

THE HEATHEN GOLDEN DAWN

THE HEATHEN GOLDEN DAWN

A Complete Course
of Heathen Ceremonial Magic

By Isaac Hill

AEON

First published in 2024 by
Aeon Books

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British Library Cataloguing in Publication Data

A C.I.P. for this book is available from the British Library

ISBN-13: 978-1-80152-128-4

Typeset by Medlar Publishing Solutions Pvt Ltd, India

www.aeonbooks.co.uk

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INTRODUCTION

Welcome to the Heathen Golden Dawn. The system taught in this book is one of many possible syntheses of the Golden Dawn system and Heathenry, and is aimed to help those ceremonial magicians who wish to work with the Heathen gods, those Heathens who wish to work with ceremonial magic, and any other spiritual seeker who feels drawn to this system. John Michael Greer, Sven Erikson, and the Ecosophian community have been crucial in putting this together, and John Michael Greer's *The Celtic Golden Dawn* was the template for this book. John and Sven put together the initial rituals, and I added from there.

The goal of this system is first to develop the powers of will and imagination, and ultimately to unite the lower and the higher selves of the magician; to give oneself to oneself and become initiated into the mysteries, the RUNA.

One might ask, isn't it a bit odd, mashing together such disparate traditions into one hodgepodge? I might answer, maybe, and so what? This is what magicians do. This is what the occultists who put together the Golden Dawn did, this is what the innovator who took the Mediterranean alphabet and turned it into the runes did. And if you find that Mathers, Wescott and Odin himself aren't good guides along the path, then yeah, this path may not be for you. There are many paths.

This path will necessarily be for the few, and that's fine. If this speaks to YOU, then good, good luck, and may the gods be with you.

A few notes. I have used the common anglicized spellings of words such as "Njord" and "Ragnarok" when writing in English, but have not changed the spelling of the texts in their original language (such as in the text of the Norwegian *Rune Poem*).

Thank you to Odin, Freyr, Freya, all the Aesir and Vanir, my honored ancestors, John Michael Greer, Sven Erikson, Eirik Westcoat and A. C. Stauble.

Three paths

There are three main sub paths in the larger Heathen Golden Dawn, and possibilities for more, depending on which pantheon you wish to work with. The Old Norse path uses the names of Old Norse gods, such as Odin, Thor, and Freyr, and the runes of the Younger Futhark. The Anglo-Saxon path uses the names of the Anglo-Saxon gods, such as Woden, Thunar, Ing, and the Anglo-Saxon (and Frisian) Futhork. The third path is the modern path, which uses the modernized names of the gods, such as Odin, Thor, Frey, and the Elder Futhark. This is a tradition much sneered at in some serious reconstructionist Heathen circles, but in my view it is a living tradition inspired by the gods, and worthy of being taken seriously. It is also possible to do this system using the continental German gods' names, but you will have to do a little work to adapt the rituals. Eventually, in the course of this work, you will want to learn and become familiar with all of the runic systems, as they each offer the magician a different palette of energies to work with.

When picking a system, keep in mind that it's best to use the runic system connected to the language that you write in. The Anglo-Saxon Futhork is the best system to write English in, and the Younger Futhark is better to write in the languages that came from Old Norse, such as Icelandic, Swedish, Danish or Norwegian. You should eventually learn all three sets, however, and if you pick the modern track as an English speaker, that's totally fine. You should just make sure to use the Anglo-Saxon Futhork when writing runes as words.

We must not forget that these traditions have much in common, however, and the languages were somewhat mutually intelligible up to, and past, the Viking age. Though there are differences between the pantheons and mythologies, there is much more similar than different,

and I will be pulling from Old English, Norse, Old German and other Germanic sources throughout this project.

Despite the similarities, the differences also matter, and it's important to fully absorb one system before you move on to another. So, decide which track you want to walk, wish your siblings on the other paths well, and get to work. If you don't already have a specific path, I recommend the modern path, or the Anglo-Saxon path, as that will be more congenial to most modern seekers. You can always go back and do the practices for a different track after you've finished the set of initiations.

At the back of the book, you will find translations of the *Gylfaginning* by Rasmus Bjorn Anderson, the *Voluspa* and *Havamal* by Olive Bray, and the *Nine Herbs Charm* from Wikisource. All of these sources are out of copyright, and these are the translations I quote within the text, besides my own translations of particular verses, which are noted.

