

Medorrhinum – A Runic Health Lesson

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Medorrhinum
Round and round it goes,
Where it stops, nobody knows.

In health, the image we see of the Medorrhinum patient can be quite powerful and astonishing, and in illness, simply quite astonishing and perhaps somewhat bewildering. It is possible to see the extremes of

Medorrhinum present in one patient at the same time, lending to the sensation of "wildness" or "wild feelings in the head" and trouble with self-identity.

Whispers of the Medorrhinum picture can be seen in those who are attenuated to remedies of the siccotic miasm, which is why the need specifically for Medorrhinum may be somewhat difficult to see in a patient upon the case receipt, particularly since it may be quite difficult for the patient to express what is going on with them: they have difficulty speaking of their ailments, trouble expressing themselves, confusion of mind, and symptoms that are worse for speaking about them. It is a confounding state in which to find oneself, and can be equally confounding for the homeopath to identify.

Because of the extremes, polarities, and conflict, the picture and the very nature of Medorrhinum can appear quite messy and difficult to grasp. The symbology of the Runes and the "magick" therein help to bring visibility to the clash and inconsistencies within the remedy by viewing it in its potential perfection: imagine the opposite states as you read the Runic potential and magical workings, and all at once the deep and chaotic "wildness" and uncertainty of this remedy appears between the lines.

It should not go without poetic mention that Medorrhinum begins and ends with the same rune (Mannaz), the symbol of "the perfected human being" and the magick of balance between "the poles of personality." These poles (and their lack of balance) are at the very heart of the remedy, and even in the assignment it is described as a remedy with the "strongest polarities and contradictory symptoms" of any in the materia medica. Symbolically, it begins and ends with itself, in a perpetually contradictory or argumentative state of mind. Within the center are two of the same runes (Raïdo) as though it is split into two pieces, hinging around this powerful rune of right action, law, and order (in which Medorrhinum has difficulty abiding). This rune symbolizes the path to correctness and uprightness. In keeping with its polarities and contradictory images, it is interesting that here we find two paths, as though there is a "y" in the road and the Medorrhinum patients finds him or her-self at a perpetual intersection between the high road and the low road (and all too often, Medorrhinum finds itself traveling both paths).

MMORRHINI

Mannaz (The Self): Man, woman, the human race.

Divine structure, divine link, intelligence, androgyne¹, initiate.

"The mystery of the divine structure in every individual, and in mankind in general."

"The Provider, the warrior, the Priest-King."

Symbolic of the genetic connection between the gods and men.

"The mystery of humanity and represents the runic structure in the soul of man."

"The power of human intelligence, rationality, memory, and tradition. It is the 'perfected man,' the completed human being."

Magical Workings:

1. Realization of the divine structure in mankind.
2. Increase in intelligence, memory, and mental powers generally.
3. Balancing the "poles of personality."
4. Unlocking the Hugauga, the "mind's eye."

MMORRHINI

Eihwaz (Movement): The Horse, associated with the course of the Sun, progress.

Twain gods or heroes. The equine aspects of dual form.

Harmonious duality, the vehicle of other-worldly journeys, fertility, trust, loyalty, legal marriage.

"A spiritual quality closely associated with mankind – a horse is a man's fetch."

¹ Androgyne: Somebody who gives the impression of having both a male and a female sexual identity. Androgyne: Blending of masculinity and femininity: Neither male nor female in appearance but having both conventional masculine and feminine traits and giving an impression of ambiguous sexual identity.

*"Symbolic of the ideal sympathetic relations (man-horse, horse-chariot, body-soul, man-woman).
There is much power to be gained in this secret."*

"The combination of dual-arrayed forces or entities that work harmoniously together towards one goal."

Magical Workings:

1. Facilitation of soul travel throughout the worlds.
2. Realization of the fundamental unity of the psychosomatic complex.
3. Imparts trust and loyalty.
4. A source of prophetic wisdom.
5. Projection of magical power.
6. Facilitates swiftness in every regard.

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Dagaz (Breakthrough): Day, God's Light, prosperity, fruitfulness, transformation.

The light of day, balance between night and day, light, polarity, synchronicity, the paradox of Odhinn.

"The rune of total awakening, perceived at sunrise and sunset. Expressed in the heavenly phenomena of the morning and evening starts (symbols of the Divine Twins)"

Hail Day! Hail to Day's sons!

Hail Night and her daughter!

Look upon us twain with living eyes

And give those sitting here speed!

Hail the Gods! Hail the Goddesses!

Hail the much-needed earth!

Sayings and sage wit give to us, the storied ones,

And healing hands in this life!

