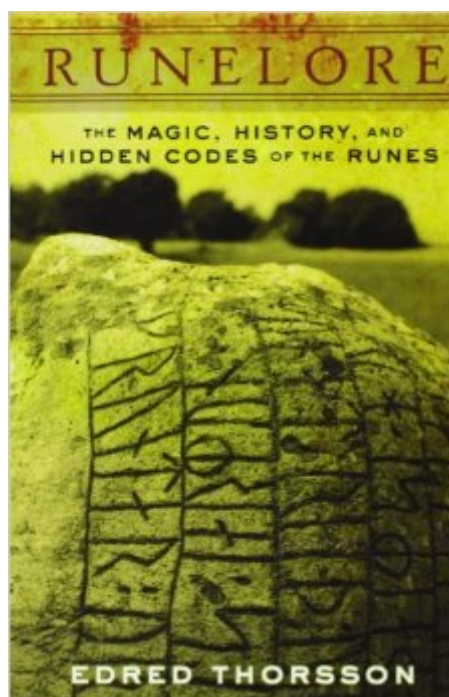


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# Runelore: The Magic, History, And Hidden Codes Of The Runes



## Synopsis

Runework authority and author Edred Thorsson, explores the riddle of the runes. Combining historical lore with a detailed investigation, Runelore focuses on the esoteric aspects of the runic tradition. In Part One, Historical Lore, Thorsson uses archaeological evidence to explain where the runes come from, what they mean, and how they evolved. In Part Two, Hidden Lore, he takes a more psychological view of the runes and looks at the entire cosmology of the Old Norse to explain the role runes played and how they were used over time. Included are specific sections on rune magic and divination, rune poems, runic numerology, and concise explanations of the mysteries of the 24 runes. Reprinted with a newly designed cover, Runelore offers a complete picture of the Runes.

## Book Information

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## Customer Reviews

This book is divided in two parts. First part, Historical Lore, presents a history of the runes in a more realistic, scientific view using examples from archaeology to support certain hypothesis of how the runes were invented (examples of runic writing with explanations are found throughout the book especially in the first part). The first 5 chapters of the book are chronologically organised and present the rune evolution from the oldest findings to the most recent ones (modern age actually). Chapters 6, 7, 8 try to explain the utility of runes for the old Norse (or for other civilisations who took the runes from the old Norse) and also give written examples which try to explain the runes. Especially useful are chapters 6 and 7, which try to explain the runes and the runic inscriptions. The second part, Hidden Lore, uses a philosophical and psychological approach to explain the runes.

Chapter 9 is especially useful and probably the most important chapter within the book because here all the runes are explained in great detail (beginning with page 114 and ending with 141 is a very essence of the book). Chapters 10 is also useful because it shows the cosmological view of the Old Norse and the connection with the runes (24 pathways between the 9 worlds, 24 runes). Chapters 11, 12 display even more information about the runes and the way of thinking of the Old Norse. The last chapter, 13, has a nice description of the gods of the old Norse but this chapter lacks the great detail which is found in the other chapter (this last chapter give some helpful hints but is more like a conclusion of the book, the good ending). This book is pretty good, and that's why I gave it 5 stars but in truth it deserved 4 stars because it lacks the really deep explanations of the Old Norse's way of thinking.

Well, I figured there would be enough people out there talking up the works of Edred so that I would not have to, but I see that I am wrong... Ahem! Probably the main source of resistance to this book is the fact that it demands a great deal out of the reader. Edred makes no secret out of the fact that this book is meant to be read in concert with other rune books (such as "The Runecaster's Handbook" or "The Nine Doors of Midgard") and almost seems to be an apology for the shortcomings of "Futhark" which (by the author's own admission) are many. However, what you will get in this book is something that you will probably not find anywhere else in the mainstream book world: an academic discussion not only of the history of the runes, but also their place in myth and magic (for those of you who do not know, Edred Thorsson has a PhD in Germanic languages in addition to founding his own initiatory Rune Gild). This book provides many valuable insights and important keys to the use of the runes, but it is not meant for the passer-by.

Thorsson easily escapes the major trap that most "Pagan Revivalists" fall into in regards to ancient religion, that of not knowing jack squat about the subject. Runelore provides a much more historically based argument for the cultic use of runes than any other work currently available. There is ample historical backing to his other arguments, and they are concise and clearly presented. Thorsson is well beyond the "Blank Rune" or "Celtic Rune" level that other "Runesters" wallow in, though his Ogham book perhaps stretched it a bit. In this book, Thorsson may have carried his Odhinn centered tendencies a bit too far, even going contrary to the evidence in declaring Loki, Baldr, and Heimdal to be hypostases of Odhinn. However, Runelore should be interesting even to Teutonic Historians, as Thorsson can safely speculate beyond the limits of scholarly propriety, and therefore show us how the ancient Germans may have actually perceived

the Universe

By far the best book on runic metaphysics ever written and by far exceeds the quality of any book on runes. Throw your Ralph Blum books and pop this one open.....you will see why! Hail Odin!

This book is not for the light hearted, it is very detailed in the mystery of the runa and the gods that made and worked them. Some think this work is satanic and if your not used to the myths of the old gods or if your biased in belief of religion you may think that. Edred is a scholar in the ancient ways of the germanic tribes and although this book is PACKED with information he can be long winded sometimes. Covers everything from the origins of the runes to creating your own runes and spells. So if you want to do some serious reading and thinking this is the book, if you want a light over view you'll be better off passing this one.

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