

Eldmegín

The Scorching-Powers

The first world to manifest from the void was the realm of fire, Múspellsheimr. It is a realm of flame, heavy smoke, blinding light and unbearable heat. Unchained fury and unquenchable chaos dominate this sphere. The etymology of Múspellsheimr is uncertain, but has commonly been accepted as "The home of Múspell". The Old High German word "Muspilli" means "worldfire" and in Old Norse "Muspellr" is a proper name in "Muspel's sons" led by the fire giants.

From a runological standpoint, this is important due to the fact that in conventional rune rows, the first Ætt reads as "FUTHARKGW". Fehu, being the primordial fire of existence, coming first in the rune row before Ūruz, the primal rumbling underneath each and every movement of the universe. The primal, chaotic fire, the subatomic forces driving each atom we experience and know of today into entropy. This fire giving rise to and smiting creation as we know it at every given time, is of utmost note when examining the UTHARK row as well, with the return to Fehu's primal essence after experiencing a transmutation through the universe being the final goal in LHP rune magick. With this in mind, muspelheim is in essence the alpha and omega of Pan-Germanic cosmology, tempered by the poison waters of Niflheim to crystallize into matter and thought as we know them.



The giant with the flaming sword, by Dollman.

From this world comes the massive volcanic lord of fire, the father of the *eldþursar*¹ known as Surtr, "The Black/Swarthy One". He carries with him the sword *Lævateinn*, which is imbued with the destructive forces of fire and light, and is used to scorch *Miðgarðr*, ripping everything asunder and seeking to divide and rend order apart

¹ Fire-Giants.

wherever it can bite. Surtr stands guard at the frontier of Múspellsheimr, awaiting the twilight of the gods.

The importance of Surtr within the Norse mythology can not be overlooked. While he is not a prominent figure within popular culture, he is by far the most momentous. As mentioned, Surtr is the wielder of Lævateinn, the sword of burning flames. He will lead the sons of Múspell to Ragnarök from the scorched world against the Æsir.

Voluspo 52:

“Surt fares from the south
with the scourge of branches,
The sun of the battle-gods
shone from his sword;
The crags are sundered,
the giant-women sink,
The dead throng Hel-way,
and heaven is cloven.”

Surtr will arrive at Vígríðr² followed by the sons of Múspell with scorching fire before him and after him and Lævateinn held high. During the last battle, he will slay the god Freyr with a single blow for he is weaponless as he is without his sword, which he gave to the messenger Skírnir. He used the sword to threaten the jötunn Gerðr into accepting Freyr's courtship.

² The large field which will hold the final battle between gods and giants.

Myrkpursablót: Nightside of The Old Norse Mythology

As the battle rages, Surtr will fling fire into all directions, and the nine worlds will burn to ashes. The gods will die, the giants and their kin will die, man and woman will die, and the Earth will sink into the sea.

Voluspo 57:

The sun turns black,
earth sinks in the sea,
The hot stars down
from heaven are whirled;
Fierce grows the steam
and the life-feeding flame,
Till fire leaps high
about heaven itself.

As the battle settles, the Earth will arise from the sea renewed. Oðinn's sons Víðar and Váli will survive, as will the two humans Líf and Lífðrásir, who hid themselves deep within Yggdrasill.

Voluspo 59:

Now do I see
the earth anew
Rise all green
from the waves again;
The cataracts fall,
and the eagle flies,

And fish he catches
beneath the cliffs.

The most prominent being within the Múspell-essence is the main antagonist of the gods, Loki³. Born of his parents the storm-giant Fárbaumi⁴, and the isle-giant Laufey⁵. We could interpret that Fárbaumi's name and character are inspired by the observation of the natural occurrence in the appearance of wildfires, in the sense of the lightning strike of Fárbaumi onto the crown of Laufey causes a spark, and thus Loki was born of fire.

Loki is seen as the trickster in popular culture, but his true purpose is far beyond it. He is the direct architect of Ragnarök, and the father of the death trinity⁶ with the Purs-witch Gullveig. He is connected to the Kaunan < rune as the purest symbolization of fire. The paradox of Fehu is being projected through the lens of creation into a destructive yet creative force, the same way Fire is granted to man by Prometheus. His children also include Nari/Narfi, a speculated son named Vali and the eight-legged horse Sleipnir, all spawned from his love with a giantess. He has two brothers named Helblindi (which is also an alternate name for Óðinn), and Býleistr.

Loki is the creator of the sword Lævateinn, kept by Sinmara, the wife of Surtr, within a chest fastened by

³. Lopt, Hveðrungr.

⁴. Bale-striker, Loki's father.

⁵. Leafy-isle, Loki's mother.

⁶. Jörmungandr, Hel and Fenrisúlfr.

Myrkpursablót: Nightside of The Old Norse Mythology

nine locks. Lævateinn is used by Surtr to slay Freyr and destroy the world at Ragnarök.

Fjölsvinnsmál 42:

"Lævatein is there,
that Lopt with runes
Once made by the doors of death;
In Lægjarn's chest
by Sinmora lies it,
And nine locks fasten it firm."

