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# On Paganism



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## **Paganism: Part I - The Ancient Religion**

A lot of ethnic Europeans are reluctant to call themselves Pagans, although they would like to call themselves Pagans. The reason for that is amongst other things that: "There are so many dirty, filthy, ganja-smoking hippies who have taken use of the term" (to quote a friend of mine), and sensible people don't really want to be associated with such people.

In Norway I have been seen as a reason for people not to call themselves Pagans too, and some of the so-called Pagans in Norway have also campaigned against me to ostracize me and alienate me from the whole Pagan movement, but ironically the people who don't want to be associated with me are the same dirty, filthy, ganja-smoking free-love hippies who in turn scare others from calling themselves Pagans.

Some gullible souls argue that instead of fighting we should all gang up and work for our common goal. The problem with this is of course that we don't have a common goal. I don't use the term Pagan because I want to have an excuse to smoke pot, wear exotic jewellery and costumes, or because I wish to sleep around as much as I want and never wash. I don't use the term to exchange the Christian "God" with a "Goddess" and hate men instead of women, like the Wiccans seem to do.

The problem is that the term Pagan is a very wide term. In fact it can be compared to a term such as Christian. What is a Christian? We have all kinds of interpretations of the bible and dozens of different versions of Christianity. Even the Ku Klux Klan are Christians! The Amish, Jehovah's Witnesses, Jesuits, Freemasons, Gnostics and You name it. They are all "Christians" and they all claim their own version is the "true" Christianity. The only thing they have in common is their praise of Jesus "Christ", although they don't agree on who or even what Jesus actually was.

Just like the Christians base their faith on the Hebrew mythology (the old and the new testament) the Pagans all base their faith on European mythology. Some of these interpretations might be good, and others are pretty ignorant, but who can tell what is what? Am I right if I say that Pagans who actually believe Þórr with the hammer rides across the sky in his wagon and causes lightning are featherheaded fools? Am I right if I say that ganja-smoking hippies who call themselves Pagans are ignorant people who know close to nothing about Paganism? Are they right when they claim I am blind and only misuse Paganism in "vile racist schemes"? Who can actually tell if they or people like me are right?

I guess nobody has the exclusive rights to the term, but we can do some research and find out more about what Paganism is and was really all about. The term "Pagan" derives according to some from Latin "paganus", that simply means villager. The English term "villain" is originally the same term: a person living in a village or in the countryside. People believe this term was used on the Pagans because Christianity came to the cities first, meaning the people living in the countryside still practiced the old religion for some time, before they too were converted to Christianity - and in the meanwhile were seen as villains.

The other theory is that Pagan derives from Greek "pagos", that means stone monument or menhir, a term used because the Pagans practiced their rites around stone monuments, like Stonehenge, Externsteine, the stone temples in Ancient Greece, the menhirs in Northern Europe and so forth. Yet we don't know what Pagan really derives from or what it means.

The other general term used in English is "Heathen". This is the name used by the Christians on the Pagans living in Northern Europe - in the heathery areas by the Atlantic Ocean. So it only means "a person living in a heathery area". That tells us even less about the Pagan religion than the term "Pagan".

"Odinist" is a modern term, so I won't even bother writing about that, but Ásatru ("belief in the Æsir" or "faithful to the Æsir") too is a term invented by Christians and in the Christian era. Instead of a belief in the Hebrew "God", they believed in the Æsir, the Norse family of gods, so

they were simply "believers in" or "faithful to" the Æsir (that is plural from the Norse áss, that translates as "a source to divine utterance").

So what did the Pagans themselves use as a name for their religion? Well, why would they need a name for it, when it was the only religion they had and knew of? In Japan they didn't call their Shinto religion by a name either, not until they needed to be able to separate their native religion from the foreign Buddhism and Confucianism. So why should our forefathers name their only religion anything? What we call Paganism was to them simply their age-old traditions, customs and mysteries (secretive religious rites). In Scandinavia we have a name for the old magical practice that supports this claim. You might have heard of seið, that is known as the ritual magic tradition of the Scandinavian women. Norse seið, as a mere of word, has a meaning, and it is the same as Norwegian sed, that simply means "custom". So they called their magical customs nothing more than "the custom".

The spell casting in Ancient Scandinavia is known as galdr. This was the more masculine type of magic involving runes and incantations, so it should not surprise anybody when I say that galdr translates as "to crow" or "scream", and that it is understood as "incantation" or "magic song".

When they called their religious customs "the customs" and their magic songs "the magic songs" why should they have some fancy name for the rest of their religious traditions? There simply is no primordial name on the ancient religion. For that reason I have chosen to most often just call it "the ancient religion", as that is the most precise and accurate description I can come up with.

There is another meaning to the term Pagan, though, that I have not yet mentioned. It is also understood as a name of those who are not Jewish or who don't have a Jewish faith (id est any form of Chirstianity, Islam or Judaism). Because of that I feel comfortable using the term "Pagan" when describing myself (even though it reveals very little about my actual beliefs), because I am not a Jew and I don't have a Jewish faith either.

However, many of these "Pagans", who claim to have a Pagan faith, have built their faith on Christian interpretations of the ancient religion, and because of that actually believe not in the European gods, but in the European gods as the Christians see them. That is why I ridicule many of the so-called Pagans and feel that we don't have a common goal, because their religious practice is nothing but a mockery of the ancient religion and in fact looks more like some sort of perverted Christian faith, where the whole worldview and philosophy is thoroughly and absolutely Christian.

The reason these "Pagans" hate me and my kind so much and run campaigns to ostracize and alienate us from their movement is that they are basically just a bunch of Christians, who fails completely in comprehending what on Earth we - the actual Pagans - are doing, saying or even thinking about. They have only renamed their Christian belief system, but they are still Christians.

Now, I have to admit that women dressed in medieval or prehistoric dresses look fine, not least compared to how they look in modern clothing, and I would love it if more women wore such clothes regularly, but Paganism is not about dressing up in the clothes that our Pagan forefathers wore. People are welcome to do this, of course, but it has nothing to do with Paganism. Do "Pagans" think that people who practice the ancient religion have to be so reactionary that they cannot even wear modern clothes, or that wearing the same type of clothes as our forefathers did makes them Pagans? The only thing that was important in some of the Pagan mysteries was that the clothes they wore were white (like the original "Santa Claus" costume and the druidic robes), because they shouldn't bring anything impure into the holy places (and white is the colour of purity). The female cults quite often practiced their customs sky-clad, though, so they didn't necessarily wear any clothes at all (only their white skin).

Another thing that probably is a problem to these dirty, filthy, ganja-smoking free-love hippies who call themselves "Pagans" and claim to perform Pagan rites, is that "white" also means innocent. The ancient Pagans claimed that one should not bring anything impure into the *wyrd* ("esteem", a name for "the other side"), so only virgins and married women who had never been with any other men than their husbands were allowed to practice "the customs". (Being with other women don't seem to have been a problem in this context, though, as long as the other women too were Freyja priestesses in the same circle.) Further, only women (and men) with fair eyes (id est blue, grey or green eyes) were allowed to enter the hall of the Óðinn. This is not something I just make up because I am a "vile racist", it is stated very clearly in the Norse mythology, that only people of Jarl's kin (the fair-eyed and fair sons and daughters of Heimdallr [Rígr]) are allowed to enter Valhalla, the hall of Óðinn. Nobody else were welcome, because they were not white (in the meaning: pure) in their souls and blood. Now tell me, how many of these "Wiccans" or "Pagans" live up to this? How many of these women are virgins (or have only been with their husbands) and how many of them also have fair eyes? ("The eyes are the mirror of the soul.")

Men were not even allowed to watch the women when they practiced their "customs", unless they were practicing in the mysteries themselves (like lone Freyr priests sometimes did). These mysteries were for initiates only. "The customs" were seen as pretty womanish activities, and men and women had different roles in society, so instead the men had their own warrior cults where they practiced other rituals (like the initiation [hallow] rituals of the warrior cult) and the more masculine *galdr*, but the same strict rules applied in that cult as well.

Women were seen as more powerful practitioners of magic, though, as males were not seen as magical creatures in the same way as women were. The women were even seen as more valuable generally speaking. If only one woman survives in a tribe the tribe is doomed, no matter how many men survives, but if only one man survives along with several women, he can still impregnate the lot of them (and it would probably not be too hard to convince him to do just that either, as all men are dogs after all) and make sure enough children are born anyhow. Children are the foundation all societies that wants to survive must be built on.

That brings us to my next point. The "Wiccans" and other "Pagans" don't seem to understand that the worship of Mother Earth, the goddess, was first and foremost a fertility cult where making and raising (quality) children was seen as the most important task. Because of that the circles of Freya priestesses picked out the best man in the tribe to be their Freyr priest, because quality was what mattered the most, and naturally the best man could give them the best children. Because of that these chosen Freyr priests had several wives. The unhealthy children, the sick children, the weak or otherwise not ideal children were set out in the forest to be eaten by wolves. They didn't do this because they were poor, but because their natural religion dictated this.

And this is where the modern "Pagans" realizes that they perhaps are not "Pagans" after all, because they think this is a cruel custom. However, that is the Pagan philosophy of life: only let the healthy, the strong and even only the moral, the good and beautiful survive. Only Christians appreciates degenerated children, genetically defective creatures that should not be allowed to survive, grow up and reproduce in the first place, and by doing that destroy our genetic properties in the long run. Only Christians think quantity rather than quality. Only Christians think it is terrible to kill one individual rather than let this one individual infest a whole community with his or her (genetic) poison.

This of course is where the "Wiccans" and other anti-Varg "Pagans" freak out, because it begins to grow on them that perhaps the racism is not so far from the Pagan philosophy after all. Perhaps eugenics is actually Paganism in practice! Perhaps it is not so strange that the "rabid racists" like me hail the Pagan religion after all? "Oh dear!"

Óðinn actually sends Heimdallr to Earth to create a better human race. His first attempt is called Trel (Thrall), but he is black, ugly and stupid, so Heimdallr pays no attention to him and keeps trying. The next result is Karl (Free Man), who had red-brown hair, is tall and strong. He is still not satisfied though, so he keeps trying. Then finally he gets a son called Jarl (Proto-Norse \*EirilaR, English Earl), that is fair-eyed, intelligent, beautiful and fair (European). Heimdallr had finally created a man who is good enough for Óðinn and Valhalla, so he teaches him - and only him - the runes (secrets) of the gods and Valhalla is opened up to his kin. His kin is the only one that will be let over the bridge that leads to Ásgarðr ("the court of the Æsir" or "the yard of the Æsir"). The others will ignite and fall down like rocks if they set their foot on this bridge, that is guarded by Heimdallr.

To enter at all you need to be of Jarl's kin and be innocent and not bring anything impure, but to be able to leave again after visiting you need to be alive too. Naturally it doesn't really matter what you say as the guardian of the bridge already knows all the answers (he is after all Heimdallr, the white god or "Santa Claus" if You like, who knows everything there is to know about his children already), but if You try to lie to him You will certainly be surprised by what happens (just ask King Arthur and his knights...). As we know, only the good children get presents from "Santa Claus" on the Yule Eve, and the rest get their stockings filled with ashes (and that ashes is all that is left of other "bad" children who tried to cross the rainbow bridge) from the chimney.

This is the mythology, a pretty unmistakably racist statement left to us from our forefathers. So are people like me "blind", and do we "misuse" the symbols and religion of our forefathers when we spread racism? Should I be ostracized from the "Pagan" movement when I only advocate views that are obviously in accordance with the views of our forefathers and their religion?

I think these "Pagans" should instead realize that they are not Pagans at all, but - like I said - just a bunch of Christians. You cannot be Pagan and anti-racist. You cannot be Pagan and homosexual or even tolerate homosexuality. You cannot be a Pagan and not want to have only as racially healthy children as possible. You cannot be a Pagan and believe in "free love". You cannot be a Pagan and at the same time be what Christians call a "humanist".

When it comes to homosexuality, there are other rules in the Pagan philosophy for women, though. Women are free to choose how they shall live. The Pagan women often used their Freyr priests only for "uncomfortable" mating, and when not producing children preferred the company of other women instead, and this was seen as perfectly acceptable. The difference between men and women in the Pagan society was in other words not just "suppressive" to women. Women had special rules to follow, but also special rights - because men and women are different.

You can however easily be a Pagan with brown eyes, or a Pagan who is not innocent, but if so You cannot practice "the customs" or sing "magic songs" in this life (and this only make up a small part of Paganism anyhow). Then You simply have to wait until the next life before You can live up to the required moral and genetic standards. Maybe You will not live up to these standards until the life after the next life, but if You are a Pagan that is not a problem, because Pagans have a belief in the eternal life of the individual in the kin. When we die we will only take a break from life to be purified, before we return to life when new children are born into the kin. Even if some Europeans are a bit "polluted genetically", so to speak, and have brown eyes for instance, that is something that can be solved by a few generations of race hygiene. Those not yet welcome in Valhalla will come to Þrúðheimr, Sessrýmnir or other divine dwelling, and of course to Hel (everybody visit Hel in death).

That is Paganism.

Again, I must stress that even though I use the Scandinavian names and mythology here as reference, I am not only talking about Scandinavia and the Scandinavian people or only about

the Scandinavian version of the ancient religion. Whether Baltic, Roman, Greek, Gaelic (or "Celtic" if You like), Germanic, Slavonic, Finnish (Ugric) or Scandinavian we are all European aboriginals of Jarl's kin and we all once practiced this ancient religion. Whether we call the god of the (summer) light Baldr ("end of the day") or Bjelobog ("white god") and the god of the (autumnal) darkness Hoðr ("hood") or Czernebog ("black god"), that doesn't matter. Whether we call the goddess of human fertility Freyja ("love") or Aphrodite ("foam") it doesn't matter. Whether we call the Sky God Týr ("honour"), Uranos ("heaven", "sky", "firmament") or Svarog ("heaven", "sky", "firmament"), that doesn't matter.

When Christians claim Bjelobog and Czernebog are "good" and "evil" respectively, this is a perfect example of a Christian interpretation that is ignorant and nonsense. There is no "evil" in Paganism, only natural and necessary sides of life and nature.

After reading this article You should know if You are a Pagan or not, and if You should use or not use the term to describe Yourself. I know I am a Pagan. Perhaps a corrupted, fraudulent, unreliable and cynical "Loki", but still a Pagan.

Varg "Loki" Vikernes  
06th January 2005

## Paganism: Part II - The Holy Grail

The myth about the holy grail is often linked to Jesus and Christianity, but like almost all other religious myths in Europe (and in the world populated by people from Europe) this is a myth with European roots - id est Pagan roots.

The ancients worshiped the Sun, that in Scandinavia (in Antiquity) was called Sōwilō and Sunnōn, and the Moon, Mēnan, as the most important deities of our world. They also worshiped the Sky God, TīwaR, and the Mother Goddess, Erþō. All the other gods and goddesses are basically just masculine or feminine emanations of these primordial deities.

The most important of the three main faces of the Sky God is the king of the gods, WōðanaR. He is the personified power of the celestial bodies - whether it was the day's Sun or the night's Moon - and he was responsible for bringing the best men and women back home to the realm of the gods when they died. ÞunraR was the personified gravity that amongst other things brought the rain back to Earth. All the humidity gathering in the clouds always came back down, because of gravity, enabling the people to grow their crops. ÞunraR was in other words an agricultural god. FraujaR, also known as Weiha, was both a Sun god and the fertility god responsible for sowing and harvesting the crops.

Sōwilō (the Sun) was not a male deity, but actually female, and Mēnan (the Moon) was not a female deity, but actually male. However, both WōðanaR and FraujaR, but first and foremost BalðraR, represented the masculine side of the solar deity, and the feminine side of the lunar deity is best known as Skaðō. In other words, the two main celestial bodies were both male and female. Our forefathers recognized that all forces in nature are both male and female, and therefore all the gods had their female counterparts. Although the weekdays are known, from Sunday to Saturday, as the day of Sōwilō/Sunnōn (female), Mēnan (male), TīwaR (male), WōðanaR (male), ÞunraR (male), FraujaR (male) and HaimaþellaR (male), they were also the days of BalðraR (male), Skaðō (female), Erþō (female), Frijjō (female), Sibjō (female), Frauþō (female) and Fergunþō (female) respectively. Although most of the days are best known by their masculine names, the first and most important and holy day of the week was named after the feminine side of the Sun.

The ancient European symbols we know as being the most holy are the hooked cross and the Trojan fortress, the circles and the palms of the Sky God, and other symbols of the Sun and/or the Moon and other celestial objects. The most feminine of the ancient symbols is a bit different. From the accounts of the Roman historian Cornelius Tacitus we know that people living in Northern Europe (Denmark) in the 1st century worshipped a deity known as NerþuR (or Nerthus), by holy sources. This mysterious NerþuR is the spouse of Skaðō. Skaðō and NerþuR were the deities of the holy sources, rivers and lakes. Tacitus described NerþuR as a goddess, but the female deity of this couple is actually Skaðō. The confusion might be a result of the fact that in the ceremonies both these deities appeared together; some times the male deity as the procession leader and some times the female deity as the procession leader.

Skaðō's name translates as "harm", "shadow" and "source" (from the Germanic root skaþ). She was also called Anduradīs, because the waxing and waning Moon looks like the small skies known in ancient Scandinavia as anduraR. As we know the Moonlight can indeed be harmful (skaþ), to weak souls exposed to it, it is the Earth's shadow (skaþ) that makes the Moon look like a sky and the Moon was worshipped by holy sources (skaþ). Her husband, NerþuR, was therefore also called AnduragoðaR.

This lunar cult was a mysterious and secretive cult of women (priestesses), and their male companion was the priest (one for each "coven" of priestesses). The holy sources were seen as the womb of Mother Earth. Also, the goddesses, called dísir (pluralis), had their name from another role served in this cult. The word dís (singularis) translates as "breast feed" and "mother's milk", from Indo-European dhû or dheu, although it came to mean "goddess" and "respectable woman". In addition to the Moon ceremonies by the holy sources they held their

Sun ceremonies on mountaintops or hilltops near a "high" (hence the term "high festival", that we still use today), that was also often shaped like a woman's breast.

The holy sources were used in the mysteries, to purify the body, and like we all know Frauĵō is reborn every year as she emerges from the holy water (on the summer solstice), with the many fires burning along the coast as her "necklace of fire" (Brísingamen). Only the innocent were allowed to even touch the holy water, and we are told by the Scandinavian mythology that all those who touched the holy water became "white". The holy sources were also used to execute criminals, by drowning them, and they were therefore "made white" again, as death purifies us all - just like the water in life removes the filth from our bodies. Both the fire (Sun) and the water (Moon) can give life and purify us, but it can also take our lives.

