

...
FATE
OF
THE
NORN'S
DIVINER
...

© Andrew Valkauskas 2014

First Edition
Published by Pendelhaven 2014
121 Place Bourbonniere
Lachute, Quebec
J8H 3W7
Canada
www.pendelhaven.com

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ISBN 978-0-9865414-8-3

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Introduction

I know that I hung on a windy tree
nine long nights,
wounded with a spear, dedicated
to Odin,
myself to myself,
on that tree of which no man knows
from where its roots run.
No bread did they give me nor a
drink from a horn,
downwards I peered;
I took up the runes, screaming I
took them,
then I fell back from there.
- *Havamal*

Odin the all father of the Aesir gods sacrificed much to achieve runic knowledge. The Elder Futhark rune set represents the language, culture, beliefs and character of an ancient peoples. It is called the Futhark rune set because the first 6 letters of the alphabet spell the word "Futhark".

The word "rune" is derived from the ancient Goth language and it translates to "secret" or "hidden". The prefix of "ru" in the Germanic tongue was used to imply "whispering". From many Viking sources such as Grettir's and Egil's sagas, it is apparent that the runes embodied magical essence. Given that most native cultures of northern Europe in the first millennia passed down information through word of mouth, it is reasonable to conclude that written word carried special significance. Odin's sacrifice demonstrated the esoteric aspect.

The Futhark runes and derivative

rune sets have been in use since 100 BC. The first evidence was discovered on a Vehlingen goblet from that period. The popular 24 character Elder Futhark alphabet is estimated to have been used between the 2nd and 8th centuries. Their use has been documented through archeological finds in Iceland, Denmark, Germany, Scandinavia, Russia and the British Isles. Around 6,000 inscriptions have been documented, with over 3,000 from Sweden alone.

Most scholars speculate that the angular and straight line style called "short-twig" was designed that way in order to facilitate the carving process onto wood, metal and stone. As the language and associated alphabet evolved, the letters became more sophisticated and rounded. This is very evident in the 16 character Younger Futhark.



Three sets of 9th century rune poems have revealed that the ancient Vikings viewed individual runes as having deeper meaning. The symbols themselves were embodiments of ideas and concepts.

The 24 runes are organized into 3 Aetts of 8 runes each. They are associated with the most famous divine being whose name starts with the first rune in the Aett. The Fate of the Norns rune sets are colour coded making the Aetts easy to identify. Red is the Tyr Aett which encompasses the physical aspect. Blue is the Heimdall Aett which enshrines the mental aspect. Finally there is the Frey Aett which deals with the spiritual aspect.

The Futhark Runes were used throughout the middle ages. They have been found on coins, graves

and items of value. There is also compelling evidence that the runes facilitated mercantile transactions. There were a few localized offshoots from the Elder Futhark rune set. The Anglo-Frisian 33 rune set was prevalent in England and Frisia between the 5th and 11th centuries. Another was the Marcomannic 23 rune set from the Bavarian region. Around the end of the middle ages, the church banned the use of runes. However Dalarna, a small province in Sweden, continued to use the runes. These runes are known as the Dalecarlian runes. They came into use after the ban and lasted until the 19th century.



One of the most reliable sources for runic history and mysticism comes from the Roman author Tacitus. The following excerpt is taken from the "Germania 10" text:

"For divination and the casting of lots they have the highest regard. Their procedure in casting

lots is always the same. They cut off a branch of a nut-bearing tree and slice it into strips; these they mark with different signs and throw them completely at random onto a white cloth. Then the priest of the state, if the consultation is a public one, or the father of the family if it is private, offers a prayer to the gods, and looking up at the sky picks up three strips, one at a time, and reads their meaning from the signs previously scored on them. If the lots forbid an enterprise, there is no deliberation that day on the matter in question; if they allow it, confirmation by the taking of auspices is required." - *Tacitus*

Many sources have described the ritual involved in the creation of a personal rune set. A branch must be taken from a special tree such as ash or oak and the branch must then be cut into small round puck-shaped disks. Upon each disk, the rune symbol is to be painted on using the owner's blood.

The modern interest and revival of the Viking runes was attributed to Guido von List, an Austrian occultist and mystic. His book "The Secret of the Runes" was published in 1908 and quickly became a beacon for scholars and new age mystics alike.

