FOREWORD

Odin’s Eye is based on the Northern Way, which is a folk religion of the common people that focuses on functional spirituality for the good life. It seeks to harmonize physical nature with our spiritual nature. It seeks to find the good in both nature and mankind, to balance and harmonize that good, in order to find the good life.

Religions in our culture are divided generally into “Eastern” and “Western.” Examples of “Eastern religions” are Hinduism and Buddhism, Confucianism and Daoism. Examples of “Western religions” are Judaism, Christianity and Islam. These Western religions originated in the Middle East and migrated west. Odin’s Eye is based on the Northern Way, which is not a Western Religion or an Eastern Religion. It is a Northern religion born out of Northern European origin that does not fit into the other two types. It is a middle way with different principles, values, beliefs and objectives that seeks the good life for oneself, for others, and for nature.

Another way to look at it is from a “prophetic religion” verses a “natural religion” point of view. “Prophetic religions” begin with a prophet, whether that is Moses, Jesus, Mohammed, Joseph Smith, Buddha, Confucius or any other specific person identified in history. “Prophetic religions” are tied by belief to the words and instructions revealed to that prophet or by that prophet. So they are limited to the boundaries of what that prophet had to say in the past. To believe or think beyond that prophet’s revelation is to leave that prophetic religion behind in your search for higher truth than that prophet had to reveal.

Natural religions, on the other hand, grew naturally out of communities of people. There is no specific person that can be pointed to for its origins. People had spiritual experiences as they lived, dreamed, and interacted with nature and shared those experiences with each other. They found others had similar

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experiences and feelings. They then developed words and concepts, as well as rituals, to discuss and portray those common experiences. These became the standard frame of reference to discuss and pass on the benefits learned from those common experiences to future generations. Native American religions, African religions, and original Northern European religions are of this type. These religions are not bound by any one person, but are only bound to the truth of the thoughts and feelings they contain. So they grow and develop as the community discovers more truth as their awareness expands through their natural and spiritual experiences of life.

Odin’s Kindred is a re-constructionist religion of the North. It relies upon the common language, concepts and rituals developed among the Norse, Germanic, and Anglo-Saxon people to benefit from what our ancestors discovered, but then continues the path of discovery among the common folk. So it is Odinist, in that it centers on the god Odin and his family of gods and goddesses to discuss, inspire, and portray the good life. Odin is a god of wisdom. He is not an “all-knowing” god. He is a learning god that seeks to increase his knowledge and wisdom continually. So he is an example to us to always be learning how to better live the good life.

There are two races of gods according to the Norse conception called the Aesir and Vanir. Odin is the King and All-Father of the Aesir gods and goddesses of Northern Europe. The Aesir are the gods and goddesses of humankind. They promote social order and consciousness among humankind. They are in contrast to the Vanir gods and goddesses of nature and well-being who link the “intuitive with physical sensations—but which in either case strives toward the direct experience of reality.” The Aesir gods include some Vanir among their god-folk, but the Aesir and Vanir represent different races of gods who have joined their forces together under

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5 Ibid. Pg. 8
Odin's rule.

Another way to look at the difference between the Aesir and Vanir is the Aesir are “inside” gods concerned with the soul and its well-being in life. They rule over the "inward" man, or the souls of men and women. Conversely, the Vanir rule over the "outward" man, or the body and its survival and well-being in nature. The English word "good" comes from the Old English word "god." Therefore, an easy way to understand inward and outward "gods" is simply to see them as inward and outward "good" and "goodness." That is the way our ancestors of the Northern Way saw the “gods” and “goddesses.” The good and goodness in us came from somewhere. They called that source of good and goodness, the god and the goddess.

Yet they all function together as collective for the common good. Each has a unique function interdependent on the others. For example, of the Aesir gods, Odin is known as the god who inspires “wisdom” in mankind. His wife, Frigga, is the goddess who inspires us with compassionate “love.” Thor, Odin’s son, is the “god of power.” Inwardly, his effects give power to the will for will-power. The god Tyr gave mankind law and order. Of the Vanir gods, such as Frey and Freya his sister are known as the twin god and goddess of peace and plenty. Each of these gods and goddesses (and others as well) take counsel with each other in Asgard to pursue good for the world.

