

the PATH OF  
WOTAN



*Our Spiritual Heritage*

--jost--

**To Allfather,  
who has guided me in  
writing this booklet,  
as he has guided me  
all through life.**

**--jost**

**© jost 1994**

# **The Path of Wotan**

## **The Path of the Übermensch**

The Path of Wotan, which is named for Wotan (Odin), the principal deity of the Germanic tribes in pre-Christian northern Europe, is a revival of our Forefather's ancient science of rejuvenation and accelerated higher evolution by self-effort.

The Path of Wotan stems from the last Golden Age of this earth, which ended long before recorded history (see the section on Evolutionary Cycles, page 27). In those enlightened times, our Forefathers were very highly evolved -- even beyond the need for technology or instrumentation -- and they understood the true nature of matter and spirit.

However, our Forefathers of the Golden Age had foreseen the coming of the Dark Age, and so they encapsulated their wisdom in allegories which men of wisdom could interpret, but that the ignorant and intolerant would dismiss as harmless fantasies of primitives, and so would not destroy them as dangerous competition to their church authority.

As time advanced, the earth, and with it human intellect and awareness, gradually degenerated into a dark age of ignorance, selfishness, and intolerance, from which it is only now emerging. By the Viking Age, which occurred in the midst of the last dark age, few if any could understand the real meaning of the allegories of old, and without the foundation of a true understanding of their own spiritual heritage, the Folk of northern Europe were unable to resist forced conversion to the new religion of Christianity. But, as planned, the allegories were not destroyed. They ended up being written down and preserved by Christians who were unaware that these myths and legends of old contained the knowledge and science of the Golden Age. However, as would be expected of anything which had been passed down from generation to generation, some of the allegories of our Forefathers have been lost, some in part and some entirely. Those which survived were edited by

the Christians who wrote them down, and so there are many alterations, deletions, and mistranslations. But the essentials of the golden age knowledge have survived well enough to provide a foundation for a revival of the Path of Wotan.

This booklet is a concise interpretation and commentary on the most important of these surviving allegories. It is not the result of scholarly research, philology, anthropology, or any sort of mysticism. It comes from many years of actual practice on the Path of Wotan. The ancient knowledge and science of our Forefathers has also been preserved and passed on by actual practitioners whose disciplined practice of the prescribed techniques has elevated them to extraordinary evolutionary levels and superhuman abilities. They have verified the information in this booklet.

The Path of Wotan is not supernatural or “occult”. It is simply a profound understanding of the laws of Nature and of our purpose in life. The Gods and other icons symbolize humankind’s struggle from egocentric limitations to the highest evolutionary level of superconscious awareness and superhuman powers. The path of Wotan is the path of the Superhuman Species or *Übermensch*.

Please note: To avoid any confusion, the allegories used here are kept in their popular form. We are aware that there are some minor differences from the original form, but none of these differences affect the interpretations.

***“And this is the great noontide: it is when man stands at the middle of his course between animal and Superhuman, and celebrates his journey to the evening as his highest hope, for it is the journey to a new morning.”***

***– Friedrich Nietzsche***

## Cosmology

### Yggdrasil

Our Forefathers allegorically placed all existence in nine worlds which were protected and sustained by a great tree called *Yggdrasil*. Today's "Christmas Tree" is merely a Christian adaptation of the pre-Christian Yule Tree, which was traditionally brought in from the forest, decorated, and adorned our Forefather's homes during the celebration of Yule. That Yule Tree of old symbolized Yggdrasil.

The allegory of Yggdrasil is the key to a complete understanding of all the allegories. A tree, plucked out of the ground and turned upside-down, is a perfect symbol of the human nervous system. The trunk represents the spinal column, the branches represent the afferent and efferent nerves, and the roots represent the brain. The greater development of the human nervous system is what gives us higher awareness and intelligence, and a clear separation from animals. In the allegories, the first man and woman came from trees, which symbolizes evolution to the human state through a more highly developed nervous system. Our Forefathers understood the significance of the human nervous system to higher evolution, not only from animal to human, but from human to Super-human.

At the very top of Yggdrasil sits an eagle with a hawk perched between its eyes. A squirrel, *Ratatosk*, runs up and down Yggdrasil's trunk carrying insults between *Nidhogg*, the serpent gnawing at the root, and the eagle at the top. The eagle at the top symbolizes the intuitive faculties of the superconscious. The hawk perched between the eyes symbolizes the all-seeing eye of intuition, which is located at the point between the eyebrows. *Nidhogg* symbolizes the primordial life energy stored at the base of the spine which activates the senses, drawing the consciousness away from higher awareness. The squirrel represents the life energy traveling up and down the spine (see the section on Mead & The Golden Apples, page 8). The insults indicate the conflict between the demands of the senses and aspirations to higher awareness.

## The Nine Worlds

The nine worlds are situated on three levels, of which Yggdrasil is the axis. On the first level is *Asgard*, the world of the *Aesir*, the principal Gods of our Forefathers. Also on that level is *Vanaheim*, the realm of the *Vanir*, another, and perhaps older, family of Gods. In addition, this level contains *Alfheim*, the land of the Light Elves, a god-like race of Elves. This first level is connected to the second level by *Bifrost*, a flaming rainbow bridge of shimmering light. On the second level is *Midgard*, the world of mortals. With it is *Nidavellir*, land of the Dwarfs, *Svartalfheim*, land of the Dark Elves, and *Jotunheim*, land of the Giants. On the third level is *Niflheim*, the dark and bitter-cold realm of the dead, and *Muspellheim*, the world of fire.

Yggdrasil has three great roots. Each one of these roots are sunk into one of the three levels. Under the first root, which is in *Asgard*, is the *Well of Urd*, by which sit the three *Norns*, who are goddesses of destiny. Each day the Gods and Goddesses (*Aesir* and *Vanir*) gather there for council. The second root is in *Jotunheim*, land of the Giants. Under this root is the Spring of *Mimir*, which is a great source of wisdom. The third root is in *Niflheim*, and under this root is the Spring of *Hvergelmir*. It is the source of many rivers, and where the aforementioned *Nidhogg* and other serpents tear apart corpses and gnaw at the root.

Our Forefathers understood that there were three basic levels of consciousness: that of the conscious mind, with which we do all of our perceiving and reasoning; the subconscious mind, in which is stored all of our suppressed desires, emotions, fears, guilt, and vanities; and the superconscious mind, the mysterious intuitive faculty from which comes the unexplainable omniscient knowledge, premonitions, and other superhuman abilities. The nine worlds symbolize different aspects of these levels of consciousness.

*Asgard* is the realm of superconscious awareness, which is truly the realm of the Gods. *Valhalla*, the hall of Odin or Wotan is the joyous realm which is reserved for all true warriors who fall in

battle: those who have, by will and self-discipline, overcome the barrier of the subconscious and evolved beyond the narrow ego to the first stages of superconscious awareness. Vanaheim and Alfheim are other levels of superconscious awareness. The Well of Urd in Asgard symbolizes the intuitive faculties of the superconscious mind. This is the highest source of knowledge and wisdom, appropriately symbolized as the place of council of the Gods. The Norns symbolize destiny. For most, destiny is determined by hidden desires and other baggage of the subconscious mind. For the highly-evolved, those who have obtained super-conscious awareness, destiny is self-directed, and is always in harmony with the natural order.