So the holy source was seen as life-giving (as Mother Earth's womb), but also purifying (as a place where the "white" maidens washed their bodies) and life-taking (as a place of execution). The holy sources could be lakes, rivers and waterfalls, but also bogs and manmade wells, or they could be symbolized by holy cauldrons. An example of such a holy cauldron is the Halstatt Wagon, with wheels, warriors and a giant holding up a cauldron. It dates from around year 700 before our time of reckoning, and was found in Halstatt (in Austria, as far as I remember). That is the origin of the myth about the holy grail. It brought "salvation" (purification through death) and "eternal life" (the women's womb giving us rebirth) to those who possessed it. It elevated man to Ansgarðar, the home of the gods.

However, the ancient mysteries enabled men and women to become elevated to the gods in life too. The initiate traveled down to Halĵō, the realm of the Moon, and up to Ansgarðar, the realm of the Sun, through the three holy wells under the roots of the holy ash tree. They hanged themselves in the tree and left their bodies behind. Only the "white" would return to life after this initiation process, though, as only the "white" can travel across the rainbow bridge to Heaven unscathed, and survive the triple burning in the divine fire of WōðanaR. The impure will be burned to ashes and remain dead.

In Ansgarðar the initiate met the prince or princess, BalðraR or ĩþund, like Cinderella did in the fairy tale, and was united with him or her in a divine wedding, called eskatogami by the ancient Greeks. The runes (secrets) are written on BalðraR's and ĩþund's tongue, and therefore we say the secrets - the salvation if You like - are learnt as the initiate kiss the deity. This is the unio mystica; the moment when the initiate feels she or he has become one with the deity.

Nothing impure can exist in the heavenly realm, and only those of Jarl's kin (id est the fair-eyed, fair haired and fair-skinned Europeans) are welcome and can learn the secrets. Only Jarl's kin can be elevated to the gods, by the help of the ancient mysteries and the holy source. By the help of our ancient European religion.

So, the Judeo-Christians are right after all: the holy grail brings salvation and healing, but not to them... and we have not only already found the holy grail; we have possessed its powers for at least 7.000 years already; since the Stone Age, about 5.000 years before Jesus was even born.

Since this is a Russian website, I can point at the fact that there is nothing in this myth that is in conflict with the Slavonic mythology. If You exchange the Scandinavian names with the Slavonic names, You will see that the Slavonic mythology is the same as the Scandinavian mythology. The Scandinavian Paganism is the same as the Slavonic Paganism, because we are simply different tribes of the same race: Jarl's kin. TīwaR is the same as Svarog ("to create" or "sky"); WōðanaR, ÐunraR and FrauĵaR is the same as Trigĵaf ("three faces"), the three most important faces of Svarog, the Sky God, and therefore WōðanaR too is the same as Svarog (the most important face of Svarog, the king of the gods); ÐunraR is the same as Perun; FrauĵaR is the same as Veles. FrauĵaR is also known as Weiha and Veles is also known as Svjatevit (Svantevit), and both names translates as "holy". BalðraR and HaimaþellaR is the same as Belobog, Dazhbog, Kolada and Ovsen. As we know, HaimaþellaR ("Santa Claus") is also known

as "the white god" (Belo-bog), and his throne is said to be on the North Pole. Further, Frijjō is the same as Lada and Velikaja Mater; Frauþō is the same as Lelja; Haljō the same as Hela; Ansgarðar is the same as Svarga; and so forth.

Whether Roman, Greek, Baltic, Gaelic, Ugric, Slavonic or Scandinavian, it doesn't matter, or at least not in a religious context. The closer we get to Scandinavia ("the isles of the Skaðō") and the Baltic Sea, the more racially pure the Europeans are, but naturally it is irrelevant where you live or what tribes you come from: all the "white" individuals of the fair European race (Jarl's kin) are welcome in Ansgarðar (Svarga, Troja, Ilion, Olympus, or whatever we call it). They can all, like Cinderella did, become one with the deity (id est become complete).

Varg "The Heretic" Vikernes

#### The names of the Scandinavian deities mentioned in this article

In Antiquity	In the Viking Age	Translation of the names	Meaning
Sōwilō	Sól	Alone, Independent	"Sun"
Sunnōn	Sunna	Sunbeam	"Sun"
Mēnan	Máni	Measure	"Moon"
TīwaR	Týr (pl. Tívar)	Honour, God	
Erþō	Jörð	Earth	"Mother Earth"
WoðanaR	Óðinn	Mind, Thought, Fury	
ÞunraR	Þórr	Loyalty, Fidelity	"Thunder"
FraujaR	Freyr	Love	"Lord"
Weiha	Véi	Holy	"The Sanctuary"
BalðraR	Baldr	Clean, Pure	"White"
Skaðō	Skaði	Harm, Shadow, Source	
HaimaþellaR	Heimdallr	Home Counter	
Frijjō	Freyja	Love	"Madame", "Wife"
Sibjō	Sif	Kinship	
Frauþō	Freyja	Love	
Fergunþō	Fjörgyn	Mountain, Life-Seat Meadow	
NerþuR	Njörðr	Lower Isthmus	
Anduradīs	Öndurdis	Sky-Goddess, Procession-Goddess	
Anduragoðar	Öndurgoð	Sky-God, Procession-God	
Ansgarðar	Ásgarðr	Home of the Gods (the Æsir)	
Haljō	Hel	Complete, healthy, Luck	"Hell"
Īþund	Íðunn	Work-Carried	

### **Paganism: Part III - The One Ring**

How can a fictional story by J.R.R. Tolkien about the One Ring influence so many people so much, and what has this got to do with Paganism? Tolkien was a professor in Anglo-Saxon linguistics, and although he was a Catholic, he was an ethnic European heavily influenced by Pagan ideas through his linguistic studies, but even though he used some Christian ideas in his books - like the concept of "good" versus "evil" - his books contain a lot of Pagan ideas.

The central issue in "The Lord Of The Rings" is the One Ring. On the ring itself Sauron, when crafting it, had written the last verse of a poem:

"One ring to rule them all,  
one ring to find them,  
one ring to bring them all,  
and in the darkness bind them."

This is a riddle, and when we try to solve this riddle it becomes clear that one ring that rules, brings into darkness and binds all life is time. We are all ruled by time, found by time, brought into obvious darkness by time and bound by time - it is just a matter of time before we all die and forget, and none of us can escape it. Time has no beginning or end, like a ring. It goes on forever, and Sauron needs this corruption of time to cover the world in his darkness. The only person in the book that doesn't seem to be much affected by neither death nor time is Gandalf the Grey. He actually died when fighting the Balrog, but simply returned as Gandalf the White.

I say that, because Gandalf is a name we know well from the Scandinavian mythology, *Gandálfr*, and it translates as "animated elf", or "magic elf". Elf itself is a word that derives from Proto-Norse *alpt* ("swan", "eternal"). He is the personified "eternal magic of our souls". Balrog too is a name deriving from Proto-Norse. It is not a name from the Scandinavian mythology, but it translates as "fire-power" or "fire-god" (like Norse *bálrök*). The greed of the subhuman dwarves caused this fire-power to be unleashed from the depths of Earth.

According to the mythology mankind lost its immortality because we failed to live like we were supposed to or because we weren't yet perfect. Mankind was forced to live on Earth because we did not yet deserve to live amongst the gods. Therefore *WōðanaR* (*Óðinn*) sent *HaimaþellaR* (*Heimdallr*) from *AnsgarðaR* (*Ásgarðr*) to create a better man from the blood of the gods. He did, and the final and best result was Jarl's kin. Unlike the giants (known to us as Cyclops, Trolls, Titans et cetera), that made up the first proto-humans, the new human races were not undying creatures. Even Jarl's kin was not pure enough to live eternally, but when man dies the holy fire (the Sun) vaporizes the *hugr* ("mind") and brings it back to the divine realm of the Sun (*AnsgarðaR*). Then we are reborn again, when we have been purified by this fire-power (*bálrök*). For every life we live we learn something new and become better. We keep what is good and the fire removes the rest; we are purified by the Sun. Eventually Jarl's kin will become worthy of life amongst the gods in *AnsgarðaR*.

So Gandalf the Grey becomes Gandalf the White when he returns after being killed by the Balrog. He is better after being purified by the fire-power that came as a result of the subhuman mankind's greed. Although we die and are not immortal creatures (elves) yet, our minds (our "magic") are eternal - like Gandalf ("magic elf", "eternal magic"), and they will always return to life when we die, in a new body.

The One Ring is known to corrupt life, just like time corrupts us all. Nothing wrong we do in life can be undone. If I make a mistake I have to live with it for the rest of my life. Although the Sun (the Balrog) purifies our minds when we die it is harder to become purer and more innocent in life. If we have become filthy, most often we can only stop getting even filthier. Just like it becomes harder and harder to carry the burden of our mistakes the older we get, the harder it is for Frodo ("wise") to carry the One Ring the closer he gets to Mount Doom (old age).

Frodo and the other hobbits are innocent beings, but Frodo is wise too, as suggested by his name - and indeed wiser and more curious than the other hobbits. The only one who accompanies him on this quest is Sam, who is also known as "Sam the Wise". Only the innocent and wise can even dream of going to Mount Doom to destroy the One Ring. Less innocent creatures, like humans and dwarves, will not stand a chance and will instead be corrupted by the ring in no time. The elves (including Gandalf) on the other hand have already overcome death. They are already "white" so why should they want to even touch this ring of corruption, and by doing so become corrupted again? Instead they do as we will have to do one day, and in the end of the book they leave our world, to live in AnsgarðaR "beyond the sea (space)".

The hobbits are pictures of the innocent, they not yet corrupted men and women of our race. The dwarves are the people corrupted by greed and the humans are the ones corrupted by power. The elves represent the superhuman that is not corrupted by the One Ring. They are offered the ring several times, by Frodo, but they want nothing to do with it. They won't even touch it out of fear they might lose their immortality. Arwen, an elfish maiden, has to give up her immortality if she decides to marry Aragon, because she "contaminates" herself, by uniting with an impure creature like Aragon, a mere human. When she does, she will no longer be eternal (an elf). The whole Middle-Earth is becoming an increasingly corrupt place, so the elves have decided to leave it, cross the great sea in the west (the sunset) and move to another continent. However, only the elves can make this journey - only the elves and Frodo that is, because when he destroys the One Ring in Mount Doom he overcomes the corruption of life too and becomes immortal. In effect he has become an elf himself!

To be able to enter the hall of WōðanaR, the realm of the Sun, we need to be innocent. Everything impure we bring into death will be burned to ashes and not be let into AnsgarðaR. Only the good part will remain of us, only the part that is "white". A completely corrupted individual will in other words cease to exist, as there is nothing left of him or her after the Sun has removed all that was impure, while an almost completely "white" individual will start his or her next life with a lot of luggage and experience, so to speak, because he or she was able to bring this to AnsgarðaR when he or she died in his or her previous life. When we die we keep only the pure parts, and lose the rest, and when we are reborn we still have the pure parts from previous lives with us, stored in the unconsciousness - and we will be greater human beings.

The dead travel across the sea in ships (that is: they travel across the space between the Earth and the Sun), and we see pictures of such ships in rock carvings from the Stone and Bronze Age all over Scandinavia. Even the graves of our forefathers were often shaped like ships. These were the ships that should bring the eternal magic of our minds - the elves - to the realm of the Sun when our forefathers died.

This is the Pagan goal; to become better, whiter and brighter, to become more and more like the perfect gods. To conserve what is pure and remove the rest. This also explains why our forefathers could place their "deficient" children in the woods to be eaten by the wolves, and it didn't really matter: their souls were not corrupted and would be reborn anyhow. In effect nothing was lost.

"Saruman the White" is an example of how it ends if we fail to follow these biological laws. In the book he crosses hill men with orcs and creates an army of half-orcs, that can travel during the Day as well as the Night. Because of this grave mistake he becomes "Saruman of Many Colours" - and is no longer "white" (pure and honourable).

The order of the Vala, that Saruman was the head of, is the same as the Pagan cult of the initiates. In fact, Vala is a Norse name that was used on the Pagan initiates. We know the name from a son of WōðanaR, called (in Norse) Váli or Völi ("chosen"), living in Valaskjálf ("ritual site of the chosen"). In the plural form his name is actually Vala. Saruman was "the White", but became the "of Many Colours", and Gandalf was "the Grey" and became "the

White". They were a part of a cult, that had the aim to become "white", like their leader Saruman originally was, before he made his mistake. Saruman mixed races and because of that fell from grace, while Gandalf was purified by the Balrog and because of that became whiter. The grey was removed, and all that was left was the white.

Another example of Pagan ideology in "The Lord Of The Rings" is the fact that Aragon was living in exile for so long, because his forefather - Isildur - made such a terrible mistake and not destroy the ring when he had the chance. Aragon is troubled by the fact that this weakness is in his blood. Like our forefathers sometime forced criminals to go into exile, Aragon has done this voluntary, because he didn't want to influence the world with his weakness.

These are just examples of just how Pagan "The Lord Of The Rings" is, but there is a lot more Pagan symbolism and Pagan ideology in this book. Tolkien was possibly more influenced by European Paganism and his European blood than he appreciated himself, as a Catholic, but in any case I think this book is an interesting example of how Pagan ideas, names and symbols can stimulate the Pagan instincts of so many people today, and attract them to something that is so deeply rooted in our genes. We also know that Tolkien wanted this book to become the mythology of Britain, and from my point of view that is not such a bad idea. It is no less Pagan and valuable than for instance the myths about King Arthur and the Ring of the Nibelungen.

Even a fictional story using partly hidden Pagan symbolism can give more "salvation" to the "Christian Europeans" than the "holy bible" ever could, and create more longing for beauty, light and eternity than the Asian "Paradise" has ever done. Imagine how the Pagan mysteries ("secretive religious rites") would have influenced the individuals of our race, when a mere novel like this can create such strong emotions?

The darkness we still live in must be replaced by light, or else we will soon be permanently blinded. Let us open our eyes to the true light and embrace BalðraR (Baldr) and Íþunn (Íðunn), like we did in the past. The only reason we don't see the light today is that we have closed our eyes and refuse to open them, just because some Asian idolaters and their loathsome lackeys in Europe tell us not to. Wake up Europe!

Varg "the Grey" Vikernes

#### **Paganism: Part IV - Ultima Thule**

All religions have a mythological explanation to the creation of Earth and mankind, and they are often very similar, probably because they all have a common origin. The constantly recurring theme is the appearance of gods from above, who then fight and defeat a race of giants, that is often described as a dragon or a serpent. Earth and mankind is then created from the remains of these giants.

In the Scandinavian mythology we learn that the first human race was created when the gods gave the worms in the body of the giant a human form. The gods were not satisfied with this race, though, and Óðinn told Heimdallr to go to Middle Earth and improve mankind, by giving them the blood of the gods. He used the name Rígr ("ruler") and the first improved race was called the kin of Trelle ("thrall"), and was made up of ugly and stupid black men, with dark hair and wrinkled skin. Óðinn was not satisfied with the result, and Heimdallr had to keep trying, to get a race worthy of Valhalla. After another failed attempt, the kin of Karl ("free men"), he finally succeeded in creating a human race worthy of Valhalla. This was the beautiful kin of Jarl ("earl"). This kin consisted of tall and fair men and women, with fair hair and fair eyes. They were wise and skilled in everything they did, and Rígr taught them the runes (secrets) of the gods. The creation of the youngest of these kins, Jarl's kin, took place on an island we today know as Atlantis.

When the remaining giants finally discovered this new race - about 200.000 years after Jarl's kin had been created and then kept safe in a secret valley on Atlantis - they revolted against the gods. Þórr had to kill them or cast them into the abyss, as they charged from the caves they had lived in and threatened the existence of Jarl's kin. In the process Atlantis, where Jarl's kin had been created, sunk into the sea, some time between 35.000 and 80.000 years ago, and the surviving members of Jarl's kin were forced to move.

The god of gravity, Þórr, forced the planet to shift, to move around its own axis, and for the first time people on Earth experienced the different seasons. Before this happened the summer or winter had been eternal, depending on where you lived on planet Earth. Atlantis was in other words really a sea of ice. But it was only covered in ice for a while, and eventually the mountain peaks of Atlantis emerged from the ice as islands, around 13.000 years ago, when the last Ice Age ended. For that reason we call this land Scandinavia, from Germanic *Skapinawjō*, that translates as "The Islands of *Skapōn*". *Skapōn* was later known as *Skaðō*, and eventually - in the Viking Age - as *Skaði*, and she was a goddess of the mountain rivers, and the daughter of the rain that washed the ice back into the salutary sea, *Njörðr*, whom she is said to be married to.

When the ice covering Atlantis melted some of the survivors of Jarl's kin followed the edge of the glaciers northwards, back to the secret valley, where they had been created. Some lived as nomadic hunters on the ice itself or on the mountain peaks emerging from the sea of ice, and we have archeological evidence of their presence in the mountains of Western Norway around 13.000 years ago. Around 8.000 years ago they settled in the first ice-free lowland areas in Southern Norway, that we still call *Jæren* ("the edge"). Other tribes settled in other parts of Europe, as far away as in Greece and Great Britain, in the Iberian peninsula and Italy, and in Egypt, the Indus Valley, *Urumqi/Ürümchi* (in China), *Sumér* and possible even in America (something that would explain the existence of the Kennewick man).

When Pytheas from Massilia (Marseille) around 3-400 years before our time of reckoning visited Norway he called it Thule. The Thule name derives from Germanic *þuliz* (Proto-Norse *þuliR*, Norse *þulr*), that is an ancient name used on an initiates or "priest-chieftains" of Óðinn. Óðinn himself was known in the Viking Age as *Fimbulþul* (The Great *þulr*), a name he used when he visited Earth as an avatar and walked amongst the mortals. The word *þuliz/þuliR/þulr* translates as "orator", "speaker", "he who is lifted up (to the gods)" and "the burden (of the sacrificial tree)". The Greek version of the name, Thule (*Thul-ē*), would then translate as "the land of the *þuliz*". Thule is in other words "the land of the initiates".

The part of Norway visited by Pytheas has been identified as Hålogaland in Northern Norway. It is therefore very interesting to see that Hålogaland translates as "the land of the initiates" and "the holy land", from a genitive form of the early Norse word hálugr, that translates as "holy" and "initiated" or "to initiate". Although hálugr translates as "holy", the original meaning of the word is "the high flame". This is a name of the Sun - the eye of Óðinn - that eventually became synonymous to the words "holy", "initiated" and "enlightened".

South of Hålogaland there is a mountain range known as Jotunheimen ("the home of the giants"), and this is the mountains from where the giants came when they attacked Jarl's kin on Atlantis, when they discovered that a new race of men had been secretly created and trained by the gods. The Scandinavian peninsula - known in Antiquity as an island - is Atlantis, and Hålogaland in Northern Norway is the secret valley where the gods created Jarl's kin. Like Platon says, it is located beyond the pillars of Hercules (that are located in Denmark).