J. R. R. Tolkien's 1937 "The Hobbit" had an accompanying map that used the Viking runes. Tolkien, being fascinated by languages based his Cirth Runes on the Elder Futhark set.

Since the 1960's and 70's there has been a massive influx of rune related books and periodicals. With this burst in creativity and

discovery, a blank rune was added to the mix. Originally designed to be a spare in case someone were to lose a rune stone, the community quickly embraced the void rune and bound a meaning unto it.

The "Fate of the Norns" game involved the Futhark runes in 1993 and by 2006, with the release of "Fate of the Norns: Ragnarok" the runes had become the core game mechanic! Fate of the Norns has embraced the void rune and has in fact added a 26th rune to the set: the Valknut.



The Valknut is a symbol that has been prevalent in a few ancient Viking carvings and has been embraced by the Asatru community as its defining icon. As a "runic symbol" in its own right, it has been accorded the same level of importance as the 24 Futhark symbols and the Void rune.

The next section details each of the 26 runes in terms of linguistic, poetic and mystical use.





Fehu

Aett: Frey, Spiritual

Alternate Names: Feoh, Fe

English Equivalent Letter: F

Divine Being: Frey, Vanir god of fertility

Meaning: Acquisition and retention of tangible wealth

Reversed Meaning: Consumed with avarice and/or lust; Bad decisions

Magic: Ward of protection; Locating something gone missing



Uruz

Aett: Frey, Spiritual

Alternate Names: Ur, Auroch

English Equivalent Letter: U

Divine Being: Tyr, Aesir god of war

Meaning: Physical strength; Conviction;
Unwavering faith

Reversed Meaning: Contracting an illness; Hard
decisions filled with doubt

Magic: Unlocking and identifying hidden talents



Thurisaz

Aett: Frey, Spiritual

Alternate Names: Thorn, Thurs

English Equivalent Letter: TH

Divine Being: Thrym, Rime Jotun of Ice

Meaning: Protective shield, comfortable routine, predictable outcome

Reversed Meaning: Vulnerability, chaos and confusion

Magic: Overcome an obstacle



Cansuz

Aett: Frey, Spiritual

Alternate Names: Ansuz, Os, Oss

English Equivalent Letter: A

Divine Being: Hel, mistress of Niflheim

Meaning: Loss; Death; Removal of negative emotions

Reversed Meaning: New life; A new experience; Distractions

Magic: Acquisition of esoteric knowledge



Raidho

Aett: Frey, Spiritual

Alternate Names: Rad, Reid, Raid

English Equivalent Letter: R

Divine Being: Ull, the Aesir god of travel and hunting

Meaning: Journey; Distant travel;
Change of perspective

Reversed Meaning: Impediment to change; Crisis;
Demotion in status

Magic: Acceleration of growth



Kenaz

Aett: Frey, Spiritual

Alternate Names: Cen, Ken, Kaun, Kano, Kaunaz

English Equivalent Letter: K

Divine Being: Sindri, the Dvergar blacksmith of renown

Meaning: Insight, creativity, inspiration;
Resolution to a problem;