Midgard is the realm of the conscious mind, the everyday world which we see, hear, taste, smell, and feel. But also in this world, and just as significant to our existence, are our material desires, selfishness, fears, hatreds, vanities, and inhibitions. These are symbolized variously by the Giants of Jotunheim, the dark elves of Svartalfheim, and the Dwarves of Nidavellir. As our Forefathers depicted with their allegorical imagery, these are all detrimental to our evolution, and rightfully considered evil and in need of timely eradication. While the male Giants symbolize material desires, fears, hatreds, and other negative emotions, many of the female Giants symbolize spiritual desires, which can be beneficial to the path of higher evolution. Hence, in the allegories Gods are often married to, mothered by, or aided by, female Giants. The Spring of Mimir in Jotunheim symbolizes the all-seeing eye of intuition, also known as *The Eye of Wotan*, the use of which is obtainable only by purity and self-discipline (see the section on Wotan, page 12).

The Bifrost Bridge which connects Asgard to Midgard, or the superconscious to the conscious, symbolizes the channels and vortexes of life energy within the human spinal cord, which begin functioning at higher levels of evolution, connecting the conscious with the superconscious. Through the all-seeing eye of intuition, these energy channels and vortexes appear in shimmering, rainbow-colored light.

Niflheim symbolizes the deep desires, fears, guilt, and selfishness which lurk in the darkest corners of our subconscious. These greatly affect our personality, limit our abilities, and often warp our character. They are difficult to identify and overcome. The realm of the dead is an excellent symbol for this level of the subconscious mind. It is a great obstacle to higher evolution, and without cleansing it, one is "dead" to any higher evolution. Muspellheim symbolizes the fiery passions and emotions of the subconscious, especially the sexual urge. Uncontrolled, this natural instinct can cause great problems physically and emotionally.

The Spring of Hvergelmir is the point of concentration of the primordial life energy in the base of the spine (see the section on Mead, page 8). The many rivers are the channels through which this energy flows into the physical body. Nidhogg and the other serpents which rip apart corpses and gnaw at the root of Yggdrasil symbolize this primordial life energy which is stored in the base of the spine. Gnawing at the root indicates that this energy, uncontrolled, pulls our consciousness downward toward sensual aggrandizement and away from higher evolution (see the section on Thor, page 14). Ripping apart corpses symbolizes the uncontrolled desires for sensual urges which remain in our subconscious after death and cause suffering (see the section on Life After Death, page 9).

### Creation

Our Forefathers described creation taking place in *Ginnungagap*, a great void between the fiery realm of Muspellheim and the frozen realm of Niflheim. As the fires of Muspellheim and the ice of Niflheim pushed into this void, the melting ice from Niflheim produced *Ymir*, the first Frost Giant. Ymir in turn produced other Frost Giants. The melting ice also produced *Audumla*, a cow. Ymir fed off the rivers of milk which flowed from her teats, while Audumla fed off the ice itself. As the cow licked the ice, a man, *Buri*, came out of the ice. Buri had a son who married a daughter of one of the Frost Giants, who in turn mothered three children, all of them sons: Odin (Wotan), Vili, and Ve. The three sons be-

gan to dislike Ymir and the Frost Giants. They attacked and killed Ymir, and used his body parts to make the world of Midgard, Nidavellir, and Jotunheim in the middle of Ginnungagap. From two trees they made the first man and woman, and from the maggots of Ymir's rotting flesh they made dwarves. They then built Asgard for their own realm, and linked the two regions by Bifrost, the flaming rainbow bridge.

The symbolism of this allegory shows that the creation, or manifestation, of all existence, including physical matter, is really only the manifestations of a conscious process of evolution from the limitations of subconscious bondage to superconscious awareness. The gap of Ginnungagap represents the Universal Creative Consciousness, without beginning, without end, and beyond time and space. Like everything that exists, the Universal Creative Consciousness has a positive and negative aspect: force (repulsion) and feeling (attraction). The manifestation of this force and feeling produces the idea of change (time), the idea of division (space), and the idea of particles (atoms), things we take as real, but which are substantially nothing but ideas. It is this illusion of the reality of mere ideas which causes the idea of separate existence from the Universal Creative Consciousness (ego-consciousness), which is symbolized by the ice of Niflheim. This ego-consciousness attracts subconscious desires for sensual feelings, which are symbolized by the fiery realm of Muspellheim. When combined, they produce material desires, symbolized by the Frost Giants.

The cow, by reason of its plentiful milk and gentle nature, is an appropriate symbol for motherhood and Divine Love. Hence, Audumla, the cow, symbolizes Divine Love, which is the force of attraction of the Universal Creative Consciousness (see the section on Frigga, page 18). This force of Divine Love attracts superconsciousness, which is symbolized by Buri and his offspring, the Gods. The battle between the Giants and the Gods symbolizes the great struggle between subconscious desires and superconscious awareness. The first man and women appear from trees, again symbolizing the process of evolution through the nervous system.

The Gods (superconsciousness) create everything out of Ymir's rotting body (subconscious desires), which demonstrates that the material world of which we are all aware is a manifestation caused by the process of evolution from ego-consciousness to superconscious awareness. This process of evolution is nothing more than the result of the natural attraction and repulsion of the Universal Creative Consciousness. Thus, the nine worlds are not something separate from us, nor created by something separate from us. Everything is part of the universal creative consciousness, and really just manifestations of a conscious force of attraction back toward the Universal Creative Consciousness.

### **Mead & The Golden Apples**

Mead figures prominently throughout the allegories. Mead is symbolic of the subtle life energy which gives life to everything. Everyone knows that we require air, food, and water to sustain life. But a corpse cannot be revived by pumping air into the lungs, nor food and water into the stomach. There is something more that gives us life: life energy. Modern science is only beginning to be able to detect this life energy, called *Prana* by the Indo-Aryans. Our Forefathers understood that we are born with a concentration of this life energy in the base of the spine (the Indo-Aryan *Kundalini*), which they symbolized by the serpents Nidhogg and Jormungang. They realized that the body is like a battery. Fully charged at youth, our bodies bound with this life energy, but towards the end of life, like an old battery, we run out of energy and die. In the Golden Age, our Forefathers developed exercises to control this life energy, and to recharge their bodies with it, extending life and youthfulness.

In the allegories, Wotan needs no nutrition other than mead to sustain his life. This indicates that he had mastered the aforementioned exercises to recharge energy and extend youthfulness. The Einherjar are given horns of Mead by Valkyries at their arrival at Valhalla, and at their return to Valhalla from their daily battles. The horns of Mead symbolize the life energy which they acquire from their daily disciplines (see the section on Life after Death, below). The allegories also tell of Giants or Dwarves who covet

and hide the sacred mead. This symbolizes the drain of our life energy (hidden Mead) when used ignorantly in attempts to fulfill fleeting material desires (Dwarves and Giants).