The Greeks, as well as the Sumerians, claimed they originally came from a land they called Hyperborea ("the utmost north", "the land beyond the northern wind"), but this land was also - by the Romans - called Ultima Thule ("the utmost Thule"). So Hyperborea, Ultima Thule and Atlantis are all names of Scandinavia, and all the European tribes that day are living outside Scandinavia once emigrated from this land, some time in Antiquity or later.

Jarl's kin didn't really multiply in Northern Scandinavia, though, but in Southern Scandinavia, namely Denmark ("the land of Dan"), that is known as the granary of Scandinavia (and I may add that in Antiquity Denmark also included parts of Southern Sweden and Northern Germany). Because of that the utmost Thule, Northern Norway, remained a land of myth, unknown and mystical even to most people in Southern Thule/Scandinavia, and therefore the original homeland was located not in Thule, but in the utmost Thule.

The different tribes left in waves, probably every time Denmark became overpopulated or when certain events forced them to, and some tribes left as late as in the Dark Ages (that precede the Viking Age), when the Angles, Saxons and Jutes invaded England ("the land of the Angles"). The Angles came from the Danish isles, the greatest being Fyn, with the city Odense ("the island of Óðinn") and Sjælland ("the land of the sea"), the Saxons came from Northern Germany and the Jutes from Jylland - the Danish peninsula that is also known as Jutland ("the land of the Jutes").

Even today we see that the racially purest European tribes live in Scandinavia and around the Baltic Sea, and the closer you get to Scandinavia and the Baltic Sea the purer the populations are. This is only logical, though, as the further away from Scandinavia you go, the more the different tribes have mixed with the non-European races; with Trell's and Karl's kin.

The least polluted individuals of Jarl's kin are the beautiful, blond and blue-eyed - and of course fair-skinned - Europeans with blood type O or A (blood type AB and B and non-European), who are also dolichocephalic or mesocephalic (id est with a skull index more or less close to 0.78). Our ideal is racial purity, but even the purest of the purest have giant blood. Mankind - including Jarl's kin - is created using the blood of both the gods and the giants.

The pessimists - like some Judeo-Christians (for instance some of the Gnostics) - see the creation as a punishment, and regard the blood of the giants as the "sin" ("the original sin") that will always follow us and make us mean. According to their mythology we are Lucifer and his fallen angels, cast down from Heaven and forced to live on Earth, because of some "sin" we committed. They believe our physical bodies are the prisons that keep us from returning to Heaven and the world we live in is Hell.

The optimists - like the Pagans - see the creation as an opportunity. We are not exposed to this "Hell", and Earthly life, because we are being punished, but because we are supposed to learn something and improve. The gods united with the giants because they needed to be connected to something physical in order to influence the world physically. Jarl's kin is the tool of the

gods, that they can communicate with and influence, and use to achieve their goals. Our minds and spirits are simply elves ("eternal"), that we can describe as "small bits and pieces" of the deity we know as Tīwaz/TīwaR/Týr ("honour", "god[s]"), Svarog ("heaven", "to create"), Jupiter ("father of the gods"), Divas/Deus ("god[s]"), and so forth. Every time we die the still pure ("white") parts of these "bits and pieces" are returned with the deity, before they are sent back to Earth, when we are reborn in the kin. The goal of each individual is to make sure the mind and spirit is not only "white" when we die, but also that it is strengthened and magnified, so that the deity we are apart of is strengthened by our existence. When the deity is strong enough, we will return to the deity and stay there - something the Judeo-Christians call "Heaven" or "Paradise", but it is also known as "Nirvana".

The only way to achieve this is to be "white" and live like we are supposed to, according to the Pagan philosophy of life. The Judeo-Christian solution has been to reject life, and stay "white" that way, but the real solution is to cultivate the "white" life. The racial purity is necessary because the more giant blood there is in each of us, the harder it is to live like we are supposed to. The lighter and fairer the individual is the closer he or she is to the gods. Every physical need and desire in us stems from the giants. The writer H.P. Lovecraft accurately called this "The Call Of Cthulu" - that basically is the call of the blood of the giants; the call of Ymir, Jörmungandr, Tiamat, Leviathan, Satan or whatever we call the force of the giants. However, this "call of Cthulu" is not bad. It is only bad if it takes control of our lives. There is a struggle within us, between the blood of the giants and the spirits of the gods, but if it had not been for the blood of the giants we would never reproduce or even eat, and we would simply return to the deity, without ever doing anything to improve or grow stronger. We would have stayed "white" alright, but there would have been no improvement of any kind - and life would have served no purpose whatsoever (like is the case when the Judeo-Christians and others successfully reject life completely).

To produce more and hopefully better human beings we need to fall in love and make love, just like we need to give in to hunger to survive. That is the reason the gods mixed with the giants, as they needed their base nature to create the mankind they needed. The actual improvement and strengthening of the mind and spirit take place when we participate in the ancient (Pagan) mysteries, and expose us the *mysterium tremendum, facinans et augustum* ("the solemn/ceremonious, that call forth shivers and tears"). In response to the Judeo-Christian rejection of life, and to underline how ludicrous they are, I can add that some of the mysteries even had a sexual content, known from classical sources as the *eskatogami* ("heavenly marriage"), and they called the ritual sex between the priest and the priestesses *theos dia kolpou* ("the god through the abdomen"). In Northern Europe these mysteries were practiced well into the XVIIth and perhaps even the XVIIIth or XIXth century.

Another important mystery has become very well-known, although it has been misunderstood for 2000 years. As I have already stated, Germanic *þuliz* translates as "orator", "speaker", "he who is lifted up (to the gods)" and "the burden (of the sacrificial tree)". I will therefore remind You about Jesus and his crucifixion, and the fact that he too was said to "be lifted up" to God and Heaven. *Þuliz* was the name of the initiates, and to be initiated you had to first die, *ut post mortem vivat beate* ("to live in salvation after death"). Like Jesus according to the bible did, the initiates returned to life after they had hanged themselves and pierced their bodies with a spear. This mystery is described in Northern Europe as the hanging of Óðinn in the world-tree. This is the reason they burned the "witches", because if they didn't destroy the bodies with fire they could return to life again - like they had done in the past. Like Jesus according to the Judeo-Christian myths did.

Many believe that the Scandinavian mythology claims that mankind was created when the gods went to a beach and picked up two pieces of wood that resembled themselves. They had neither spirit nor mind, neither fluid nor movement or good colours. Óðinn ("spirit", "mind", "fury") gave them spirit and life, Lóðurr ("animate", "put in motion") gave them wits and movement and Hœnir ("allure", "entice") gave them fluid and good colours, vision, speech, hearing and good looks. They were called Askr ("ash") and Embla ("elm").

What this actually describes is the resurrection of the initiates, who hang lifeless in the gallows - made of ash or elm - or by the holy sources, after being executed in the initiation mystery. They were dead, because they had to be (or look) dead to gain access to the realm of the dead (the realm of Óðinn and Hel), but were then resurrected by the gods, just like Jesus according to the Judeo-Christian myths was. When resurrected they had become initiates; þuliz.

Before the Judeo-Christians become too excited, I will point at the fact that Thule, the land of initiates, was called Thule several hundred years before Jesus was even born, and it is also located in a part of the world very far from Judea/Samara, and this religion had already practiced since the beginning of time (since before the fall of Atlantis) in Thule. The oldest known manmade entrance to the realm of the dead, used in mysteries, is actually Newgrange in Ireland, that was originally called (by a Celtic name, Sid in Bruca, that translates as) "the entrance to the underworld" or "entrance to the realm of the dead". Newgrange was built around 7.000 years ago, 5.000 years before Jesus was born. Along with the holy sources, hollow trees and caves, they used grave mounds in these mysteries, as entrances to the realm of the dead. That is why they built the grave mounds like they did in Antiquity, all over Europe (and in Northern Europe until the Viking Age).

The Scandinavian initiates were also called the vala, singular from váli/völi - that translates as "the chosen". Valhalla translates as "the hall of the chosen", the Valkyries is a name that translates as "the selectors of the chosen" and Óðinn chose only Jarl's kin to be the kin welcome in Valhalla. What is particularly interesting is that Jesus is almost always portrayed as a man with European features: he has blue eyes and straight nose, fair skin and some times even blonde hair! He certainly doesn't look like a Jew! Why would they portray him like that if he was a Jew? What we know is that if Jesus was an initiate, who went through the religious execution to be elevated to the gods, he could not have been a Jew, because only individuals of Jarl's kin can be elevated to the gods. The others are only harmed by these initiation mysteries, because they cannot handle the impressions, and end up like Cinderella's stepsisters in the Grimm brothers' fairy tales (id est mutilated and blinded).

Further, if Jesus was an initiate this too makes Christianity completely irrelevant, because all he did was to show us what we should do in order to be elevated to the deity, and it certainly serves no purpose to worship him, like the Christians do. In fact, they even murdered people who did just like Jesus probably did, and went through the Pagan mysteries. They burnt them on great fires in the Middle Ages, and even accused them of "devil worship"!

The cult of Jesus probably came to be because the person we know as Jesus arrived in Judea/Samara when he was in his early thirties, probably from a European area (as he, if he was initiated, must have been an ethnic European), and while his death and resurrection would have been seen as a common event in Europe, and especially in Thule/Scandinavia, his resurrection was something special in an area populated by mostly non-European people. It was so special to them that it became the origin of a new religion! Another and more cynical theory is that the Romans, who tailor-made Christianity first and foremost as a tool to oppress Europeans, needed to present Jesus as an initiate for the Europeans to take him serious (meaning the story about his resurrection is made up). Another interesting fact is that the highest initiation level in the Pagan cult is that of the druid, that in Norse is called the drótt. Now, we know that Jesus was mocked as I.N.R.I. that is (as far as I remember) short for something like Iesu Nazareni Rex Iedorum ("Jesus the Nazarene, the king of the Jews/Judes [Jutes?]"). So it is a bit curious to see that drótt actually translates as "king" in Norse. The word is still in use in its feminine form, in all the modern Scandinavian languages: dronning and drottning translate as "queen". So perhaps Jesus was a king of the Jutes after all?

We don't really know what is the truth in this context, and the fact is that it doesn't matter as Jesus is basically completely irrelevant, and if he indeed was an initiate he was still no different from the thousands - and even tens of thousands - of initiates who lived before and

after him in Europe. The last known initiates were burned as "witches" in the XVIIIth and XIXth century (ironically by the Christians!)

The reason why parts of the old testament are so similar to the European mythologies (and they are!), is the fact that the Jews copied their mythology from the Egyptian mythology as well as the (Semitic) Mesopotamian mythology, that in turn was based on the Sumerian mythology. As I have already told, both these cultures (id est the Egyptian and the Sumerian) were probably originally European cultures. The Jews were as we know used as thralls in both these civilizations, and while in captivity they copied their masters' mythologies, twisted them, perverted them and made them their own. That is how these thralls suddenly became "God's chosen people", while the truth is that they are of Trel's kin (although they are more likely of Karl's kin). The term "God's chosen people" becomes even more pointless when we know that about 90% of modern Jews are not even descendants of the tribes of Judea, but simply descendants of the Khazars, a Turkish people from Central Asia, who in the VIIIth century converted to Judaism, for political reasons (when they lived in the Caucasus region). So most of the Jews aren't even real Jews, but just some converted Turks. If there ever was a European tribe known as the Jews it has been long lost, just like the European tribes in the Indus Valley and Central Asia (best known as the Aryans), the tribes that lived in Urumqi/Ürümchi and the tribes that must have been assimilated by the American natives some time in Antiquity.

All the answers can be found in our Paganism and our European culture, and I will end this article by referring to something that, as far as I remember, is written next to the entrance to Mother Earth's sanctuary in Faistos on Crete: the goddess offers "a great miracle" to "those who can guarantee their origin", but she refuses to listen to the prayers of those who "illegally force their way into the family of gods". According to our Scandinavian mythology the people not of Jarl's kin will, if they ever try to cross the rainbow bridge, ignite and fall down like rocks, because Valhalla is for Europeans only, the true "chosen people". Our Holy Land is Thule (a.k.a. Scandinavia, Hyperborea and Atlantis), and perhaps in particular the utmost Thule; Hålogaland in Northern (Arctic) Norway!

Varg "Heresiarch" Vikernes  
(Written in April 2005)

"I am everything that was (the past) and everything that shall be (the future),  
and no mortal has ever removed my veil."

(According to Plutark this was written on one of Isis' statues. Isis is the Egyptian name of Freyja. The point is that you need to die to visit her and unveil her secrets, so only those who were ritually killed and resurrected in the mysteries could unveil them. When initiated the Isis [Freyja] priestesses could look into the past as well as into the future - by traveling into the *vyrð* [English *wyrd*, a name for "the spirit world" that originally translates as "esteem" and "honour"], where the past [Urðr], the present [Verðandi] and the future [Skuld] all exist at the same time. Or rather they exist beyond time.)

### **Paganism: Part V - Sacrifices**

In the Viking Age the Christians reported that some Pagans made sacrifices to the Æsir, Vanir, elves (id est spirits of the dead) and other vettr ("creatures") "out of season", asking them for favours. They also reported that many Pagans looked upon these sacrifices with contempt. The Christians believed that these people weren't "real" Pagans. Instead they had what was known as trúa á mátt sinn ok megin ("the belief in your own strength and power").

Like always Christian interpretation is ignorant. These Pagans were indeed just as Pagan as the Pagans who made such sacrifices (also) "out of season" were. The reason some Pagans didn't make sacrifices "out of season" was that whatever you need help from the gods to get, you don't deserve to have. If you ask for help from the gods, in some context, and is granted aid, the profit belongs to the gods. You don't deserve it yourself unless you acquired it by the help of mátt sinn ok megin ("your own strength and power").

We see this from some archeological finds, where weapons, boats and human remains are found in Scandinavian bogs and lakes. Perfectly usable and high quality weapons and equipment were destroyed and prisoners were executed and thrown in a holy lake or hung in a holy tree. The booty was given to the gods. The victors chose to do this, after the battle, rather than take their dead enemies' arms as war booty or sell it, and use or sell the prisoners as thralls, because they had asked Óðinn for help to win the battle. They probably destroyed all the equipment to make sure nobody tried to recover it, or possibly to symbolically "kill" it and thus make it available to the gods, who live "in the realm of the dead".

We actually have a well known historical example of this too, when Herman (Arminius) of the Cheruski tribe in year 9 lead the Germanic resistance against a Roman invasion of Germania east of the Rhine. Apparently they exterminated two of three whole Roman legions and after a total victory hanged more than 10.000 (!) Romans in the trees in Teuteburger Wald in Thüringen, as a sacrifice to Óðinn (or Wōþanaz, as his name was at that time). This fairly brutal outcome prevented a Roman conquest of Germania east of the Rhine, and the Romans weren't too keen on sending any more legions to try and conquer Germania east of the Rhine after that.

Had these Germanic tribes not asked Óðinn for help, they could have used or sold the people captured as thralls (something that was common practice in Antiquity). They owned the victory to Óðinn, though, so it all belonged to him - to Hangatý ("god of the hanged", one of Óðinn's nicknames).

When (all) the different Pagans made sacrifices "in season", on the high festivals, they were not supposed to ask for special favours from the gods, but it was done to strengthen the ties to the gods. Therefore a sacrifice in Pagan Scandinavia was known as a blot ("blood", "to strengthen"). When you have visitors, you show them hospitality and serve them food and beverage. On the Yule-Eve the gods visited the living accompanied by the elves ("eternal", the spirits of the dead), whom they brought with them from Heaven. Although Heimdallr, Þórr or Óðinn is said to lead this procession of gods and ghosts - best known as the Oskorei ("Army of Thunder") - the other gods were present too. To make some of the food available to the Oskorei they hanged cakes and other food items in the trees (id est they "killed" them to make them available to the dead) and they poured mead over the grave mounds to make the dead feel welcome, and they drank and ate in honour of the gods. They even made their beds especially carefully on the Yule-Eve, and then slept on the floor, to enable the guests from Ásgarðr to sleep well, in the beds of the living.

The banquet was held not to ask for a good and peaceful year, but to thank the gods for the peace and prosperity the gods decided to give them in the coming year. They let the gods decide what they deserved, and gave thanks to them for whatever they would get from them, be it much or little. The other sacrifices of the year served the same purpose; to give thanks to the gods for whatever fortune the gods decided to let come their way. It served little purpose to ask for much or to ask for special favours, because - like I stated above - what was gained

that way belonged to the power helping them gain it. Such extra gains had to be given (sacrificed) to the power that had helped them, or else they would be struck by bad hamingja ("luck").

We all receive favours from the gods, that we (should) thank the gods for in the high festivals of the year. We show respect for the gods by just accepting our destinies and appreciating all the favours that come our way, as we do our best in life. Trúa á mátt sinn ok megin was in other words not a lack of faith in the gods, but rather complete trust in the gods (it was Ásatrú: "belief in the Æsir", "faithful to the Æsir"). These Pagans didn't ask for special favours from the gods, but instead welcomed whatever fortune came their way anyhow. They relied on whatever the gods and chance (destiny) had equipped them with from birth; their own strength and power.

The Pagan philosophy is well described by the saying: "each man gets what he deserves". If you ask for something extra, for something more, then you have to pay for it, one way or the other. If You don't annul it yourself (by giving/sacrificing the extra gain to the gods), the "wrong" and the "injustice" of extra favour will be somehow annulled by bad hamingja - fully in accordance with the Pagan understanding of justice. The gods will restore the balance on their own, some way or the other, and the bad luck can come when and where you least expect it. Each man gets what he deserves. Nothing more, nothing less. Asking for special favours is a risky business.

The custom, mostly in the late Pagan era, or in the case of Southern Europe even in Antiquity, of asking the gods for favours "out of season" is simply religious decadence, and should not be used as a model to modern Pagans. The most extreme religious decadence and ignorance would then be prayer; a pretty sacrifice of time and (often egocentric) thoughts intended to make the gods grant the wish of the person praying. Not only is this very disrespectful, in the sense that the person praying suggests that he or she knows better than the gods; it is also folly to ask the gods to change the destiny of someone - and thus ask them to deprive that person of the purpose with his or her life. Whatever happens in our lives is meant to happen, so why would we want to change that?

We should never try to misuse the power of sacrifice. Besides, only the initiates, that had gone through the initiation mysteries, could communicate with the gods, so prayer is in any case nonsense unless you have gone through the Pagan initiation mysteries. Normal uninitiated human beings cannot communicate with the gods anyhow. They don't know the asamál ("language of the gods") and don't have the keys to their realms. They don't know the runes ("secrets").

What you don't experience in this life you have to experience in the next life, so there is really not even a point in trying to avoid your own destiny, no matter how horrible it is, how unjust it may seem to you or how much you would like your life to be different. Accept your destiny, and accept other people's destiny too. Like Julius Cæsar said it: amor fati ("love your destiny"), and don't try to change it through petty sacrifices or prayer. Influence life and the world only with mátt sinn ok megin!

