The Runic Kabalah

Joy of Satan Ministries
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About the Runic Kabalah

Few people have an understanding of what the kabalah is due to centuries of the removal of knowledge and the mass murder (on behalf of the Catholic Church) of the people who had it, namely Gentile priests and spiritual leaders.

Cutting through the Bullshit
In studying the history of many of the different known manuscripts of occult disciplines and grimoires, one will find that nearly all, if not all have been drastically altered. It appears that with every important manuscript, a Jew had to have a hand in either "deciphering" "translating" or just "helping" to put it together. For so small a number of the population, it seems this people are always relentlessly working to have control at key points. The result is the desecration of Gentile spiritual texts in order to remove magickal knowledge and strip the Gentiles of all occult powers.

The runes seem to have been an extreme threat to the Catholic Church as the penalty for using runes or even having knowledge of them was death. The Jewish tool of xaniety hunted down and mass murdered Druid Priests, religious leaders and many other Gentile Pagan Mages to near extinction. Because of this, what is available regarding runic magick in the mainstream bookstores is flawed. For example, the most important pronunciation of the runes is usually given in American English. This flaw is glaringly apparent. The runes are Germanic and Norse in origin, so why would we want to vibrate them using American English??

By the way, vibrating the runes is the most powerful and is the foundation of the True Runic Kabalah. It is obvious with the information readily available out there, that the Germanic umlauts have been omitted, along with many other guttural pronunciations, which are extremely important to correctly using the runes.

When deep in meditation and vibrating a certain rune some time ago, Satan came to me and told me to "roll the R's fully." This takes practice for those who do not have this in their native language, but comes in time, and when one has mastered the correct vibrations; one will find the results of one's efforts in applying magick quickly forthcoming. How accurately and smoothly one performs the vibration for the specified number of times corresponding to the rune will determine the power and success of the working.

Unbeknownst to many, there is an Egyptian Kabalah, a Gothic Kabalah, a Phoenician Kabalah, and a Greek Kabalah among others. The originally Egyptian phrase: "In the Beginning was the word" was stolen from Ancient Egypt (Phony Jewish Yaweh replaces the Egyptian God Ptah), *Reference: 101 Myths of the Bible by Gary Greenburg © 2000 pages 11-13.

The entire universe vibrates and through vibration, we greatly empower our soul and amplify our magick. The original alphabet is based upon the constellations.
Like everything else, the Jews have tried to claim "Hebrew was the original language and alphabet" but this is NOT SO. With the necessary research using reliable secular sources and texts, one will find "Hebrew" was taken from Phoenician and other languages predating it. It also appears that Hebrew was taken from Hindi in that the letters have similarities and many of their words have their origins in Hindi. For anyone with any knowledge, we all know the bible was written to give the Jews a history and status they never had nor are they entitled to.

The runes can be traced back to Ancient Phoenician and cuneiform scripts. This is their power. Many of the correct pronunciations have unfortunately been lost due to the systematic destruction of spiritual knowledge and its replacement with Hebrew Bullshit.
Using the Runes

The Kabalah is actually pretty straightforward when stripped of all the meaningless Jewish bullshit and alterations. Kabalistic magick is based upon letters and numbers, in that each letter corresponds with a number. The name of the letter is vibrated with a specific focus on a chakra of choice, an aspect of the soul, the aura, a body organ (for empowering and/or healing). The basis of this is the yogic "humming breath."

Example One:
Healing Meditation-
1. Go into a trance and breathe in energy into the specific organ that needs healing. Visualize this as white-gold like the sun.
2. State your affirmation such as "I am breathing in powerful healing energy that is ridding my _____ of disease permanently, and making it strong, healthy and normal in every way. State this several times in your mind with intent with each breath.
3. Now breathe in the energy and on the exhale, vibrate the name of the rune you wish to use. Say you are using the "Uruz" rune, you would inhale the energy and ON THE EXHALE, FOCUS THE VIBRATION SO YOU CAN DIRECTLY *FEEL* IT VIBRATING IN THE ORGAN: OOOOOOO-RRRRR(roll the R)-OOOOOOO-ZZZZZZZZZ.
4. The number for Uruz is two, so you would want to vibrate this rune for a number corresponding to two, such as twenty times for each session. During the meditation, visualize the Uruz rune as you can. In time, when you open your mind, this can all be simultaneously. The rune should be shining with power.