The Golden Apples of youthfulness kept by the Goddess Idun also symbolize this life energy. An allegory relates how Idun and her apples were stolen by a Giant. Loki, who aided the Giant, was overcome by the Gods and forced to return the apples. It is illusion (Loki) which gives rise to our desires (the Giant) and depletes our life energy (the golden apples) in a vain attempt to satisfy them (see the section on Thor, page 14). But by overcoming illusion, we can control our desires and retain our life energy, and even learn to recharge ourselves with it.

### **Life after Death**

The allegories of our Forefathers indicate that they believed that our consciousness survives physical death. After death, the mediocre and the evil (those who don't "fall in battle") go to the dark, cold world of Niflheim. This symbolizes that the mediocre and evil are drawn to a particular lower realm of consciousness which corresponds to their subconscious desires, fears, and identifications. As indicated by Balder's return after Ragnarok (see the section on Balder, page 20), they continue their evolution there and can elevate themselves to a higher state of consciousness. (Balder's return after Ragnarok indicates that our Forefathers, like their Indo-Aryan relatives, understood reincarnation.) Niflheim is the Euro-aryan counterpart to the Indo-Aryan "astral" world.

Those who "fall in battle" are picked up by one of the Valkyries, who are warrior maidens and consorts of Wotan, and taken to *Valhalla*, Wotan's hall, where these fallen heroes are known as the *Einherjar*. At Valhalla, the Einherjar spend their days fighting battles and their nights feasting and drinking mead, while they await Ragnarok (see section on Ragnarok, page 25), when they will all join Wotan to battle the forces of evil.

The Einherjar are those who are on the Path of Wotan, those who, by will and self-discipline, have overcome many of the limitations of ego-consciousness and have experienced at least the initial states of superconsciousness. After death, they are carried to Valhalla, the realm of superconsciousness, which is comparable to the Indo-Aryan "Causal" world of pure consciousness. The daily battles at Valhalla symbolize the final struggle in this realm to overcome the last, lingering, egoistic limitations. The nightly feasting and drinking symbolizes their reward for the days struggle: greater and greater experience of the joyous, all-pervasive Divine Love inherent in this realm (see the section on Frigga, page 18).

The Valkyries, like the consorts of the Indo-Aryan Shiva, symbolize the various awakened vortexes of life energy in the spine (the Bifrost Bridge), each of which contribute to a certain degree of higher awareness and evolution. These vortexes are like doors, which are closed in the egocentric and limit awareness. They can be opened by certain techniques which require a high level of will and discipline. The more of them which are open, the higher the awareness and evolution of the individual. The fallen warrior is brought to Valhalla by the Valkyrie who corresponds to the highest energy vortex which he or she has opened. Joining Wotan at Ragnarok symbolizes reaching the ultimate goal of superconsciousness (see the section on Ragnarok, page 25).

The worlds of Niflheim and Asgard indicate that our life on this earth is only a part of a continuing path of evolution. If we spend our life aggrandizing and indulging ourselves, our death will mean no separation from the desires and fears we carry within, and Niflheim is our dismal destiny. If, however, we devote our life to will and self-discipline, we can shorten that path dramatically, and discover our true nature. For those who faithfully follow the path of Wotan, Valhalla and beyond are their destiny.

***"The Superhuman Species is the meaning of the earth."***     ***-- Friedrich Nietzsche***

## The Gods of our Forefathers

The religion of our Forefathers is adorned with a rich pantheon of Gods and Goddesses. Four of these were so important that, in spite of the ferocity of dark age intolerance, the days of the week still bear their names. They, too, are clothed in allegory, and are symbolic of the very meaning of our existence — our evolutionary ascent to the Superhuman Species.

### Are the Gods Real?

Professor Carl Jung pointed out that Gods are personifications of very real psychic forces which remain in our subconscious. When not blocked by egoism, fears, or guilt, these psychic forces are very powerful, and they can be felt, measured, and utilized. Our Forefathers depicted everything in existence as conscious. Modern science is now beginning to realize that the universe, the atom, and all creation appear to be more like something conscious than something mechanical. The more aware we are of this all-pervasive consciousness, the more we are able to perceive the reality of the Gods, and manifest that powerful, creative force which the ignorant call supernatural, but which our Forefathers named Wotan.

### Tyr

Tuesday is named for the ancient skygod Tiu, or *Tyr*, the one-handed God, who is the lord of justice and patron deity of the ancient gatherings or *Things*. Tyr was the only God who had the courage to feed *Fenrir*, the awesome wolf sired by *Loki* which Wotan brought to Asgard. When it was decided that Fenrir must be bound for the safety of all the Gods, Tyr was the only God who was brave enough to sacrifice his hand -- his sword hand -- to the jaws of the wolf so that the beast could be bound. The North Star, the Polestar around which all the cosmos seems to revolve, was deemed to be the seat of Tyr, and our Forefathers carved the Tyr Rune on their weapons.

Tyr represents idealism. The welfare of any natural society such as a tribe or Folk is dependent on individual idealism, and all progressive life revolves around this virtue like the seeming revolution

of the cosmos around the polestar. Our Forefathers carved the Tyr Rune into their weapons to remind themselves that battles are won by, and the tribe survives by, heroism, which is a high form of idealism. But idealism is also the first step to overcoming the ego. It is the ego which blocks us from higher evolution. Fenrir, the terrible wolf which all the Gods but Tyr feared, is symbolic of the ego. Instead of destroying Fenrir (ego), Wotan (self-discipline) brought the Wolf with him to Asgard, reminding us that even while undergoing intensive spiritual disciplines there is always an underlying attachment to ego. It is interesting to note that the Gods could not make a chain strong enough to bind Fenrir. The only cord strong enough was made by the Dark Elves, who symbolize material desires. Desires are a consequence of our ego, and in turn they control, or "bind", our ego. While idealism (Tyr) can control ego (Fenrir), ego can severely damage or even destroy idealism, as indicated by Fenrir biting off Tyr's sword hand.

### **Wotan**

Wednesday is named for *Wotan* (Woden, or Odin). Wotan, the one-eyed God, is called *Allfather*. He is father of the Gods, the God of War, the dead, magic and poetry. Wotan is the Euro-Aryan counterpart of the Indo-Aryan God *Shiva*. Both came from the same ancient Aryan source, long lost in antiquity. Although their commonality has been obscured by the years, there are still many striking similarities: Wotan has one eye, while Shiva has three, the third at the point between the eyebrows, the designated position of the "single eye", the all-seeing eye of intuition; Wotan is associated with death and traditionally wears a blue cloak. Shiva is traditionally pictured as covered with blue or grey ash, which comes from funeral pyres in the crematory grounds which he frequents; Wotan rides a unique horse, while Shiva rides a unique bull; Wotan is associated with the Valkyries, women warriors, sometimes known as Wotan's consorts, who bring the chosen dead to his hall, Valhalla. Shiva also has women consorts, goddesses who symbolize the various aspects of higher evolution in the aforementioned energy vortexes of the spine; Wotan's favorite weapon is a spear. Although traditionally pictured with a trident, Shiva's favorite weapon is a spear, which he gave to Arjuna, his favorite

warrior; Professor Carl Jung called Wotan the “Seizer” or possessor of men. Shiva is known as “Hara”, the seizer or possessor of men.