Unless the situation is very special, or if you are ready to pay the price and annul it afterwards, we should only make sacrifices, lead by the initiates, to thank the gods for everything they have given us in life. Be it rainfall or sunshine, adversity or prosperity, bad luck or good luck. Everything has a purpose - and each man gets what he deserves.

However, I will stress that a so-called ill-fated life is not handed out as a "punishment" (and I can add that punishment is a term that is alien to the Pagan philosophy), but to enable us to grow, prosper and thrive in the long run. It is handed out to us to enable us to become stronger, better and nobler human beings. All adversity in life is an opportunity to become better (purified), and not a punishment. Only the adversity we face can bring us closer to the gods. Besides; the "evil" in our world brings forth the opportunity for the "good" to do its deeds.

We are all responsible for our own lives, in the sense that we decide for ourselves what to bring into the grave when we die - how "white" (pure) we are when we die. What we need to learn and go through in life is decided before we are even born. It is decided by our past (id est our past lives). We are always responsible for our own past, and because of that we are all responsible for what we are today. We all always get what we deserve.

The belief in the gods and their free will and the belief in destiny seems like a paradox, but it is only a result of the fact that the gods seek to penetrate and improve everything, while the laws of necessity offer them some resistance. Mankind balances between the free will of the gods and these laws of necessity.

There are indeed many paradoxes in the universe, and mankind is one of them: we are earthly and divine creatures; our bodies come from Jord (Norse Jorð, "Earth"), Mother Earth, but our minds (or so-called "souls") come from Bore (Norse Búri, "born"), the Sky God - and while the mind longs for home (Ásgarðr), the body keeps it on Earth, and will continue to do so until we have been sufficiently purified and improved.

Varg Vikernes  
January 2005

## Paganism: Part VI - Hygiene In The Pagan Era

One thing that is puzzling with "The Lord of the Rings - The Fellowship of the Ring", the Jackson film, is that all of the characters - with the exception of Legolas and the other elves - were filthy throughout the film. This reminded me of the fact that this is actually how modern man views our forefathers. I am not saying that anybody believes "LotR" is actual history, but obviously films like this are made with our own medieval and prehistoric forefathers as models; and we tend to see them as thoroughly filthy creatures.

We have probably all heard about how the Europeans in the Middle Ages used to wash only once a year - in the Yuletide - and how the French royals used perfume to drown their own foul smell in the XVIIth and XVIIIth century, instead of simply washing. They were so filthy and disgusting that modern man shivers in disgust when they hear about them.

Historians can also tell that in the Viking Age the Scandinavian Pagan men were very popular with women of Christian Europe. The reason was not only because they were fairer and healthier, but also because they actually washed - and they even washed regularly (at least once a week). The fact is that the horribly poor hygiene we know of from the medieval times didn't come to Europe until Christianity came to Europe. The Christians claimed washing and good hygiene was a "sin" and banned it! That's the reason Europe became a pigsty in the Middle Ages, and not because people were so very unhygienic and ignorant in the past!

We see the custom of washing carefully once a week very clearly from the names of the weekdays in Scandinavia.

Norse	Norwegian	English Translation
Sunnadagr	Søndag	The Sun's Day
Mánadagr	Mandag	The Moon's Day
Týsdagr	Tirsdag/Tysdag	Týr's Day
Óðinsdagr	Onsdag	Óðinn's Day
Þórsdagr	Torsdag	Þórr's Day
Frjádagr	Fredag	Love [Freyja/Freyr]'s Day
Laugardagr	Lördag/Laurdag	Washing Day

The week began on the Sunday, so therefore they always ended the week by washing (and cleaning the house), in order not to bring anything impure into the new week (just like they never brought anything impure into the realms of the gods or the holy places). The washing day was dedicated to Heimdallr - known as "the white god" - who ruled by the principle "you harvest what you sow". Every weekend they washed, and every last Saturday of the year they did this especially carefully. To be hygienic is in other words actually an important part of the ancient religion (and that is actually why the Christians banned it and called it a "sin")!

Now, these are the Scandinavian names of the weekdays, but at least in English and Latin, and partly in German, the names of the days of the week are the same as the Scandinavian ones (only with English, Latin and German deity-names). I don't know the names of the weekdays in other European languages, but I wouldn't be surprised if they were based on the same Pagan philosophy.

My claim is that this custom of washing at least once a week must have been (in Antiquity) a Pan-European custom, and not just a custom in Scandinavia. We already know the Romans had elaborate plumbing and baths, and naturally this supports my claim that all of Pagan Europe was hygienic. I can also add that most of the Pagan mysteries begins with or includes a bath or (in case of the initiation mysteries) a washing of the candidate.

The horribly poor sanitary culture that came to Europe with Christianity is however not the only filth this Asian regurgitation brought to us. The mental hygiene and race hygiene practiced by the ancient Europeans also was disrupted by the introduction of Christianity. In that context, had an ancient European seen modern Europe and how people behave and live

today he or she would have (rightfully) reacted with the same horror as we do when we hear about the hygiene in medieval Europe!

Science and common sense finally defeated the Christian view on hygiene in the XIXth century and I am convinced the rest of this Hebrew Black Death will be overcome too, with time. Some of us have already developed immunity, and will because of that never be soiled by this plague no matter what. With science as an unwilling ally, reason will prevail.

Although doomed to live in Hel/Hades during the winter season, Baldr/Persephone always returns to us in the summer season. Dagr ("day") is born by Nátt ("night"); before we can enjoy the wonderful light of a new day we always have to endure the darkness of the night for some time. The fact that this night has in parts of Europe already lasted for up to 1.800 years doesn't change this.

Varg "Fenrir" Vikernes  
08.01.2005

### **Paganism: Part VII - Why Did Paganism Fail?**

We can glorify our Pagan forefathers and their religion, culture and worldview as much as we want to, but all this sounds rather silly the moment somebody asks us the simply question: "If Paganism was such a marvelous religion, then why was it replaced by Christianity?"

Christianity prevailed through treachery? Deceit and lies? Violent oppression? Sure, but that is not the main reason Christianity prevailed.

The Pagans of Southern Europe will probably not like to hear what I am about to say, but it is a fact that our European religion had become effete in Southern Europe as early as in the first couple of centuries before our time of reckoning. If we read some of the ancient literature we can see that even the ancient Greeks - including Homer - were puzzled by certain facts in their stories. They were not always familiar with the customs of the people they wrote about, because the ancient Greek society had already become decadent by then. The Pagan religion no longer worked like it was supposed to do in Southern Europe, and the explanation to this is actually population growth!

This point about population growth is very important, because the Pagan religion is a mystery religion, with complex rituals and a vast array of symbols and deities. Only the initiates really knew what was going on and understood the liturgy. The enlightenment achieved through participation in these mysteries was achieved step by step, over time. In a large congregation only a small percentage could be initiated, because only one person at the time could be initiated in each mystery. Further, this had to be done on a certain day of the week, month or year, when the candidate was at a certain age, and the uninitiated individuals of the congregation would then in effect remain outsiders or at best ignorant spectators not knowing what was going on even in the public religious rites. When the congregations grew into a huge crowd, like they did in Southern Europe because of population growth, the result was that eventually most of the people in the South-European communities would be ignorant to the purpose of the whole Pagan religion. Even in the early Iron Age the public rituals would serve only as theatre to most of them, as some sort of incomprehensible entertainment. "Nice music, spectacular show, but what is the purpose?" If the priests unveiled the secrets of the mysteries to the uninitiated, just to let them know what was going on and keep them interested, that would also ruin the whole experience for them, because the enlightenment only comes if the content of each mystery is unknown to the candidate beforehand. They had to keep it a secret, or else the mysteries would serve no purpose.

So unlike in the scarcely populated Northern Europe the Pagan religion only served a purpose to a small part of the populations of Southern Europe. There the ordinary man saw the religion as incomprehensible, the rites were too complex for him or her to understand them, and naturally it gave him or her no spiritual enlightenment. When the Romans a few centuries later created Christianity, a religion tailor-made for the mediocre masses left out by the Pagan cult, it was not very hard to gain supporters to this new religion in Southern Europe. Christianity offered one single symbol, one single deity and one single saviour, and was comprehensible to even the most intellectually inferior individuals. "Kneel in front of the cross, accept Jesus Christ as Your saviour and You are saved!" Why not? At the time the Pagan congregations only let the elite of the society into their cults, and the rest was basically left out, so why would the rest not join a cult - Christianity - where they too could be saved, and where they could even be saved instantly? A lot of people must have thought like that, because the next few hundred years Christianity spread out across Southern Europe. The villages in Southern Europe remained Pagan longer, though, obviously because the Pagan cults in the villages didn't have the problem with too large congregations - and I can add that that is apparently why we call the European religion Paganism in the first place, as *paganus* means "village dweller" in Latin. Christianity was first and foremost a religion for the uninitiated and ignorant crowds of the larger cities.

Western and Eastern Europe faced the same problem with population growth, and because of that offered little resistance to Christianity, but Northern Europe remained a scarcely populated area. In the Viking Age there were tens of millions of people living in Western,

Central, Southern and Eastern Europe, but only about 250.000 people were living in all of Scandinavia. So while the rest of Europe was Christianized Scandinavia remained a Pagan society first and foremost because of the fact that people were still living in tiny communities, where everybody could participate and be included in the Pagan cult. Scandinavia had never become decadent and there was no vacuum to be filled by Christianity.

The result of this was, as we know, that Northern Europe defended itself against the cultural and religious imperialism of the Christians, with all the means they possessed. Superior ship technology and contempt for death was not enough, though, when 250.000 Scandinavians had to face the tens of millions of Christians in Europe. However, they burnt the few monasteries already built in Scandinavia, slew or threw out the few Christians already here, and fought courageously against the rest of Europe for about 250 years (!) before the resistance was broken and the Scandinavians finally agreed to pretend they accepted Christianity.

Paganism didn't fail as a religion. Paganism simply failed to remain the official religion because it is not a religion for the masses. It is a religion for healthy communities made up of a few individuals living in harmony with nature. It is a religion for the strong, the pure, the beautiful and the healthy, and to these people it is still the only religion worth practicing.

When the rest of the world goes down the drain because of consumerism, capitalism, internationalism and the Judeo-Christian religions it doesn't really matter, because the Pagans will remain uncorrupted and strong, living in their own healthy and self-sufficient societies in the countryside. Nobody and nothing can destroy our culture or race if even only a few of us remain true to our religion, and they cannot pollute our minds with their Asian filth either, if we live in communities where everybody are enlightened - by the Pagan mysteries. If we don't let them they cannot take us down with them when they fall into the abyss and their modern Sodom/Gomorrah destroys itself. The Pagans will survive the downfall of civilization because they don't participate and because of that remain pure.

Varg "Lífþrasir" Vikernes  
(12.10.2005)

### **Paganism: Part VIII - Supernatural Selection**

Paganism is often seen as a social-Darwinist ideology advocating natural selection, but this is actually as far from the truth as you can get. Surprised? Well, You shouldn't be. Take a minute to think about it; a natural selection means survival of the fittest, alright, but that is basically survival of the most cunning. Predators survive and thrive not because they are courageous, noble and strong, but because they use all the deceptive means available to them in order to survive, because they generally speaking only attack those weaker than them, and because they have absolutely no empathy, honour, mercy or pity whatsoever. The so-called proud lions kill the most helpless and weak prey, and do so by ambushing them. Housecats torture to death rodents 1/10 of their own size, again by ambushing them. Eagles dive down from the sky and kill unaware, helpless and tiny creatures. Wolves attack in packs, hunting down lone prey. Snakes kill with venom. Where is the honour in any of this? The predators are all cowards, assassins and void of any type of decency and honour.

If you employ this natural selection in the human world you will cultivate the animal in man. The most cunning will indeed survive, at the expense of all others, but the world will turn into a horrible animal planet. We actually have a name on these most cunning creatures amongst us; they are called psychopaths! They are animal creatures, subhumans, because they lack the divine traits and abilities that make us human and different from animals.

Man is paradoxical creature, part earthly and partly divine, because when we were created by the gods they did it using the best blood of the earthly giants. They gave us a divine appearance and a mind (or "soul" if You like), but the nature of the giants is still there, in our blood, and we must never forget that. We can either listen to the call of our giant nature, "the call of Cthulu", and become like animals (id est psychopaths), or we can follow the dictates of the mind and stay human, and eventually become gods. The man who employs the survival of the fittest in his society will in practise introduce the rule of the giants, and simply turn into an animal.

The Scandinavian mythology warns us about the fact that if we let Loki (the intelligence) work unassisted by Óðin (the mind) he will lead us to ruin. Loki is not "evil" or anything like that, but without the guidance of the mind he destroys the world anyway - because his inquisitive nature sees it as a challenge ("Is Baldr really invulnerable? Hm... I have to find out") and because he has no moral (mind) to guide him.

Honesty, valour, fidelity, kindness, empathy, mercy and everything else we see as good and positive is unnatural, or rather supernatural. These are divine traits and abilities, passed down to us from the gods, and not from nature! All living creatures, including animals, have traces of the divine in them, because they are all created by the gods, but according to our mythology only humans of Jarl's kin (the Nordic man [=the European man]) have the prerequisites necessary to become gods. Our duty and purpose is to let the gods prevail, and make sure the giants don't. Our duty and purpose is to become gods; kind, honest, loyal, empathic, courageous and strong nobles. We need intelligence too, sure, but never intelligence alone.

In the beginning of time the gods themselves taught the Nordic man how to live in order to become divine, and until the late Bronze Age (or in Scandinavia and North-Central and North-Eastern Europe until the Viking Age) we followed these rules and laws. We arranged sports contests, like the Olympic games, to find the men with the best blood, and then let them marry several women (priestesses) to make sure the best blood dominated the tribes, we cultivated the noble man in religious ceremonies and mysteries, we weeded out the psychopaths and weaklings amongst us, and removed the defective genes by employing a system of race hygiene, we didn't allow inferior individuals to mate with us, we lived challenging lives to be able to separate the weak from the strong, and so forth. We - the Europeans - were all blonde, blue- or grey-eyed, fair and beautiful Pagans.

Varg Vikernes  
(27.02.2006)

### **Paganism: Part IX - The Ancient Democracy**

The ancient Scandinavian society was made up of houses (id est kins, families), tribes and nations. The latter was defined as a "greater tribe" and was made up of a union of lesser tribes. The greater tribe in Norway, for example, was made up of the tribes known to us (by their Latinized names) as the Halogi (Adogit), Rani, Haroþi (Arothi), Rugi, Augandzi/Egdi, Raumi, Granni and Ragni<sup>1</sup>. The lesser tribes were each and all made up of a union of houses. The foundation of the ancient society was common ancestry, so the individual was loyal first and foremost to his house, then to his tribe and finally to the greater tribe. The stronger the blood-ties were the stronger his loyalty was.

The men were always considered to be forever tied to their house (and thus tribe and greater tribe), but the women could become part of another house, through marriage with a man from another house. For that reason, when it became normal to use surnames (in late Antiquity), the women always inherited their husbands' surname when they married, because the wife joined her husband's house and not the other way around. A man could never become a part of another house; not even if he was enthralled by members of another house, because thralls were not considered to be a part of the house. Thralls were merely property, just like the livestock<sup>2</sup>. If a thrall ran away he would become an outlaw without any rights. Female thralls could marry the men of the house, like other women, but were then considered to be their friller ("mistresses"), a kind of second-rate wives. Any children coming from such relationships on the other hand were (or could be) considered to be legitimate children a part of the man's house.

The thralls in ancient Scandinavia made up about 10% of the entire population, and the rest fell into two categories; they were either nobles or free men. The definition of a noble was "a free man with an óðal (allodial) property", and that was basically all that made them different from other free men. The Scandinavian<sup>3</sup> word for noble, *adelig*, even derives from the word *óðal*. Scandinavian *adelig* (noble) is basically the same as "óðal-ish" or "óðal-y" and *adelskap* (nobility) is basically "óðal-ity".

Today you only need to run a farm in Norway for 20 years before you can claim it as an óðal property<sup>4</sup>, but in the Pagan past the house (kin/family) needed to own and run a farm for several generations before they could do so. A married member of the family had to be born, marry, live and when he died be buried on the property (north of the farmhouse) and be reborn (as a new member of the house) before the property became an óðal property. The reason for this was that in order to become noble the free man needed to be elevated to the divine, to learn the *ásamál* ("language of the gods") and basically become a god or goddess. The house's grave mound, located to the north of the farm<sup>5</sup>, was a portal to the realm of the gods, and until this portal was "unlocked" and "opened" there existed no mystical link between Heaven and Earth on the property. If no such link existed the gods and goddesses could normally not take part in the lives of the living, and if the gods couldn't do so the living could not be elevated to the divine.

In the Scandinavian language the husband is amongst other things called *ektemann* ("true man") and in the past the wife was also called *ektekone* ("true woman"). That is because unmarried noblemen were not seen as complete ("true") human beings. Even the noble man was not complete until he was united with a noble woman in marriage, and vice versa. The marriage was an initiation ritual elevating man to the divine, changing her into Freyja and him into Freyr (and we know this mystery best from the fairy tale about Cinderella). We therefore still call fine, rich and upper-class wives in Scandinavia by the name *Fruer* (sg. *Frue*), and in Germany by the name *Frauen* (sg. *Frau*). Today both *Frue* and *Frau* means only "wife", but these titles derive from the name of Freyja (proto-Norse *FraujaR*, proto-Germanic *Frauiaz*). This was a title used on the women who had been elevated to the divine! These women had become Freyja on Earth.

So the Pagan wedding ritual was an initiation ritual that elevated them and made them divine, but this was obviously only possible if the house (kin/family) they married into was noble (id

est lived on a property with an unlocked and open gateway to the gods). The men and women on Earth needed access to Ásgarðr (a.k.a. Troja/Troy) in order to be elevated and become divine.

When we know this it becomes clear to us why the Scandinavian noblemen were called *díar* ("gods") if male and *dísir* ("goddesses") if female, and how the god could take his goddess, Freyja on Earth, to the fields and have her bless the crops, as is described in the records of history.

With all of this in mind, it should be fairly easy to understand why only the married men of the noble houses were allowed to veto, vote and speak at the ancient þing ("parliament", "thing"). Only the noblemen were influenced by the divine forces, and only the married noblemen were themselves elevated to the divine. Only they were gods<sup>6</sup>, so naturally only they were allowed to influence the course of the nation. Only they were truly good human beings.

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Now, the Greeks called this system democracy, id est "the rule of the people", and we can always argue that not everybody had the right to vote in ancient Scandinavia, and therefore it was not a true democracy. However, not everybody in the modern so-called democracies are allowed to vote either, but we still call them democracies. Today you need to be 18 years old, and everybody younger than that is left out. The individuals younger than 18 are not allowed to vote because we believe that they are too young, too inexperienced, too irresponsible, too easily manipulated and basically too stupid and ignorant to know what is best for our nations. They are simply unfit to vote. In the Pagan past they believed that those who had not been elevated to the divine were unfit to vote, but apart from that the system is identical; in either system only a portion of the people is allowed to vote.