Reversed Meaning: Stagnation; Paralysis of
thought; False hope

Magic: Success in endeavours



Gebgift

Aett: Frey, Spiritual

Alternate Names: Gebo, Gyfu, Ge

English Equivalent Letter: G

Divine Being: Idunn, Aesir goddess keeper of the apples of immortality

Meaning: Bestow a gift that will help another; Meaningful reward

Reversed Meaning: Having to pay a toll or due; Involved in bribery

Magic: Spell of honesty



Wunjo

Aett: Frey, Spiritual

Alternate Names: Wyn, Wynn

English Equivalent Letter: W

Divine Being: Sleipnir, Loki's son the eight legged horse

Meaning: Speed, acceleration, and wind;
Swift resolution

Reversed Meaning: Stagnation; Progress stops and
begins to reverse

Magic: Enchantment of physical and
mental celerity



Hagalaz

Aett: Heimdall, Mental

Alternate Names: Haegl, Hagall

English Equivalent Letter: H

Divine Being: Thor, Aesir god of storms

Meaning: A path through chaos and turmoil; Thriving in a storm

Reversed Meaning: Swept up in catastrophe; Unable to find one's way

Magic: Ward to calm emotions



Naudhneed

Aett: Heimdall, Mental

Alternate Names: Nyd, Nauthiz, Naud, Naudr

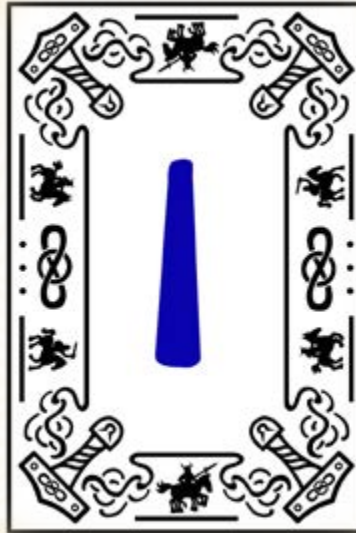
English Equivalent Letter: N

Divine Being: Freya, Vanir goddess of desire, fertility and wealth

Meaning: Desire and value; Bold goal; Self reliance

Reversed Meaning: Sense of worthlessness; Failure to see the real goal

Magic: Clarity of thought



Isaice

Aett: Heimdall, Mental

Alternate Names: Is, Isa, Iss

English Equivalent Letter: I

Divine Being: Bergelmir, Rime Jotun king of the icy city of Utgard

Meaning: Firm and stable conviction; Cool emotions; Visible intensions

Reversed Meaning: Treachery, deceit and illusion; Blindness to reality

Magic: Spell of sensing motives in others



Jethe

Aett: Heimdall, Mental

Alternate Names: Jera, Ger, Ar

English Equivalent Letter: J

Divine Being: Jormungand, Loki's son the Midgard serpent

Meaning: Enormous bounty; Critical events; Reversal of fortune

Reversed Meaning: Invisibility; Undetected activity; Diminishing returns

Magic: Others will take notice of you or your deeds



Eihwas

Aett: Heimdall, Mental

Alternate Names: Eoh

English Equivalent Letter: AE

Divine Being: Aegir, Vanir god of the seas

Meaning: Distance bridged; Receive assistance; Reliability

Reversed Meaning: Loneliness; Obstacles that must be overcome

Magic: Draw others to your cause



Pertho

Aett: Heimdall, Mental

Alternate Names: Peord, Perth, Peoro, Pe

English Equivalent Letter: P

Divine Being: Valkyries, maidens of the slain,
choosers of heroes

Meaning: Chance, gambling and luck;
Risks that pay off

Reversed Meaning: Odds are stacked for failure;
Unhappiness and despair

Magic: Grants luck and good fortune



Elhaz

Aett: Heimdall, Mental

Alternate Names: Algiz, Eolh, Secg

English Equivalent Letter: Z

Divine Being: Baldur, Aesir god of invulnerability

Meaning: Protection and warding; Averting evil thoughts and deeds

Reversed Meaning: Negative influence and intent; Poor judgement

Magic: Ward versus evil



Sowsun

Aett: Heimdall, Mental

Alternate Names: Sowelu, Sigel, Sol, Sigil

English Equivalent Letter: S

Divine Being: Sol, the solar being drawn through the sky on a chariot

Meaning: Visibility, clarity and good intuition; Success and victory

Reversed Meaning: Obscured goals; Shrouded path; Misinterpretation

Magic: Power of victory



Tiwaz

Aett: Tyr, Physical

Alternate Names: Tír, Teiwaz, Tiw

English Equivalent Letter: T

Divine Being: Heimdall, Aesir god and guardian on Bifrost bridge

Meaning: Discipline, duty and leadership;
Accomplishment and honour

Reversed Meaning: Injustice, strife and conflict;
Failed passion; Mental paralysis