Wotan rides an eight-legged horse called *Sleipnir*, the “fastest of all horses”. Sleipnir represents the most rapid vehicle or path to higher evolution. The eight legs symbolize the eight steps to higher evolution. This is similar to the eight steps of Yoga, an Indo-Aryan system of higher evolution, or the eight steps of Buddhism, another Indo-Aryan system for higher evolution. The eight steps are: 1) idealism and self-discipline; 2) physical and mental purity; 3) physical exercises for evolving the physical body; 4) control of breath and life energy; 5) interiorization of the senses; 6) one-pointed concentration; 7) cleansing the subconscious mind; 8) superconsciousness. It is interesting to note that some sources translate the name Yggdrasil as “Ygg’s horse”. Ygg is another name for Wotan, and the human nervous system symbolized by Yggdrasil is certainly the proper vehicle for rapid evolution.

Wotan had the courage (self-discipline) to trade an eye for a wisdom-giving drink from the spring of Mimir. This symbolizes the use of the “single eye” or all-seeing eye of intuition (the Spring of Mimir) located just beneath the frontal lobes of the brain (the “roots” of Yggdrasil). Wotan has a high seat, *Hlidskjalf*, from which he can see and hear everything that goes on in the nine worlds. The high seat also symbolizes the use of the all-seeing eye of intuition. Moreover, Wotan’s blue cloak corresponds to the traditional color of the all-seeing eye.

To obtain even more wisdom, Wotan hung himself from Yggdrasil, was pierced by a spear, and asserted that he was sacrificing “himself to himself”. The spear, Wotan’s favorite weapon, is also symbolic of the spine. Being thereby pierced represents accelerated evolution through stimulation of the nervous system. Hanging symbolizes a cessation of, or control of, the breath, and when in conjunction with the spinal column (hanging from the tree and pierced by the spear) it symbolizes a psycho-physiological method of breath and energy control which rapidly evolves the nervous

system (see the section on Thor, below). Sacrificing “himself to himself” symbolizes overcoming the limitations of the ego (the small self) in order to obtain superconsciousness (the great *Self*).

On the shoulders of Wotan sit two ravens, *Huginn* and *Muninn*. Each morning they are sent out to fly across Midgard, the world of mortals. Wotan always fears for their safe return. Moreover, Wotan has two wolves, *Freki* and *Geri*, whom he feeds with chunks of meat, but Mead alone suffices for the nutritional needs of Wotan. The two ravens symbolize superconsciousness. Until the very highest level of evolution is obtained, there is always a danger of losing superconscious awareness from mingling with the ego-consciousness of the world. This is indicated by Wotan’s fear of losing his ravens as they fly across the world of mortals. Wotan’s wolves represent sensual demands, which Wotan has controlled. Wotan’s abstention from all nutrition but the sacred Mead symbolizes a high level of evolution on which one no longer needs physical nutrition. Mead symbolizes the subtle life energy used by the highly-evolved to sustain and rejuvenate themselves (see the section on Mead & The Golden Apples, page 8).

Wotan symbolizes self-discipline and the path of higher evolution by self-effort -- right up to the very highest state of evolution: physical immortality without the need for food, drink, or even breath. As such, he is indeed the father of all “Godhood”.

## **Thor**

Thursday is named for Thor, or Donar, the God of thunder, who is the friend of the landsman and of children. Thor is the Euro-Aryan counterpart to the Indo-Aryan deity, *Indra*. It is Thor, in the form of *Ruprecht*, who brings presents to the children. Thor fights the Giants of Jotunheim, and prevents them from invading the earth and destroying mankind. Another important task of Thor is to seek out and destroy *Jormungang*, the terrible World Serpent, which threatens to destroy the world. Thor’s great weapon is *Mjollnir*, his mighty, invincible hammer.

Thor is symbolic of that which, after idealism, is most necessary to propel us on our way toward the *Übermensch*: *Will*. To overcome the enemies of higher evolution, our desires, hatreds, vanities, and fears, which are symbolized by the Giants of Jotunheim, one needs to develop a dauntless, powerful will.

Jormungang, the World Serpent, represents the primordial life energy stored at the base of the spine (also symbolized by the serpent Nidhogg and the Indo-Aryan Kundalini; see the section on Mead, page 8). Uncontrolled by wisdom and self-discipline, this energy flows outward through the senses, always demanding sensual aggrandizement and reinforcing ego-consciousness. It flows especially strongly through the nerves of the reproductive organs, ever calling us to indulgence.

Thor is the great will needed to control the serpent, that is, to channel this energy from the base of the spine, where it is concentrated, up the spine through the energy vortexes to the brain. When channeled to the brain, this energy no longer reinforces sensual gratification and the accompanying ego-consciousness, but instead it produces superconscious awareness. Our Forefathers developed psycho-physiological techniques to control and redirect this energy to the brain, thereby rapidly accelerating evolution (see the section on Wotan, page 12). This energy, *controlled*, is symbolized as Thor's mighty, invincible Hammer. The Swastika is an earlier (Golden Age) icon representing the spiral motion of this controlled energy as it rises up the spine, which is the reason why it is the primary icon for the Path of Wotan.

### **Some Popular Stories of Thor**

One of the best known of our Forefather's allegories is Thor's journey to Utgard. Thor goes to Utgard, citadel of the Giants, to pit himself against their might. Significantly, he is accompanied by Loki, and as well, the Lord of the Giants is named Utgard-Loki. Thor has difficulty in besting, or even annoying, any of the Giants he meets. Finally, it is revealed to Thor that the Giants have all been hiding behind a power of illusion which makes them seem

much greater than they really are. They admit their fear of the Thunder God's great power and disappear in fear. The symbolism here is that our desires, fears, and vanities (the Giants) are empowered only by our emotional entanglement, which is really only an illusion (Loki and Utgard-Loki). Hence, they are not really as powerful, necessary, or fearful as we believe. In the face of great will (Thor), they always flee into insignificance (see the section on Loki, page 19).

Thor's duel with Hrungrnir, strongest of all the Giants, is another allegory symbolizing the power of will over desire. Hrungrnir shows no fear of Wotan, and comes into Valhalla to drink with him. He becomes very drunk and threatens to kill all the Gods, except the beautiful Goddesses, whom he desires for himself. When Thor arrives, Hrungrnir suddenly realizes he is in danger, and in order to keep the Thunder God from killing him on the spot, he stalls for time by challenging Thor to a duel. Thor accepts this challenge, and the time and place are set. In fear of losing their leader to the power of Thor, the Giants build a huge Giant of clay, in a desperate attempt to try to scare Thor. Thor arrives at the appointed time, but he ignores the clay giant and hurls Mjollnir, his mighty hammer, at Hrungrnir. At the same time, Hrungrnir hurls a great whetstone which breaks to pieces as it collides with Thor's hammer, but the hammer continues its course and smashes the skull of Hrungrnir. However, a piece of the smashed whetstone hits Thor in the head, wounding him. After the battle, a seeress, Groa, is engaged to sing charms to remove the piece of whetstone from Thor's head. But before she finishes her task, she learns that her long-lost husband is returning, and the excitement of this causes her to forget the charms, and so, the piece of stone remains in Thor's head.

