Galdr - Verbal Rune Magic

Galdr or Galdor, from the Old Norse, originally meant 'incantation'. The verb "gala" is also used for "to crow". It later came to mean magic in general. These are the sounds used in runic oral spells. The Galdr sounds are from Edred Thorsson's *Futhark, a Handbook of Rune Magic*.

<table>
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<tr>
<th>Rune</th>
<th>Magical Value</th>
<th>Galdr Chant</th>
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<tr>
<td>Fehu</td>
<td>Provides success, advancement in career, a turnaround in luck for those in difficulty. The good luck it provides is not permanent, but a single event or a short period of good fortune. After that the charm must be renewed, not only magically but through an act of binding or connection in the social sense. This act can be a gift to charity, help to another, or some other action to like oneself to a social order. This rune is good for areas of money, friendliness, and gaining merit. Fehu is a sign of hope and plenty, success and happiness, but also the responsibilities of those at the top and a social binding at all levels. Cooper, <em>Esoteric Rune Magic</em>.</td>
<td>fehu fehu fehu f f f f f f f f f f</td>
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Rune Pronounced: fehu

Pronounced: "fay-who"

This rune is the power of generation at its most basic level. Its energies are totally wild and very useful for magick involving swift, radical changes. To hasten affairs to their next stage; after the "subject " rune in your runescript. To increase monetary wealth. Protection of valuables. The "sending" rune; use it to send either your energy or the energy of the runes out into the formative spheres. Peschel, *A Practical Guide to the Runes*.

Strengthens psychic powers. Channel for power transference or projection; the sending rune. Drawing the projected power of the sun, moon, and stars.
Galdr - Verbal Rune Magic

into the personal sphere. Promotion of personal and social evolution. Increase in monetary wealth. Thorsson, Futhark

For attracting wealth and protecting property. Howard, Understanding Runes

Ur is useful for using primal power to release creativity and create sudden change. It can be used to release or tame power. In all cases there is a certain danger to the action, since it will be the runecaster's personal skill and power which will control that which is unleashed. In conjunction with other runes, ur is useful in the evocation of various natural powers. It helps in areas of risk and beginning an adventure, even that of starting a business or any other area in which you are putting something at risk. In the eighteen runes of which Odin speaks, the sixteenth is one that wins the heart of a woman. This sense of taming a woman was endemic in the attitudes of aesir gods and their followers. Cooper, Esoteric Rune Magic.

This is the rune of changes. Uruz is the shaping power that brings about manifestation. Use it to give sluggish circumstances a little prod. A rune of vitality and strength, it is useful in healing magic, especially when the patient is weak and needs some extra strength. To draw new situations into your life. To initiate new circumstances purely by a force of will. Healing and maintenance of good physical health. Peschel, A Practical Guide to the Runes.

To clear obstacles and change circumstances. Howard, Understanding Runes.

Thurisaz is useful for attack and sometimes for tests. It makes people careless at the wrong moment; it makes people sicken; it drives people insane. It is particularly suitable for increasing the fear of people already afraid. Of Odin's list of eighteen runes, the sixth turns an enemy's spells against them. In the poem the spell is stated to be the root of a sapling with runes cut into it. Cooper, Esoteric Rune Magic.

Directed cosmic power of defense. It symbolizes Mjollnir, the Hammer of Thor. It is pure will untempered by self-consciousness. It is a projectable form of applied power. The force of Thurisaz is able to direct their energies in an effective fashion. Use it when a "little something extra" is required to get things off the ground. New beginnings. Use when you need luck or when circumstances are beyond your control. Protection or defense. Neutralization of enemies or opposition. To push the issue in love magic. Peschel, A Practical Guide to the Runes.
Galdr - Verbal Rune Magic


For protection and defense. Howard, *Understanding Runes*.

This is a rune of luck, good fortune, good fortune, immortality, divine impulse of human beings, and the invocation of divine power or help. Compare this to the rune thorn, which calls upon the chaotic or evil powers of the universe. Os is also good for writing poetry or prose or for success in public speaking. In Odin's list of eighteen runes, the fourteenth tells the names of the gods and elves one by one. Cooper, *Esoteric Rune Magic*.

Ansuz is the rune of communications. It rules over song, poetry, examinations, interviews and magickal incantations. It is good to use wherever communication is the issue. Convincing and magnetic speech. To gain wisdom. Confidence and luck with exams. Increase of active magickal energies. Peschel, *A Practical Guide to the Runes*.