The word "Vanir" comes from the root word "van," which means, "the first of an army" or "the foremost position in an advancing line." The "Vanir" are "a race of gods who preceded the

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8 Ibid. Pg.277
9 Ibid. Pg.283
11 Gods and Myths, Pg.92
13 Webster's
Aesir.\textsuperscript{14} Since they are the "first" or "foremost" gods, who "precede" the Aesir, their name implies they are the "first" or "foremost" good we should be concerned about before the good of the Aesir. In other words, we should be concerned with the survival of our body in nature foremost before we should be concerned with the benefit of our soul in life, for the simple functional reason that if we cannot survive in our bodies we cannot benefit our souls in life. So "first" through the Vanir, which also means pro-generate your family line, then work on improving your soul through the Aesir, including that of your family line. There is a balance between the two that must be achieved, a harmony, if you will, that even the soul recognizes as important, but how to survive in life comes first, then how to live life.

The word "Aesir" means, "Highest roof beam of a house."\textsuperscript{15} That is, the Highest-Functional-Action supporting a home. In addition, since the word "good" comes from the Old English word "god," therefore, the Aesir are gods who promote the "highest good of functional action." The Aesir combine the intellectual with the intuitive as they strive toward the real and powerful, aiming for the highest levels of self-transformation.\textsuperscript{16}

In the \textit{Prose Edda}, Snorri Sturluson recorded the tales of the Norse, describing twelve gods and eight goddesses who sit on the high seats of judgment and who are made up of both Aesir and Vanir.\textsuperscript{17} These gods and goddesses were not merely aloof and transcendent deities sitting around in judgment, but the lore teaches that they were intimately interactive with mankind. These gods and goddesses often visited mankind, sometimes in disguise, helping them counsel or power and even siring offspring through them.

Odin is the god of Balance and Wisdom. Odin can also be pronounced "Woden" from which we get "Wednesday" derived from "Woden's Day." His name literally means "wisdom,"\textsuperscript{18} but "Odin" is

\textsuperscript{14} \textit{Ibid.} \\
\textsuperscript{15} \textit{Masks of Odin}: 41 \\
\textsuperscript{16} \textit{Northern Magic}: 8 \\
\textsuperscript{17} \textit{Prose Edda}: 97 \\
\textsuperscript{18} \textit{Masks of Odin}: 281
derived from the Old Norse "Odr" for "Spirit" and "Wind." Odin's Spirit of Wisdom keeps us from wandering too far from the center of his "Eye," that is, the best he can "see" life to be for his offspring. He is the chief god of the Aesir, the All-Father, the god of Wisdom and Sovereignty, including Magic and Might. His goal is the Balance of life-cycles for the perpetuation of "Midgard," literally "middle garden," the world of men called "Middle-Earth." This balance is maintained by honor achieved through wisdom.

Odin is sometimes called the "One-Eyed" god. The reason for this name is he gave up one of his eyes to drink from the Well of Mimir and get more wisdom. Therefore, he is often portrayed as a long white bearded man with a big pointed hat with a wide brim that is bent down over one eye, the one eye that is missing, with the one that remains he looks out over the world.

This is one of his descriptions in Myth. "Myth" for most people these days means something "not true." However, "myth" for our ancestors did not mean a fictitious story, but instead it meant symbolic truth. Myth is the same as "dream language" the back of our mind uses to speak to us with at night when we sleep. Our mind uses images we are familiar with to communicate with us symbolically for true problems we are trying to solve in our waking inner life.

Once we begin to view the lore or "myths" of our ancestors who followed the Northern Way as symbolic truth, we will begin to see the wisdom imbedded into the lore. For instance, when it describes Odin with one eye watching the world around him and the other eye removed and cast into the Well of Mimir, it is actually describing in symbolic fashion that Odin looks outward with one eye and looks inward with the other.

Odin’s Eye is a two volume set beginning with this book Odin’s Eye, followed up with is sequel Odin’s Inner Eye. Odin’s

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21 Masks of Odin: 28
Odin’s Eye - 5 - Andrew Webb
inner Eye builds on the foundational ideas introduced in Odin’s Eye in a more in depth way. With that said, let us begin with Odin’s Eye.
This is a map to the golden life of the gods using the ancient wisdom of the Northern Way. Its purpose is to help us determine where we are in life, where we need to go, and where in life we need to stay away from. It includes the challenges you will have to overcome to get to the prize, the treasure of life you are looking for, the home you need to live a life of ecstasy. This map is also like a compass. Once you use it to determine where you are in life, it will also point you in the direction you need to go to find home. But like a map it will also tell you what path you will need to take to get there.

