic information which has not changed much from the ancient times. Enclosed are copies of the Scottish interpretations and the sheet we usually include with our handpainted Rune kits.





The Rune Interpretations:

The twenty-four Rune Elder Futhark is ordered in three rows of eight Runes. Each row is known as an Aett, or Airt. The shorter Norse Futharks are also placed in three rows. Rune magicians would use symbols of both longer and shorter Futharks as they saw fit. It was not the symbol that counted so much as the power it represented.































ƒ	Fe: Cattle, money, assets, wealth, employees, followers, goods
ᚠ	Urus: Aurochs, strength, independence, wildness, stability
ᚢ	Thurs: Giant, pain, harm, hostility, fire, motivation, explosion
ᚦ	Ase: A God, inspiration, blessings, good fortune, wisdom, magick
ᚱ	Raido: Wagon, travel, riding, communication, transport, message
ᚨ	Ken: Torch, knowledge, guidance, a beacon, lighthouse, learning
ᚵ	Gyfu: Gift, exchange, trading, an agreement, sex, blending
ᚰ	Wunjo: Joy, happiness, good news, ecstasy, harmony, unity
ᚱ	Hagal: Hail, bad weather, accident, sudden change, scattering
ᚷ	Naud: Need, distress, binding, constriction, poverty, pressure
ᚱ	Isa: Ice, freezing, blockage, treachery, standstill, coldness
ᚳ	Jer: Year, harvest, expansion, abundance, payment, a field
ᚷ	Yr: Yew tree, rebound, flexibility, darkness, nightmares, ghosts
ᚷ	Perdra: A well, Fate, Cave, Destiny, Pregnancy, Cauldron, Psychic
ᚷ	Elk: Elk, antlered animal, hunting, protection, hallowing, regal
ᚷ	Sig: Sun, Victory, warmth, success, triumph
ᚷ	Tyr: War God, battle, conquest, victory, winning, competition
ᚷ	Bjork: Birch, Goddess, growth, renewal, rebirth, wife, woman
ᚷ	Eh: Horse, journey, process, transformation, loyalty, dignity
ᚷ	Mannar: Mankind, self, identity, strengths, weaknesses, humanity
ᚷ	Lagu: Lake, Leek, healing, Mystery, sea, water, emotions, depths
ᚷ	Ing: Frey (a God), good luck, protection, man, husband, well-being
ᚷ	Odal: Home, land, houses, permanence, possession, heritage, past
ᚷ	Dag: Day, exposure, revelation, light, safety, clarity, daytime

The interpretations of the Anglo-Saxon Additional Runes are:













ᚷ	Ac: Oak, seaworthiness, sturdiness, fodder
ᚷ	Aesc: Ash-tree, Immobility, resistance, security
ᚷ	Yr: Safe Journey, smooth transition, passage
ᚷ	Ear: Grave, soil, digging, pit, tunnel
ᚷ	Ior: Amphibian, foreigner, isolation, adaptability



























































 Calk: Cup, container, bowl, vessel
 Gar: Spear, defense, halt, guard, barrier, Odin
 Cweord (Quern): Hand-mill, quick change, hour, half-day
 Stan: Stone, weight, foundation, inertia

The Scottish Runes







 Feoh- Luck and Love
 Urus - Wildness, the countryside
 Thorn - Ice giants, enemies, opposition
 Os - A God, Divinity
 Rad - Journey (The Sun)
 Ken - Torch
 Gyfu - A kiss
 Wyn - Joy and Happiness
 Haegl - Hail, difficulty
 Naut - Warning
 Is -Ice, blockage, halt
 Jer - Field, harvest
 Ihr - death, ending, Underworld
 Peord - Love
 Elk - Protection, safety
 Sol - Sun, Solar influences
 Tyr - Warrior God, success, "I'll win!"
 Beorc - New beginnings, "a starter"
 Eh - Horse, mover and shaker
 Man - Mankind, human
 Lagu - Water, sea, lake
 Ing - doing, action,
 Ethel- possession
 Daeg - The gate, a door
 Ac - Oak, a messenger, one who talks a lot
 Aesc - Ash, stability, immobility
 Yr - The Goddess, Gateway between the worlds, safe trip
 Ear - Protection (variant of Elk)
 Calc - Cup, bowl, Inspiration
 Sideways Ing - covenstead, witches ladder

The Scottish witch's interpretations of the longer Anglo-Saxon futhark are used for divination and magickal sigils. They were given by a Roger Pratt, owner of Altar Egos Galleries on West Houston Street in NYC.