"Represents ritual fire and mystic light perceived in magical operations."

"The synthesis of the powers of day and night."

"The rune of polarity and the Odhinnic paradox (the central mystery, or the great unknowable.)"

"Dagaz is that time/place, in which darkness and light, pleasure and pain, life and death, body and soul, matter and energy, are synthesized into a common concept that goes beyond their perceived opposition. Language fails this concept."

Magical workings:

1. Attaining mystical moment through penetration of the secret of the Odhinnic paradox.
2. Reception of mystical inspiration – the gift of Odhinn.

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Othila (Separation): Retreat; inherited property or possessions, native land or home.

Immobile hereditary property. Sacred enclosure, inherited power, preserved freedom, prosperity.

"Symbolized by the stronghold enclosure of the clan, which defines its holy boundary and serves to defend it against unholy intruders."

"Also a sign of inborn qualities resulting from a certain clan or tribe. An imprint in the genetic code of a spiritual and material kind."

"The rune of material prosperity and well-being."

"Provider of human liberty in a secure and lawful society, integrated with itself and its environment."

Magical Workings:

1. Maintaining order among fellows.
2. Concentration on common interests in home and family.
3. Shift from ego-centricity to clano-centricity.
4. Collection of numinous power and knowledge from past generations.

MMWXRRII†NM

Isa (Standstill): Ice, freezing, winter.

World ice, antimatter, concentration, ego. Primal matter/antimatter. The icicle, the primal ice stream or wave.

"The force of attraction, gravity, inertia, entropy.

"Stillness and lack of vibration – a unique, indescribable mystery"

"The symbol for the individual ego because of its centralizing and concentrating effect. The force that holds the ego-self together during trials and initiation."

Magical Workings:

1. Development of concentration and will.
2. Constriction, halting, of unwanted dynamic forces.
3. Basic ego integration within a balanced multiversal system.
4. Power of control and constraint over others.

MMWXRRII†NM

Nauthiz (Constraint): Need, necessity, constraint; cause of human suffering and sorrow, lessons, hardship.

Resistance, distress, deliverance (need-fire), Stepping-forth-into-manifestation, deliverance.

"Cosmic force used by the powers that form the "fates" of mankind."

"The force of resistance."

"A two-pronged concept: the idea of distress, but also the deliverance from that distress."

"Self-created fire; the need-fire, created by friction and resistance to serve the needs of man in both the material and spiritual realms."

"A will-directed action with knowledge and wisdom, to counteract negative powers."

"Use thy destiny, and do not strive against it!"

Magical Workings:

1. Overcoming distress or negativity.
2. Development of magical will.
3. Development of spiritual powers.
4. Use of the force of resistance under will toward magical goals.
5. Sudden inspiration.
6. Eliminates hate and strife.
7. Creates a need for order.
8. Recognition of personal need.
9. Protection.
10. Love magic – to obtain a lover.
11. Divination.

MMWXRRII†NM

Uruz (Strength): Strength, sacrificial animal, the aurochs (*bos primigenius*; species of wild ox).

Archetypal Patterning, Organic Organization, Wisdom, Health, Vital Strength:

"The primal forming force; the primal fertilizing essence."

"The mother of manifestation."

"The patterning and formulating power in the multiverse; the source of the ordering principles that lead to the final formulation of the world."

"This is the cosmic seed, the world force analogous to the semen virile."

"Uruz is the force that forms, it is not the form itself (Halgaz)."

*"The unmanifested pattern of matter, in contrast to Isa, which is the nature of antimatter."
"It contains the mystery of the forming of the Self, a composite paradigm of all aspects of the psychosomatic complex."*

Magical Workings:

- 1. Shaping and forming circumstances creatively through will and inspiration.*
- 2. Healing and maintenance of good mental and physical health.*
- 3. Bringer of fortunate circumstances.*
- 4. Induction of magnetic earth streams.*
- 5. Realization of causality.*
- 6. Knowledge and understanding of the self.*