MAP OF ODIN'S EYE

The mental map our ancestors used to find their way is called the "Eye of Odin." It is kind of like the "Eye of a Hurricane," because in the center is a place of peace and sunshine and calm. But the further you go from the center, in any direction, the windier and stormier and more violent life gets.

Odin is the god of Wisdom and Balance. Odin is also the god of Magic and Might that he uses to maintain balance. "Wednesday" is named after him "Woden's Day." It is exactly in the middle of the week, the center, where Odin maintains balance. His name "Odin" is derived from the Old Norse for "Spirit" and "Wind" (The Book of Runes: 31). He is the "Spirit" that moves our people like the "wind" in the sails of a ship. A little wind is good. Too much wind is bad—like a hurricane—it destroys. So Odin strives to maintain a balance of how much "wind" we have in our lives. He does so by keeping us from wandering too far from the center of his "Eye," that is, the best he can "see" life to be for his offspring.
Another way to see the swirling motion of Odin's Eye is to see it like the whirling motion of a dancer who is experiencing joy. The reason being Odin's balance is not a stationary, static, frozen balance, but a moving twirling cyclical balance in celebration of life. The dancer must maintain balance in the motion or the dancer ... will fall ... and that ends the dance. In that case, they would have to get up, get their balance, and start the dance all over to enjoy their life. For most of us, that is the story of our life. We had to get up after falling in our dance of life, because we got carried away—got out of balance.

So balance is the will of the Spirit, the will of Odin, the will of god. Our ancestors pictured Odin as sitting on a throne as a King. The throne represents who is in "control." If Odin is in control, then he is in control of himself. That means "self-control" should be ruling your life to help you keep balanced as you seek ecstasy—the thrill of living the good life.

**THE APPLE OF GOD'S EYE**

The "pupil" is sometimes referred to as the "Apple of the Eye." So let us represent the center of Odin's Eye with a golden apple:
THE FOUR QUARTERS OF GOD'S EYE

But our ancestors divided Odin's Eye into four quarters, like the following:

Each quarter stood for certain aspects of your "life," such as, your "Public life" or social life for one, your "Family life" for another. That is, your marriage and children, but that also includes your mother and father, brothers and sisters, as well as in-laws. It includes everyone you would consider your "Family." It also includes your "Personal life" or private life for yet another, and finally your "Spiritual life" including your conscience and intuition. So the four quarters of your life would look like the pattern on the following page:
Swirling outside the boundaries of Odin's Eye of the good life was believed to be an encircling consuming World Serpent or Dragon of disaster called "Jormungand." His name means, "Great Breath," or Great Wind like that of a hurricane (Masks of Odin: 279). Kind of like Dorothy's life in the Wizard of Oz, her family and friends, the whole life she knew was whirling around outside her window in the storm. Jormungand represents the life cycle of human suffering. It waits to consume the lives of those who wander too far from the center of Odin's Eye of balance. The Serpent was seen as eating its own tail to keep itself alive. So he is constantly consuming with disaster anything outside the edges of Odin's Eye. With the World Serpent in place, the Eye would then look like the following:
Jormungand represents the circle of consequences in each aspect of your life that await you or anyone who wanders too far from a balanced godly life.

GOALS OF THE GODLY

But what are we striving for in our social life? in our family life? in our personal life? in our spiritual life?

THE GOAL OF HONOR

Well, our ancestor's biggest goal in their public life was Honor. Whatever was honorable is what they wanted in their social life. What they wanted to feel inside was that they were honorable men and women. They also wanted to be seen outside by others as honorable men and women. Think about
it. Do you want to be honorable? to be honored? Or do you want to be dishonorable? to be dishonored? Not a hard decision is it? That desire inside you to be honored as honorable comes from the collective folk-soul inside you accumulated from your ancestors. That is the Northern Way.

**THE GOAL OF PEACE**

In their family life our ancestors wanted *Peace* that resulted in unity, the kind of peace that keeps families together—undivided. Peace allows a person to turn their attention toward pursuing happiness. Without peace in the family harmony cannot be achieved, which means life loses its music. It becomes only a noise. Peace is the place where power is collected. Without peace power is drained. Battle can be invigorating, but not battle in the heart. Our ancestors believed home is where the heart is. Therefore peace was the goal of the home.