This allegory symbolizes the constant struggle between our will and the desires which block our evolution. Hrungrnir, strongest of Giants, symbolizes the strongest of our desires: procreation (indicated by his desire for the Goddesses) and self-preservation (indicated by his fear of Thor). While Hrungrnir (desire for procreation) has no fear of Wotan (self-discipline), he does have a

great fear of Thor (will). The piece of whetstone embedded in Thor's head is a reminder that we must be ever vigilant in developing our will, because some desires, such as procreation, may always linger within. It is fitting that the seeress forgets her charms because of the excitement caused by desires for her lost husband, once again indicating the delicate struggle between our will and the deep, inner desires which hold back our evolution.

The Lay of Hymir opens with the Sea God Aegir offering to brew sufficient ale for the Gods if they are able to furnish a cauldron large enough to hold it. Thor and Tyr offer to go to the land of the Giants to fetch a large enough cauldron. The cauldron is at the home of Tyr's mother, a Giantess, but her husband, the Giant Hymir, is guarding it. After Thor and Tyr arrive at the hall, Hymir, desiring to test Thor's strength, invites Thor to go fishing. The two row out into the middle of the sea where Thor throws in his line and catches none other than Jormungang, the World Serpent. But just as Thor is about to smash the serpent with his trusty hammer, Hymir cuts the line, releasing Jormungang from Thor's control. In a final test of strength, Thor, after receiving advice from Hymir's wife, smashes a seemingly unbreakable goblet against the Giant's head, thereby draining Hymir of all his strength. Thor and Tyr then return with the great cauldron.

This allegory reminds us that a combination of idealism (Tyr), spiritual desires (Tyr's Mother), and dynamic will (Thor) can overcome the limitations imposed on us by our material desires (Hymir). When this self-imposed barrier is breached, we can evolve to higher levels of awareness and a greater capacity (the cauldron) for life-energy (ale). Hymir cutting Thor's line symbolizes how material desires (Hymir) keep our will (Thor) from controlling the stored energy in the spine (Jormungang) which, properly controlled, could rapidly evolve us.

Thor, our will, is truly our closest friend, who protects us from being overcome by our desires, vanities, and harmful emotions, while quickening our evolution by control of the life energy within.

## **Frigga**

Friday is named for the goddess of Nature, Frigga, wife of Wotan and mother of the Gods. (Some feel that Friday was named for the Vanir Goddess Freya, but if so it makes little difference since Freya is also a Nature Goddess and a consort of Wotan).

Frigga and Freya symbolize the all-pervading force of Divine Love, which is the ultimate essence of everything that exists. This Divine Love is clearly realized only in superconsciousness, and so, the complete realization of Frigga or Freya, that is, Divine Love, may rightfully be described as the goal of our evolutionary ascent.

Unless perceived in superconsciousness, this Divine Love is difficult for most people to understand. It has little to do with the sensual love of passion, which is fraught with desires, attachments, and conditions. Sensual love has little duration, and ultimately turns into indifference. When the desires are thwarted, it quickly turns to jealousy and hatred. But Divine Love is completely without attachment or condition, and its perception is indistinguishable from a nearly overwhelming feeling of continuous, ever-new joy.

The joyousness of Divine Love is felt, although fleetingly, in the fulfillment of desires, in the early stages of excitement of the aforementioned sensuous love, in heroic deeds, and in acts of kindness. But it is reflected most aptly in the enduring natural love of a mother for her child -- hence, it is appropriately symbolized by Frigga, mother of the Gods.

In superconscious awareness, where all reality is perceived, Divine Love is realized as a conscious force and the essence (the building blocks) of not only the energy particles which constitute physical matter (protons & electrons), but also of the life energy which sustains all life (see the section on Mead and The Golden Apples, page 8). Divine Love, often described as conscious bliss or eternal, ever-new joy, is the essence and true nature of the Universal Creative Consciousness (see the section on Creation, page 6).

Divine Love is realized and experienced continuously by super-conscious awareness. But its all-pervading nature is hidden by the blinding wall of ego-consciousness, which is what keeps us tiny, insignificant, and ignorant of reality. The more that the ego is dissolved, the more aware of reality we become, until we finally are able to experience the Universal Creative Consciousness, or Divine Love. We are then “reborn” in our true nature of super-consciousness by our divine mother, Frigga (Freya). While Wotan (self-discipline, the path of higher evolution) is the father or conceiver of “Godhood”, Frigga (Divine Love, the Universal Creative Consciousness) is the mother of, or bearer of, “Godhood”.

### **Loki**

Loki is a mischievous, often malicious, and ultimately evil demi-god who has the ability to change shape and sex. He is the father of Fenrir the Wolf, Jormungang the World Serpent, and Hel, who rules the realm of the dead. Moreover, he is the mother of Sleipnir, Wotan's eight-legged horse. Loki is the counterpart of the Indo-Aryan *Maya*, who personifies cosmic illusion, our ignorance, or our imperfect perception of reality.

Science has only recently discovered that the building blocks of all matter, protons and electrons, are particles of energy. Perceived through our limited five senses, various groupings of these energy particles appear to us as gases, liquids or solids, although in reality, there is no difference between the protons and electrons of any gas, liquid or solid. Moreover, by far the greatest part of the structure of everything, even the densest of materials such as steel or uranium, is neither protons nor electrons, but just empty space. With this in mind, one can begin to understand that it is only our imperfect perception that gives material objects their significance.

Misunderstanding the reality of the physical world, we identify ourselves completely with these illusions. This brings about our ego-identifications. What we believe to be objects or positions of value continuously excite our nervous system with desires. It is our desperate attempts to satisfy these myriad desires which cause us pain and anguish (anger is caused *only* by thwarted desires).

But when our ego-consciousness begins to dissolve, our awareness expands and our desires dwindle, thereby greatly increasing our health, happiness, abilities, and power. When the last constraints of the ego are overcome, we enter superconsciousness and perceive reality, vanquishing Loki once and for all.

Allegorically, the offspring of Loki are appropriate. As noted earlier, Fenrir the Wolf represents that which is most dangerous to the Gods, or Godhood: ego. Jormungang the World Serpent represents the uncontrolled life energy in the spine which limits higher awareness by pulling the mind toward sensual desires. Hel, the ruler of the realm of the dead, symbolizes the fate of the mediocre, whose awareness is limited by ego-consciousness and its accompanying desires, fears, and vanities. Loki and his offspring are the great barriers to higher evolution, barriers which are within us all, and which must be overcome. However, Loki, illusion or ignorance, appropriately gives birth to Sleipnir, Wotan's horse, which symbolizes the path or way to higher evolution. This path is "born from", that is, only necessary because of, our ignorance of reality -- illusion or Loki.