Example Two:
Empowering a chakra-
Say for example you want to empower your heart chakra, the Gebo rune rules this chakra.
1. Go into a trance and breathe in energy into your heart chakra. Visualize this as white-gold like the sun, as the sun is the esoteric ruler of the heart chakra and the center of power of the soul.
2. Vibrate the Gebo Rune and FEEL it vibrating right in your heart chakra: GGGGGG-(this is guttural and the sound is prolonged in the back of the throat, creating a powerful energy circuit)-AAAAAAAYYYYYYYYYY-BBBBBBBBBBBB (this again is vibrated on the lips)OOOOOOHHHHHHHHH. The number for Gebo is seven, so you would want to vibrate this rune either seven times per meditation session or a multiple of seven.

Example Three:
Using energy to empower your aura to attract someone/something-
1. Go into a trance, feel your aura and breathe energy into it.
2. State your affirmation for example "I am breathing in powerful energy into my aura that is attracting___ to me."
3. Vibrate whichever rune you choose that corresponds to whatever it is you wish to attract and FEEL the vibration in your aura. Repeat for the specific number of times corresponding to the rune you are using.

Tip:
Rune vibrating takes a lot of practice and concentration. It is best to go somewhere, where you are alone and won't be disturbed, where you can vibrate aloud. I listen to music with my headphones as this helps me to focus on FEELING the vibration correctly, which is so important. Use whatever works for you as we are all individuals.
Pronouncing and Vibrating the Runes

There are variations in the sounds that can be made for each of the letters. Pronunciation of the umlauts are as follows:

Ä ä - Between an American English hard A, as in "Add" and short E, as in "Hen."
Ö ö - The way the British would say the word "Fur."
Ü ü - Round your lips to say OH, but instead, say eee, as in "See."

Pronunciation of Anglo-Saxon and Gothic are as follows:

Æ - Hard American English "A" as in the pronunciation of "cat."
Þ þ - English "TH" At start or end of word, th as in "thing," in middle of word th as in "there."
C - before e, before i, after i, pronounce as CH as in "channel."
Ð ð - English "TH" At start or end of word, th as in "thing," in middle of word th as in "there."

d as in hat, sometimes "ah" as in father
e as in set
é as in pay
i as in sit
í as in seat
o as in hot
ó as in role
u as in pull
ú as in pool
y - Same as the German umlaut Ü
ý - Same as the German word für
e: pronounced EH-ah "EH" short E, as in the American English word "let" "ah" as in father
eá: pronounced AY-ah "AY" long A, as in "hay" "ah" as in father
ei: pronounced as EH-eye (like saying the word "eye" - short E, as in the American English word "let" long I, as in the English word "Light."
eo: eh - o (short o as in hot) pronounced EH-ah "EH" short E, as in the American English word "let" "ah" as in father
eó: ay - o (short o as in hot) pronounced AY-ah "AY" long A, as in "hay" "ah" as in father
ev: oo - ua, as in "truant"
f at start or end of a word is pronounced as f.
In middle of a word it is pronounced as v.
Beside an unvoiced consonant, it is pronounced as f. (An 'unvoiced consonant' for example is the English word "knight" the k, g and h are silent.
Doubled (ff), pronounce it as f.
G in general g as in garden; before e, before i, and after i, pronounce as the letter Y as in yarn. In middle of a word, gh as in the German word "nacht."
gh: pronounced like the German "ich." This is equivalent to saying the English word "fish" but the "sh" is made with the upper back of the throat.
H: as in German "nacht" This is like the "ich" but a bit more pronounced with the back of the throat.

ie: ih - eh (short i as in sit) pronounced IH-eh; short E, as in the American English word "let"

ie: ee - eh pronounced EE-eh

ng - hard g as in finger, linger, NOT like in singer, even when at the end of a word.

S at start or end of word, pronounce as S, as in "Satan."
In middle of a word, pronounce as Z, as in Zebra
Beside an unvoiced consonant, pronounce as S, as in "Satan."
Doubled (ss) pronounce as S, as in "Satan."
SC is normally pronounced as "SH" as in the word "Shine."