**THE GOAL OF PLEASURE**

In their personal life they wanted *Pleasure*, to experience every kind of pleasure available in life. That is what they believed god gave them life and senses for, to be pleased by what we see, what we hear, what we taste, what we smell, and what we feel. Pleasure was a gift from the gods to enjoy the fullness of their creation. Specifically, it was the gift of Freya. She is the goddess of pleasure and beauty. She is the quintessential goddess of sensual ecstasy through the senses. You can't feel life if you are not in touch with your senses. The dead feel nothing at all. So Freya teaches the living that are in touch with her through their senses to be sensitive in spirit, sensuous in body, sensible in soul, so we can live sensational lives in the world.

**THE GOAL OF GOODNESS**

Finally, in their spiritual life they wanted to feel *Good*, to have a good conscience. The English word "good" comes
from the Old English word "god." So to feel "good" was to feel "god." It is a simple fact. If you start to do "good," you will start to feel "good" because by doing good you are "good." You are like "god." The opposite is also true. If you start to do bad, you will start to feel bad, because by doing bad you are bad. So even if you are bad, all you have to do is start to do good and pretty soon you will start to feel good because now you are good. You are like god.

When we add these goals in life to the Eye of Odin, it would look like this:

With those in place, a person would get to live a balanced life of honor, peace, pleasure, and goodness. Not a bad life to live, is it? Such a person might be described as having a rich full life if they had just those four things spinning around them as a description of their life. Where is your life? Do you have those four things balanced in your life? Do you have honor in your public life? Peace in your family life?
Pleasure in your personal life? Do you feel **good** in your spiritual life? In other words, are you living in the apple of God's eye experiencing the good life?

Or are you caught in the jaws of despair, the dragon that eats your spiritual life up with guilt and sorrow? Or is he consuming your social life with shame and rejection? Or perhaps he is eating your family life up with conflict, quarrels, and division? Or sadly, is he eating your personal life up with emptiness, pain, and suffering?

**PATH OF THE GODS**

Well, if so, Odin has a family of gods and goddesses to help you find the path to a life of honor, a family life of peace, a personal life of pleasure, and a spiritual life of goodness like the gods.

**THE PATH OF ODIN: WISDOM**

First, there is Odin's path of **wisdom**. To get honor in your public life you must be wise. It is an unfortunate fact, if fools seek for honor; they only get shame and rejection instead. To get true honor takes true wisdom. So you must seek the path of wisdom to gain the victory of a life of honor. There is much to be said about both this path of wisdom and the goal of honor, but for now I'll just say, start asking yourself, "Is this wise?" and "Would this be honorable?" before you do anything. Those two questions will change your life. If you want your life to be different you have to start doing something different. This is your challenge, and the challenge of today's youth—to begin the pursuit of wisdom and honor which has been lost. No one has taught them because we turned away from our gods of wisdom and honor to get a life of "forgiveness" instead. But Odin still sees the Way, and he calls his offspring back ... to life ... to his life ... the life he created us to have ... a life of honor through wisdom.
THE PATH OF TYR: AGREEMENT

The second path is Tyr's path of strategic agreement. "Tuesday" is named after "Tyr" who was also called "Tiw" in Old English. Tyr is Odin's foster son. He is a god of law and order, but he knows people won't keep laws they don't agree with. He also knows they won't keep the order they haven't agreed to. So different laws and different orders or arrangements must be discussed until everyone agrees with the arrangement, the order. Once they agree, then that agreement becomes the law that everyone agrees to live by. The result is peace. Without an agreement their will be conflict and quarrels over whose "will" will be done. Where there is lawlessness and disorder, then Tyr engages in the process of achieving law and order, and that is war. Not mere "battle" like Thor using the force of will, but strategic warfare, well thought out, and organized with foresight to establish law and order that results in peace.

The gods do not support unorganized violence. "Rebellion" like that of teenagers against their parents, or rioters against the police force, is mere lawlessness and disorder. Tyr will condemn it because it does not have a plan to replace the established order with something better, something that will result in peace. "Revolution" is what the gods will support. For revolution has behind its resistance, a plan, a strategy for a better life than the present order of things after the battle. Therefore, before teenagers decide to resist their parent's law and order, they should have a well devised plan of how to live a better life on their own.