Magic: Powerful leadership qualities



Berkano

Aett: Tyr, Physical

Alternate Names: Berkana, Beorc, Bjarkan

English Equivalent Letter: B

Divine Being: Frigga, Aesir goddess and matron of mothers

Meaning: Stealth, surprise and liberation;
Renewal and new beginnings

Reversed Meaning: Carelessness, loss of control,
and personal stagnation

Magic: Bolster benevolence and excellence of execution



Ehwo

Aett: Tyr, Physical

Alternate Names: Ehwaz, Eoh

English Equivalent Letter: E

Divine Being: Kvasir, whose blood was used to create the mead of poetry

Meaning: Communication and removal of doubt; Partnership & teamwork

Reversed Meaning: Failed communication; Misunderstanding or misinformation

Magic: Improve verbal skills



Mann

Aett: Tyr, Physical

Alternate Names: Man, Mannaz, Madr

English Equivalent Letter: M

Divine Being: Mankind- inspirational, irrational, creative, destructive, kind

Meaning: The self; Introspection and self improvement; Health

Reversed Meaning: Others; Extroversion; Poor mental or spiritual health

Magic: Boost faith and conviction



Claguz

Aett: Tyr, Physical

Alternate Names: Lagu, Laguz, Logr

English Equivalent Letter: L

Divine Being: Bragi, Aesir god of skalds and poets

Meaning: Creativity, imagination, and dreams; Inspiration and art

Reversed Meaning: Structure and logic; Obsession; Unsure of what to do next

Magic: Beckon creativity



Ing

Aett: Tyr, Physical

Alternate Names: Inguz

English Equivalent Letter: NG

Divine Being: Loki, Muspeli Jotun of destiny, fire and trickery

Meaning: Achievement and cunning; Virility and dominance; Destiny

Reversed Meaning: Impotence of ideas; Poor decisions; Submission

Magic: Restoration of principles and virtues



Dagaz

Aett: Tyr, Physical

Alternate Names: Daeg

English Equivalent Letter: D

Divine Being: Surt, Muspeli Jotun of regenerative flame

Meaning: Primal, nature, sunrise; Duality of life and death; Breakthrough

Reversed Meaning: Singular purpose; Severe limitations; Missing resources

Magic: Achieve harmony and balance



Othala

Aett: Tyr, Physical

Alternate Names: Epel, Ethel, Othila

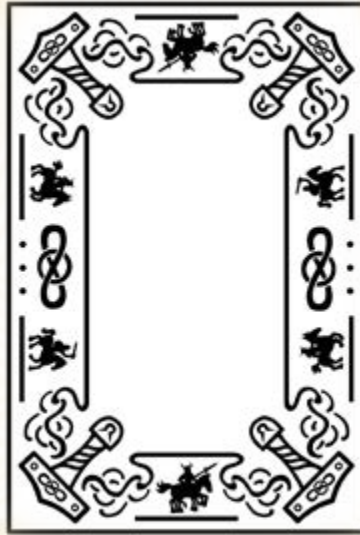
English Equivalent Letter: O

Divine Being: Odin, Aesir all father of the gods

Meaning: Homestead and union; Authority and responsibility

Reversed Meaning: Separation; Being irresponsible and causing tragic consequences

Magic: Great wisdom



Void

Aett: n/a

Alternate Names: Wyrd, Odin

English Equivalent Letter: n/a

Divine Being: Vafthrudnir, Rime Jotun of mysteries

Meaning: Essence; Truth; Thirst for missing knowledge

Reversed Meaning: n/a

Magic: Bolster belief in yourself



Valknut

Aett: n/a

Alternate Names: -

English Equivalent Letter: n/a

Divine Being: Gungnir, Odin's legendary spear

Meaning: Virtues; Strike true to the mark; Brotherhood; Ascension

Reversed Meaning: Ruled by vices;

Magic: Blood bond

Divination

In the modern world our lives are filled with boundless distractions: cell phones, texting, e-mail, the list goes on. There is very little time for personal introspection.

The system of “divination” presented in this chapter doesn’t claim to be rooted in magic, but rather it works on a psychological and subconscious level.

Each rune carries meaning. As it is randomly drawn and placed before you, it will focus your thoughts on important issues in your life. As you draw more runes out, you will begin to reflect upon life’s challenges, decisions, aspirations and your circle of friends. You will find time for thought as you calm your mind from distractions and bring about focus and personal meditation.

The term “Wyrd” means “to reveal one’s destiny”. We will use this term to mean “draw a rune out of the rune bag, pay attention to the orientation and place it down in front of you”. The Fate of the Norns rune set has been designed in a way that denotes the top and bottom of any symbol, allowing you to discern the orientation quickly and easily.