Increase of both active and passive magical powers and clairvoyant abilities, etc. Convincing and magnetic speech, and the power of suggestion and hypnosis. Acquisition of creative wisdom, inspiration, ecstacy, and divine communication. Thorsson, *Futhark*.

To increase communicative skills, pass exams and gain wisdom. Howard, *Understanding Runes*.

This rune symbolizes the journey to a place of power, the realms of the dead. Thus it can be used to gain knowledge from the dead through necromancy, seance, and divination. It is also useful for promoting change, unblocking stymied situations, and hallowing things. It can be used to bless, in both positive and negative sense. A negative blessing is simply an injunction against dark forces, much like the Orthodox "God save you from all demons." But it can also be used to invoke positive forces. In both cases there is a link to the dead who have positive or negative wisdom for and intentions toward us. It is good for understanding great changes, anything to do with ancestors (apart from inheritance), traveling in safety, and immigration. Cooper, *Esoteric Rune Magic*.

Raidho is not only a rune of travel but also rules over the cosmic laws of Right and Order. It is useful for legal matters, especially when you have been unjustly accused and need to bring those forces of Right to bear on the issue. Safe and comfortable travel. Peschel, *A Practical Guide to the Runes*.

Strengthens ritual abilities and experience. Access to "inner advice". Raises
consciousness to right and natural rhythms. Obtaining justice according to right. Thorsson, *Futhark*.

To ensure a safe journey. Howard, *Understanding Runes*.

For sex magic, seidr.

Kenaz is useful for spiritual understanding, initiation, the harnessing of power, and guardianship. It can be used to bring strength to an individual, or for the banishment of dark forces of any kind. It can help overcome obstacles through learning. It is also a good luck charm. It is not, however, any good for combat. It banishes the dark; it doesn't defeat it. Cooper, *Esoteric Rune Magic*.

Kenaz is another rune of Fire, but unlike Fehu, it is a gentle, more controlled form which gives the ability and the will to create. It is the rune of the artist and craftsman and is useful either when creativity is the issue or when artistic things are very important to the person for whom you are creating the runescrypt. It also governs the technical aspects of magic. It is the rune that governs passion, lust and sexual love as fiery, positive attributes. Use to strengthen any runescrypt. Healing, physical well-being. Love, stability and passion in relationships. Fresh starts. Protection of valuables. Peschel, *A Practical Guide to the Runes*.


To restore self-confidence and strengthen will-power. Howard, *Understanding Runes*.

Propitiation; removal of a curse (or karmic debt) through a sacrifice which brings with it right intention and action. A sign under which gifts can be made to the gods. Of Odin's eighteen runes, the last is secret. It could be the secret of sacrifice. Cooper, *Esoteric Rune Magic*.

Gifu is the rune of partnerships in all realms. It contains the power to integrate the energies of two or more people in order to produce a force that is greater than the sum total of their individual parts. It is the primary rune of sex magick. Love and sex magick. Increase magickal powers. Anything to do with partnerships. Mental and pysical equilibrium. Peschel, *A Practical Guide to the Runes*.

To create harmony in personal relationships. Howard, Understanding Runes.

Gaining the favor or untapped power of superiors, whether mortal or immortal; obtaining promotion or passing tests. It is also useful for gaining wisdom, and is very useful for timing spell results. If you want a spell to work at a particular time, wunjo can be used to control the release of spell energy. So a talisman might use wynn to made to work for nine days, in nine days, or some similar feature. Our method of measuring time (e.g., four o'clock on Thursday) is not suitable, and the rune works at its best in a multiple of nine. Cooper, Esoteric Rune Magic.

Wunjo is the rune of "happily ever after". It is generally used in the final position as a significator of success and happiness. Fulfillment in any area, especially love or career. Success in travel. Peschel, A Practical Guide to the Runes.


To bring happiness and spiritual transformation. Howard, Understanding Runes.

This is a rune of meditation and the council of silence, and aids consideration, decision, and meditation. It is also useful for overcoming aspects of our lower nature, including prankishness or bad habits. It is therefore very useful in overcoming impediments or obstacles to success. This is the rune of self Undoing and overcoming the tendency to undo one's own efforts. Cooper, Esoteric Rune Magic.

