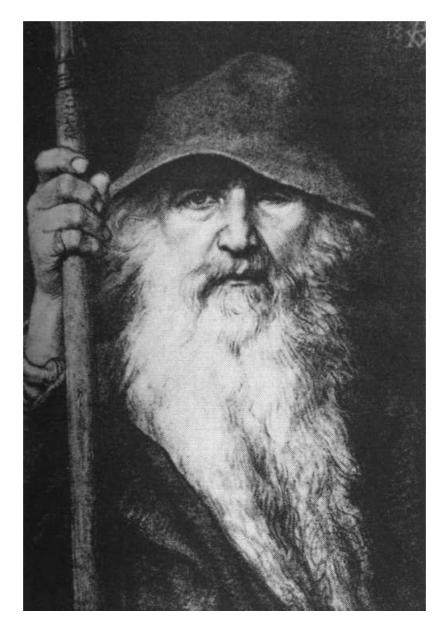
The Mystery of the Three



The Odin Brotherhood

Images and symbols are signs that point to deeper meanings and mysteries.

In our tradition, the number three appears with great emphasis.

Whether through the flow of time - the past to the present, making it the future - whether through the measures of space - height, width and depth - the three seems to dictate the weaving of our own Fate - through the Three Norns.

The three also reflects the basic structures of relationships such as those of Father, Mother and Son - and generally the three living generations - Grandfather, Father, Son - who are alive at the same time.

Natural cycles are also governed by the three, especially the three visible phases of the moon -Crescent, Full and Waning - pointing to the eternal cycle of birth, growth and death - which will be repeated indefinitely in all universes, where everything that has already happened will happen again and where all possibilities and destinations will be fulfilled.

In the very heart of matter, subatomic particles may have three charges: positive, negative or neutral.

Mysteries must be experienced - this is the path of Odin. For nine (3×3) nights he experienced profound mysteries that led him to conquer the power of the Runes. Likewise, the architecture of the Nine Worlds is structured according to the principle of the three. In the same way, it is said that Heimdall had nine mothers.

The adepts of the Odin Brotherhood - guided by the principles of reality itself - expose its mysteries in groups of three.

Since we are men and women of action, the strength of three summarizes and synthesizes our virtues and values in a powerful and compact way.

Mysteries do not need many words: once hinted, will be recognized and disclosed by Those Who Know and Those Who Seek will be initiated into the Ways of Odin and the Gods.

What follow is a map and an invitation for adepts to continue searching and experiencing.

And after finding them, to bring back these revelations - like Odin brought the Runes - as gifts to the world and those who are worthy of them.

Hidden among men, we act like bright lights in a dark age.

And this is our Mystery!

Year 592 since the foundation of the Odin Brotherhood

The Founders

THREE were the founders of the Odin Brotherhood:

- Mocking-Defiance
- The-Power-of-Innocence
- Desire-to-Rebel

Necromancy

THREE years (1418-1421) was the time until the children received an answer from their mother, The-Shrouded-One-of-Odin.

Directives

THREE directives were given by The-Shrouded-One-of-Odin:

- To form a conspiracy of equals
- To honor the gods with clandestine rites
- To share the knowledge with trusty people

The Creation of Man

THREE were the gods who cut man from splendid trees:

Then from the throng did three come forth, From the home of the gods, the mighty and gracious; Two without fate on the land they found, Ask and Embla, empty of might.

Soul they had not, sense they had not, Heat nor motion, nor goodly hue; Soul gave Odin, sense gave Hönir, Heat gave Lodur and goodly hue.

Polytheism

THREE are our foundations for polytheism:

- ✤ Tradition
- Facts of Nature
- An emotion in our souls

The Ages of Man

THREE are the ages in human History:

- The-Age-of-Primitive-Freshness
- The-Age-of-Heroic-Gestures
- The-Age-of-Unqualified-Decadence

Testing the Gods

THREE were the deities insulted by Innocent-of-Conviction:

- The-Adversary-of-All-Other-Gods
- The-God-Who-Fears-Oblivion-And-Neglect
- The Eddaic Gods

Marriage

THREE are the vows exchanged by man and woman:

- Love is a spark that leaps between our souls. Come! Let us rise to the light!
- On this night of special ecstasy, I give you my innocence. As long as I live, I will give you my love.
- Bone to bone, blood to blood, flesh to flesh. Moved by the desire to create, from this hour our bodies are one.

Thor

THREE are the reasons why Thor is beloved:

- He is the favorite of adventurers
- He is a friend of heroes
- His kindness has no visible limits

Thor's possessions

THREE are Thor's possessions that enhance his Might:

- The hammer
- The iron gloves
- The belt

He has also three things of great price: one is the hammer Mjöllnir, which the Rime-Giants and the Hill-Giants know, when it is raised on high; and that is no wonder, it has bruised many a skull among their fathers or their kinsmen. He has a second costly thing, best of all: the girdle of might; and when he clasps it about him, then the godlike strength within him is increased by half. Yet a third thing he has, in which there is much virtue: his iron gloves; he cannot do without them when he uses his hammer-shaft.