But even so, too much "law and order" can become oppressive and destructive as it crushes the diversity in life to make it conform to the "law and order." Diversity produces "variety" which is "the spice of life." So, Tyr needs his foster-father Odin on the throne (in control), so law and order doesn't get out of control, that is, out of balance. Tyr represents the self-discipline, the structure we need in life to create a pattern of living. But even self-discipline must
maintain balance. That simply means, what is fair to both sides while allowing for both sides to live differently. So to find peace with variety, we must take Tyr's path of agreement with Odin's help.

**THE PATH OF FRIGGA: LOVE**

The third path is of Odin's wife Frigga. "Friday" is named after Frigga. She is the goddess of divine \textit{Love}. Just like a good mother loves all her children, Frigga loves all of her sons and daughters. She doesn't love one over another because that wouldn't be fair. But she loves each one as special because each one possesses unique needs and special abilities. She wants all her children to experience the pleasure of the goddess Freya, but while doing so, she does not want any one of them to hurt themselves, or the other offspring, in the process. That is what divine love does, it thinks of everyone. It considers everyone's needs including oneself as it pursues pleasure and the love of life. To seek pleasure without being loving will result in using others to their hurt. It may be fun at the time, but it leaves a person feeling empty inside. Even seeking pleasure without loving oneself, one's own body, will result in harming one's body to seek pleasure. It may feel good at the time, but later it only causes pain. The path of Frigga is to love oneself and others with a divine love while you seek the pleasures of life.

Nevertheless, Frigga is Odin's wife. So love must be balanced with wisdom. That means one must be wise about loving others. For being wise means being cautious about \textbf{whom} you love, as well as, careful about how much you love. Wisdom says to love the right amount—not too much, not too little. So Odin helps Frigga to love, but love with the right amount.

**THE PATH OF BALDER: TRUTH**

The fourth path is the path of \textit{Truth}. This is Balder's path. He is Odin and Frigga's son. Balder is the god of
goodness, righteousness, and truth. Balder was loved by all the gods, in fact all of nature. Why was Balder so loved? Because he represents everything good, everything right, everything true. His path teaches you can't truly be good without being true. People who try to be good without being true end up feeling guilty, because they know in truth they are not really good, if they haven't been true. So truth is the path to goodness. The truth about reality, the truth about oneself, the truth about others, all helps one in their pursuit to be good. Without truth you will be sorry trying to be good.

This does not mean one is a “goody two shoes.” Balder represents the kind of good that is truly good. That is, when others say, "You know, that person is just good." It is also when you are lying on your bed at night, before you go to sleep, the conversation you have with yourself says, “You know, you did good today.” That will make you feel good, because the truth is you are good, if you choose to be good. As stated earlier, the word “good" comes from the Old English word "god" according to the dictionary. So being good, feeling good, doing good, is being, feeling, and doing what a god or goddess would do. That is how we become like them. We become godly or goddessly.

But remember Balder is Odin's son. So being good must be done with wisdom. It must be balanced. Balder is also Frigga's son. So being good must be done with divine love, that is, thinking of others. Being "too" good or not "good enough" is not truly "good." These deviations from good occur when someone is trying to be “right” when it is not good or not doing “right” when it would be good. So always ask, "Is it wise to be right in this situation?" "Is it ‘loving’ to be right in this situation?" We know it is always good to be wise, but is it always wise to be right? Is it always loving? Because in this strange world we live in, being right in some situations is not wise. Sometimes it is not loving. So ultimately, it is not good.

In the Northern Way, “good” may be defined as that which causes well-being in oneself, in others, and in nature, in
that order of priority. Leave one of those out and ultimately, it is not “good.”

Odin teaches his son Balder how to be wisely good. Frigga teaches him how to be compassionately good. This is called being righteous. It means being good at the right time, doing good the right way, with the right amount of goodness. “Self-righteous” is when it is right for you, but not right for anyone else so it should be. Odin teaches sometimes you have to be a little bad to do good, to feel good. Not too bad, because then you'll feel bad, but just bad enough to feel good. That's the truth. That is the “right” way to be “good.”