What makes the modern democracy so despicable is first and foremost the fact that today anybody can vote, regardless of their loyalties, origin, lawfulness, intellectual capacity, health and general demeanour, as long as they are at least 18 years old. There are no quality tests. Even morally bankrupt drug dealers, serial rapists, incurable pedophiles, vile sadists, disgusting homosexuals, sharebrokers and all the other degenerates and criminals of our societies are allowed to vote! Muslims, Jews, Freemasons and Christians, who all hate Europe and see us, our European nations and cultures as inferior and primitive, are allowed to vote! Utterly simple-minded individuals, who barely know what culture is, are allowed to vote! Even aliens who didn't even care enough for their own nations to stay home are allowed to vote! All that these individuals need in order to influence the course of our nations is to be at least 18 years old.

The ancient democracy is very different, because in this system only those who have a close and intimate relationship to the country they live in have the right to vote. Only those who have something to lose if things go wrong are allowed to vote. Only those who are connected to the nation by blood are allowed to vote. Only the noble, good and enlightened sons of our nations were allowed to vote in the ancient democracies.

Now, I already hear some women whining about the fact that only the noble men were allowed to vote, but I will remind you of the fact that the husband and wife was seen as one. They were a unit. The wife was expected to influence her husband, give him advice and help him make the right choices, just like Frigg and Saga does repeatedly in relation to Óðinn in the myths. Remember that if the man was unmarried he was not allowed to vote in the first place. Unmarried noblemen were not only seen as too irresponsible and immature to be allowed to vote, but they didn't have a wise Freyja by their side to give them advice either, and therefore they weren't allowed to vote. The husband represented his family, and voted on behalf of both himself and his wife. They were one vote, and were represented at the þing by him. "One family, one vote". No wife, no vote.

Unlike in the rest of the Pagan society there was no democracy in the house (kin/family) itself, because we all know that you cannot give the children in a family the right to veto, vote and have a say in what the family should do. When they are older and wiser they can give advice, but the head of the family has to be in charge.

Democracy works only if only the married noblemen are allowed to veto and vote, like in the ancient democracy. If others are allowed to have a say too it will be nothing more than a despicable ochlocracy ("the rule of the mob"), like the so-called democracies of today.

Footnotes:

Living in Hålogaland (including Trøndelag), Møre/Haflon (Avalon!), Hordaland, Rogaland, Agder, Romerike, Grenafylke, and Ragnariki (today Bohuslän in Sweden) respectively, along the coast of Ultima Thule, ancient Norway, from north to south.

According to the old legal system a cow was actually worth more than a thrall. If you killed somebody else's cow you had to pay a bigger fine than if you killed somebody else's thrall. There are slight differences between Danish, Norwegian and Swedish, but I treat them all like one language here, for the sake of simplicity.

To my knowledge Norway is the only country still practicing the óðal law, but this law used to be common all over Europe, or at least it was common in the Germanic speaking area.

This is why in Scandinavia we say that things go nord og ned ("north and down") when they go wrong. North and down means into the grave (and to Hel).

I feel that I should make it perfectly clear that the term "god" means "good" and simply derives from the word "good". "God" and "good" is basically the same word.

Varg Vikernes

(January 2005 & February 2006)

## **Paganism: Part X - The Origin And Purpose Of Religion**

Man is a paradoxical creature, torn between the instincts of the body and the will of the mind. If our bodily instincts are too weak we will either die from hunger, thirst or from lack of sleep, and never even reproduce ourselves. If the bodily instincts are too strong we will fall victim to overindulgence and basically degenerate to death. Unless man cultivates the mind and some times let it overrule the instincts of the body he will turn into a subhuman creature, dominated completely by his physical needs and urges. He will evolve no further and instead of becoming a better human being through life, he will turn into an animal.

When Heimdallr ("home counter"), using the name Rígr ("ruler"), about 80.000 years ago finished the creation of the kin of Jarl ("earl"), id est the Nordic (=European) race, in the Stone Age and in the utmost Thule, he had finally created a human race with the potential to become divine, and he stayed with them to tutor them. One of the things he taught Jarl's kin was a system of thoughts and rites intended to enable them to become divine. This system is what we today know as the European religion, or simply Paganism.

The mysteries, the high festivals, the seven-day-week and all the other Pagan traditions and ceremonies were all designed to improve man. All the rules and restrictions put on man by the religion make sure we don't let the physical instincts dominate our lives. The purpose of the high festivals and mysteries is to "rock the boat", and for a limited time let either the body or the mind be over-stimulated. This irrational shock is absolutely necessary in order for us to improve, for us to move forward. A constant perfect balance will lead only to stagnation. Therefore the Pagan high festivals usually include an excess of beverage and food, music, (marital) sex, dancing and feasting, and the mysteries are most often a tremendous "mind-blowing" and emotional experience. But when the feast or mystery is over we need to restore the perfect balance, hand the control back to the mind and return to normal life, or else we will quickly start to degenerate.

To understand the needs of man we need to know and understand the bodies of man, the different layers. They are (from "The Mysteries And Mythology Of Ancient Scandinavia"):  
"...called lík (body, corpse, "shadow"), várðr (guardian, "life force"), hamr (reflected image, shape, "memory"), hugr (mind, "soul") and ánd (breath, thought, "spirit"). Lík is the physical body and is therefore linked to the vanir. Everything from rocks to humans has a lík. Várðr is the ethereal body and like the other immaterial beings it is linked to the æsir. The várðr is the life force that guards life and keeps us alive. Everything from plants to humans has a várðr. Without this life force we would die and become corpses. Hamr is the astral body. This is the consciousness and the ability to learn through repetition. Everything from animals to humans has a hamr. Without hamr we fall into unconsciousness and become like plants. Hugr is the mental body. This is the ability to gain knowledge and make use of what you know. Without hugr we will forget everything we have learnt and become like animals. Only humans have a hugr. The final body is ánd. This penetrates everything, but only the initiated human beings have any contact with the spirit - and they need to travel on Sleipnir, through the Trojan Fortress and into the realm of the gods to learn its runes (secrets). Lík needs physical maintenance to survive, like physical training, food and beverage, but also rest. Várðr needs warmth, sleep, safety, joy and true love, but also cold, sorrow, fear, peril and negative emotions. Hamr needs creative display, music, art and dreams, but also silence, calm and emptiness. Hugr needs mental challenges, training of the long- and short-term memory, concentration and training of the logical faculties, but also mental rest. Ánd needs a deeper meaning, long-term activities and a super-individualistic perspective, but also contempt for death and ruthlessness. With that said I would claim this ancient Scandinavian system could easily replace the system of "the pyramid of needs" by Maslow."

Paganism is designed to serve the evolution of man, and all the mysteries and high festivals of this religion are well thought through. It is not just a peace-loving religion, because it acknowledges the importance of strife, but it is not just a war-loving religion either, because it also acknowledges the importance of peace. It is instead a religion embracing both peace and war, all in due time. In order to improve we need to be both awake and to sleep, we need both

sunshine and rain, both light and darkness, both pleasure and pain, and so forth. To embrace only the sunshine, light and pleasure, like most modern religions do, is just stupid.

The restrictions put on man by Paganism are not a result of somebody's wish to limit our freedom or anything like that. They are there because they are necessary for us to eventually become divine, and after all we are here to become divine. Paganism is simply an instruction on how to reach this goal, an instruction given to the Nordic man by the gods in the beginning, and we should relate to it with this in mind.

Varg "The Bard" Vikernes  
(18.02.2006)

## **Paganism: Part XI - The Esoteric Runes**

Our forefathers had a tradition where knowledge was passed down to the younger generations orally, from parent to child. Today we tend to think of our distant forefathers as ignorant and primitive beings, but their knowledge of the world we live in was vast, and they developed different techniques to make it easier to memorize it all. One such technique was to tell everything in rimes, another was to personify the different forces in nature and man, but the perhaps most important technique was to create symbols each representing different events.

Today we use the different scripts to write down everything we know in books, but originally the scripts were merely symbols used to help people remember the myths. This is the cause for all the European scripts, whether we talk about the Greek and Latin alphabet, the Slavonic runes, the Irish Ogam script or the Scandinavian runes. In the past myth and knowledge were two sides of the same coin; it was told in a mythological language, but it was actually pure science or knowledge.

In this article I will give You an example of how the Scandinavian rune row can provide answers to even our most existential questions, in this example the very creation of man, the world we live in and the meaning of life itself.

### The Kin of Fraujaz (Freyr)

1. The first rune sign is Fehu. This translates as "cattle" and it symbolizes cattle, goods, properties and material wealth and is linked to Auðhumbla ("desolate black sea"), the proto-cow mentioned in the creation myth.

In the ancient days they used cattle as a measurement of wealth, so the Fehu came to symbolize money too. The Fehu rune sign is a picture of a cow's horns. This is the beginning of the rune row, but it is also the beginning of everything else, including the beginning of creation.

Just like Auðhumbla had been the beginning, of the creation of man and the world we live in, the sound of the Bronze lures, symbolizing her horns, gave signal to start the religious ceremonies. After that they dismantled the lures and buried them in the ground, to symbolically use the remains of Auðhumbla to create the world we live in.

2. The second rune sign is Ūruz. This translates as "drizzle" and "proto-" and it symbolizes drizzle, strength, health and the well-being of the body and is linked to Ymir ("grumble", "murmur"), the proto-giant of creation. The rune sign is a picture of a bull, as seen from the side, with a strong and powerful neck.

The rune sign is the symbol of the created, but unfinished world. This is the sleeping giant, reproducing itself, growing and taking nourishment from Auðhumbla, the desolate and black void above us, best known as outer space.

3. The third rune sign is Þurisaz. This translates as "goblin", and it symbolizes goblins, trolls and giants. It is a sign for hidden, negative powers, hospitality and a portal or a change to these powers and is linked to Bölþorn ("wretched thorn"), a giant better known as Jörmungandr ("rod of magic", "animated rod"), the great worm of Middle-Earth. This rune sign is a picture of a thorn. In the Viking Age this rune sign was actually called Þorn ("thorn") too.

This is the original world, Ymir, that has become dangerous. This is an era when the cruel, stupid and grotesque giants rule the Earth. We know the giants from H.P. Lovecraft's fantasy books as the Ancient Ones (Ymir/Bölþorn/Jörmungandr = Cthulu), from the Greek mythology as the Titans, from the Hebrew mythology as Leviathan/Satan and from the Babylonian mythology as Tiamat.

4. The fourth rune sign is Ansuz (Norse Áss, i.e. the singular form of æsir1). This translates as "mouth", "river mouth", "breath" and "blow" and the word is understood as "a source to divine utterance". Ansuz symbolizes signals, messages from the gods, gifts and divine wisdom and is linked to Óðinn ("mind", "fury", "thought"). This rune sign is the picture of a spear point, resembling a spear point made of bone or teeth, used in Antiquity mainly for hunting or fishing. The spear point symbolizes the spear of Óðinn, the spirit that attaches itself to the physical body.

At some point the gods arrived in our unfinished world. In the mythology we learn that the sky god Búri ("born"), a.k.a. Tuisto ("two hands", id est the Sun and the Moon) and Týr ("honour", "god"), arrived and the gods were born when his son, Börr ("man") married a daughter of Bölþorn called Bestlá ("the best blood"). As seen from this rune sign the spirit of the gods attached itself to the best material in the (wretched) physical world, like a hunting spear attaches itself to the prey or a fishing hook to a fish, and for the first time our world housed living beings with a mind.

This is however really not a description of the creation of the gods, but a description of the creation of man. Mankind was created from the blood of the giants, and what makes us different from the giants is the fact that we have a mind; we are partly earthly and partly divine. The gods are only good forces in the world we live in, and for the first time they were a part of life on Earth. Prior to this event the cruel, mindless and grotesque giants ruled the Earth.

5. The fifth rune sign is Reiðō. This translates as "ride" and it symbolizes a journey, a ride, the mind's ride after death, a rider and a pilot and is linked to Þórr ("loyalty"). This rune sign is probably based on the letter R in the Latin alphabet, or it is a picture of the lightning on the sky, caused by Þórr's hammer.

This is a description of what actually happened when the sky god, Búri, tamed the horrible giants. We know this from the myth about Þórr (an emanation of Búri) and his fishing of Jörmungandr. He "rode the waves" in a boat and used a fishing hook (the spear of Óðinn, the fourth rune sign) to catch this giant worm, and then used his hammer (the lightning) to strike it down and throw it into the abyss - just like Marduk does to Tiamat, just like Jehovah does to Leviathan/Satan and just like Kronos/Saturnus does to the Titans et cetera.

6. The sixth rune sign is Kaunaz. This translates as "high" and it symbolizes light, an opening and enlightenment and is linked to Múspellsheimr ("fire home", "home of light") and Surtr ("black"), the home of light and its guardian. This rune sign is a picture of a beam of light entering through a small opening.

This is a description of what happened when man was created; the stupid giants of the past were enlightened by their unification with the gods.

7. The seventh rune sign is Gábon. This translates as "gift" and it symbolizes gifts, spiritual talent, talent, offer, partnership, sharing and reward for loyalty and is linked to Heimdallr ("home counter" [=Kronos/Saturnus]). This rune sign is probably a picture of two opposite forces, the sunlight of the æsir and the water of the vanir, meeting in the centre of the two lines that makes up this rune sign. In nature these opposite forces form a rainbow - the symbol of Heimdallr's mercy and the bridge to Ásgarðr.

The vanir ("water") are as we know the gods of Earth, or in other words; the vanir are Bestlá; the best of the wretched matter, namely water. This suggests that life was first created in water, in the vast sea and of course the sunlight is essential in this context - and as we know modern science supports this theory. Naturally this life is described as a gift from the gods to the giants. They were after all given a mind!

8. The eighth rune sign is Wunjō. This translates as "joy" and it symbolizes joy, absence of suffering and sorrow, well-being, balance and harmony and is linked to Heimdallr's wife, Fjörgyn ("mountain") - the proto-Mother Earth. This rune sign is probably the picture of a woman.

This is the completion of the first "phase" of the evolution of the divine man. This is a description of the Golden Age, when mankind was happy and safe, living in harmony with Mother Earth. This is the era that followed the victory of the æsir over the vanir.

#### The Kin of Hagalaz (Norse Hagall)

9. The ninth rune sign is Hagalaz. This translates as "hail" and it symbolizes hails, pebbles, dissolution and harmful natural forces and it is linked to Ægir ("awe" [=Gymir]). It also symbolizes a shift between two worlds, a change-over period. This rune sign is the picture of a hailstorm and the rain pouring down from the sky. It is based on a pre-runic symbol that symbolized the same as the Hagalaz rune sign.

The Golden Age came to an end, not because mankind sinned or anything like that, as described in the Hebrew mythology, but because the gods had plans for us and wanted us to improve.

10. The tenth rune sign is Nauþi. This translates as "need" and it symbolizes limitations, need, slavery, cause to human grief, lesson, harshness and necessity and it is linked to the Norns, the goddesses of destiny. This rune sign is possibly the picture of a rope tied around the waist of a man, symbolizing slavery or the bonds of destiny, limiting our freedom.

The giants were eternal in the sense that they could not die from old age, because time didn't exist. Before this there was no past, no present and no future; the giants existed beyond time, and our world was created beyond time. When we interpret the mythology we therefore often have to look at the myths as being descriptions of the same event: Börr's wedding with Bestlá, Þórr's fishing of the giant worm and the war between the æsir and the vanir for example are all descriptions of the same event; the unification of the early giants and the divine gods!

11. The eleventh rune sign is Ísa. This translates as "ice" and it symbolizes ice, cold and lack of movement and is linked to Hel ("complete", "luck", "health"), the goddess of death. This rune sign is a picture of an icicle.

For the first time the living creatures on Earth, including man, could die from an old age. Naturally old age was not a problem when they all existed beyond time, but with the introduction of time came also aging and naturally death.

12. The twelfth rune sign is Jēra. This translates as "year" and it symbolizes a fertile year, spring and harvest and is linked to Freyja ("love"), Frigg ("maternal love") and Íðunn ("returning wave", "work carried"). It is the rune sign of marriage, and is a picture of two people lying next to each other.

Time may be a curse in relation to life, but it is also a blessing. When we can grow old and die from old age we can also reproduce and give birth to new human beings, grow up and watch our children grow up. We no longer need to be created beyond time, and we return to life after death.

13. The thirteenth rune sign is Eihwaz. This translates as "yew" and it symbolizes defence, yew and bows made of yew and is linked Skaði ("harm"). This rune sign is a picture of the waxing or waning Moon traveling across the sky. It is based on a proto-European pre-runic symbol best known in the English speaking world as the Swastika, that was known in ancient Scandinavia as the hooked cross or the Sun cross. The hooked cross is a picture of Þórr's hammer rotating and flying through the air, but its oldest form, more than 7.000 years old,

was actually a plain circle symbolizing the Sun or celestial bodies in general. The Eihwaz rune sign is made up of the half of the hooked cross.

Life had to be protected, or rather we had to expose ourselves to danger (harm) in order to evolve further. Mankind went through a micro evolution lasting ages and all the hardness and strife we had to endure in life made us better. It was a necessary phase in the completion of man.

14. The fourteenth rune sign is Perþ. This translates as "expedition" and it symbolizes initiation, secrets and the quest for answers to secrets and is linked to Sleipnir ("glider", "flower") and his origin, Loki ("lock", "end"). It symbolizes a journey to the wyrd ("esteem", id est the other side). This rune sign is a picture of a horse in vertical flight, riding straight upwards or downwards, to Ásgarðr or Hel.

This is where (the Pagan) religion became a factor in life. The Pagan mysteries and lifestyle (with competition, strife and war as a natural part of life) enlightened us and our inquisitive nature made our minds better. We improved spiritually, because we followed the rules of Paganism.

15. The fifteenth rune sign is Algiz. This translates as "elk" and it symbolizes birth and life, health, bodily healthiness and strength, protection, defence and widgeon grass and is linked to Víðarr ("wood"). This rune sign is a picture of a birth, showing an elf (=the eternal spiritual faculties of man) with his or her arms stretched towards the sky, as it ascends from the underworld, back to the world of the living.

After participating in the Pagan initiation mysteries and learning the runes in the realm of the dead man returns to the world of the living as a newborn, in a spiritual sense.

16. The sixteenth rune sign is Sōwila. This translates as "alone", "independent", and it also means "Sun", and it symbolizes completeness, the Sun, sunbeams and mystical eloquence, recharging, creativity, eyes, stars and female enchantment and is linked to Sól (a goddess, and the younger Norse name of Sōwila). This rune sign is a picture of a sunbeam.

After participating in the Pagan initiation mysteries man has become elevated to the divine. She is married to Freyr and he is married to Freyja, and another phase in the evolution of man has ended.