Pronunciation of German is as follows (see also the umlauts above)

ch - is pronounced at the back of the throat, as in the German word "ich." This is equivalent to saying the English word "fish" but the "sh" is made with the upper back of the throat, or lower in the throat as in the German word "nacht." (No English equivalent).
R's should always be rolled.
V is pronounced F
W is pronounced V
Z - is pronounced "ts" as in "pizza"

In Kabalistic "Speech," each of the letters must be correctly vibrated. Kabalistic sounds for each of the letters are a bit different than when used in everyday normal speech.

For vibrating the Runes, use the examples above. Basic Kabalistic pronunciation of the letters not listed in the above are as follows (note, it is important to pronounce the Runes as with the dialects in the above) The following is basic kabalistic speech:

A (see examples above)
B is vibrated with the lips pursed.
C is vibrated in the back of the throat, like a hard cat's hiss.
For the letter D, follow the rules for the Gothic example above:
D δ - English "TH" At start or end of word, th as in "thing," in middle of word th as in "there."
E is vibrated in the back of the throat as in making the sound for the letter Y, for example "Y-E-E-E-E-E-E-E-E" while constantly vibrating the Y sound in the throat.
F is vibrated as a light V.
G is vibrated in the back of the throat and is guttural, like softly gargling, but should be smooth and steady.
For the letter H, use the rules for German:
H h: as in German "nacht" This is like the "ich" but a bit more pronounced with the back of the throat.
To correctly vibrate the letter I, vibrate "ah" and switch to the long I to get the feel, this is also from the back of the throat.
J is vibrated either softly as in the French "Jacques" or for some words, the hard English J, but make sure you can feel the vibration.
K is vibrated, as in hacking up a spit.
L, M, N, are vibrated as in normal English.
O is vibrated as the long English "O"
P is a bit tricky. Vibrate as for the letter B, (B is vibrated with the lips pursed), while at the same time, making the vibration for the letter V
Q is the same as the letter C
R is normally rolled, but can also be the English R, as in Gothic and Old English
S at start or end of word, pronounce as S, as in "Satan."
In middle of a word, pronounce as Z, as in Zebra
Bезide an unvoiced consonant, pronounce as S, as in "Satan."
Doubled (ss)pronounce as S, as in "Satan."
T is tricky. Vibrate "TH" while at the same time Z. It is between the two.
TH is Th, as in "The."
U is vibrated as in the word ooze.
V as in "Very."
W is the English W
X, same as K
Y, same as the English Y
Z, same as the English Z

Now, for example, take the rune "ÜRUZ." To properly vibrate this rune would be as follows:

The R's should be rolled and the second U pronounced as in the word ooze. Like a mantra, vibrating the runes is to be done repeatedly and should be for the number of times as is the number of the rune, or can be multiples of this number.
Once you begin working with a certain rune, stay with the same number of times for each session. For example, say you are working with the ÜRUZ rune, which is the number two, and you vibrate the rune 20 times (a multiple of 2), you should always vibrate this rune 20 times for the specific working.
FUTHARK

FEHU

- Germanic: Fe (Fehu)
- Gothic: Faihu
- Norse: Fé
- Anglo-Saxon: Feo, Feoh
- Icelandic: Fé
- Norwegian: Fe
- Swedish: Fehu

#1. This rune begins the Futhark alphabet and is the first of the three ættir. Characterizes the beast of burden. Slavish, stupid, slow, domesticated and mild. Cowardly. This is the sending rune used in magick. To grow, to wander to destroy
Positive aspects; white magick:
Wealth, possessions, honors, property, money, expansion. Power over one’s environment, increase in wealth; fertility, mobility.
Black Magick: Instills cowardliness, dullness, breaks the spirit, binds an enemy; instills fear and dependence in an enemy.