The Universe

THREE were the gods who fashioned the present Universe from Ymir's body:

He begat a son called Borr, who wedded the woman named Bestla, daughter of Bölthorn the giant; and they had three sons: one was Odin, the second Vili, the third Vé (...)

"The sons of Borr slew Ymir the giant; lo, where he fell there gushed forth so much blood out of his wounds that with it they drowned all the race of the Rime-Giants, save that one, whom

giants call Bergelmir, escaped with his household; he went upon his ship, and his wife with him, and they were safe there. And from them are come the races of the RimeGiants, as is said here:

Untold ages ere earth was shapen,

Then was Bergelmir born;

That first I recall, how the famous wise giant

On the deck of the ship was laid down."

Then said Gangleri: "What was done then by Borr's sons, if thou believe that they be gods?" Hárr replied: "In this matter there is no little to be said. They took Ymir and bore him into the middle of the Yawning Void, and made of him the earth: of his blood the sea and the waters; the land was made of his flesh, and the crags of his bones; gravel and stones they fashioned from his teeth and his grinders and from those bones that were broken."

And Jafnhárr said: "Of the blood, which ran and welled forth freely out of his wounds, they made the sea, when they had formed and made firm the earth together, and laid the sea in a ring round about her; and it may well seem a hard thing to most men to cross over it." Then said Thridi:

"They took his skull also, and made of it the heaven, and set it up over the earth with four

corners; and under each corner they set a dwarf: the names of these are East, West, North, and South. Then they took the glowing embers and sparks that burst forth and had been cast out of Múspellheim, and set them in the midst of the Yawning Void, in the heaven, both above and below, to illumine heaven and earth. They assigned places to all fires: to some in heaven, some wandered free under the heavens; nevertheless, to these also they gave a place, and shaped them courses. It is said in old "songs, that from these the days were reckoned, and the tale of years told, as is said in Völuspá:

The sun knew not where she had housing;

The moon knew not what Might he had;

The stars knew not where stood their places.

Thus was it ere the earth was fashioned.

The Sojourn of the Brave

- THREE are the numbers of days and nights the neophyte will spend alone
- THREE are the Marks of Joy the neophyte must inflict upon himself or herself
- THREE times he or she will penetrate the flame with the dagger stained in his or her own blood

Honoring the Gods

THREE are the rules to communicate with the gods:

- ✤ All strangers must be excluded
- All words must be whispered
- All abominations must be avoided

The Seasonal Rites

THREE are our Sacred Festivals:

- The-Night-of-Joy: in honor of the Goddesses
- The-Night-of-Courage: in honor of all Odinists who have died
- The-Night-of-Generosity: in honor of the Gods

Tyr

THREE are Tyr's prohibitions:

- In combat, never fight an unworthy foe
- In combat, never kill at a distance
- In combat, never retreat before the enemy

Naming Rite

THREE are the declarations made:

- My son (daughter), faith is a poison that paralyzes the mind. In all the days of your life, seek knowledge!
- My son (daughter), inactivity is the mother of cowardice, parasitism, and sterility. In all the days of your life, overcome and achieve!
- My son (daughter), your name is ______. In honor of Freyja, live well and die bravely.

The Other-Worlds

THREE are the realms on the opposite shore of existence:

- The White-Kingdom: for those who suffer a violent death
- The Grey-Kingdom: for those who dies of old age or sickness
- The Black-Kingdom: for those who are assassinated by sorcery

Burial objects

THREE are the objects to be buried in an Odinist mound:

- ✤ The acorn
- ✤ A tablet made of lead
- ✤ A broken monolith of gold

The Norns

THREE are the Norns, the Weavers of Fate:

- Urd: "That-Which-Has-Become"
- Verdandi: "That-Which-Is-Still-Becoming"
- Skuld: "That-Which-Is-Owed"

Thence come the maidens mighty in wisdom, Three from the dwelling down 'neath the tree; Urth is one named, Verthandi the next,--On the wood they scored,-- and Skuld the third. Laws they made there, and life allotted To the sons of men, and set their fates.

Yggdrasil

THREE are its roots reaching for the Worlds:

The Ash is greatest of all trees and best: its limbs spread out over all the world and stand above heaven. Three roots of the tree uphold it and stand exceeding broad: one is among the Æsir; another among the RimeGiants, in that place where aforetime was the Yawning Void; the third stands over Niflheim, and under that root is Hvergelmir, and Nídhöggr gnaws the root from below.

Ragnarok

THREE are the numbers of years without a summer before Ragnarok begins.

Types of Men

THREE are the castes fostered by Heimdall (Rig):

- ✤ The thralls
- The peasants
- The warriors

Daughters had they, | Drumba and Kumba, Ökkvinkalfa, | Arinnefla, Ysja and Ambott, | Eikintjasna, Totrughypja | and Tronubeina; And thence has risen | the race of thralls.

Daughters they had, | and their names are here: Snot, Bruth, Svanni, | Svarri, Sprakki, Fljoth, Sprund and Vif, | Feima, Ristil: And thence has risen | the yeomen's race.

Soon grew up | the sons of Jarl, Beasts they tamed, | and bucklers rounded, Shafts they fashioned, | and spears they shook.

THREE nights Heimdall spent with each couple.