#### The Kin of Tīwaz (Norse Týr)

17. The seventeenth rune sign is Tīwaz. This translates as "honour" and "god" and it symbolizes victory in battle, wars and a war god, a guiding planet or stars, a strong beam that blesses the people and is linked to Týr (=Búri/Tuisto), the sky god. This rune sign is a picture of a tree, based on a pre-runic symbol of a tree, but it might symbolize a beam of light too, shaped like an arrowhead.

At this point man has become divine. We are no longer only women and men, but goddesses and gods; representatives of Freyja and Freyr on Earth, blessing the kin and fighting the negative powers and forces in our world for the betterment of man.

18. The eighteenth rune sign is Berkō. This translates as "birch" and it symbolizes growth, birch, rebirth and new life, is associated with fertility cults and is linked to Jörð ("earth") - Mother Earth. Most likely this rune sign is based on the B in the Latin or the Beta in the Greek alphabet, but it might actually be a picture of the breasts of a woman - or indeed the grave mounds on the óðal property.

This simply describes the blessed life of the divine man; the life of the nobleman of the Pagan world, and the role of the noblemen in society (blessing the crops, fertility cults and so forth).

19. The nineteenth rune sign is Ehwaz. This translates as "yew" and it symbolizes movement, horses, tempo, progress, loyalty, is associated with the celestial bodies' movement across the sky and is linked to Máni ("measure") - the Moon. This rune sign is a picture of a horse riding across the firmament, that has later been influenced by the letter M/Mi. Naturally, as seen from both the name of the rune sign and its meaning, this rune sign is closely linked to the Eihwaz rune. We know that both Skaði and Máni are deities of the Moon, a female and a male respectively, and that explains why these rune signs are so similar, in more than one way.

The hard life cannot end here, because we still need to improve, genetically. We cannot surrender to the temptations of a luxurious and easy life, even after we have become noble.

20. The twentieth rune sign is Mannaz. This translates as "man" and it symbolizes mankind, the human mind and thoughts, memory, the human species and knowledge about yourself and is linked to Börr (a.k.a. Mannaz) and mankind. This rune sign is possibly the picture of two women, or more likely a woman and a man, kissing each other.

This is the actual creation of man, that took place when Börr was united with Bestlá in a holy matrimony, and that took place as described by all the earlier rune signs. Creation is in the Pagan worldview not complete, and is still going on, so not until we, each one of us, have been elevated to the divine will the creation be complete.

21. The twenty-first rune sign is Laguz. This translates as "liquid" and it symbolizes currents, water, the sea, lakes and rivers and the fertility of these things and is linked to Njörðr ("lower isthmus" [=NerþuR/Nerthus]). This rune sign resembles the Greek lambda (Λ), but is probably a picture of the lower body of a man, with a large phallus, the most common symbol of fertility, or it is a picture of a waterfall.

Man is almost complete and can engage in its most important task; to weed out the poor genes and concentrate on letting only best blood survive.

22. The twenty-second rune sign is Inguz. This translates as "love" and it symbolizes completeness, destiny, love, wishes, concessions, willingness, creative forces and fertility and is linked to Freyr ("love"). This rune sign is a picture of the spouses of the Jēra rune sign united (in the act of making love).

Finally mankind learns true love. Finally man is able to really love each other and express their love, on a divine level.

23. The twenty-third rune sign is Dagaz. It translates as "day" and it symbolizes day, the light of the gods, progress, fertility, lifetime, cycles, terms, time-limit, deadline, breakthrough and hope and is linked to Baldr ("clean", "pure", "white"). This rune sign might be the picture of an hourglass.

This is our goal; we need to become perfectly white and innocent, like Baldr is. We need to achieve this before we die, or else we have to start all over again and try again. Unless we succeed we will be born again on Earth (the realm of the giants, id est Satan).

24. The twenty-fourth and final rune sign is Opila (Norse Óðal). This translates as "allodium" or "allodial possession", and it symbolizes the homeland, óðal property and óðal law, nobility, noble, inherited goods, fatherland, land property, distinguished family, splendid, kin and the nation and is linked to the blood and soil (house and fatherland). This rune sign is the picture of ándvegt, the high seat, the symbol of the nobleman's óðal rights.

This is our ultimate goal; to return to our divine homeland, the óðal property of the gods! This original fatherland is the divine realm, Ásgarðr ("the yard of the æsir"), that most people know simply as "Heaven".

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The runes have also been used for divination and fortune telling, and in modern times as a system for meditation or yoga and similar, and I have to say that I am not overly fond of any of this. Meditation is a technique for the Asian man of yesterday, id est for a subhuman being incapable of achieving inner calm and total concentration without years of practice, and even then only manages this after hours of meditation, and I fail to muster any interest in this subject whatsoever. Yoga on the other hand might be good exercise for the body, but it has nothing to do with our European religion. Fortune telling, with or without the use of runes, can be great fun for sure, but I don't see it as relevant in context with the Pagan religion. Fortune telling is a parlour game, and little else. Mixing the runes into any of this is as far as I am concerned just silly. If I wrote the whole bible in runes it wouldn't make it any less Judaic, if You see what I mean?

Divination in the past was (in Scandinavia) called frétt, and this was "a religious rite performed to ask the gods for advice". They could use the runes in this context, but it was more common to interpret the flight of birds, horses or the clouds. If they used the runes to ask the gods for advice the divinator after sunset cut down a branch from a tree bearing fruits, nuts or berries (and not during the day, because the Sun beams vaporizes all the elves [spirits] and bring them back to Ásgarðr). He or she then cut the branch in twenty-four pieces, each marked with a rune sign. The pieces were then placed on a piece of cloth, newly washed and all white. They could also use a cauldron with water from a holy source, and place the pieces of the branch in that instead. The divinator then addressed the gods verbally and picked up three different pieces, while still looking towards the sky. The first piece he or she picked up represented the foundation or past, the second the current situation or present time and the third the future or outcome.

The piece of white cloth and the cauldron were symbols of the well of Urðr ("esteem"), and the runes represented the influence of the gods in our blood, that is poured over the tree of life every day. If the question to the gods was answered positively it had to be confirmed, and if it was answered negatively it had to be respected. The positive answer had to be somehow confirmed (by signals from the gods [like by watching the birds' flight or the formation of the clouds]) within twenty-four hours of the frétt.

Only the divinator could touch the branch or pieces of the branch, the cauldron or piece of cloth, and naturally the divinator had to be initiated in the Pagan cult for the frétt to work. He or she had to know the ásamál or else the whole ritual would be pointless. Ordinary men and women cannot communicate with the gods, and certainly it serves no purpose to ask the gods for advice if you cannot communicate with them in the first place. The branch had to be fresh from the tree too, by the way, and the pieces with runes on them could only be used one single time.

To receive answers from the gods by studying the flight of the birds or horses the divinator first had to have access to a holy source. He or she would simply wait nearby the holy source until the "white" (holy) horses (id est untamed horses never used for labour) or the birds started to drink from the holy source. While doing so the divinator asked the gods for advice, and after a while received an answer to his question. If the horses or birds, after drinking from the holy source, ran or flew northwards or eastwards it was seen as a positive answer, but if they instead ran or flew southwards or westwards it was seen as a negative answer.

North was positive because the realm of the dead was located to the north, and the realm of the dead was also the portal to the realm of gods. East was positive because the Sun rises in the east. South was negative because the giants attack from the south in Ragnarok, and west was negative because the Sun sets in the west.

Naturally only the initiated man or woman could communicate with the gods, using their messengers (id est the birds and the horses) as intermediaries. It served no purpose for others to perform a frétt of any sort, just like it serves no purpose for the uninitiated modern man to do so.

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Any well read and erudite reader of this article will see that you cannot find information of this kind anywhere else today, and I regret that, but if You wish to know a but more about the runes and what they symbolize I suggest You simply read "The Mysteries And Mythology Of Ancient Scandinavia" (MMAS) when or if this book is published (although I haven't really given that much attention to the runes in this book). By doing so You will understand better what I have explained about the runes in this article, and You will also find an explanation to and a description of all our high festivals, the ancient calendar, mythology, mysteries and so forth. Unlike any other book about this subject MMAS includes everything You need to know to understand and practise our common European religion, and that it also why I wrote it.

Footnotes:

To the English reader the Anglo-Saxon singular form ós and plural form ése would probably be more natural.

Varg Vikernes  
(15.02.2006)

## The different names of the three main faces of the common European Sky God

Scandinavian	Slavonic	Baltic
Óðinn	Svarog	Perkullos (=Pikollos, Wodhu)
Þórr (=Víllir)	Perun	Perkunos
Freyr (=Véi)	Veles (=Svantevit)	Potrimpos
Roman	Greek	Gallo-British ("Celtic")
Uranus	Uranos	Daghda
Jupiter (=Jovi)	Zeus	Taranis
Bacchus	Dionysus (=Bakkhos)	Cernunnos

## The Futhark

Below is a list of (a hastily made version of) the proto-Norse runes and their Greek and Latin equivalents respectively:

Fehu	Phi (Φ)	F
Ūruz	Upsilon (Υ)	U
Þurisaz	Theta (Θ)	Þ
Ansuz	Alpha (Α)	A
Reiðō	Rho (Ρ)	R
Kaunaz	Kappa (Κ)	K
Gābon	Gamma (Γ)	G
Wunjō	-	W
Hagalaz	Chi (Χ)	H
Nauþi	Ni (Ν)	N
Īsa	Iota (Ι)	I
Jēra	-	J
Eihwaz	Eta (Η)	EI
Perþ	Pi (Π)	P
Algiz	Zeta (Ζ)	Z
Sōwila	Sigma (Σ)	S
Tīwaz	Tau (Τ)	T
Berkō	Beta (Β)	B
Ehwaz	Epsilon (Ε)	E
Mannaz	Mi (Μ)	M
Laguz	Lambda (Λ)	L
Inguz	-	ING/NG
Dagaz	Delta (Δ)	D
Ōþala	Omega (Ω) & Omicron (Ο)	O
-	Xi (Ξ)	X
-	Psi (Ψ)	PSI

I have also included a list of the younger rune signs, from the Viking Age, only with recreated Germanic names:

Warha (Fluid, Liquid, Urine, Death)	Y
Ahwō (Running Water, Flow of Inspiration)	Ǻ (Danish AA)
Ahira (Truth, Initiation in Love Mysteries)	Æ (Swedish Ä)
Wōria (Wild, Crazy, Tired)	O with a branch
Quarnus (Mill, Crush, Improvement, Learning)	Q
Axnās (Eyes, Cave, Vision)	X
Wai (Woe, Pain, Bad Luck)	V
Krīda (White as Chalk, Enlightenment, Female Purity)	C
Ðēi (Dís, Virgin, Honourable Woman, Noblewoman)	Ð
Awjō (Island, Lonely Man, Spiritual Wisdom)	Ø (Swedish Ö)
Ökān (Increase, Grow, Pregnancy, Strength)	Œ (Swedish Ö)

## **Paganism: Part XII - Why Paganism?**

When I grew up I, like most Norwegians, grew up in an atheist family and a world void of any type of religious rituals. My first encounter with religious rites came in the first grade in elementary school, when the teacher forced her pupils to go to church in context with the "Christmas" (Yule) festival. My reaction to the utterly boring, alien and pointless Judeo-Christian mock-rituals in church was first of all disgust, but also anger, and the following years in school became a struggle to avoid these types of activities. This struggle didn't make me very popular with the rather religious teacher, but more importantly it pretty much ruined my relationship to religion in general and to all types of religious rituals in particular.

When I advocate Paganism today I therefore face a peculiar problem. A huge number (perhaps even a majority) of my own countrymen, and in particular those of the male gender, reacted to the Judeo-Christian propaganda in elementary school in the same way as I did, and because of that they too are so extremely negative to any type of religions and religious rituals that it becomes hard for them to embrace even a Pagan religion and any types of religious rites. The main hindrance in the propagation of Paganism in Norway, and possibly in the rest of Europe too, is in other words not Judeo-Christianity, but the fact that so many despise religion on a general basis, because of their involuntary experiences with Judeo-Christianity in school. To be religious has because of Judeo-Christianity become synonymous to being weak and stupid.

In order to embrace any type of religion and religious rites we need to understand why we should do so. The argument that we should "because it is a tradition" is not valid to anybody with a three-figured IQ. We need to see a purpose to what we are doing, or else we will never do it or even be able to justify the fact that others do it. I can always argue that Paganism is our religion, that it is in accordance with our Nordic (=European) blood and spirit, our nature, but even that is in itself not a valid reason.

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Humans are largely trigger based entities, and we work much like modern computers do. We have a CPU (intelligence), a hard drive (memory), hardware (the body/DNA), an operating system (the mind) and other software (the cultural input) installed, we have different buses (the nerves) and we need electricity (nourishment) to work. We also have a keyboard and other in-data units (our five [or actually seven] senses), and of course out-data units like speakers, a printer and a screen (a voice, gestures, the ability to write and so forth).

The operating system (the mind) is already installed when you buy the computer (when we are born), but in order to exploit the potential of the computer you need to install additional software (the cultural input); for example word processing programs, database programs, an encyclopedia, auto-cad, games, Internet Explorer, and you name it.

Now, the problem for modern man is that the software we try to install is not really compatible with our operating system and hardware. Programs designed for the old 386 computers, or for computers with Windows 95, for example, will not work on a more modern computer with Windows XP, or at best they don't work optimally, and what we do today, in the global village, is to fill up our hard discs with all kinds of incompatible crap designed for people with another DNA and another type of mind. Today the 286s (Vedoids [=Australoids]), the 386s (Negroes), the Pentium Is and IIs (Asians) and the Pentium IIIs and IVs (Nordics [=Europeans]) all get a lot of software (the cultural input) designed for other computers installed, and because of that none of them work optimally (if at all).

The Australoid and Nergo races (Thrall's kin) are at least 200.000 years old, the Asian races (Karl's kin) are perhaps 150.000 years old, and the youngest and Nordic race (Jarl's kin) is about 80.000 years old. When each race was created (created) by the gods, they also created an operating system (a type of mind ["soul"]) designed for each race. According to our mythology the gods were only satisfied with their latest design, Jarl's kin, and this is of course the main reason why I advocate racial segregation. We degrade the Nordic race by mixing it

with the "inferior designs". With the creation of Jarl's kin they could finally "install" their own operating system (the divine mind) in a human race, and they taught this race how to install the additional "software" (the runes) needed to perform its tasks here on Earth.

The additional "software" I am talking about is of course installed by the help of our Paganism and in particular the Pagan mysteries, and this is the reason why the Nordic man should choose to embrace Paganism and Pagan rituals. Without our Paganism we are incomplete human beings.

Dixi.

Varg "the bard" Vikernes  
(05.03.2006)

### **Paganism: Part XIII - Pagan Love**

Ever since the Axis powers lost WWII English has, whether we like it or not, been the Latin of the civilized world. This is bad news to the French, the Spanish, the Germans, and other cultural-imperialistic nations seeking to instead export their language to the world, but it is also bad news to the evolution of the spirit in man. You see, English is said to be a rich language, but - alas! - there is only one single English word meaning love.

In Norwegian there are a several different words with slightly different meanings that translate into English as "love" (like *kjærlighet*, *elskov* and *forelskelse*), but these are more general terms and to find the most interesting and precise love-words we need to study Old Norwegian (=Norse). These Norse love-words have survived in some first names, but other than that they are unknown in the modern Scandinavian society. The most obvious love-word in Norse is *frjá*, from proto-Norse *frijō* (love), but *ingr*, from proto-Norse *inguR* (love, loving) too is well-known, and both are widely used in names in Scandinavia. The third and final word I will mention in this context is *ást*, from proto-Norse *anst* (love), a word that is also pretty much only used as a name, albeit more rarely than the other two before mentioned love-words.

The perceptive reader will see that *ást* is a word very similar to the Norse word for "god", namely *áss* (pl. *æsir*), from proto-Norse *ans* (mouth, river mouth, breath and blow, "a source of divine utterance"), and this is not a coincidence. All the different Norse words for love describe different types of love, and *ást* is the highest form of love, the divine love that manifest itself in the form of the *æsir*!

You might wonder why on earth words meaning "love" have disappeared from our languages, but it makes perfect sense when we know that the lost words for love were all directly linked to the Pagan religion and the Pagan deities: *frjá* is also the name of the goddess of love (Freyja) and the goddess of maternal love (Frigg [proto-Norse *Frijjō*]); *ingr* is also the name of the god of love and fertility (Ingr, a.k.a. Freyr), and *ást* is the love of the *æsir*! Why would and how could such words survive the Christianization of Europe? When our continent was Christianized the advanced (Pagan) love died along with the words we used to describe, understand and express it with, and all that is left today is the one-dimensional and general love of the English-speaking world (and a few additional terms in the more civilized parts of the world). Europe has in other words also in this context because of Judeo-Christianity become a poorer place, with a poorer understanding of and capacity for love.

Interestingly Freyja and Ingr (Freyr) are not *æsir*, but *vanir* (sg. *vanr*, meaning simply "water"). You see, *frjá* is a word describing the earthly love; parental love, marital (reproductive) love and racism (the love for those who genetically speaking are closest to you). This love is based on and stems from the blood, from the DNA. This is a primitive and natural love, and although not as noble and divine as *ást* it is quintessential to the survival and improvement of mankind. This is what makes us love our offspring, feel attracted to genetically speaking healthy partners and reproduce with them, and make sure our genes are carried on to the next generations. This is the love we still partly understand, in spite of the Christianization of Europe, simply because it is instinctive; because we are pre-programmed by our DNA to understand it. No amount of brainwash can ever remove our capacity for natural love<sup>1</sup>.

The noblest form of love that is sometimes known to modern man is *ingr*. This is also part biological, but it is still a more intellectual and even spiritual love and it is harder to grasp. *Ingr* can be described by the following line; "I love You, therefore I expose You to all the things that can make You a better person". If Your sweet and innocent daughter, for example, has the flu and You love her on this level You will be happy, because You wish her the best, and You know that in order for her to develop a stronger immune system she needs to be exposed to such viruses. When she gets well her immune system will be better prepared to fight the next generations of flu and other diseases as well. The smartest people therefore seek adversity and a hard life, a life in harsh climates and places where you need to be industrious and clever to survive. They do because they wish to make sure they and their children get the best opportunities to improve as human beings. They do because they love their children, and

because they are intelligent enough to know what is really best for them. Life on Earth is pointless if it doesn't improve us!

This love, *ingr*, is basically how the gods and goddesses relate to us, as we are their children; they expose us to all kinds of adversity, horrors and problems because they love us. They do because they want us to become better, because they want us to eventually become gods and goddesses ourselves.