ÜRÚZ, AUROCHS

- Anglo-Saxon: UR
- Germanic: Uraz (Uruz)
- Gothic: Urus
- Norse: Úr
- Anglo-Saxon: Ur
- Icelandic: Úr
- Norwegian: Ur
- Swedish: Urur

#2. Aurochs is a species of wild ox that lived in the European forests. By the 1600’s it was hunted to extinction. This rune is the cosmic seed, beginnings and origins. It is masculine in nature and gives strength, endurance, and athleticism. It is a rune of courage and boldness, freedom and rebellion. Ur represents the horn or the erect phallus, resurrection, life after death. Coming, being, and passing away.
Black Magick: Used to threaten and destroy.
THURISAZ (Thorn)

- Germanic: Thyth (Thurisaz)
- Gothic Thauris
- Norse: Þurs
- Anglo-Saxon: Þorn
- Icelandic: Þurs
- Norwegian: Thurs
- Swedish: Þurisar

#3. Rune of cutting, sharpness, and pain. Brute strength, destructive power of chaos and ruin. Also of death and regeneration, transformation and breaking down barriers. The power of this rune is wild and a strong mind/will is needed to direct it. Úr assists the energy of other runes it is used with to manifest in reality. Like a lightning bolt, Thorr brings on the energies of the berserker, energies this wild should only be used in war or attack. Can raise and guide thunderstorms and direct lightning. In many German fairy tales such as “Sleeping Beauty” the prick of a thorn, pin or spindle casts a spell upon the victim. The bloodstone has been used with this rune in the raising of thunderstorms. Hematite used with this rune can shield against electro-magnetic energies and is therefore helpful in deflecting curses. Using this rune with a pointed crystal focuses energies and projects them.

Black Magick: Brings destruction and confusion. Thorr is used in the destruction of enemies and in curses. Used to control another or render the individual defenseless.

White Magick: Rune of healing. Enhances wisdom, courage, physical strength, independence and leadership.
ANSUZ (God)

- Germanic: Aza (Ansuz)
- Gothic: Ansus
- Norse: Ôss, Áss
- Anglo-Saxon: Aesc, (Os, Ac)
- Icelandic: Óss, Áss
- Norwegian: As
- Swedish: Ansur

#4. Rune of the power of speech, destroys tyranny; “Your spiritual force sets you free” Order, the opposite of chaos, creative inspiration, magickal oratory ability and to persuade others and audiences through speech. Opens channels of self-expression and overcomes obstacles of every kind. Used in removing bindings. Assists in enhancing one’s psychic and magickal abilities. Also used for work in invocations. Used with Lapis Lazuli in working to communicate with Demons.

RAIDHO (Riding, travel)

- Germanic: Reda (Raidho)
- Gothic: Raida
- Norse: Reið, Reidr
- Anglo-Saxon: Rad
- Icelandic: Reið
- Norwegian: Reid, Reidr
- Swedish: Raidu

#5. This is the Rune of Ra, the chariot that circulates the condensed chi through each of the chakras and empowers them.
Rune of travel, journeys, and physical endurance. This rune has been used as a charm for travelers, this includes astral travel as well and Reidh acts as a guide for the dead in their journey in the underworld. This is also a rune of relocation such as moving house. Reidh also means seeking and striving; a quest and stepping into the unknown. Magickally this rune when the energies are directed at another will make him/her restless and dissatisfied. It creates changes in the life for good or ill depending on the other runes used in the working. Reidh is a solar rune as it also symbolizes the chariot of Amon Ra, the Egyptian Sun God and represents the eightfold cycle of the Greater Sabbats. Reidh also assists in
astral travel. A rune of rhythm and music, Reidh makes one aware of the natural rhythms in life and helps one to better organize their time. This rune represents justice and the essence of the law, while Tyr is the letter of the law. Can be used in ritual to give power to movement—drumming, dancing, clapping, etc.

KENAZ (Torch)

- Germanic: Chozma (Kenaz)
- Gothic: Kaun
- Norse: Kaun
- Anglo-Saxon: Cen, Ken
- Icelandic: Kaun
- Norwegian: Kaun
- Swedish: Kauna

#6. Rune of light. The light of the soul; also intellect. The traveler on the road to the underworld carried Kaun to illuminate and guide. The shape of this rune is of a delta for smooth flight and also penetrating. Magically this rune can be used for intellect, penetrating things as it carries energy. It also increases awareness and gives insight. In black magick, it is used to incite stupidity and works so that the victim will remain unaware. This rune also represents sores, inflammations, swelling, and boils. Used for the control and harnessing of sexual energies and in working sex magick, often used with other fire runes and used to release the spirit into the realms of power. This rune can be used to direct and influence the emotions of others. Bestows charisma, which is connected to the sexual energies. Useful in raising the kundalini. Fire agate and fire opal can be used with this rune, especially when working sex magick.
GEBO (Gift)