For example, it is not “right” to speed in your car over the speed limit. It endangers lives unnecessarily. So, that wouldn’t be “good.” However, what if someone in your car is dying, or a woman is having a baby? Then it is necessary to do something that is normally “bad,” but it would still be good because it is necessary to save life, it is wise. In fact, it would endanger life to be “right” in those situations and follow the speed limit in the name of being “good.” That is what is meant by being “too good.”

It is also “right” to be honest, that is, volunteering truth. However, when it comes to hurting feelings unnecessarily for the sake of “honesty,” it is no longer good, such as, with pregnant women or perhaps children. They are sensitive. They are vulnerable. In those cases sometimes a lie, even though lies are bad, are good when told to spare feelings, such as in times of danger where you don’t want to cause them undue alarm. This good, but only when it is harmless, and only when it is necessary. In those cases, it is a loving good thing to do even though it isn’t “right.”

We call this principle in the Northern Way, “Realism is better than Dogmatism.” It is a godly virtue.

That's Odin's way to balance Balder's goodness with the wisdom of the Spirit, the wisdom of the wind. Most people are not honest enough to admit it, or not "truthful" enough, but
they do it anyway. If you don't do it honestly, then you will lose control of it. It starts being done in the dark. In that case, Odin can't help you control it from his throne of self-control, if you are hiding it from him. He can't help you balance it if you don't give wisdom control. But by doing so, you will discover the deep wisdom of how being a little bad, if it is loving and wise, is sometimes good, sometimes godly. It is a godly thing to do because being too good is just as bad as being too bad. People get hurt either way. You even hurt yourself either way. So the key to the passage of the gods to a good life of ecstasy is balance, a wise loving balance.

Now with the pathways of the gods and goddesses identified, the Eye of Odin, god's way of seeing things for our people, would look like this:
Finally, we come to the forces that we can call on to work for us to help draw us toward the center of god's will for our life. Or they can pull us away outward toward the endless cycle of pain, suffering, and disease found outside god's will for life.

**THOR: THE FORCE OF WILLPOWER**

These four forces begin first with Thor, the son of Odin who carries the hammer of the gods with him. He represents the **Force of Will** or "willpower" as some people call it. He is the **power of choice**. He represents the power driving behind what you have chosen to desire. He is not the power of "desire" itself, for we do not always choose our desires. "Desires" to Thor are sometimes destructive giants. In those cases, we may in fact choose to resist our desires. He is that power of choice to resist them. He can give us that power when we choose to resist, or the power to pursue them when we choose to pursue our desires. Do we choose now to pursue a balanced life of ecstasy? Then he is the power we will need to fight any obstacle in our way to find that life.

Thor's path of force can only enter a balanced life of ecstasy by entering between Odin's goal of honor, and Tyr's goal of peace. Those are the double doors he must pass through to enter the apple of god's eye. The path of Thor's will, that force of willpower inside us, must pass through the passage ways of Odin and Tyr's paths of Wisdom and Agreement before willpower will become honorable and peaceful. The path of Agreement forces Thor to align his will with the will of others. The path of Wisdom counsels Thor to choose wisely who he joins his will to by agreement. Thus Odin had a son to force nature into a balance that produces and sustains life.

But willpower without balance can go to extremes, and thereby cause conflicts and unnecessary battles. In that case, unrestrained willpower can carry us away from the apple of Odin's Eye instead of toward it. So Thor needs his Father Odin.
on the throne—in control. That is why Odin also represents "self control," the self-control necessary to maintain balance. If the force of Thor's will does all these things, he will enter into a balanced life of ecstasy with anyone who follows his force of willpower through the double doors of Tyr and Odin.

The hammer Thor carried, called "Mjolnir," is the lightning hammer of action. Just to choose something and to will it to be is not enough. We must strike quickly and relentlessly with the hammer of action creating the movement we need toward the object we have chosen to desire, hammering and smashing any chaos Jormungand causes, that may get in our way, till we reach the double doors of Odin and Tyr. For it is they who will guide us safely in once we have smashed our way out of the consuming destructive life we lived in the jaws of Jormungand that was eating our life away with endless shame and conflict. But to force our will without Odin and Tyr's help will only keep us fighting with the serpent forever. We must seek the path of agreement and wisdom to enter in to the life of the gods.