### **Balder**

Balder is the most beloved son of Wotan and Frigga, and the most handsome and noble of the Gods. When Balder is troubled by dreams of doom and death, Wotan rides Sleipnir to Niflheim to consult a dead seeress, and learns that Balder is destined to die. In a desperate attempt to save her beloved son's life, Frigga secures an oath of harmlessness from everything in the nine worlds. Suddenly elevated to invincibility, Balder allows himself to be pelted with all sorts of stones and shafts. Loki discovers that mistletoe has not taken the oath of harmlessness to Balder. He makes a shaft of mistletoe and guides the hand of Hoder, Balder's blind brother, who throws it at Balder. The mistletoe kills Balder and, since he does not die in battle, he must go to Niflheim. Hermod, another son of Wotan, rides Sleipnir to Niflheim where he beseeches Hel to release Balder. Hel promises to release Balder if everything in the nine worlds proves their love for Balder by weeping. But it is

Loki, once again, who refuses to weep for Balder, thereby condemning Balder to remain with Hel until *Ragnarok*, the final battle and end of the Gods.

Balder symbolizes mankind, and his dreams of doom and death are the desires, fears, guilt, and vanities of the deep subconscious which are blocking his further evolution. Wotan is able to go to the citadel of the deep subconscious by means of Sleipnir (powers acquired by the path of higher evolution) and discovers (through superconsciousness) Balder's destiny, that is, the particular subconscious fears and desires which are impeding his progress. Frigga's attempt to shield Balder from his destiny represents the all-pervading force of Divine Love which is ever attracting us away from the dangers of ego-consciousness toward higher awareness. But Balder is destroyed by a combination of Loki, illusion, and Hoder, his blind brother, who symbolizes our ego, which is "blinded" to higher awareness.

Nothing external prevents our higher evolution, it is only that which is within. When everything in the nine worlds shows love for Balder by weeping (the all-pervasive attraction of Divine Love), it is only Loki (illusion) who refuses. Even the all-pervasive Divine Love cannot save us from our ignorance. We must overcome it ourselves. Balder resides in Hel with those not slain in battle, that is, with the mediocre who have made little or no effort to elevate themselves by will or self-discipline, and are still enslaved by ego-consciousness and its accompanying desires and fears. He must overcome his own limitations in that realm of consciousness (see the section on Life after Death, page 9).

### **Heimdall**

Heimdall is best known as the watchman for Asgard, positioned near the Bifrost Bridge with his great horn, *Gjall*, which can be heard in all the nine worlds. The horn Gjall will be sounded before Ragnarok, the final battle between the Gods and the forces of evil (see section on Ragnarok, page 25). Heimdall represents the sound of the Universal Creative Consciousness, which is audible during

superconsciousness. This sound is also an indication (or watchman) of superconsciousness. As each of the energy vortexes in the spine (the Bifrost Bridge) are opened, the sound of the creative consciousness (the horn Gjall) becomes clearer and clearer until the energy moves freely through the spine and superconsciousness is attained.

### **The Rigsthula**

Heimdall is also the prominent character in another important allegory, the *Rigsthula*. Since the culture, religion, and values of the Indo-Aryans and Euro-Aryans came from a common source, it is no surprise that the true nature of the caste system was also understood in pre-Christian Northern Europe.

The *Rigsthula* describes how Heimdall came to earth and, using the name *Rig*, visited with three different couples. Rig's first visit was to a rickety shack in which lived, under the most primitive conditions, *Ai* and *Edda* (Great Grandfather and Great Grandmother). After partaking of their scant and somewhat degenerate food and lodging for three days, Rig left. Apparently, during his stay Rig had slept with Edda, and nine months later Edda gave birth to a dark and deformed raven-haired son, whom they named *Thrall*. Thrall became the forefather of all Thralls, which corresponds directly to the Hindu *Sudra* caste, the caste of servants.

Rig's next visit was to a farmstead inhabited by *Afi* and *Amma* (Grandfather and Grandmother). After partaking of their ample, and more agreeable, food and lodging for three days, Rig left. Nine months later, Amma gave birth to a light-eyed and ruddy-cheeked son whom they named *Karl*. Karl became the forefather of all Karls, which corresponds directly to the Hindu *Vaisya* caste, the caste of yeomen, artisans, and merchants.

Rig then visited a great hall in which lived *Fathir* and *Mothir* (Father and Mother). After partaking of their very agreeable food and lodging, Rig left. Nine months later, Mothir gave birth to a fair-

haired son whom they named *Jarl*. Jarl became the forefather of all Jarls, which corresponds directly to the Hindu *Kshatriya* caste, the caste of kings and warriors.

However, Rig returned to the great hall and identified himself as Jarl's real father. He then taught Jarl the mysteries of the Runes. Jarl transmitted this wisdom to his youngest son, *Kon* -- but not to any of his other children. Unfortunately, the rest of the Rigsthula has been lost and the story ends here. But we can reasonably assume that Kon transmitted the mysteries to his youngest son, and that Kon corresponds to the Hindu *Brahmin* caste, the caste of priests and seers.

Some have interpreted this poem as the creation of the races of man, and this may well be one level of its meaning, as such allegories of old often had meanings on several levels. However, the poet's imagery of the progression of castes from *Great Grandmother's Thrall* to *Grandmother's Karl* to *Mother's Jarl*, and then from Jarl to his *youngest* son, Kon, gives us a feeling of mankind's natural evolution through the ages. Moreover, observation indicates that each individual, regardless of race, is at a particular evolutionary level, and that there are four basic evolutionary levels, which closely correspond to the four castes.

The caste which our Forefathers called Thrall is the lowest evolutionary level, and individuals on this level lack the desire or energy for any motivation beyond satisfying the most primitive human needs: food, shelter, procreation, and diversion. Hence, their inclinations are toward servant or laborer positions which provide close supervision. Thralls generally have medium to low intelligence, few abilities, and very little capacity for skills or self-reliance. They are noted for their desires for indulgence and their lack of ambition. Thoughtless breeding and drug and alcohol consumption are dramatically raising the number of Thralls.

The caste which our Forefathers called Karl is at a higher evolutionary level. Individuals on this level are motivated by self-interest and personal gain. Their desires lead them toward accumu-

lation of possessions and status, and they have the capacity and energy to satisfy these desires. Karls are epitomized by the self-reliant yeoman, and they are inclined to become artisans, businessmen, farmers, and entrepreneurs. Karls vary from medium to reasonably high intelligence, are basically self-reliant, and have the capacity for all sorts of skilled occupations and management positions. Highly-developed Karls account for much of the world's civilization and economic stability. Unfortunately, this caste is diminishing today from thoughtless breeding, and drug and alcohol consumption.

The caste which our Forefathers called Jarl is at a high evolutionary level. Individuals on this level have begun to evolve beyond the desire for the accumulation of possessions and status, that is, beyond ego-centric desires. While Jarls have the capacity for any position sought by the Karl, and they often hold such positions, their desires lead them toward higher ideals, and in the true spirit of the warrior, they are often willing to give their lives, or sacrifice their possessions and status, for these ideals. Jarls are highly intelligent, and are inclined toward idealistic fields such as political activism, social welfare, and, of course, the true warrior. Unfortunately, many Jarls have succumbed to thoughtless breeding, drugs, or alcohol consumption, which has reduced them and their heirs to Thralldom. Also, many have been misguided into dark age activism which has been detrimental to the earth's evolution.