- Germanic: Geuua (Gebo)
- Gothic Giba
- Norse: Gipt, Giöf
- Anglo-Saxon: Geofu (Gyfu)
- Icelandic: Gjöf
- Norwegian: Giof
- Swedish: Gebu

#7. This is a rune of sacrifice and giving. Something of personal value given freely, such as our blood when we choose to consecrate the runes in this way. This is a rune of initiation where we make personal sacrifices to obtain knowledge, power, and wisdom. No pain, no gain. Magickally, Gipt is a bringer of gifts. Gipt relates to weddings and alliances. Gipt is also used in sex magick and binding spells. Can be used to bind another to an unwanted obligation and can be used in casting love spells. Emerald and jade are the gems used with this rune. When used in Black Magick, it brings pain and sacrifice upon the victim with no reward. Used with the Isa rune, the combination is powerful in binding enemies.

WUNJO

- Germanic: Uuinne (Wunjo)
- Gothic: Winja
- Norse: Vend
- Anglo-Saxon: Wynn
- Icelandic: Vin
- Norwegian: Wynn
- Swedish: Wunju

#8. Wunjo is a rune of honors and rewards. Our efforts are rewarded. Vend is bliss merging with light. Authority, respect, and strength. This rune is excellent for banishing depression. Helps to unite family members and mend friendships. Breaks down barriers between one’s self and others. When directed for black magick, this rune can be used to instill overconfidence and trust of the wrong things in others, leading to their downfall. Vend is also a rune of healing as it binds the healing of the mind with the healing of the physical self. Wards off
diseases. Good for working with the heart chakra. Topaz enhances this rune as well as rose quartz. Good for raising confidence and self-esteem.

HAGL (Hail)

- Germanic: Haal (Hagalaz)
- Gothic Hagl
- Norse: Hagall
- Anglo-Saxon: Hægl
- Icelandic: Hagall
- Norwegian: Hagall, Hagl
- Swedish: Hagalar

#9. This rune represents hailstones. Involuntary sacrifice with no reward; a rune of suffering and injustice. A rune of destruction, disaster, and violence. This rune is mainly used in black magick sending destruction in the form of whatever runes are used with it, delivering violent loss and pain. Hagl is a rune of completion and the number nine. Nine is the greatest German number of power and is also a number of Satan, as it equals the number of the main chakras.

NAUTHIZ (Need)

- Germanic name: Noicz (Nauthiz)
- Gothic: Nauths
- Norse name: Nauð, Nauðr
- Anglo-Saxon name: Nied (Nyd)
- Icelandic name: Nauð
- Norwegian name: Naudr, Naud
- Swedish: Naudir

#10. Nauthiz is a rune of endurance and will. The mental strength to last. It represents the dark night of the soul. It is connected to the Hagl rune. When used in white magick, this rune gives defiance and the strength to carry on when all hope seems lost. It is a rune of survival and fearlessness in the face of death. When directed at another, this rune can give the spiritual strength to carry on and endure in the face of disaster. Used in black magick, it brings suffering and hardship. Naudh is a rune of friction and resistance. A rune of banishings and cleansing by fire. Naudh can be used in counter-spells. Develops the will and self-sufficiency. The rune of trial and testing. Obsidian is the gem used with this
rune. Obsidian is also the gem of the planet Saturn that bestows hardship and endurance.

ISA (Ice)

- Germanic: Icz (Isa)
- Gothic Eis
- Norse: Íss
- Anglo-Saxon: Is
- Icelandic: Íss
- Norwegian: Is
- Swedish: Isar

#11. Isa is a rune of binding. It represents stealth and sneakiness and is used in operations where one wishes to proceed undetected; Iss bestows invisibility. In nature, ice creeps up on the land, quietly freezing and immobilizing everything in its path. The unaware fall victim to it. Magickally, Iss is a rune of binding and preventing action through hidden means. It can halt a plan and prevent something from developing. It is used to conceal and can render a victim unaware of impending personal disaster to where any actions attempted will be too late in coming. It is also used in preventing any action and can ruin planned activity. Isa freezes action and is the rune of cold, barren stillness and death. Isa is the exact opposite of Fehu. As Fehu is a rune of movement, Isa is a rune of binding.