	Elder		Scottish		Norse
	Fe F		Feoh F		Fe F, V
	Urus U, V		Urus U		Urus U, V, Au
	Thurs Th		Thorn Th		Thurs Th
	Ase A		Os O		Oss A, O

	Raido	R		Rad	R		Reid	R
	Ken	K, C		Ken	K		Kaun,	Ken K, G
	Gyfu	G		Gyfu	G			
	Wunjo	W, V		Wyn	W, V			
	Hagal	H		Haegl	H		Hagall	H
	Naud	N		Naut	N		NaudR	N
	Isa	Long I		Is	I		Is	I, E, J
	Jer	J, Y		Jer	J		Ar	A
	Ir	Short I		Ihr	Ch		Yr	Y
	Perdra	P		Peord	P			
	Elk	Z		Elk	Z			
	Sig	S		Sol	S		Sol	S, Z
	Tyr	T		Tyr	T		Tyr	T, D
	Bjork	B		Beorc	B		Bjarkan	B, P
	Eh	E		Eh	Long E			
	Mannar	M		Man	M		Madr	M
	Lagu	L		Lagu	L		Logr	L
	Ing	Ng		Ing	Ng			
	Odal	O		Ethel	Short E			
	Dag	D		Daeg	D			
	Sig-Jer	Sh,Ch		Ac	A			
				Aesc	Ae			
				Yr	Y			
				Ear	Ea			
				Calc	C			

Anglo-Saxon Variants and Additions to the Elder Runes

	Os	O							
	Eh	Long E							
	Ethel	Short E							
	Ac	A							
	Aesc	Ae							
	Yr	Y							
	Ear	Ea							
	Ior	Io	1	2	3	4	5	6	7
	Calc	C							
	Gar	G							
	Cweord	Qu, Kw							
	Stan	St							

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Rune Chips for Divination

Divination is simple. Draw three Runes from the pouch, one at a time. The first Rune represents the past, the second depicts the present, and the third reveals the future. The first Rune specifically refers to the matter at hand or the cause which set things in motion. The present shows current situations or the process from the past to the future. That future result is shown in the third Rune. You can experiment to find other layouts for divination.

Old Norse Spellcraft

A spell is a vehicle for the accessing, control, and sending of magickal force. It is geared to tap into the energy, order it according to the spell's purposes, and send it toward its goal. The technology of spellcasting ranges from simple to Byzantine in complexity. There is a basic procedure for doing the work. You must determine which type of energy is needed to fulfill the need. In the Old Norse Tradition, we generally classify magickal energies according to three classifications: the Elements, the Runes, and the Gods. Thus, if money is needed, you could access from the Fe Rune, which is the force behind wealth. You may choose to align with Elemental Earth, as finance is one of its myriad attributes. You could also invoke any of the deities whose province includes bestowing wealth and good fortune.

The most popular types of spells are those devoted to love, money, success and protection. Love spells are particularly tricky. One may cast a spell to attract a lover, but may not cast a spell on a specific individual to make that person fall in love with the spellcaster. The reason is simple: these spells have cunning ways of backfiring when used to coerce or alter the free will of another person. To attract a lover, for example, a pink candle may be inscribed with the Ing, Gyfu and Bjork Runes. A pink stone (beach stones are best; rose quartz will do) is marked with the same Runes and placed beside the candle, which is then lit. A simple charm is spoken; for instance:

"Three ladies came across the land,
Bringing love into my hand:
The first called him (or her)
The second brought him
The third bound us together" (repeat at least three times)

The stone is then charged to add to the spell. When the candle is finished, the stone is secreted among personal belongings.

A money spell requires inscribing three Fe Runes on a twig. The carved Runes are then colored with ink, paint, or a marker. The twig is held in the hand and charged; imagine magickal force streaming into it from your hand. A charm is spoken thrice. The twig is then carried on your person. Such a charm might be: "Frigga and Freya, Freen and Frick; Please send gold and send it quick!"

An employment spell would use a yellow candle inscribed with a Ken Rune, Jer Rune, and two Raido Runes. Cinnamon or sandalwood incense would be burned.