The caste which our Forefathers called Kon is at an extremely high evolutionary level, having evolved completely beyond ego, and capable of thinking and acting in accordance with the inner awareness of their intuitive faculties. They are highly self-disciplined, of extraordinary intelligence, indomitable will, and often exhibit seemingly superhuman powers of mind and strength. Kon is the Übermensch, the Superhuman Species, and there are many different levels of this caste. We can see that many of the heroes of old (looking beyond the superstitious embellishments of ignorant men over the ages) had reached this evolutionary level. Today, however, the caste of Kon is rare. Kons usually prefer to work in seclusion to elevate and guide mankind back into harmony with Na-

ture. Working openly for humanity on the political or social level is difficult in this age, as the dark age forces still control the world's information sources and would spare no effort in vilification to turn the masses against such a benefactor.

While caste, or evolutionary level, should correspond to occupation, economic position, education, or birth, this is not really a good indicator. In today's society, position, education or birth can be very misleading. A true Jarl may hold a laborer's job, not being interested in money or status, but reserving his or her energies for higher ideals. Meanwhile, a simple Karl may be leading an idealistically-oriented organization, but actually only taking advantage of being a "big fish in a small pond", being much more interested in the status it gives than in any true idealism. The real indicator of evolution is true idealism and the amount of egocentricity -- whether or not the energy and desires are focused on self or beyond self.

### **Ragnarok**

Ragnarok is the time of the final battle between the Gods and the forces of Evil. When Heimdall blows the horn Gjall, the Gods, the Light Elves, and the Einherjar are engaged in the final struggle with Hel and the army of the dead from her citadel, which includes Loki, Fenrir, Jormungang, all the Giants, and Surt, the fiery lord of Muspellheim. Although the Gods destroy these enemies, they perish themselves as well, and the nine worlds are consumed by fire. But the nine worlds return in a purified state, and the sons of the Gods take the places of their fathers. Balder comes back from the world of the dead with his brother Hoder, who is no longer blind, and a man and woman survive, protected by Yggdrasil, to repopulate the earth.

Ragnarok does not symbolize the end of the world, but rather the ultimate overcoming of ego-consciousness. The sound of the horn Gjall represents the sound of the Universal Creative Consciousness which is heard even in the initial states of superconsciousness, and "signals" our awakening to higher awareness. The forces of evil

all represent the various barriers to our higher evolution (ego, desires, delusion, etc.), while the Gods represent the various virtues necessary for the path of higher evolution (idealism, will, self-discipline, etc.). The destruction of the Gods themselves in the process of destroying the forces of evil symbolizes that the techniques and disciplines necessary for the path of higher evolution (the Gods), are no longer needed when the goal of superconsciousness is reached. In superconsciousness, we become the “sons of the Gods” and take their place in the new, purified realm of superconsciousness. Balder’s return indicates that higher evolution can come about even from the lower realms. Hoder’s loss of blindness also indicates evolution from ego-consciousness to superconsciousness. The man and woman who survive, protected by Ygdrasil, symbolize the attainment of superconsciousness through disciplines which rapidly evolve the human nervous system (Wotan's “hanging from the tree”).



***“Our way is upward, from the species across to the superspecies. But the degenerate mind which says ‘all for me’ [ego] is a horror to us.”***

***-- Friedrich Nietzsche***

## **Evolutionary Cycles**

To thoroughly comprehend the Path of Wotan, it is necessary to understand something about mankind's natural evolution throughout the ages. Today, the scientists and religionists of the western world view time as linear, and they offer blatantly edited archeological studies to show mankind's evolution as a slow, steady climb from ape to modern man. But in reality, time is cyclic, and when this is recognized, we can see that mankind's evolution is also cyclic. This gives us an understanding of all the great historical inconsistencies and mysteries, as well as the turmoil embroiling the world today.

Our Forefathers understood that moons revolve around planets, and that planets with their moons revolve around the sun. As well, they understood that our sun, with all its planets and moons, revolves around another star in the galaxy, which we call its "dual". It is this revolution around its dual which causes the backward movement of the equinoctial points around the zodiac. This revolution, which takes about 24,000 years, varies the position of the earth in proximity to the center of the galaxy. There is a great concentration of energy at the galactic center, and this energy concentration is the seat of the Universal Creative Consciousness in the galaxy. The proximity to the galactic center greatly affects the physical and mental evolution of humankind, in much the same manner as the distance from a broadcasting station affects the quality of reception on radio or television receivers. Hence, these 24,000 year cycles are called Evolutionary Cycles.

When our sun, in its Evolutionary Cycle, is at the point nearest the galactic center, the majority of humankind is highly evolved. They are large and tall, their life span is extended, and their mental capacity is developed enough to comprehend the true nature of all existence. For the following 12,000 years, our sun gradually revolves to the point farthest from the galactic center. During this descending arc of the Evolutionary Cycle, mankind slowly devolves. As our sun gets farther away from the galactic center, the mental capacity of humankind is more and more reduced, gradu-

ally losing scientific and technical abilities, awareness of the laws of Nature, and all true idealism. At the farthest point, the majority of humans are small and short, their life span is very brief, their mental capacity is reduced to such an extent that little more than crass materialism can be grasped, and egoism becomes the ruler of the planet.

But in the same manner, when our sun begins to advance toward the point nearest the galactic center, the mental capacity of mankind once again begins to increase. Physical stature and life spans increase, scientific and technical abilities develop, idealism grows, and mankind becomes more and more aware of its proper position in the realm of Nature. This ascending arc of the Evolutionary Cycle is gradually completed in another 12,000 years. Each period of 12,000 years brings a complete change, both in the material world (i.e. changes in land masses and climate), and in the physical and mental evolution of mankind.

Thus, the Evolutionary Cycle of 24,000 years is divided into an ascending arc of 12,000 years during which the evolution of mankind advances, and a descending arc of 12,000 years during which the evolution of mankind dwindles. Each of the 12,000 year arcs are further divided into four ages: An Axe Age of 4800 years, a Sword Age of 3600 years, a Wind Age of 2400 years, and a Wolf Age of 1200 years. This is comparable to the Greek Golden Age, Silver Age, Bronze Age, and Iron Age, and to the Indo-Aryan Satya Yuga, Treta Yuga, Dwapara Yuga, and Kali Yuga.

During the Wolf Age (Kali Yuga or Iron Age) mankind can understand matter only in its gross material or solid form, and only crude, physical means to move or manipulate matter are developed (levers, animals, wheels, etc.). Mankind's physical stature is small, life spans are short, and ego-consciousness is prevalent. This is the dark age of the world, a time of strife, violence, and war.

During the Wind Age (Dwapara Yuga or Bronze Age) mankind begins to understand that matter is energy, and to comprehend the electricities and atomic energy. During this age, mankind becomes

taller, life spans increase, there are rapid technological developments, and the barrier of distances and space is breached. Moreover, there is less war and violence, and ego-consciousness begins to give way to idealism. Although the Wind Age is also an age of materialism, it serves as a transition period between the dark or materialistic age and the beginning of the golden or spiritual ages.

The Sword Age (Treta Yuga or Silver Age) is the beginning of the golden or spiritual ages. During this age, mankind begins to understand the true nature of magnetism, and the barrier of time is demolished. Physical stature and life spans increase yet further, and matter and energy are now perceived as consciousness. During this age, mankind begins to evolve beyond the need for technology, war becomes a thing of the past, ego-consciousness diminishes, and idealism becomes prevalent in the world.