Used in ritual against another, it brings barrenness, prevents prosperity, causes depression, and serves as an obstacle to action. Can be used to cause paralyzing fear or obsession and to prevent or stop movement, both that of growth and disintegration. On a more positive note, this rune is helpful in void meditation as it acts to still and also helpful in concentration, bringing calmness and guidance. Care needs to be taken as the rune can also make the user dull and/or obsessive. Isa works to calm hysteria, hyperactivity, and restlessness. Often used in revenge spells and defense, it helps focus the will of the operator. Used with other runes, it acts to bind and shield the energies and keep them from interacting with each other.
JERA (Year)

- Germanic name: Gaar (Jera)
- Gothic: Jer
- Norse: Ár
- Anglo-Saxon: Ger (Jara)
- Icelandic: Ár
- Norwegian: Jara, Ar
- Swedish: Jara

#12. Jera is a rune of cycles and is symbolic of the harvest where the efforts of planting and work in the fields are rewarded with crops. Ar represents the cycles of change. Life cycles, lunar cycles, the cycles of the seasons and changes. Ar is in contrast to Iss where everything stops. It signifies the return of the Sun and brings action. Ar symbolizes a vortex of cycling energy; the eight-fold wheel of life, the point inside of the circle, which is the glyph for the Sun meaning regeneration. When used in magickal operations, it can bring a reversal of personal fortunes. Like the Tarot Card, the Wheel of Fortune, Ar can reverse circumstances so misfortune is replaced with luck and visa-versa. Rune of patience and awareness, moving in harmony with natural cycles. This rune is excellent for working with nature and is a rune of fruitfulness. Ingwaz is the seed planted, Berkano is the earth that receives it and Jera is the growth and the harvest. A rune of long term planning and persistence and ensures the success of plans. This rune is also helpful as it serves as a guide in the correct timing of rituals, especially initiation. When used in black magick, this rune can bring the worst possible aspects of an individual’s wyrd to manifest and develops the forces of self-destruction. The stone is moss agate.
EIHWAZ

- Sound: É
- Germanic: Ezck (Eihwaz)
- Gothic: Eiws
- Anglo-Saxon: Yr (Eoh)
- Norwegian: (Eo)
- Swedish: Iwar

#13. Used in necromancy (communicating with the dead). It is a rune of death and power over the dead. Eihwaz strengthens the will and can be used in past life regressions to gain knowledge and wisdom from prior lives. Represents the kundalini force. This rune shields the soul through all kinds of hardship. Like the planet Pluto, it is a rune of transformation through death and rebirth and rules over deep and powerful transformation on all levels. Smoky quartz is used with this rune. Both can be used to activate and raise the kundalini.

PERTHRO

- Germanic name: Pertra (Perthro)
- Gothic: Pairthra
- Norse: Perð
- Anglo-Saxon: Peordh (Pertra)
- Icelandic: Perð, (Plástur)
- Norwegian: (Pertra)
- Swedish: Perþu

#14. Perthro is a rune used in divination. Through this rune, one can gain the knowledge and wisdom of other runes. This rune acts as protection against the destructive forces of certain runes. Through Perthro, we can intuitively discover lost knowledge of all of the runes. Perthro is the rune of meditation. Onyx is the stone used with this rune.
ALGIZ

- Germanic name: Algis, Algiz or Elhaz
- Gothic: Algs
- Anglo-Saxon name: Eolh
- Norwegian name: Elgr
- Swedish: Algir

#15. This rune is used for protection. It is also used in consecration and the banishing of negative energies. It is excellent for the operator to wear when performing dangerous rituals as it protects against negative energies. Black tourmaline is the stone used with this rune.