The meaning of Hagall in magick is very different from its meanings in divination. In magick, it is a rune of evolution, but it is evolution of the slow but sure type within a fixed framework. Its fixed nature promotes security and keeps negative energies from entering your space. Protection. Use where luck is needed. To encourage a positive result within a fixed framework. Peschel, A Practical Guide to the Runes.


To attract positive influences. Howard, Understanding Runes.
For all forms of success and all types of achievement. However, remember that a gift, and take note of the associated god. Useful for harnessing internal power, intuition and creativity, the ability to achieve, as with a sudden rush of adrenaline or creation of momentum. The fourth of Odin's runes frees one from locks and fetters, which ties in well with the meaning of nyd. Cooper, *Esoteric Rune Magic*.

This rune has two aspects and you would do well to remember them when formulating your runescript. Nied represents need and distress but also the release from that distress. Through the utilization of this rune by the will, one can change Fate via knowledge and wisdom. This rune is a very powerful rune in Icelandic love magick and represents the primal needs and desires that drive you to seek out a lover. Overcoming distress. Achieving your goals. Protection. Love magick and to find a lover. Impetus to get a relationship off the ground. Peschel, *A Practical Guide to the Runes*.


To achieve long-term goals or help lost causes. Howard, *Understanding Runes*.

Representative of masculinity, of authority, elimination and circumcision. Also represents a circumcision of action through the weather. Anything to do with authority. It is also good for dealing with conflict, and for magically gathering allies [who must be your equals, or nearly so]. It can also uncover enemies. Cooper, *Esoteric Rune Magic*.

The Isa rune rules the forces of inertia and entropy. It is also a symbol of the ego. To "freeze" a situation as it is. Development of will. Halting of unwanted forces. Peschel, *A Practical Guide to the Runes*.

Development of concentration and will. Constriction, halting of unwanted dynamic forces. Basic ego integration within a balanced multiversal system. Power of control and constraint over other beings. Thorsson, *Futhark*.

To make a situation static, ground wayward emotions and calm volatile actions. Howard, *Understanding Runes*. 
Jera
"yare-awe"

Jera is the rune of the harvest, of rewards arriving at their proper time. It also governs legalities of all sorts and is useful in all legal matters. Use when a tangible result is expected for an outlay of money, time or effort. Helps to bring events to pass. Helps in legal matters. Fertility. Peschel, A Practical Guide to the Runes.


To bring events to culmination. Howard, Understanding Runes.

Eihwaz
"eye-wawz"


Initiation into the wisdom of the World-Tree (the axis of the multiverse). Realization of the death/life mystery and liberation from the fear of death. Development of spiritual endurance and hard will. Spiritual creativity and vision. Protection from detrimental forces. General increase in personal power. Communication between levels of reality. Memories of former existences in the the ancestral stream. Thorsson, Futhark.

To end situations and solve problems. Howard, Understanding Runes.
It opens or provides a barrier to the dark forces including the realms of the dead. It confronts us with our weaknesses, our failures, and our regrets. It makes us deal with the question of what we would do if we died now. It is therefore a useful rune of test and attack. Cooper, *Esoteric Rune Magic*.

Perthro is a rune of time and change. It rules over secrets and things hidden and is also allied with karmic energies. Evolving your magickal ideas. Use when dealing with investments or speculation. Use for finding lost things. To promote good mental health in healing. Peschel, *A Practical Guide to the Runes*.

Perception of ðrlög (fate/destiny/karma). Divination. Placing runic forces into the stream of cause and effect. To evolve ideas or events as a magical act. Thorsson, *Futhark*.

To find lost property, obtain inner guidance and make financial speculations. Howard, *Understanding Runes*.

Every possible form of protection from every possible source of danger is Algiz's domain. Protection and defense, physical or spiritual, personal or collective. Cooper, *Esoteric Rune Magic*.

Another powerful rune of protection, Eolh was often carved into weapons for victory and safety during battle. As its shape is the one we stand in when we invoke the gods or draw energy from the heavens, it is also seen as the connecting bridge between gods and men. Protection from enemies. Protection from evil. Promotes friendships. Strengthens luck and the life force. Peschel, *A Practical Guide to the Runes*.