This explains why the gods decided to create the Nordic race in Thule (Atlantis), in the harsh climate of Northern Scandinavia, and it explains why people living in harsh climates are generally speaking more industrious, inventive and intelligent than people living in less harsh climates. After all, they have to be in order to survive. It explains further why the gods (by the help of gravity) threw our world into an Ice Age after they had created the Nordic race, and basically forced the Nordic man to improve, and to improve fast.

The best individuals of the Nordic race, those who really understood *ingr*, followed the rim of the ice back northwards, when the ice melted at the end of the last great Ice Age, rather than move to places with a friendlier climate, like others did. They understood the need for them to be exposed to as much adversity as possible. And individual who knows *ingr* will rejoice when he or she is exposed to adversity, and in fact he or she will knowingly and willingly expose him- or herself to it, while those who don't know *ingr* will instead whine, pity themselves and try to avoid adversity at all cost. The capacity for *ingr* is what separates humans from subhumans.

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Ást is the highest form of love, and we have good descriptions of the unveiling of *ást* from some of the fairy tales gathered and published by the Grimm brothers and Asbjørnsen and Moe (like "Cinderella" and "Mother Holle" [=Mother Hel]), and from Russian fairy tales too (like some of the tales in the book called "Три Царства" ["The Three Kingdoms"] published in Moscow 1985, by Raduga publishers).

The divine love, *ást*, is in spite of the fairy tales unknown to modern man, because he is a Judeo-Christian or atheist fool, who no longer practices Paganism. Some people get a glimpse of this divine love anyhow, because they at some point in life get a glimpse of death (=Hel); on the operating table in a hospital, in an accident or perhaps in a dream!

Ást is unknown to modern man alright, but it was actually fairly unknown to most of the Pagans of the past as well, simply because the common man cannot cope with it. Most Pagans knew it existed, but they knew little about it. Ást can be dangerous if you don't know how to relate to it, just like the Sun and the Moon. The sunlight can be dangerous to us; it is harmful to your eyes if you look directly at it or to your skin if you expose it to the sunlight too much. Some people don't handle the moonlight, and lose their minds completely when exposed to it (they become lunatics, from the Latin name of the Moon [Luna]).

Therefore they had strict rules when it came to unveiling the secrets of *ást* to people. Those born in the thirteen days of Yule (id est from the 21st or 22nd of December to the 2nd or 3rd of January), those born with a "victory shirt", those born blind, those whose mother died during labour, those born with one blue and one green eye (like David Bowie, I may add), those born with a limp, or those born with some other "mark" were seen as predetermined to become Pagan priests and priestesses and learn about *ást*. They were "marked by the gods".

Those who had no such mark from birth, but were seen as strong and pure enough to be initiated anyway, were given a mark (usually a scar) as part of the initiation (and therefore the inquisitors of the Middle Age looked for "the mark of the devil" on all the men and women they wanted to murder as "witches", to prove that they were indeed "devil worshippers").

It is hard to understand all of this, but there is a logic to it. People born in the Yule tide came to Earth in the midst of the yearly Ragnarok battle (culminating in New Year's Eve), when the forces of light meet and fight the forces of darkness, and prevails I may add. They are born when the priests and priestesses fight the forces of darkness, and are therefore in a sense sent to Earth in that hour, by the gods, to participate. Those born with a "victory shirt", id est an intact membrane of the foetus, come to the world with extra protection. Those whose mother died during labour come to Earth in the midst of death, when the mother and child was still physically linked together, so they already know more about this than others. Those who are born blind cannot see the physical world, and therefore are extra aware of what goes on in the spiritual world. Those who are born with one blue and one green eye are said to have the ability to see ghosts and the realm of the dead better than others ("one eye for each realm"), and since the priests and priestesses go to fight ghosts in Ragnarok, in the realm of the dead, this is obviously an advantage. Those born with a limp are said to wear the shoe of Víðarr, and they probably participated in the Ragnarok-struggle even before they were born. They hurt their foot when they placed it in the mouth of the Fenrir wolf and tore it apart. That must be why they walk with a limp...

The mark of the gods was seen as so important that the unmarked priests and priestesses usually mutilated themselves to become marked by the gods (and whether you are born with it or do it yourself is irrelevant; if you can take the pain, and face it willingly, you are certainly strong enough to cope with the dangers of ást as well), and they often wore only one shoe, or one large and one small shoe, to walk with a limp.

The mythological examples of the mutilation or self-mutilation are many. Óðinn tore out one of his eyes to drink from the well of Mímir (memory). One of Þórr's goats (Tanngnjóstr [Tooth Sparks] or Tanngrísniir [Tooth Sparks]) walked with a limp after a peasant boy had broken one of his bones when he ate it, to get to the marrow. When the goat was resurrected by Þórr the next day it walked with a limp. Týr lost his hand when the wolf ate it. Óðinn was scarred for life when he trusted a spear into his body while hanging in the world tree, to learn the runes, and of course he actually hanged himself as well.

The clearest threat of ást to man is the splendour of the divine love. If you have seen the beauty of an elven princess and her white ebony castle in a divine realm, then the beauty of earthly women and the world we live in loses some of its force of attraction. If you have seen Heaven, and know that all you need do to go to Heaven is to die, it becomes hard to live on Earth. We are here for a reason, and if everybody knew how wonderful death is they would choose death rather than live on, and we would never be able to do what we are here to do. So, only those who are strong enough to cope with this should ever be allowed to experience the divine love in life. They need to know the splendour of Heaven and still be able to live on in this unfriendly and earthly world, custom designed to make us better (by exposing us to all kinds of adversity over time). The intimate knowledge of ást is in itself beneficial, because the longing and the ability to turn down different temptations makes us better.

Baldr (pure, clean, "white") and his wife Nanna (hard working, industrious) go to Hel six months each year, because the hard life there improves them further (and it is hard for him to live in Hel only because he knows what Ásgarðr is like). Baldr is invulnerable to all the temptations of our world, nothing can harm him, and like Cinderella (=Nanna) he uses a holy branch (Óðinn's spear) to open up the grave and enter Hel. When they return, after Ragnarok, all the powers are purified and the world is a better place.

Everybody is supposed to become better by life on Earth, and everybody is exposed to different levels of adversity, but only the strongest amongst us can cope with the challenges of ást. The learning rate of man on Earth is progressive, meaning that the stronger you are already, the stronger you get each day. Those who know ást learn and grow more in a day than those who don't do in a lifetime, and that is why the purest and most industrious amongst us should seek ást. If a human being cannot cope with ást, though, he or she is better off living life like a common man. The enlightenment will come soon enough anyhow.

The proverb amor vincit omnia ("love conquers all") is true only because the æsir are themselves manifestations and expressions of the divine love. Love conquers even death, because she exists beyond time, in the wyrd (esteem, "the realm of the gods", "Ásgarðr").

Footnotes:

Although I may add that brainwashing as well as hormone errors and genetic defects can make us unable to understand it (hence male homosexuality, sodomy [including anti-racism] and other sexual perversities).

Varg "Kvísl-Ingr" Vikernes  
(13.04.2006)

## **Paganism: Part XIV - The Mystery Of The Mysteries**

To appreciate Paganism and Pagan rites we first of all need to understand the human nature. The modern (incomplete and defective) European, a European man with Asian "software", thinks of man as two-layer creature; we have a physical and a mental layer, but there is more to man than this.

The human bodies are the physical body (lík), the ethereal body (várðr), the astral body (hamr), the mental body (hugr) and the spiritual body (ánd). In order to improve the physical body, and in fact in order to even survive (that is not die) we need physical maintenance, training, food and beverage, but also rest. In order to improve the ethereal body we need warmth, safety, joy and true love, but also cold, sorrow, fear and negative emotions. In order to improve the astral body we need creative display, music, art and dreams, but also silence, calm and emptiness. In order to improve the mental body we need training of the long- and short-term memory, concentration and training of the logical faculties, but also mental rest. In order to improve the spiritual body we need a deeper meaning, long-term activities and a super-individualistic perspective, but also contempt for death and ruthlessness.

The improvement of the ethereal body can commence only when the physical body is satisfied. The improvement of the astral body can commence only when the ethereal body is satisfied. The improvement of the mental body can commence only when the astral body is satisfied. The improvement of the spiritual body can commence only when the mental body is satisfied.

The purpose of Paganism and the Pagan rites is to satisfy all our bodies, to educate us, to trigger latent abilities in us and to ultimately elevate us to the divine. To achieve this the average Pagan high festival therefore had several steps:

Step 1. The journey to the site of rites (a theatre, a grave mound, a mountain top, a grove, a holy source or something else). This was seen as part of the ceremony and it served a purpose; it was or could be physically exhausting and it made the participants feel as if they were embarking on a journey of some significance, which of course was what they were doing too.

Step 2. The religious play. The priests and priestesses performed like a modern acting group and acted out a religious play (a tragedy or a comedy, depending on the type of high festival), wearing masks and costumes to impersonate the gods and goddesses. This was (supposed to be) experienced by the congregation as a trip on an "emotional roller-coaster", stimulating their emotions, imagination and mental capacity. Music and other types of artistic display were often part of the ceremonies and worked as emotional catalysts. If part of an initiation ceremony the candidate was often participating in the play, unmasked and partly unaware of what was going to happen, and naturally such mysteries were only witnessed by the individuals of the congregation who had already gone through this particular initiation.

Step 3. The exam. If part of an initiation ceremony the candidate had to say or do something to influence the outcome, to make the ceremony end like it should. The candidate was normally instructed beforehand by a mystagog (a religious tutor) on how to react to different contingencies, so he or she should know what to do or say, but sometimes the candidates had to figure this out for themselves.

Step 4. The graduation (of candidates) or the conclusion. The purpose (moral) of the play (ceremony) was unveiled to the candidate, and he or she was accepted or rejected by the gods and goddesses (id est the priests and priestesses). This part of the ceremony often ended when the Sun rose, and the candidate was accepted as part of the congregation or in some new role in the congregation.

Step 5. The celebration. When the ritual play ended the ceremony ended with a joyous feast, or in case of initiations the initiated candidate could for the first time join the rest of the congregation in such a feast, that included good food and beverage, dancing and different entertaining activities. The ceremony ended with silence and rest.

Most of what we do today to entertain ourselves are in a sense mock-ceremonies; the plays at the modern theatre, the films at the cinema, the parties we attend, sports events, traveling (tourism), classes in school and so forth, and I am sure some of these activities enlighten us and bring us at least a bit closer to the gods. However, all these activities are fragmentary and insufficient, and taken out of context they don't mean much. They are not custom-built for individuals our race either, like the Pagan ceremonies are, and they are not part of a greater whole. We cling to the modern mock-ceremonies, because they are all we have, and because we need entertainment and some sort of education (id est ceremonies), but it would have been much better if we instead (or perhaps also) had begun to celebrate the Pagan high festivals, like we are supposed to. They will educate and entertain us, elevate and enlighten us.

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In us we have latent abilities that will be brought to life if we wake them up. The ability to reproduce for example is awoken by time; when we reach a certain age we reach puberty and all of a sudden we can reproduce. Other abilities will come to life in us if we reach a certain level of for example intelligence, empathy and purity, or something else, or a combination of different factors.

There are latent abilities in the Nordic (=European) man that we don't yet know much or anything about. Like today we only know five of the seven senses, and perhaps we begin to acknowledge the existence of a sixth sense (intuition) too. Clairvoyance, telekinesis, telepathy, healing powers and other abilities can surface in us, just like the ability to reproduce, if we expose ourselves to the right type of "input"; if we live in accordance with the Pagan laws and rules; if we go through the Pagan initiation rites; if we participate in the Pagan ceremonies; and not least if we keep our blood Nordic.

There is a fantastic world of magic out there for us, so why choose to live in a Judeo-Christian world of self-loathing, ignorance, stagnation, stupidity and darkness?

Varg Vikernes  
(03.03.2006)

## **Paganism: Part XV - The Mystery Of Time**

Scientists speak of a universe that came to be in a big bang about 13,7 billion years ago, they say that our planet Earth is 5 billion years old, that the Sun will use up its fuel in 5 or 6 billion years, and so forth. However, their estimates in this context are at best educated guesses. The truth is that they have no idea how old the universe is, how old our planet is or how long it will take for the Sun to extinguish itself. Their science is nothing but speculations based in vague, often flawed and even completely incorrect scientific theories. Some of their theories are not even scientific, like the theory of (macro) evolution.

The scientists and man in general try to understand the world within the concept of time, because, after all, we exist in time. It is hard to grasp or even think of an existence or a creation of our world beyond time when we only know of the existence in time. However, there is a world beyond time too, and in Norse this is amongst other things called the *vyrð* (esteem), a word that has survived in modern English only as the "degenerated term" weird (from *wyrd*, the Anglo-Saxon or Old English version of *vyrð*).

Even for the enlightened Pagan initiate the *vyrð* was indeed a weird place, and the best way for me to describe it is to ask You to imagine how the world looks like in Your dreams. When You sleep You leave the body to recharge (some of) Your spiritual faculties in the *vyrð*, and the reason we most often forget our dreams the moment we wake up is simply because we need to cross the river Styx on our way back to the body. Some dreams we remember anyhow, because we need to or because they are instructions to us from the *vyrð*, but we forget the vast majority.

In our dreams we exist beyond time, in a world of magic, mystery, surprises and incomprehensible events and emotions. Some dreams are merely our spiritual faculties trying to get rid of useless and invaluable memories (for example scenes from a computer game you have been playing all day long, or the memory of something else you have been doing too much). This is some sort of "disc tidying"; our minds making room for more useable or valuable memories on the "hard drive" by cleaning out all the useless and invaluable memories. Other dreams are more chaotic and are a result of our minds trying to process and file the more useable and valuable memories.

The final type of dreams I will mention here are the dreams known as mythological dreams. They are instructions to us from the different powers in the *vyrð*, they are remembered by us and are often experienced as so significant that we never forget them. These dreams are a one-way communication with the gods, as they speak to us in our dream, and they give us our different (personal) missions in life. The mythological dreams are actually the only way for the uninitiated man to receive signals from what our (Scandinavian and Anglo-Saxon) forefathers called the *æsir* or *ése* (respectively), or simply gods.

The initiate's journey into the *vyrð* is experienced very much like a dream, obviously because this is a journey into the realm we all visit when we sleep (and dream). What makes the initiate's journey so different is that he or she can cross the river Styx without forgetting and he or she can interact with the powers too. In the yearly Ragnarok the initiates used to travel to the *vyrð* and fight different destructive powers, often in the shape of an animal, to secure the fertility of the land, the health of the kin and so forth. They put on a mask (like we still do in the *julebukk* tradition in Norway) to be able to see the spirits of the *vyrð*, and they participated in the huge (yearly) battle we know as Ragnarok, that takes place every New Year's Eve. They fought alongside the gods and goddesses, in a world beyond time.

To access the *vyrð* they used different magic symbols, like the famous Trojan Fortresses found all over Scandinavia (and in Greece). They danced into the centre of the symbol, on one foot, symbolizing the foot of *Víðarr*, that he uses when he kills the Fenrir wolf. We know a form of this dance from Ireland as river dance, and naturally it is called by that name because on their back from the *vyrð* the initiates had to dance across the river (we know best as) Styx1 in a certain way in order not to forget what they had seen and experienced.

The Trojan Fortress symbolizes the grave mound (as seen from above, with the entrance clearly visible<sup>2</sup>). This is the entrance to the *vyrð*, that is also known as *Ásgarðr* (and Troy). This is the world of the dead, the world of the elves, the world of the gods, and it is a world that exists beyond time.

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The problem with the existence beyond time is that there is no growth there; it is a rather static world. In order to in any way enhance the powers of the *vyrð* the gods need to send them into our world (of time), to have them work for a while, and then let them turn to the *vyrð*, changed. And, mark my words, we are such powers, that are sent into the world to work for some time. After a while, when we die, we return to the *vyrð* changed; we are different from what we were before life on Earth.

In other words; the gods created our universe, the physical world influenced by time, to change, purify, enhance and improve the powers of the *vyrð*. The tiny spark given to each man when he or she is born can grow into a bright and shining star, if we play our cards right in life. Had this spark never existed in time, it would simply have remained a spark forever. Without time there can be no growth, and without growth there can be no births or positive change.

We know that the gods are the children of other gods, but we never hear about a goddess being pregnant or one giving birth to another god or goddess. The only birth we are told about is the birth of Sleipnir (the Trojan horse), but for Loki to give birth to this horse he actually has to leave *Ásgarðr*, naturally because he cannot give birth to anything in a realm existing beyond time. He needs to do it elsewhere, in our world of time.

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We don't know, and cannot know, how old the universe is or when exactly the powers of our world came to be, because they were created beyond time. The world of time revolves around the world of the gods like the spokes of a wheel around its axis, and the distance from the past, the present and the future to the world of the gods is always the same.

Footnotes:

In Scandinavian mythology we have two rivers, called *Þundr* (self-solemnity) and *Ífing* (uncertainty, doubt), serving the same purpose as the river Styx in the Greek mythology. And if You take this symbol and place it on top of an aerial picture of an ancient grave mound, for example the 7.000 year-old Newgrange in Ireland, You will see that it is like a map of the interior of the grave mound.

Varg "Greybeard" Vikernes  
(05.03.2006)

## **Paganism: Part XVI - The White God**

Archdruid in his full judicial costume (by Charles Knight) Easter is approaching yet again. Every year we experience this return of the Sun, and although the religious content has not been the same all along we have celebrated his return religiously (and lately often non-religiously) since the beginning of man. At first he was merely seen as a spirit, a shining round object in the sky moved about by the wind. Much, much later this impersonal spirit went through an anthropomorphism, and thus our solar deity came to be.

The ancient man had a cyclic view of life. There was no beginning and no end; only perpetual cyclic movement. The Sun – whether it was a spirit or a deity – was born every morning, lived every day, died every evening and had to go through the mysterious underworld every night, and it had always been like that. Ancient man – who was just as intelligent as we are, but even more ignorant – was always very afraid the Sun would not return from the underworld, so he did as best he could to ensure its return. He became a sorcerer, ensuring the return of the Sun every day with increasingly complicated spell; chants, imitations, verses and the carving of symbols into rocks. But – alas! – just like the Sun lost its power when it set in the west it also lost its power in the autumn, when the leaves fell from the oak trees. Howling winds and cold rain dominated the sky, and man's life became very hard. What if the Sun would never regain its strength? What then? Would winter come and never go away?

The power of the Sun could be found in the wood of the trees. It had been transferred to the trees from the Sun in the sky via the lightning, the sorcerer believed, and could be extracted for proper use by the sorcerers; he could build great bonfires imitating the power of the Sun, providing light and warmth to man when needed. When the trees apparently died (i. e. lost their leaves) in the autumn the sorcerers climbed the most powerful of all the trees, the oak, and cut down the only healthy, green and fertile branch left there; the mistletoe. He believed that all the power of the oak/Sun had withdrawn from the trunk and other branches to this tiny growth, and because of that the mistletoe could be used as a wand of concentrated solar power. This was the key to the power of the world, and the sorcerer became omnipotent! He was both king and god to his people!