An old spell for household protection requires marking beach stones with Elk Runes, and placing them in a jar. The jar is hidden near the front door.

A seashore spell includes marking a symbol of your need on a beach stone, charging it, and casting it into the ocean to invoke Sea Energy. Call on Njord or Aegir and Ran, the Sea Gods.

People ask me where I get my magickal supplies. They think I am joking when I tell them that most supplies are gotten from the beach, the supermarket and the hardware store. Many people are conditioned to think that magickal and New Age supplies must be gotten only from "special" suppliers. This is certainly mistaken. Specialty items are nothing more than a luxury. Having experimented extensively with magick over the last two decades, I believe that I am qualified to determine the validity of magickal equipments.

Crystals are quite the rage these days. They are fun to own, and they have their uses. We find that equally effective stones can be gathered from the beach - Great Kills Beach, in fact! A person who is "in tune" can determine a stone's uses merely by holding it for a moment. It is that simple: put the stone in your hand and feel for its tendencies. These feelings will be subjective, and thus register as emotions. Stones may feel hostile, friendly, calm, potent, etc. Beach stones are excellent tools for magickal work. Note that pet shops often sell large pieces of rose quartz and other minerals as aquarium decorations. The prices

are usually low, too!

As to herbs, Audrey and I find it amusing that people rush off to specialty herb shops to buy spices at premium prices. The herbals found on the supermarket spice rack are actually just as effective for magickal purposes, and far less expensive. Because of the F.D.A. regulations, the spices sold for food must be pure. Almost two decades of work has proven to us that commercially-available spices are perhaps the best for magickal purposes. Besides, they also serve the home cooking department. Remember that using the same things you eat for magickal work is actually sharing your food with the Divine. You don't need a separate spice rack!

Wood for wands and talismans is no problem. You can find plenty of natural wood on Staten Island. Fallen branches lying in wooded areas provide an available supply. The driftwood on the beach is also superb. Driftwood, by virtue of its affinity with the sea, makes for fine wands, divining chips and talismans.

Metals? Copper, brass, bronze and most other metals are available at any hardware store. Avoid galvanized materials. One of the best metal devices is the iron railroad spike, charged as a protective amulet to be kept in the house. One need not seek exotic sources when there are so many hardware shops about. Disc-shaped lead ad sinkers, available at most fishing shops, are great for amulets requiring that metal.

Magick need not be expensive. Our ancestors did not have occult shops. They got what they needed from nature. Here on Staten Island, many New Age and magickal supplies can be found at local beaches, woodlands, and mundane sources. The money saved can be put to use for the things you enjoy.

And if its magickal things you enjoy, you'll have those extra dollars to buy yourself something extra nice!

Rune Talisman

According to tradition, the talisman can be filled with a magickal charge to accomplish the purpose it symbolizes. This is done by holding the talisman and imaging yourself filling it with magickal force from your hands. Then, simply tell the magick what to do for you. Another way of doing this is to place the Rune talisman beside a lit candle in order to charge it. Some ancient spellcasters would put the charm in a cloth pouch with the appropriate crystal, herb, or metal. This would be carried in purse or pocket. Some of these are:

Clear quartz: good for any purpose
Rose quartz: for love and harmony
Amethyst: for wisdom and psychic powers
Aventurine: for healing and prosperity.
Moonstone: for emotions, peace and love
Tiger's eye: for wealth and protection
Iron: for protection and strength
Silver: for protection, Lunar power, love, prosperity
Gold: for prosperity and protection
Tin: for wealth and honor
Copper: for love and healing
Aluminum: for travel, communication

Rosemary: for protection, love and purification
Thyme: for dreams, psychic powers, love
Coriander: for friendship, harmony, love
Peppermint: for prosperity, good fortune
Spearmint: for healing
Rose: for love
Lavender: for wisdom, blessings, love
Jasmine: for prosperity, the Moon
Cinnamon: for wealth, love, energy, healing

Norse colors:

Gold: for wealth, protection, a God
Silver: for prosperity, the Moon, psychism, the Goddess
Yellow: for healing, finding employment
Orange: for communication, messages, travel
Green: for prosperity, abundance, friendship, growth, Nature
Blue: for peace, calm, wisdom, benevolence
Purple: for wisdom, mysteries, wealth, grandeur, justice
Red: for success, strength, romance, protection
Pink: for love, friendship, healing
Brown: for houses, home, justice, Earth, permanence
Black: to absorb and dissolve negativity
White: all-purpose, blessing, purification, hallowing

(In the Norse Tradition, red may be used for gold)

Types of Spells

- | | |
|----------------------|-----------------------|
| 1) Devotion | 6) Divinatory |
| 2) Meditation | 7) Tabletop |
| 3) Gratitude | 8) Chesspiece |
| 4) Talisman Charging | 9) Banishing |
| 5) Simple "sending" | 10) Sympathetic Magic |

Sun: Cinnamon, Frankincense, Rosemary, Bay, Chamomile, Tea, Acorn, Benzoin, Oak, Ash, Rowan

Moon: Eucalyptus, Camphor, Jasmine, Willow

Mercury: Dill, Fennel, Lavender, Licorice, Marjoram, Cinnamon, Peppermint, Hazel nut

Venus: Rose, Bayberry, Spearmint, Strawberry, Vervain, Thyme, Benzoin, Apple, Sandalwood, Blueberry

Mars: Basil, Ginger, Garlic, Onion, Pepper, Pine, Hawthorn, Tobacco, Coriander, Cumin, Coffee

Jupiter: Nutmeg, Anise, Maple, Sage, Allspice, Cloves, Jupiter

Saturn: Myrrh, Comfrey, Tea, Yew, Arrowroot

A simple way of rendering letters and words into numbers uses one of two schemes. Each letter is assigned a number. The numbers are added, and added again, until the result is a single digit. You can determine each word separately, or combine them to get one simple sum. This is an excellent way to use numbers as symbols in talismanic work.

1	2	3	4	5	6	7	8	9
A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	

1	2	3	4	5	6	7	8
A	B	C	D	E	U	O	F
I	K	G	M	H	V	Z	P
Q	R	L	T	N	W		
J	S	X					
Y							

Chessman Symbolism:

- King: Man, leader, father, self (if male)
Queen: Woman, matriarch, mother, self (if female)
Rook: house, land, buildings, earth, mountains, construction, heavy equipment, stability, protection, institutions, safety, places, slowness, farms, caretaker,
Knight: hero, speed, mobility, overcoming obstacles, travel, flight, problem solver, assistance, courage, daring, bravery, rescue, communication, messenger
Bishop: teacher, clergyman, religion, education, advisor, sage, wisdom, honor, dignity, officials, guidance, ceremony, customs, traditions, magician, manager
Pawn: servant, employee, asset, things, minor characters, movable possessions, unimportant details, pets, livestock, tools

Symptoms of Astral Attack

- 1) Fear, paranoia, unnatural or unusual emotions, suspicion, "spookiness".
- 2) Feelings not your own; alien feelings: guilt, hostility, rage, sexual weirdness, for examples.
- 3) Feeling as if a cold, steel wedge were at the nape of your neck, a painful knot in your solar plexus, odd or tense feelings at the "third eye" and/or the crown of your head. Could also portend onset of a virus or flu.
- 4) Displaced Astral body; a feeling of being invaded.
- 5) A feeling of vulnerability or susceptibility.
- 6) Feeling drained of energy; nervous exhaustion

Sources of Psychic Mishap

- 1) Credulity, gullibility, indiscretion.
- 2) Shoddy or indiscriminate metaphysical practices.
- 3) Psychically-charged places, certain "power spots", "hot spots".
- 4) Association with psychics, metaphysicians, occultists, etc.
- 5) Personal work on the psychic and Astral planes.
- 6) Pathology crossing the veil: "invasion" by psychic entities.
- 7) "Black magicians", hexers, psychic antagonists, spellcasters.

Preventive measures

- 1) Sane practice; common sense.
- 2) Know the facts about what you are doing. Ignorance is hell.
- 3) Keep records of your practices, the results, and your general emotional state.
- 4) Maintain your personal morality. Be definite about what you will and will not do.
- 5) Maintain health on all levels: physical, mental, emotional, moral.
- 6) Be definite. Take a stand. Make decisions with the intention and willingness to follow through.
- 7) Maintain sexual well-being and discretion, both in actual activity and in fantasies.

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