The Single Rubrics of Medorrhinum

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| AMUSEMENT - desire for - night | DELUSIONS - women - bedside; by |
| ANIMALS - love for animals - pet; her - children; in | DRUGS - desire - psychotropic - puberty; in |
| BED - refuses to go to bed | EXCITEMENT - writing, while |
| CONCENTRATION - difficult - abstract subjects; on | FEAR - monsters; of - dark; in the |
| CONVERSATION - difficult to carry on | HURRY - morning |
| DEATH - presentiment of - vomiting, with | HURRY - children; in |
| DELUSIONS - business - accomplished; business could never be | INDIFFERENCE - religion, to his - not caring if he went to heaven or to hell |
| DELUSIONS - caressed on head by someone | IRRITABILITY - writing - while |
| DELUSIONS - faces, sees - looking from behind bed and furniture | MEMORY - weakness of memory - letters - capitals |
| DELUSIONS - hand - smoothing her; felt a hand | MISTAKES; making - headache; during |
| DELUSIONS - hand - smoothing her; felt a hand - head; smoothing her | MISTAKES; making - homework; in - children; in |
| DELUSIONS - happened; something has - dreadful has happened; something | OLD, sensation of being - men; in |
| DELUSIONS - hell - going to hell because he had committed a unpardonable crime | PRAYING - vomiting; constantly praying even with the |
| DELUSIONS - occurred - things done today occurred a week ago | PROPHECYING - disagreeable events, of |
| DELUSIONS - people - behind him; someone is - whispering | RAGE - reading and writing, by |
| DELUSIONS - people - say "come" | RAGE - writing; from |
| DELUSIONS - people - seeing people - looking at him - night | RESTLESSNESS - clutching hands amel. |
| DELUSIONS - rats, sees - large rats - night - room; in the | SENSITIVE - beautiful, nice things; to |
| DELUSIONS - smoothed by a delicate hand; she were | SENSITIVE - flowers; to |
| DELUSIONS - sounds - double, whistling; are | TALKING - disease; only about one's |
| DELUSIONS - talking - behind him; someone | TALKING - sleep, in - answer questions |
| DELUSIONS - torture - rid her mind of the torture; she must do something to | THOUGHTS - sexual - woman he sees; sexual thoughts at every |
| DELUSIONS - watched, she is being - night | TIME - quickly, appears shorter; passes too - today occurred a week ago; as if things done |
| | WEAK CHARACTER - children |

The Fear Rubrics of Medorrhinum

AILMENTS FROM - fear
FEAR
FEAR - air - open; in
FEAR - alone, of being
FEAR - alone, of being - night
FEAR - alone, of being - darkness; in the
FEAR - behind him; someone is
FEAR - cancer; of
FEAR - cats; of
FEAR - cold air; of
FEAR - contagion
FEAR - contagion - children; in
FEAR - creeping out of every corner, of something
FEAR - damned, of being
FEAR - dark; of
FEAR - dark; of - children; in
FEAR - death, of
FEAR - disaster; of
FEAR - disease, of impending
FEAR - disease, of impending - contagious, epidemic diseases; of
FEAR - dogs, of
FEAR - evil; fear of
FEAR - failure, of - examinations; in
FEAR - falling, of

FEAR - fit, of having a
FEAR - ghosts, of
FEAR - happen, something will
FEAR - happen, something will - horrible; something
FEAR - happen, something will - terrible is going to happen; something
FEAR - high places, of
FEAR - imaginary - things; of imaginary
FEAR - insanity
FEAR - killing, of
FEAR - misfortune, of
FEAR - monsters; of
FEAR - monsters; of - dark; in the
FEAR - narrow place, in
FEAR - noise, from
FEAR - shadows
FEAR - sleep - go to sleep; fear to
FEAR - sudden
FEAR - suffocation, of - night
FEAR - suicide; of
FEAR - swimming; fear of - deep water; only in
FEAR - talking - say something wrong; lest he should
FEAR - unknown; of the
FEAR - waking, on
FEAR - water, of

The Ailments-From Rubrics of Medorrhinum

AILMENTS FROM - abused; after being
AILMENTS FROM - abused; after being - sexually
AILMENTS FROM - abused; after being - sexually - children; in
AILMENTS FROM - anticipation
AILMENTS FROM - bad news
AILMENTS FROM - contradiction
AILMENTS FROM - discords - parents; between one's
AILMENTS FROM - domination - children; in

AILMENTS FROM - egotism
AILMENTS FROM - excitement - emotional
AILMENTS FROM - fear
AILMENTS FROM - mental exertion
AILMENTS FROM - neglected; being - mother; by one's
AILMENTS FROM - reproaches
AILMENTS FROM - rudeness of others
AILMENTS FROM - writing

The Delusion Rubrics of Medorrhinum

DELUSIONS

DELUSIONS - animals

DELUSIONS - animals - persons are animals - rats, mice, insects etc.