The sorcerer ruled Europe for tens of thousands of years, until the end of the Neolithic Age or the Bronze Age, when sorcery to a large extent was replaced (or rather supplemented) by religion, and the sorcerer was exchanged by the priest. When the hooded sorcerer cut down the mistletoe from the oak tree the new priest cursed him, and accused him of murdering the beloved Belus; the deity of the oak tree and the power of the Sun. The oak god himself was invulnerable to harm, because all his power had withdrawn to the mistletoe. His life force was in this golden bough, but was taken away by the sorcerer. This was, the priest believed, the very reason winter came in the first place and covered the lands in snow and frost. Belus was in other words murdered by the hooded sorcerer!

By the time of the Viking Age, several thousand years later, this had become a myth about a hooded deity, Höðr ("hood"), murdering the fair and innocent Baldur ("strong and round being") with the mistletoe. Naturally, the mistletoe had been given to him by Loki ("lightning"), the spirit/deity transferring the mistletoe and the power of the Sun to the oak tree. This mighty branch, alias Jörmungandr ("animated staff") and Bölþorn ("bad branch", "bad thorn"), was cast down to Earth and the oak tree when Þórr ("thunder") hit it's head with a hammer (original meaning of the word is "stone"). And that's where the hooded sorcerer found it...

Enlightenment can still be found – in Baldur, alias Belus; the White God, the deity of innocence, purity, enlightenment and secrets. The runes are carved onto his tongue. Hope you lords, that he speaks to you. Hope you ladies, that he kisses you. Belus will wake you up from your thousand-year-sleep. The wall of thorns can be broken. Easter draws near, and sorcery is still real; in words and in music, and in the strong mind.

Source: "Sorcery and Religion in Ancient Scandinavia"  
Varg "the Villain" Vikernes

### Paganism: Part XVIII - Some sort of SRAS errata

Today, 2012, I know and admit that some of the assertions put forth in SRAS are not entirely correct. First of all I call the book "Sorcery and Religion in Ancient Scandinavia", but I fail to describe sorcery and religion; instead I describe a mix of the two. Not the sorcery tradition and not the religion either, but instead a bit of both mixed together in a world view not entirely logical and not without small contradictions. Now, you don't find even this described anywhere else, so the book is indeed still valuable for those interested in the subject, but 5 years after completing the book I am wiser and today I could have described both the sorcery tradition and the religion better, making more sense of it all.

Where did I go wrong? Well, mainly in my approach to the Ancient World as if they had one single belief system. Now, there was indeed only one religion, but... not everyone practised it in the same way, and of course there was a very different (and much older) sorcery tradition as well, different from the religion... and this tradition was of course also practised in different ways. It was all based on the life stance (religion [Ásatrú] versus tradition [Seiðr]) and cultural background (peasant [Byggjandi] versus hunter-gatherer [Veiðr]) of the people practising it. All these branches came from the same European tree, of course, and the same seed, but they were different even in Antiquity. And even in the late Stone Age.

Now, there is much to say about this, but rather than write a separate book about this I have included this information in my role-playing game (RPG), where I describe in detail the four different combinations.

Life Stance	Cultural Background	Also known as
Ásatrú	Veiðr	The Old Religion
Ásatrú	Byggjandi	The Religion
Seiðr	Veiðr	The Old Tradition
Seiðr	Byggjandi	The Tradition

Being a role-playing game and not a history book there will be much fiction mixed into this as well (like real gods and spells actually working), but this is very easily identified and can quickly be weeded out by those who want to find the real thing. The high festivals (that make up the common religious/traditional practises) have in the RPG been described not as one set of high festivals (as in SRAS), but as mainly two (religion and tradition) sets of high festivals celebrated some times for different reasons and in different ways, and also some high festivals celebrated only by some (for agricultural reasons) (and then obviously only by peasants [Byggjandi]).

I can add that I have had the privilege of being married to a very knowledgeable and brilliant woman for almost 5 years now, and her work with biology, archaeology, philosophy, astronomy and other topics (that you can read more about on [mariecachet.com](http://mariecachet.com)), our discussions about this and our numerous expeditions to related sites in Europe (along with up to three small children, a diminishing fortune and a German car more and more inclined to break down completely), is the main reason why I have become able to describe all of the above so thoroughly in the RPG.

Now, not being a morally bankrupt (natural or artificial) Jew I naturally suffer from the thought of having to force those only interested in our heritage to buy my RPG for them to legally get the information they want, so I plan to put the chapter dealing with this topic as a free and downloadable PDF on my future RPG-web site, so that anyone interested only in this can freely download it and use it as some sort of errata for SRAS. Like all true Europeans I will rather suffer a life in poverty than a life in shame. "Better an empty pouch than wrongly gotten money", as they used to (...) say in Norway.

NB! I have not yet started up my RPG-web site (although I have registered it, and copyrighted the RPG-name and everything), so there is no need to look for it. When the RPG is complete and I start up my RPG-web site it will be clearly announced here on burzum.org.

If this errata isn't enough for those interested they can also watch the film my wife and I are working on, as a joint venture on this topic. It is not yet out, and it will be some sort of amateur art film, semi-biographical, semi-historical and philosophical, featuring my oldest son and myself as lead actors (both in the role as me...). We will of course promote this film in due time, both on burzum.org and on mariecachet.com.

Thank you for your time,  
V.V., Bergen 14.11.2012

## **Paganism: Part XIX - Comparative Mythology, my RPG & Europe**

When I say that all the European gods are the same, that the different names of the gods and goddesses are but different faces of the European divine concept, I am often met with ridicule and aggressive contempt. For some reason many refuse to accept that the same divine being is called by different names in different parts of Europe – including in those areas that used to be European or ruled by Europeans, such as Ancient Egypt, Sumer, Persia and the Indus Valley.

The origin of our European religion lies of course in the European race, and tribes belonging to this race have moved about for ages, in Europe, in Asia and even in Africa. They all had their preferences in relation to deity names, they were all influenced by different natural forces, social events, alien races and ideas, so it is no wonder that they all, by the time they settled down somewhere, called the deities by different names. You don't need to be a rocket scientist to figure that out. We all speak different languages for the same reason – and I would be surprised if I was met with ridicule and contempt for claiming that. We all know that as a fact.

E.g. love is love, no matter what language you use to describe it. However, some might name a deity of love after her beauty (Roman Venus, "beautiful") or fairness (Celtic Aine, "brightness, radiance, beauty, glow"), some might name her after the way she was born (Greek Aphrodite, "risen from [sea] foam"), some might name her after the word for love (Scandinavian Freyja, "love, liberty, free"), and others might name her after her other properties, such as one of the animals associated with her, or perhaps some other characteristic of hers (like the Slavo-Scythian Shieba and the Sanskrit Shiva, both meaning "auspicious one"). Love can also be either seen as masculine or feminine, or perhaps both.

We have the word ven (as in Venus) in Norwegian as well, and naturally it means "beautiful" in Norwegian as well, as found in the (Old Norwegian) description of Freyja as a "vana-dis" ("beautiful goddess"). To understand this name you need to know the Greek myth about Paris, who gives an apple to the most beautiful goddess, Aphrodite (Freyja). So why would she not be called the "vana-dis"? She won the contest and is the most beautiful goddess! And why would love not be the most beautiful concept? And is it common to all Europeans or is it a purely Scandinavian concept? Of course it is common to all Europeans! Our goddess of love is the same wherever we live, whatever language we speak and however we build our temples!

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In the roleplaying game I am working on I describe what I picture as the cradle of Europe, a realm called *Bulê* ("land of the sages"), and for the sake of simplicity all the nations of that realm call the deities by the same (proto-Indo-European [PIE]) names (and these PIE reconstructed names are based on the Scandinavian names). Now, the game is not yet complete, so I add and remove parts and bits every now and then, and one of the alternative rules I removed was a rule suggesting that the (9) different nations in *Bulê* called the deities by different names. Rather than just throw this information away I figured I should write this article and include the table of names to share with you my perception of the different names of the deities, and how they correspond. Unfortunately I fail to make complete lists of the Baltic, Finnish, Etruscan, Magyar, Thracian/Dacian, Sumerian, Sanskrit, Egyptian or Illyrian names of our old deities, but I hope the lists below will be helpful nevertheless – and I have included a suggestion on what names would be closest to their names. The first list include the sympathetic deities; the second the other deities. From the rejected Alternative Rule 21 of my RPG;

When a deity is listed with a different gender than the PIE original deity this simply means that in this particular culture this particular deity was seen as of a different gender. It is however still the same deity. This can play a role for characters born in this particular culture, because the deity will be of a different gender in his culture. See Birth Date (Character Generation & Development).

PIE Original	Proto-Nordic	Scandinavian	Roman Etruscan	Celtic Egyptian	Slavo-Scythian Magyar Finnish Sumerian Baltic	Greek Thracian/Dacian Illyrian
Belus	BalþuR	Baldr	Apollo	Belenus	Jarilo/Bielijbog	Apollon
Erþo	Erþi	Jorðr	Juno	Danu-Ana / "The Lady"	Matushka / Vesna	Demeter / Hera / Kybele
Prius	FrauþaR	Freyr	Bacchus / Liber	Aengus	Shiebog / Veles	Dionisos / Bakkhos
Prio	Fraujon	Freyja	Venus / Libera	Aine	Shieba	Aphrodite
Pirosite	Furasitan	Forseti	Mars	Smertrios	Stribog / Dsarovit	Ares (& Themis)
Kadnus	HadnuR	Hoðr	Pluto	Arawan	Trojan Tshjornijbog /	Hades
Kaimadalþas (♀ ♂)	HaimadalþaR	Heimdallr (♂)	Saturnus (♂)	Amaethon (♂)	Dashdebog / Koljada / Bielijbog (♂)	Kronos (♂)
Mano	Manan (♂)	Máni (♂)	Luna	Blodwin	Mesjats	Selene
Nerþus	NerþuR	Njorðr (♂)	Neptunus (♂)	Llyr (♂)	Makosh (♀)	Poseidon (♂)
Sagio	Sagon	Sága	Minerva	Andraste	Dodola	Athene
Skanþe	Skanþe	Skaði (♀)	Diana (♀)	Arduinna (♀)	Dsievona (♀)	Artemis (♀)
Sowilus	Sunþon / Sowili (♀)	Sunna / Sol (♀)	Vesta / Sol (♀)	Brigandu (♀)	Khors/Porevit	Helios
Diwus	TíwaR	Týr / Tív	Uranus	"Great Father"	Rod / Div	Uranos
Dunus	ÞunaR	Þórr	Juppiter	Taranis	Perun	Zeus
Wale	Walan	Váli	Hercules	Ogmios	Obiti / Dashdebog	Herakles
Wítanas	WíðanaR	Víðarr	Silvanus / Faun	Kernunnos	Les / Div	Pan
Woþanas	WoþanaR	Óðinn	Mercurius	Lugh	Svarog	Hermes

PIE Original	Proto-Nordic	Scandinavian	Roman Etruscan	Celtic Egyptian	Slavo-Scythian Magyar Finnish Sumerian Baltic	Greek Thracian/Dacian Illyrian
Akius	AgjjaR	Ægir	Oceanus	Domnu	Trepet	Okeanos
Audokomble	Auþohumblon	Auðhumblá	Angerona	n/a	Tishiná	(Kaos)
Eus / Eustas	AustaR	Austr	Aurora	Brigandu	Zaria	Eos
Beleþorn	Balaþorn	Bolþorn	Typhon	Domnu	Zirnitra	Typhon
Buras	BuraR	Borr	Prometheus	Bur	Bor	Prometheus
Perkunia	Fergunio	Fjorgyn	Tellus	Ethne	Rodenika	Gaia / Rhea
Kelio	Haljo	Hel	Pluto	"White Lady"	Marena	Hades
Eduno	Íþund	Íðunn	Proserpina	Epona	Kostroma	Persephone
Leuke	Lukan	Loki	Vulcanus	Kredne	Molnija	Hephaistos
Nes	Nahti	Nátt	Nox	Nos	Notsj	Nyx
Skuldi	Skuldi	Skuld	Morta	Aerten	Baba Jaga / Dolija	Atropos
Swertus	SwartaR	Svartr	(Chaos)	Kythrawl	Ogon	(Kaos)
Wirþandi	Wirþandin	Verðandi	Nona	Aerten	Baba Jaga / Dolija	Klotho
Wumias	Wumíar	Ymir	Hymne (& Chaos)	Kythrawl	Gol	Hymne (& Kaos)
Wurþi	WurþijoR	Urðr	Decima	Aerten	Baba Jaga / Dolija	Lakthesis

A few of the names (such as Scandinavian Íðunn from PIE Eduno and Celtic Epona, probably also from PIE Eduno) unveil themselves as being basically the same name, even though they are from different regions and tribes of Europe, but most of the names and their different

sound and meaning can be explained by what I wrote in the first part of this article. Naturally this list only includes the names of deities included in the RPG, but you can also find a more comprehensive list of (only the) Scandinavian, proto-Nordic and Greek names in SRAS, if you care to.

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To me it is obvious that all the Europeans had a common culture and religion in the past, and I hope that more and more of you begin to share this view with me. This will be important after the soon-to-come (i.e. in the coming years) collapse of the Judeo-Christian civilization, when we (or rather those of us who survive) are to rebuild Europe and reconstruct our common Pagan heritage, for use as our new European culture, world view and religion. We must make sure that we unite as a race, in a European tribal confederacy, and for all future stop all slaughter of racial brethren. Our race is our nation, and Europe is our homeland!

May I add that there is no reason to reconstruct what is lost just for the sake of reconstructing it. We must do so because we have very good reasons indeed to reconstruct our ancient culture, our world view and our traditions; Paganism was really valuable, positive and good for us, because it was in accordance with our European blood and spirit, and it generated positive energies and cultivated honour in us. If we want any form of harmony and peace of mind we need to have a mind working with our European nature, not against it.

Varg Vikernes  
Bergen, 19.12.2012

## **Paganism: Part XX - Pagan Honour**

There are many Europeans (in Europe and elsewhere) who identify themselves as Pagans today, and their number increases by the minute. Most of these Pagans view the Abrahamic religions with contempt and many of us are very reluctant to even use the term "religion" in relation to our Paganism, because it has been so thoroughly soiled by the followers of the Abrahamic religions; it has because of them become synonymous to terms such as "ignorant", "backward", "unscientific", "unintelligent", "dogmatic", "dangerous" and "hypocritical". Similarly we often feel an instinctive rejection of everything these religious sub-humans say, think, do or in other ways express. Whatever they say must be wrong. Whatever they do is bad.

Now, most often we are absolutely correct when we think so, but we must be careful not to throw out the baby with the bath water, so to speak, because the to us most relevant of the Abrahamic religions, Christianity, in all its shades and forms, is not only based on the repulsive Satanic religion of the Jews; it is also based on our own European Paganism. The vast majority of their moral values are European (i.e. Pagan)! Almost all their religious festivals are corruptions of our European high festivals! If we strip Christianity of its Jewish content, by cutting of that revolting, reeking, slimy Jewish tentacle entering into Europe from Judea, strangling and controlling the European Christians, we are to a large degree left with a European body. It has been stripped of all flesh, so to speak, but it is still inherently European. Even the idea of a god being sacrificed only later to return from the realm of the dead is purely and utterly European!

The objection any Pagan should have in relation to Christianity is not their morals, but mainly their rejection of honour and their cultivation of themselves as humble sub-human slave-men, ordered by the Asian anti-god of the Jews to serve the criminal Jews as his "chosen people", with special rights at the expense of everyone else.

When e. g. The Church of Satan (founded by the Jew Anton LaVey [=Levi]) do their best to break down "Christian" morals they mainly try to break down the Pagan elements of Christianity. The same applies to all the other (more or less) nihilistic movements propagated by the Jews and their brainwashed lackeys today as an alternative to the "backward" and "dogmatic" religions. They even try to make us believe that we are Pagan if we are the opposite of what Christians are supposed to be. Being void of any morals or other restraints is presented to us as being "Pagan". Well, I am sorry if this will disappoint you, but this is not at all the case; there are no human beings alive more moral, just and decent than true Europeans (= Pagans)! The element that ensures this is the Pagan code of honour. Honour is the foundation of the Pagan belief system. Only the honourable are reborn; only the honourable are allowed to rule, only the honourable are allowed to vote, only the honourable deserve any respect whatsoever. If you have no honour you might as well go hang yourself.

It is not honourable to lie, to commit adultery, to cheat, to steal, to intoxicate yourself (and especially not into a stupor), to have sex before or at all outside of marriage, to use violence against or in any other way harm a woman or a child, to flee in face of danger, to tolerate any form of mistreatment by or against anyone, it is not honourable to be disrespectful towards your parents, it is not honourable to profit from the misfortune of others, it is not honourable to give false testimony, and so forth. No threats or physical boundaries are needed if you have a society with a strong sense of honour.

Now, having a sense of honour in a thoroughly rotten world dominated by Jewish nihilism is not at all an advantage, and it will certainly not lead us to victory. We cannot fight a dishonest foe by honest means. David defeated Goliath not because he was better than Goliath, but because he cheated and brought a missile weapon to a duel. It brought him victory, at the expense of the much better, stronger and far more honourable Goliath, and to David, who of course was a Jew, that was naturally all that mattered to him. Jews have no honour, and they always use dishonourable means whenever they can. They even boast about and celebrates this, like with their myth about David and Goliath. The moral in that myth is (for the Jews); "We Jews are weaker, less skilled and have no honour whatsoever, but we will win anyhow

because we cheat, lie, stab our foes in the back and use every dishonourable means we can think of'. The only way for the good guy to win against the rotten Jew is to make sure that he too brings a missile weapon to the duel, and shoot that piece of shit down before he can even load his sling (metaphorically speaking, of course...).

When this is done, and the European house is clean again, we have to remember our code of honour. We have to build a new homogeneous Europe based on our Pagan code of honour. Not on anti-Christianity, on anti-Judaism, anti-Feminism, anti-Capitalism, anti-Liberalism or anti- anything else, but on our Pagan code of honour, void of any alien influence. We are not the opposite of anything or anyone else. We are Pagans. Europeans in blood and spirit! We simply start over again, like we probably have done before as well (.remember Atlantis, Ultima Thule, Hyperborea, and for all we know perhaps even Mars).

When our Goliaths in the future are to be reborn into our race, after having used also dishonourable means to (still metaphorically speaking) slay the dishonourable Davids to lead us to victory, their mistakes will be forgotten, and only their honourable characteristics will return to life when honourable European children choose to be reborn as them some time in the future. Remember them not for their possibly bloodied hands, their deceit, their lies or their possible crimes against our enemies. Remember them for their positive and absolutely necessary contributions to the survival of our noble and honourable European race and culture. Remember them for the sacrifices they made for us all.

Varg Vikernes  
Bergen, 21.12.2012