SOWILO

- Germanic: Sugil (Sowilo)
- Gothic: Sauil
- Norse: Sól
- Anglo-Saxon: Sigel
- Icelandic: Sól
- Norwegian: Sol
- Old Danish: Sulu
- Old German: Sil, Sigo, Sulhil
- Swedish: Sowilu

#16. Sowilo is the rune of the Sun and can be used in masculine magick. Sowilo is a rune of invincibility, and final triumph. This rune is movement and action and bestows the will to take action. It symbolizes the chakras and the lightening bolt, spark of life. Kundalini is like lightening and flashes in the brain when it connects with the 6th chakra. Sowilo is used to strengthen the will and confidence. It has both shielding and combative properties. Used in understanding the energy forces in the world and on the astral. When used with other runes, it activates and empowers them. It can be used in meditation and to empower the chakras. Brings out one’s leadership abilities and one’s ability to inspire others. Enhances one’s strength of spirit. Gem is the diamond.
TIWAZ

- Germanic: Tys (Tiwaz)
- Gothic: Teiws
- Norse: Týr
- Anglo-Saxon: Tir, Tiw
- Icelandic: Týr
- Norwegian: Ty
- Swedish: Tiwar

#17. Instills courage and honor. Tyr is the rune of justice. Used for stability and the binding of chaotic energies. Good for defense and revenge workings as it represents justice. Bloodstone and hematite are the stones used with this rune.

BJÖRK

- Germanic: Bercna (Berkano)
- Gothic: Bairkan
- Norse: Bjarkan
- Anglo-Saxon: Beroc
- Icelandic: Bjarkan
- Norwegian: Bjarkan
- Swedish: Berkana

#18. This rune can be used in workings for female fertility, feminine magick, and nurturing. It is used in concealment and protection. This rune symbolizes feminine energies. It is an old Pagan custom to enclose a child at birth with the protective energies of Berkano, which remain with him/her throughout his/her life.
EHWAZ

- The sound: Ë
- Germanic: Eys (Ehwaz)
- Gothic: Aihwa
- Norse: Ehol, lor
- Anglo-Saxon: Eoh
- Icelandic: Eykur
- Norwegian: Eh, Eol
- Swedish: Ehwar

**#19.** Represents the horse. It is also closely identified with Castor and Pollux the Gemini twins. Used to see into the future and for psychic communication. Like the fourth chakra, this rune unites opposites. This rune forges bonds and is used to seal marriages and friendships. Can be used to bind another’s thoughts and actions to the operator’s will. Used in spiritual divination to understand the will of the Gods. Used to empower thoughtforms and bring them under the control and will of the mage. When used with other runes, Eihwaz unites the energies harmoniously.

MANNAZ

- Germanic: Manna (Mannaz)
- Gothic: Manna
- Norse: Maðr
- Anglo-Saxon: Mann
- Icelandic: Maður
- Norwegian: Madr
- Swedish: Mannar

**#20.** Rune of logic and the left side of the brain. Used for enhancing intellect and strengthening the memory. Helps one to gain more knowledge of one’s self which is essential in working magick. Amethyst
LÖGR

- Germanic: Laaz (Laguz)
- Gothic: Lagus
- Norse: Lögur
- Anglo-Saxon: Lagu
- Icelandic: Lögur
- Norwegian: Laukr
- Swedish: Lagur

#21. Conceals and symbolizes the unknown. Reveals and counteracts poisons. The hidden is revealed. Assists in the awareness of energies and enhances one’s sensitivity. Good for dowsers and pendulum workers. Helps in astral work. Can be used to enhance physical and psychic strength. Used in feminine magick and masking the forces of other runes.

INGWAZ

- Norse: Ing, Ingvarr
- Gothic: Iggws
- Germanic: Enguz (Ingwaz)
- Anglo-Saxon: Ing
- Icelandic: Ing
- Norwegian: Ing
- Swedish: Ingwar

#22. The alternate symbol for this rune is much like the sigil of Azazel. This rune is the male counterpart to Berkano. Represents the God “Ing.” Ingwaz is the rune in which power is stored. Converts active power into potential power. Can deprive a man of his masculinity or anyone, male or female of their life force. Like a crystal, this rune stores energy until it is needed. It is a magickal reserve. Stone is ivory. This is also the rune of merging and marriage and rules the heart chakra along with the Gebo rune.
DAGAZ

- Germanic: Daaz (Dagaz)
- Gothic: Dags
- Norse: Dagr
- Anglo-Saxon: Daeg
- Icelandic: Dagur
- Norwegian: Dagr
- Swedish: Dagar

#23. Represents the climax of orgasm where the objective of the working is realized. Like the planet Uranus, this rune gives flashes of intuition and knowledge. Useful in raising the kundalini. Best if used with other runes that enhance wisdom and awareness.