All throughout the Eddas, Loki constructs various plots against the gods, the world, man and existence itself. Ranging from giving a net he created to the Þurs Rán to drown men at sea, to luring the goddess Iðunn out of Ásgard to be kidnapped by the giant Þjazi. The most significant deed carried out by Loki is his direct hand in the death of Baldr, the most loved of all gods, and the son of Óðinn. This event is seen as a major role in the beginning of Ragnarök, when Loki tricked the blind god Höðr into shooting Baldr with the mistletoe spear, killing him instantly. Baldr represented the utmost innocence among the Æsir, had all matter swear not to harm him, and would play games with his fellow gods and goddesses asking them to throw all sort of weapons at him, to no avail. His murder by Loke was a pure expression of his contempt for the status quo within the cosmos, and a deliberate upset of it by destroying one of its most perfect archetypes of life.

Loki is the father of what I call the death-trinity. With his consort Gullveig (as Angrboða) they bore Hel, the Miðgarðsormr⁷, Jörmungandr and the massive black wolf Fenrisúlfr. These three very significant giants all play roles within the events leading up to, and during Ragnarök, and all represent in their own way, to my understanding, the three faces of chaos and entropy.

The heavy influence of Loki upon others within the Eddas is undeniable. Whether it be outright lying to those around him, deceiving others into committing treacherous acts for his own benefit or taking various shape-shifting forms to obstruct the lives of men, giants and gods alike. The only agenda Loki carries is his master plan to incite Ragnarök.

After his plan to forge the path towards life's end, the Æsir deem it necessary to bind Loki for his never-ending deceit. His is found under the waterfall Franangrsfors in a stream disguised as a salmon after he threw a net he fashioned to capture food (Which is the same net he gave to the giantess Rán). Once captured by Þórr, Loki was taken to a cave where he was bound to three stones. His son Váli is said to have been transformed into a wolf and then dismembered his brother Nári, so that the Æsir could use his entrails to bound Loki. It is there that the son of Fárbaúti will remain until Ragnarök.

The importance of the Múspell-essence is that the fires represent the destruction of one's ego, and the fire-born spirit that lays within. The primal essence burns the

⁷ World Serpent.

shell, and the phoenix emerges from the husk of its former self. Just as fire is a purifying force in many traditions, so can it be viewed in the Nordic tradition. To burn one's flesh and boil one's blood with the immeasurable heat of the primal fire is an initiation into the absolute self. To work with the Múspell-flames, one must be able to sacrifice parts of one's self in order to burn away the walls of convention, ego, and attachment that cloud the true self and keep it from emerging. These fires can emerge as trials and tribulations of life or deliberate subjecting of the self to penances and disciplines that break down the ego and attachment currently entrenched in the individual's life. Once overcome, the individual is then rendered an empty vessel to begin their journey. Drawing a comparison to the tradition of Alchemy, this could be compared to the first step in transmutation, Calcination, as well as the final step into becoming pure and golden.

The runes attributed to Múspell are:



SŌWILŌ // SUN // The rune of Surtr

Represents the destructive forces of Surtr, and the most powerful aspects of fire. Furthermore, this rune is also attributed to victory (Sigr) and the sun. The pure ecstasy of the

spring rites. The wild orgies and bloodlust that besets the entranced.



KAUNAN // TORCH // The rune of Loki

Represents burning black fire and radiant energy. A beacon of Loki's hidden Promethean light. Also symbolizes Jörmungandr. Where Satan burns the obstacles, Lucifer lights the way. The black sun, and the slumbering divine spark in all of us.

When working with these runes in the Myrkþursablót tradition, it is important to understand that they are of pure and illuminating power. The force they emanate is immense and when used improperly it may cause a backlash upon the practitioner. Like all dark meditations and practices, these are dealing with darker aspects of the mind and spirit, and thus are not for the feeble of mind or the curious dabbler. These runes may be cast or meditated upon to call forth and speak with fire-giants or for rituals and meditations involving self-empowerment. They naturally can be unpredictable to work with and should be treated with respect and approached with appropriate caution.

Myrkpursablót: Nightside of The Old Norse Mythology

The purpose of these runes is to ignite the spirit within, burn away one's ego and become immersed in the element of fire. Keep in mind that malicious intent with these runes always carries the consequence of being burned in return. The use of fire runes is recommended for the practitioner's personal spiritual empowerment, and not for negative gain or mere boon. For those uses of rune magick one may be more familiar with, it would be better to refer to other paths centering around simple folk magick and boon granting.

These runes are most potent during summer, under the blazing heat of Sól.





Lævateinn - Opening the Nine Locks

Lævatein is there, that Lopt with runes
Once made by the doors of death;
In Lægjarn's chest by Sinmora lies it,
And nine locks fasten it firm.

Fjölsvinnsmál: 42

: Üruz : Manifestation of one's journey from fire and ice.
Creation before creation.

Myrkþursablót: Nightside of The Old Norse Mythology

- : Purisaz : Strength bestowed upon one's journey from them, the Purs. The oldest powers.
- : Opala : The inheritance of Óðinn's wisdom to one's journey. Wisdom from the withered well.
- : Perþaz : The unknown fate and unseen distance of one's journey. Mysteries that remain hidden.
- : Sōwilō: Múspelsheimr guiding the path of one's journey. The eternal fires of Sól.
- : Kaunan : Loki's torch, to wield during one's journey. To light the way by Múspel's flame.
- : Isaz : Niflheimr guiding the path of one's journey. The eternal light of Mani.
- : Laguz : The waters of Élivágar nourishing the self on one's journey. The primordial waters flowing.
- : Nauðiz : The necessity to become one with Ginnungagap during one's journey. To complete the path.

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Nine locks to Lævateinn. Nine runes that Loki did cast.
Nine paths to walk towards one.