Protection, defense. Mystical and religious communication with nonhuman sentient beings. Communication with other worlds, especially Asgard and the cosmic wells of Urdhr, Mimir, and Hvergelmir. Strengthening of magical power and luck and life force. Thorsson, *Futhark*. 
Sowilo
"soe-wee-low"

Transcendent power, salvation, knowledge, strength in times of trouble. Also useful for matters of success and divination. Will counter all dark forces. The sun is a symbol of personal, transcendent salvation. Cooper, *Esoteric Rune Magic*.

Sigel is the rune of the will. It is that spiritual energy which guidws all true seekers. A rune of success. Victory, success. Used for healing. Used when strength and self-confidence are needed. Peschel, *A Practical Guide to the Runes*.

Strengthening of the psychic centers. Increase in spiritual will. Guidance through the pathways, "enlightenment". Victory and success through individual will. Thorsson, *Futhark*.

To increase good health, vitality and sexual powers. Howard, *Understanding Runes*.

Tiwaz
"tea-wawz"

A symbol of divine protection, of justice and honor in war or duel. It can be used to defend against or attack known enemies. It ensures victory and the righting of injustice, and can be used to bind an oath. Painted on shields to give bearers more courage and to protect in battle. Cooper, *Esoteric Rune Magic*.

This is the great rune of victory and symbolizes kings and leaders of men. Tir is the rune of "might for right" and as such is valuable in a runescript when you have been unfairly denied something or have been falsely accused. It is indicative of the fighting spirit, of trial by combat and fearlessness. It is the primary masculine rune. Victory. Use whenever competition is a factor. Good for health and encourages quick recuperation. In love matters, Tir is used to symbolize the ardent male. Peschel, *A Practical Guide to the Runes*.


To achieve victory over adversity and justice. Howard, *Understanding Runes*. 
Berkano
"bear-kawn-oh"

Galdr - Verbal Rune Magic


Beorc is the rune of the Great Mother and as such is the primary rune of fertility. It also conceals and protects and rules over all protective enclosures, such as houses or temple areas. It is very good to use in a runescript for the peace, projection and harmony of a household. It represents a very feminine and nurturing female type. Fertility. Protection. Family matters. To bring ideas to fruition. To represent a certain type of female in a runescript. Peschel, *A Practical Guide to the Runes.*

Rebirth in the spirit. Strengthens the power of secrecy. Works of concealment and protection. To contain and hold other powers together. Realization of the oneness of the moment as the mother of all things. Bringing ideas to fruition in the creative process. Thorsson, *Futhark.*

For fertility, family matters and love affairs. Howard, *Understanding Runes.*

Ehwaz
or Ehwo
"ay-wawz" or "ay-woh"

A call for divine aid in times of trouble, gathering of bonds of friendship, and the protection of friends. It can call aid from unlooked-for places. It is also a general good luck charm. In the poem of Odin, the seventh rune puts out fires of a friend’s house. Cooper, *Esoteric Rune Magic.*

This is a rune of abrupt changes and is good for initiating bold new ventures. Use Ehwaz after the "subject" runes in your runescript to facilitate change. Brings change swiftly. Ensures safe travel. Peschel, *A Practical Guide to the Runes.*


To cause changes. Howard, *Understanding Runes.*
Mannaz helps in knowing oneself. It can therefore be used in mediation, to increase dreaming, or to enhance the truth of dreams. It can be used in conjunction with other runes to personalize matters or magic for or on a particular individual. It is also useful for cleansing oneself, a ritual which makes the afterlife more pleasant. In Odin's poem of runes, the second is one that must be learned by anyone who hopes to be a healer. Without knowing the patient, no healing is possible. Cooper, *Esoteric Rune Magic*.

Mannaz is the symbol of mankind as a whole and is often used when assistance from others is needed. It also symbolizes the powers of the rational mind. To gain the assistance of others. Increase in memory and mental powers. Peschel, *A Practical Guide to the Runes*.

Realization of the divine structure in mankind. Increase in intelligence, memory, and mental powers generally. Balancing the "poles of personality". Unlocking the mind's eye. Thorsson, *Futhark*.

To attract goodwill and new social contacts. Howard, *Understanding Runes*.

Laguz is a rune of intuition and imagination. It is also a feminine rune, but unlike Beorc it represents a strong and assertive female type. Use to contact your intuitive faculties. Increase in vitality and the life force (especially in women). Helps to gather in energies for use by the will. Peschel, *A Practical Guide to the Runes*.