ÖDHAL

- Germanic: Utal (Othala)
- Gothic: Othal
- Norse: Ōdal
- Anglo-Saxon: Otael (Ethel)
- Icelandic: Óðal
- Norwegian: Ódal
- Swedish: Öpila

#24. Rune of property and land. Inheritance. Rune of ancestry and heritage. Used to tap into one’s racial memory for ancestral knowledge. Used to obtain wealth in the form of property and possessions. Unlike Fehu, this rune represents property that is rooted and not mobile, a putting down of roots. Can be used to incite racism and cultural prejudices. Othala represents the circle/sphere; the boundary. Petrified wood works well with Othala; brings out memories of past lives, talents and wisdom of previous incarnations.
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Further Information

Rune meditation and spell working is based upon the Runic Kaballah. The TRUE kaballah is based upon creation through sound. Certain vibrations uttered in specific sequences along with focus on a specific chakra or area of the soul or even something outside of one's self brings the visualization and intention into material manifestation.

Another aspect of this is the "mantra." There are ancient practices that have survived through Yoga, but have been altered over the centuries. The correct way of doing a mantra is through vibration. It isn't just repeating a certain word or phrase over and over as is now taught in modern yoga.

Much of the xian religion took mantras and completely corrupted them into meaningless robotic prayers. A blatant example is the Catholic rosary. The Catholic rosary was stolen from Tibetan Mala Beads. The Mala beads had 108 beads. The rosary has 54 from what I read- half of 108, so it is even more obvious where this was stolen from. Now, the purpose of the Mala beads was for the repeating of mantras. It helps when deep in meditation and chanting/vibrating a rune or word of power, to just feel and slip your fingers along a string of beads so you don't lose count or have to focus your attention elsewhere. That was the original and sole purpose of the Mala beads. As we can see, xianity is a foul program that STEALS spiritual knowledge and teachings and desecrates them into meaningless filth.

My point here is that I have found kabbalistic vibrations should be performed at least 25 or more times to be effective. The number of times should be a multiple of the original number of the rune. For example, a rune of the number two should be vibrated any number of even times; seven, any multiple of seven, such as 28, 35, 42, 49...

The most powerful, of course is over 100 times, but this must be worked up to. One should also vibrate the rune for 40 days straight and not skip a day, for a specific working.

I will tell you, like resonance of sound, the vibration of the rune will keep working long beyond the 40 days. Vibration is also an excellent way to get the chakras to leak energy.

Start out with something you know you can handle for 40 days. Taking on too much, such as vibrating a rune over 100 times a day can be too much in the beginning. Do what you are comfortable with and then work up to more. NEVER hold your breath or force your breathing. Take a few breathers in between vibrating the rune. Perfection will come of its own and in time.

The phrase "In the beginning was the word" was STOLEN from Ancient Egypt. What this means is a working will begin to manifest materially with sound.
The Chariot of RA and the Rotation of the Chi

The true meaning of the Chariot of Ra, which evolved into the Reidh Rune, is the rotation of the chi/bioelectricity. This also corresponds to the Chariot trump of the Tarot. This meditation is advanced. Demons gave this to me and it is of the Egyptian Kabalah.

1. Condense your chi into any one of your chakras. This works great when you can feel your chi, as at sometimes it is more amplified than at others. If you can't feel your chi, just do several rounds of energy breathing.

2. Circulate your condensed chi (which should be a small ball of intense light) to each of your chakras. For example, at the base of the spine, up the spine to the second and all the way up to the crown; drop the ball into your 6th chakra behind your third eye, down into the pineal gland if you wish, and then focus it forward to your third eye then drop it to your throat chakra in the front at your throat and then down to the front of your chest to your heart chakra, on down to your perennial chakra between your anus and genitals and then back to your base chakra. That completes one circuit.

3. The difference with this meditation is at each chakra where your chi is focused, vibrate RA. The vibrations should be felt in the chakra you are focusing on. This is correctly done by beginning the vibration with the English R, then switching to the rolled R. EEERRRRRRRR-RRRRRRRRRRRRR-AAAAAHHHHHHHHHHHHH The R's in the middle should be rolled.

Getting to where you can feel the vibrations in each chakra takes practice but will come in time.