**DWARFS: THE DARKNESS OF EMOTIONS**

The second force that will move us to create a way to escape from the destructive trap of the serpent's appetite is the **Dwarfs**. Our ancestors first thought of them as "Dark Elves." Dwarfs live under ground in the darkness of the earth, down in dark holes and caves of our being where even the dirt of our lives can become hot and fluid like molten lava, where stony hearts can melt in vats of fire to be purified into gold and iron. Then they can be transformed by the Dwarfs, who are master craftsmen, into tools and weapons of iron to fight our way out of the serpent's belly, and build what we need for the journey to the apple of god's eye. The Dwarfs represent the **darkness of emotion**. We can't "see" our emotions. So they are in the "dark," but we can "feel" them moving down inside. So we know they exist. Only when they come out into the light do they become solid enough to "see" what they are, solid as rock. Otherwise, they stay down in the darkness
of our souls creating things for us, both good and terrible.

"Emotions" are "E-nergy-in-motion." The Dwarfs made Thor's hammer for his will to wield. Dwarfs do not care about good and evil. All they care about is themselves, what they want, and they will create anything to get it.

But if you want to break free from life in the serpent's jaws, you must enlist the help of the Dwarfs, the help of the darkness of emotions. They will give the force of your self-will the energy-in-motion you need for action. Are they tricky to deal with? Yes, but if you give your dwarfed-emotions what they want, the attention they deserve, the admiration, the praise they desire, they will give you what you want from weapons of iron-will to fight your battles, to hearts of gold to win your desires.

Yes, there are the gates of the underworld they must pass through to enter the golden apple of Odin's Eye. The darkness of emotions must pass between the gates of Tyr's agreement and Frigga's love before they can reach the goals of Tyr's peace and Freya's pleasure. Tyr's path of agreement forces Dwarfs to align their emotions with the emotions of others. Frigga's path of love brings sensitivity to the emotions of others. Then those emotions are no longer self-centered only, but become sensitive to the feelings of those in the center of Odin's Eye.

If the darkness of emotions will not pass between these gates to become balanced with Odin's will, then they will remain self-centered and only feel the pain of emptiness of conflict and quarrels in the belly of the serpent who likes the feeling of those dark emotions writhing around inside him. But if you get tired of feeling trapped in pain and conflict, ask your emotions down inside if they will agree to be loving toward others, enough to find peace and pleasure. So you and they can enjoy the ecstasy of a balanced life of peace and pleasure. In the darkness, they may hesitate and disagree because they are holding on to the great gifts they made for themselves, not for others. But if you explain there will be a trade, so in the end
they will lose nothing, but gain even more in the trade, you can soon coax your emotional dwarfs to come along to join you in a balanced life of ecstasy.

LOKI: WILD IMAGINATION

The third force to be reckoned with is the wild imagination of Loki, crazy daydreams of possibility, curiosity and change. Loki represents the opposite of law and order. Loki without Odin is a "giant" and so represents destructive desires. Giants are usually enemies of the gods, but Loki is a sworn blood brother to Odin—a blood brother to Balance. So Loki is a “god” in that sense, he is allowed to be among the gods as “good.”

The reason is because even though the opposite of order is chaos, not all chaos is bad. Change is chaos in a way. Ever moved with your belongings from one city to another? That is convincing change is chaos. But change can be for the better. Change takes imagination. Fun takes daydreaming about your desires. Loki is subject to come up with any idea, wild and crazy thoughts that are sometimes just funny, sometimes dangerous. Loki represents the wildness of imagination and dreams not yet reality. If things get too "orderly," Loki will think of something to liven things up and get the party started. Loki makes life fun, as well as scary, but thrilling. All work and no play makes life dull and boring, a life nobody wants to live. So Loki is needed among the gods for variety, change, and excitement.

But like the gods, Loki needs Odin as his blood brother, or else wild craziness gets out of hand and begins to hurt and destroy. So he strives to balance his destructive desires by doing creative things as well. Loki's wild imagination can dream up fun and excitement using trickery and jokes as easily as he can dream up disaster and death using lies and deceit. He is like the mind run wild with desire for change, for variety, for anything to get life jumping, moving. Loki's worst torment is to be made to sit still.
So if you want to move from wherever you are, all you have to do is use the wildness of Loki's imagination to come up with ideas to start moving. Let your imagination run wild once you have chosen the direction you desire to go.