DELUSIONS - anxious

DELUSIONS - bells; hears ringing of

DELUSIONS - business - accomplished; business could never be

DELUSIONS - calls - someone calls

DELUSIONS - caressed on head by someone

DELUSIONS - crime - committed a crime; he had

DELUSIONS - die - about to die; one was

DELUSIONS - die - time has come to

DELUSIONS - doomed, being

DELUSIONS - faces, sees

DELUSIONS - faces, sees - looking from behind bed and furniture

DELUSIONS - faces, sees - wherever he turns his eyes, or looking out from corners

DELUSIONS - faint; he would

DELUSIONS - falling - he is

DELUSIONS - far off; as if

DELUSIONS - footsteps; hearing - behind him

DELUSIONS - hand - smoothing her; felt a hand

DELUSIONS - hand - smoothing her; felt a hand - head; smoothing her

DELUSIONS - happened; something has - dreadful has happened; something

DELUSIONS - hearing - illusions of

DELUSIONS - hell - going to hell because he had committed a unpardonable crime

DELUSIONS - insane - become insane; one will

DELUSIONS - intoxicated - is; he

DELUSIONS - legs - cut off; legs are

DELUSIONS - objects; about - imaginary objects

DELUSIONS - occurred - things done today occurred a week ago

DELUSIONS - people - behind him; someone is

DELUSIONS - people - behind him; someone is - whispering

DELUSIONS - people - beside him; people are

DELUSIONS - people - say "come"

DELUSIONS - people - seeing people

DELUSIONS - people - seeing people - looking at him - night

DELUSIONS - persecuted - he is persecuted

DELUSIONS - poisoned - he - has been

DELUSIONS - pursued; he was

DELUSIONS - pursued; he was - enemies, by

DELUSIONS - rats, sees

DELUSIONS - rats, sees - large rats - night - room; in the

DELUSIONS - rats, sees - running - room; across the

DELUSIONS - religious

DELUSIONS - robot; one is a

DELUSIONS - sinned; one has - unpardonable sin; he had committed the

DELUSIONS - smoothed by a delicate hand; she were

DELUSIONS - sounds - double, whistling; are

DELUSIONS - spied; being

DELUSIONS - strange - familiar things seem strange

DELUSIONS - talking - behind him; someone

DELUSIONS - talking - dead people; with

DELUSIONS - time - exaggeration of time

DELUSIONS - torture - rid her mind of the torture; she must do something to

DELUSIONS - touched; he is - head; someone touched her

DELUSIONS - trembling - he was trembling - without trembling; but

DELUSIONS - unreal - everything seems unreal

DELUSIONS - unreal - life were unreal

DELUSIONS - voices - hearing

DELUSIONS - walking - behind him; someone walks

DELUSIONS - walking - knees, he walks on his

DELUSIONS - watched, she is being

DELUSIONS - watched, she is being - night

DELUSIONS - whispering to him; someone is

DELUSIONS - women - bedside; by

The Dream Rubrics of Medorrhinum

DREAMS - DEAD; of the
DREAMS - DOGS - bitten by dogs; being
DREAMS - DRINKING
DREAMS - EXERTION; of physical
DREAMS - EXHAUSTING
DREAMS - FRIGHTFUL
DREAMS - GHOSTS
DREAMS - NIGHTMARES
DREAMS - PAIN
DREAMS - SNAKES
DREAMS - SNAKES - biting him
DREAMS - WALKING

Mini-Medorrhinum

ABUSIVE - children
ABUSIVE - children - parents; children insulting
ADMONITION - agg. - children; in
AILMENTS FROM - abused; after being - sexually - children; in
AILMENTS FROM - domination - children; in
ANGER - children; in
ANIMALS - love for animals - pet; her - children; in
AUDACITY - children; in
AWKWARD - children, in
BEHAVIOR PROBLEMS - children; in
BITING - nails - children; in
CONCENTRATION - difficult - children, in
CRAWLING - children; in
DISOBEDIENCE - children, in
DULLNESS - children, in
ENERGIZED feeling - children; in
EXHILARATION - children; in
FEAR - contagion - children; in
FEAR - dark; of - children; in
FLATTERING - seducing behavior in children
GESTURES, makes - fingers - mouth; children put fingers into the
HURRY - children; in
IRRITABILITY - children, in
IRRITABILITY - children, in - cross all day, good all night
JEALOUSY - children - between
JEALOUSY - children - in
KICKING - children; in
MISTAKES; making - homework; in - children; in
OBSTINATE - children
PLAYING - desire to play - night - children
PRECOCITY of children
RESTLESSNESS - children, in
SENSITIVE - children
SENSITIVE - reprimands, to - children; in
STRIKING - children; in
TOUCHED - aversion to be - children; in
WEAK CHARACTER - children
WEEPING - children, in

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Microscopy photograph, Gonorrhea bacteria.

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