During the Axe Age (Satya Yuga or Golden Age) mankind's earthly evolution reaches its completion. The true nature of all existence is comprehended, physical stature is much larger and life spans are greatly lengthened (in many cases achieving immortality), ego-consciousness is largely non-existent, and mankind lives in harmony with Nature's immutable laws.

Thus, the ages of this earth move in cycles of ignorance and enlightenment. There are golden ages when the earth is inhabited primarily by the highly-evolved. During these golden ages truth and idealism prevails, and humankind lives in harmony with Nature, ultimately beyond the need for technology and instrumentation. There are dark ages, times of indulgence and degeneracy, when the earth is dominated by the lowly-evolved who are slaves to egoism and who fear and despise the truth. (It is during the dark age periods that the notion of linear time appears.)

The height of the last Axe Age (Satya Yuga or Golden Age) was about 11,500 B.C. The surviving records of that time are the awesome, unexplainable and unequalled monuments throughout the world: Stonehenge, Tiahuanaco, the pyramids of Egypt, etc. Mod-

ern-day archeological examinations bear witness to the years of devolution as the mental capacity and physical stature of mankind dwindled. The earliest known civilizations endured the longest. The civilization of Ancient Egypt, for instance, lasted several thousand years until the inhabitants gradually succumbed to the decaying influence of time, allowing ego-consciousness to become dominant over idealism. Ultimately, indulgence prevailed over self-discipline and they interbred themselves out of existence. The same fate destroyed Sumeria, Greece, Persia, India, and Rome. The further away from the height of the Golden Age, the shorter the time they endured, succumbing more and more quickly to ego-consciousness. At the height of the last descending Wind Age (Dwapara Yuga or Bronze Age), the mental capacity of mankind diminished to the point that alphabets, writing, record keeping, and calendars became necessary (hence, we find that the oldest calendars, Indo-Aryan, Mayan, etc. all begin at about 3100 B.C. -- the beginning of the last descending Wind Age). In the descending Wind age, ego-consciousness once again became dominant, bringing empires and kingdoms into existence, and with this, armies and destructive wars. The lowest point of the last descending Wolf Age (Kali Yuga or Iron Age) was about 500 A.D. This indeed was a dark age and a woesome period on earth. Human societies were unsanitary and unstable, and the dark-age religions of superstition and intolerance arose and began to function as political empires.

But from the depth of the dark age, our sun again began advancing toward the galactic center, and the mental capacity of humankind began to gradually increase. By 1600 A.D., the last ascending Wolf Age began to give way to the Wind Age and mankind had once again begun to develop intellectually and socially. This was the age of the Renaissance and the discovery of distant continents. Telescopes and microscopes were invented. Newton discovered the laws of gravitation, and the steam engine was invented. As time advanced, science and technology developed, from railways and telegraph wires to radio waves, atomic energy, and space travel. In the political world, advances were made as well, stabilizing civilization and fostering an awareness of human needs and

rights. Societal stabilization opened channels for artistic geniuses such as Da Vinci, Michelangelo, Bach, Mozart, Beethoven, and Wagner.

Today, we are well into the third century of the ascending Wind Age (Dwapara Yuga or Bronze Age), and mankind's awareness is growing. However, the destiny of this planet is not solely the result of stellar motions. Especially at transition points, such as the early ascending Wind Age, the free will of humankind is always able to sway the balance for good or for evil. The world today is still solidly ruled by egoism, greed, degeneracy, and intolerance -- the legacy of the dark age. It is, in fact, said to be 400 years behind in its natural evolutionary schedule -- an unfortunate consequence of the failure of many who were destined to help in uplifting the world, but who instead succumbed to selfishness, vanity, and greed.

Today, we are locked in a struggle between the remaining dark age forces of degeneration and those of higher awareness who seek to return to harmony with the immutable laws of Nature. While the dark age forces promote egoism, selfishness, degeneracy, hatred, and technological advances which aggrandize the senses, they spurn higher social, moral, and economic awareness. They fight viciously and fanatically, using all the powers of the dark age empires to stay in control. They have won many battles in this century, but their days are numbered. New opponents have entered the arena! By the ancient science of our Forefathers, the natural evolutionary level, dependent on galactic proximity, can be accelerated to Golden Age levels. The highly evolved are generators of great energy, and, like the proximity to the galactic center, proximity to the highly evolved can change and elevate thousands. Even a small number of the highly evolved can alter the course of human events, put us back on our evolutionary schedule, and bring mankind back into harmony with Nature.

## **Kriya:**

### **The Ancient Aryan Science of Accelerated Evolution**

The surviving allegories of Northern Europe clearly indicate that our Forefathers had developed a system of physical, mental, and psychic exercises by which one could evolve and rejuvenate the physical body, and accelerate the natural process of evolution -- The Path of Wotan. Unfortunately, In Europe only the allegories have survived. The actual exercises and techniques of accelerated evolution were lost there during the onslaught of the dark ages.

But they have survived -- in their complete and original form -- in the ancient Aryan homeland of *Aryavarta* (ancient Aryan for "Land of the Aryans"). They have been preserved there in seclusion by Aryan practitioners who have achieved the highest level of human evolution. They have called these incomparable exercises and techniques *Kriya*, which in the ancient Aryan tongue means simply, "rite" or "ritual". And now, with the passing of the dark ages and human intellect once again growing, Kriya is again being made available to its Aryan heirs!

Kriya is an ancient Aryan science of accelerated evolution, and it is the same science indicated in the allegories of Northern Europe. It is the path of the *Übermensch*, the Superhuman -- The Path of Wotan. If you are interested in learning this ancient Aryan science, accelerating your evolution and joining us in bringing about a new golden age on this earth of chaos and degeneration, order our booklet, *Kriya: The Ancient Aryan Science of Accelerated Evolution*. Please send \$4 to:

**NS Kindred  
PO Box 256  
NSJ, CA 95960**



## ÜBERMENSCH

I am one with Wotan, none can injure me!  
The world turns aside to make room for me.  
I come O blazing light, the shadows must flee!  
Hail, O ye oceans, divide up and part,  
or parched up and scorched up, be dried up! Depart!

I am one with Wotan, none can injure me!  
Beware, O ye mountains, stand not in my way!  
Your ribs will be shattered and tattered today!  
Friends and counselors pray waste not your breath!  
Take up my orders, devour up ye death!

I am one with Wotan, none can injure me!  
I ride on the tempest, astride on the gale.  
My gun is the lightning, my shots never fail.  
I chase as a huntsman, I eat as I seize,  
The trees and the mountains, the land and the seas!

I am one with Wotan, none can injure me!  
I hitch to my chariot the fates and the Gods.  
In the voice of thunder, proclaim it abroad!  
Howl O ye winds, blow bugles blow free!  
Übermensch! Übermensch! Übermensch! Wotan!

-- *Wotan School song*

**Do Right  
and  
Fear No One!**

*For those who realize  
that to change the world,  
you must first change yourself!*

**NS Kindred**  
PO Box 256  
NSJ CA 95960