In order for Loki to enter the apple of Odin's eye, imagination must pass between the double doors of Balder's truth and Frigga's love. These doors help limit the imagination coming up with false ideas that are so selfishly fun they hurt others and end up hurting oneself. If Loki can come up with ideas that make it through the doors of truth and love, then goodness and pleasure will result and provide the next threshold of ideas to enter a life of ecstasy.

Loki is one of the most difficult forces to bring under Odin's control. But if Loki travels with Thor, as he was known to often do in the past, then imagination can be balanced with the force of willpower. In that case, adventure, romance, fun, laughter and thrills can be available for everyone. The wisdom of Odin and the law and order of Tyr help set the boundaries to make sure the party of life that Loki creates wherever he goes does not get out of control, out of the control of Odin's throne in the center of his will.

**ELVES: THE LIGHT OF INTELLIGENCE**

The fourth and final force that can be used to move from the belly of Jormungand, if you find yourself caught in the grip of guilt and shame, or sorrow and rejection, is by using the light of intelligence of the Elves. Light Elves represent the Light of intelligence and goodwill toward all. They live in the clouds of heaven, the highest, brightest places of our minds can conceive on earth, but they come down and speak to us often.

That is, if "speaking" is what it is called. Elves are selfless happy givers of song and music to guide one with light to his or her destination. They know the magic words to say, the soothing songs to sing to make it all better, to calm the crowd, to heal the soul. They know the path from a life consumed by the serpent to the apple of Odin's Eye. They can
show you the way if you will follow the light of elfish intelligence.

Frey, the god of fertile prosperity, is said to rule over the Light Elves. Frey is the god that brings the gold to the golden life in the apple of Odin's Eye. He is the brother of Freya, the goddess of pleasure and beauty. Frey is said to come every year in a ship with a sack of seed-grain for his pillow, a pillow where the head rests and dreams of a better way of life for everyone. Frey leads the elves in how to bring abundance to the world. His seeds of prosperity are sown by those guided by the light of intelligence.

But even intelligence, as smart as it is, can be so heavenly minded it is no earthly good. This is when "plans" go awry, and result in getting caught up in the hurricane of Jormungand's path. So it must pass through the gates of Truth and Wisdom to become functional intelligence applicable to real life on earth. Beyond those gates, intellect must be purified in its intent and motive by passing through the gates of goodness and honor. For many brilliant minds use their intelligence for evil and dishonorable schemes to obtain personal prosperity. Intelligence can also give a false sense of power if it is not grounded in truth. The light of thought can often overlook feelings and emotions resulting in illusions that end in pain. In fact, the truth is we experience forces in life like needs, "willpower" and "desires of hopes and dreams" that aren't "thought out" at all. They are felt originally and merely pop up images in our minds. Even "logic" can be deceiving as an impostor for truth. The paths of Balder's truth and Odin's wisdom force thought to consider more than "logical" plans. They force thought to seek the counsel of wisdom in how to involve all those forces and needs, hopes and desires, dreams and expectations, into the plans of intelligence.

Taking all these four forces of Thor, of Dwarfs, of Loki, and of Elves anyone can escape the consequences of leaving the apple of God's eye. That is, those who have left the path of the gods: the paths of wisdom, agreement, love, and goodness in the
effort to find honor, peace, pleasure, and goodness without the gods, and wound up getting carried away in the wind of Jormungand's foul breath.

Now putting all these forces in place, Odin's Eye would look like the image below:

The only thing you have to do now is determine where you are in life. Maybe only one area is being eaten by the World Serpent, while you have reached your goal in another area. Then all you need to do is follow the path of the god or goddess to fix your problem area using the forces closest to it for help until your entire life is within the golden apple of God's eye.
Our ancestors believed the gods ate golden apples made by the goddess Idunna to give them eternal youth and thereby eternal life. No god would condemn a person or family who lived off of the "golden apple" described above to find an eternal way of life for their home. This is the Northern Way. Use the map. Find the gold. Find your way home to live the good life of **ecstasy**!

By Gothi Andrew Webb
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BIBLIOGRAPHY


The Nine Virtues
Of Odin’s Kindred

**Honor**
Is better than dishonor

**Courage**
Is better than cowardice

**Strength**
Is better than weakness

**Freedom**
Is better than slavery

**Diligence**
Is better than laziness

**Excellence**
Is better than mediocrity

**Loyalty**
Is better than betrayal

**Hospitality**
Is better than bigotry

**Wisdom**
Is better than foolishness

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