

THURSATRU

A short summary

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Pursatrú and *Jötnatrú*; anglicized to Thursatru and Jotnatru. I will focus more on the concept of Thursatru because it is more of a correct name for this line of sinister and anti-cosmic religion, tradition and praxis. According to the Old Scandinavian *fórnsiðr*, old tradition, this tradition should evolve and expand, not stagnate in a previous era; that would be to fail the worship and witchcraft of our Old ancestors, which our tradition within the Cult of the Thurses is built upon. They considered it to be vital for the next one to continue their *siðr*, tradition. First I want to make clear that there was no *Pursatrú* or *Jötnatrú* known in Old Scandinavia, these are names made in modern days to point out the line of Old Scandinavian religion, tradition and praxis.

Thursatru means basically THE BELIEF IN THURSES; it is the name of the religion, traditions and praxis associated with the anti-cosmic giant-race called *pursar* (anglicized to thurses, pl.). With the usages of the Old Norse plural form *pursar* it aims at the thursian powers, the true essences of the darker and adverse aspects of the giant-clans in the underworld and beyond. The essence of the thursian powers dwells as a whole in the þ-rune. Runic combinations known as bind-runes will only strengthen the Thurs-rune's meaning and power and are used in many sundry ways; this is by the Old tradition – *fórnsiðr*. The þ-rune itself holds both the þ-rune and the ↑-rune in the name *PursaTrú*, if you just take the top v-shaped figure of the ↑-rune and put it vertical on its stem, which makes the þ-rune a perfect bind-rune or sigil for the essence of *Pursatrú*. To use the þ-rune as a bind-rune it represents a rune of *taufr*, which means sorcery or even a talisman, and this is what the ↑-rune represents here: *taufr* as in non-static dynamic power of the cultus.

So, what powers are we talking about, who is *þurs* and who is *jötunn*? These are a few *þursar* who all are of great importance: The primordial ur-thurs is Aurgelmir, who is called Ýmir by the *æsir*: he is the first *þurs* of them all. «*En þaðan af komu ættir, það eru hrímþursar. Hinn gamli hrímþurs, hann köllum vér Ými*». He created Þrúðgelmir, the six-headed *þurs*, and Bergelmir was his son: «*þa var Bergelmir borinn; Þrudgelmir var þess faðir, enn Aurgelmir afi*». Many more thurses were created from this rime-thursian race; many are mentioned throughout the mythology, mostly rime-thurses whom are all adversaries to the *æsir*. Loki and Gullveig are two key Thurses within the gigantology and our worship; both are thurses and eminent enemies to the *æsir*. Their children are of course Thurses: Jörmungandr, Fenrir and Hel; Fenrir belongs to the Múspell-race (like his father Loki) and Hel is chief-ruler of Niflheimr, (of the Nifl-race like her mother Gullveig). Surtr and all his sons of Múspellzheimr are thurses and they all have a very important role in the *Ragna Rök* mythos. Þjazi and his brothers Iði and Gangr turned into thurses after being betrayed by the *æsir*. Niðhöggr dwells in Niflheimr, the home of all rime-thurses. Niðhöggr and his breed are gnawing on the roots of the world-tree to poison it and kill it from within; this allegorizes the sole purpose of the thursian powers.

The sinister and gnostic belief within the Thursatru Tradition has its foundation in the underworld and beyond: Jötunheimr, Helheimr, and in Chaos; which we refer to as Ginnungagap, which holds the realms Niflheimr and Múspellzheimr. The anti-cosmic and sinister powers of Jötunheimr and Helheimr are worshipped as adverse entities. The rime-world in Chaos, Niflheimr, with its deformed and icy thurses, the world where Gullveig once walked out from and where her essence still dwells, and where Hel is the chief-ruler (Nifl-Hel) is worshipped as an acosmic and anti-cosmic *eittr*-current invading the cosmos. Múspellzheimr with its ruler Surtr is worshipped as the flaming world, where once Loki transcended out from. The worship is devoted to the thurses, to uphold them and sacrifice to them so that they will grow in power and grant salvation to the ones who have released themselves from the cosmic shackles. The tradition that comes with this worship holds Old Scandinavian rituals, *blót*, in many forms, a tradition that comes with devotion and black magical praxis. The practical sorcery of our proud tradition is very important and has been since ages before the Common Era. All of this is very important to respect. The runes are a central tool in the Thursatru Tradition, the calling for the powers and the sorcerous praxis is based on it and its mysteries. So

therefore it is very important to understand all of the runes, its old language, and its usage–this is an essential part of the Thursatru Tradition.

Jotnatru is the name based on the word *jötunn*, which is in analogy with the more benign giants who, in the mythology, are most often allies to the *ásir*. It's very confusing in the Old sagas because many authors mix the words *þurs* and *jötunn* in sentences as if the words meant the same, but they do not. That is the main difference between Þursatrú and Jötnatrú, and this is why Jotnatru is an incorrect name for the Cult of the Thurses.

The acosmic purpose of the Thursian Powers is within the Old Scandinavian mythology called *eiðr*, the poison, and this poison comes as a huge icy river out of the Chaos-well called Hvergelmir into the underworld. The icy river is explained to hold black waters called the *Élivágar*, the icy waves, (the crystallized black light). *Élivágar* is in itself divided into eleven rivers which are poisoning the roots of the world-tree called Yggdrasill: dissolving the universe to free that which is bound by it.

This *eiðr*-symbolism for the black anti-cosmic threatening light is historically correct and was meant, from the very beginning if you study the Scandinavian mythology, to represent the very cosmos-dissolving powers from Ginnungagap-Chaos: the *eiðr*-waters: the Thursian Essence.

See further in my books *GULLVEIGARBÓK* and *ÞURSAKYNGI* for heavy studies on Thursian powers and gigantology within the Old Scandinavian mythology and religion, Thursian Sorcery, the Thursatru Tradition, the Old Scandinavian underworldly geography, and Old Norse languages.

All hail the mighty giants!

Heilir Þursarnir!