Guidance through difficult initiatory tests. Increase in vitality and life force. Gathering of amorphous magical power for formation and structuring by the will. Increase in "magnetism". Development of "second sight". Thorsson, *Futhark*.

To manifest psychic powers. Howard, *Understanding Runes*. 
To gather people or to influence them. It can be used to establish dedication and loyalty, the "we" of a group. It can be used as a rune of fascination, which makes it suitable for strengthening hypnosis, trance, or meditation. It can also be used for gaining the respect of others, or gaining influential positions in a community. Cooper, Esoteric Rune Magic.

Ing represents the male consort of the Earth Mother and as such is also a symbol of fertility. It is often used in the final position of the runescript to indicate a successful outcome. It is a very positive rune. Fertility. To release energy suddenly. To bring something to a satisfactory end. To "fix" the outcome of your runescript so that the benefits indicated therein do not drain away. Peschel, A Practical Guide to the Runes.


To end a cycle of events or specific situation. Howard, Understanding Runes.

It is a good luck charm, and can also be used to advance one's station in life. It is helpful for spiritual advancement and understanding. It is an expression of universal love. Symbol of day, daylight and the powers of life: powers which exceed human control, structuring things by their own right, yet human-oriented. Cooper, Esoteric Rune Magic.

Daeg is the rune of the New Day. It symbolizes the feelings embodied in the expression "Today is the first day of the rest of your life". It is particularly good for fresh starts in any endeavor. Good for financial increase. To change an attitude, either yours or someone else's. New beginnings. Peschel, A Practical Guide to the Runes.


To create new beginnings or opportunities. Howard, Understanding Runes.
To call on ancestral powers, including calling up their spirits. This is a rune of merchants, but also the land-holding nobles and both classes in which inheritance, property and goods play a key role. It thus aids in partnerships, whetehr those of business, politics, or marriage. It can be used to guard family fortunes or build the strength of a dynasty. It can also develop strengths and talents in an individual. These abilities are considered latent, and brought out by reference to ancestral (or genetic) potential. In Odin's poem, the seventeenth rune is a charm that will make a girl loathe to leave him; that is, it draws her into a commitment. Cooper, *Esoteric Rune Magic*.

Othel signifies possessions or ancestral lands and characteristics. This rune encourages a down-to-earth attitude of life. When paired with Fehu, good for monetary gains. Use wherever the health of the elderly is the issue. Protection of possessions. Peschel, *A Practical Guide to the Runes*.

Maintaining order among fellows. Concentration on common interests in home and family. Shift from ego-centricity to clan loyalty. Collection of numinous power and knowledge from past generations. Acquisition of wealth and prosperity. Thorsson, *Futhark*.

For property matters. Howard, *Understanding Runes*.

**Galdor Curse**

I came across a very ancient galdor spell. Traces of its use can be found in many cultures. It is generally used against one who has wronged the wizard who pronounces the curse. Make sure you read the whole thing before you try it. Be aware that use by novices is not recommended. Here it is:

This spell requireth ye hand gesture to be made in ye following way. Extend thy power hand outward toward thy intended target with thy palm facing thy face. Fold thy thumb, first, third, and small fingers into thy palm. If this be done properly, then ye finger of death and damnation shall be extended towards the heavens.

Whilst making the sign of malediction indicated above, intone the following incantation in a great and wrathful voice:

```plaintext
YYYYUUUUU
EEEEESSSSS
OOOOOHHHHH
```
This being done, the wrongdoer's fate is sealed. Great care must be taken with this most potent curse. It has been known in some instances for angry howling demons to take control of the intended target, causing great bodily harm to the unfortunate wizard. Enjoy this one. I know I will.


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**Anonymous : "History Of Nordic Runes P2"**
Runes are an alphabetic script used by the peoples of Northern Europe from the first century until well into the Middle Ages. In addition to their use as a written alphabet the runes also served as a system of symbols used for magic and divination. Runes fell into disuse as the Roman alphabets became the preferred script of most of Europe but their forms and meanings were preserved in inscriptions and manuscripts. There is... [read more]

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The following document is a description and guide to the layout and design of the Survey of Scottish Witchcraft database. It is divided into two sections. In the first section appropriate terms and concepts are defined in order to afford accuracy and precision in the discussion of complicated relationships encompassed by the database. This includes relationships between accused witches and their accusers different accused... [read more]