Using the Elder Futhark runes for self analysis can be performed in a few different ways.

Technique #1: The 3 Norns

Begin by clearing your mind of any distracting thoughts. Try and

start the exercise without preconceived notions, and then let the first rune guide you to an issue in your life. You may be surprised when something unexpected pops up, an issue you decided to forget about, but that has possibly been nagging at your subconscious.

Process:

1) Lay out 3 runes at random. This reading forces the orientations of the runes. The first and third rune must be right-side up. The middle rune should be in the inverted position.

2) The first rune refers to an issue you are facing. Use the description of the rune to zero-in on the issue in question.

3) The second rune will guide your thoughts towards the consequences of leaving the issue unresolved.

4) The last rune will reveal the possible positive outcomes if you spend time and effort on this issue.



Technique #2: The Cosmic Tree

This technique involves 9 runes. The number 9 is a sacred number in ancient Viking culture... 9 worlds, 9 nights, 9 virtues, etc... This technique is an all encompassing reading in which many connected aspects may converge.

Process:

1) Place a white 12”x12” handkerchief on the table in front of you.

2) Wyrd 9 runes, hold them in your

cupped hands, shake them up and drop them onto the handkerchief. Some may be upside down, leave them for now. The final part of the interpretation will be of the runes that fell out of the white handkerchief.

3) Look at the center-most rune that isn’t upside down. This is the issue that needs to be addressed most urgently. The other runes that are face up are other pressing matters that hold influence on your most pressing issue.

4) The upside-down runes reveal the future. One by one flip over the runes that are upside-down. They reveal a positive path that you can take in order to improve your current situation.

5) The runes (if any) that fell off the handkerchief represent the opinions of others. You may choose to factor in, or outright ignore those indicators.



Technique #3: The Quick Cast

This is the reading designed for those who are always on the go. When you don’t have a lot of time, or your surroundings don’t permit you the luxury of sitting down with a flat stable surface for your reading, you can just Wyrd 1 rune from your pocket/purse. Take a moment to center yourself on an

aspect that has been revealed. It may help you address the next few hours in a more productive manner!



Rune Usage

How can you use this book in other creative ways?

Riddles

Well if you play narrative table top games like role playing games, you can create some rune riddles using the runic phonetic alphabet.

Randomizer

The runes can also be used as a mathematical randomizer. Who needs dice when you have 24 (26) runes classified into 3 Aetts. Need a 33% or 66% probability? Draw 1 rune from a bag of 24 runes and consult the colour. Need a percentile chance? Each rune in a bag of 25 would correspond to a 4% chance.

Memory

Have young children? Using 2 rune sets, you can play the memory game by placing the runes face down. Have your young ones work their memory trying to match them up into pairs.



Runic Game System - Prime

Have you ever wanted to play a game using the Elder Futhark rune set? The RGS-Prime rules set is designed for both collaborative and competitive storytelling. This game is designed for 2 to 8 players.

Game Setup

The game setup follows a few easy steps:

1) Everyone agrees on a shared setting for the upcoming story.

Examples:

- The icy shores of 10th century Norway

- A murder mystery that unfolds on the newly established trans-Siberian railway
- Dracula has awoken in 21st century Montreal

2) Secure a timer (watch, hourglass, etc...)

3) As equally as possible, deal the 24 Futhark runes out randomly to all players. Each player also gets a small piece of paper per rune they receive.

4) For each rune that has been dealt, three attributes will need to be created. Each player assigns a card (or small paper) to each rune they have. They then write down one attribute for the rune and then pass the rune and its associated card to the player on their left. All of the runes and associated cards are passed around until every rune has had all three of its attributes

filled out. The first two attributes are the same for all runes, however the third attribute depends on the colour of the rune.

Rune Attributes:

- Action: a verb that expresses action or the relation between two things.

- People/Places/Things (PPT): a noun that is a person, place, thing, state or quality.

- Victory (only for green runes): a positive statement that injects a story with a positive outcome.

- Vignette (only for blue runes): a short statement that is a neutral fact rather than being positive or negative. The statement should be worded in a way that drives the story towards a goal.

- Tragedy (only for red runes): a negative statement that injects the story with a tragic outcome.

5) Put all 24 Elder Futhark runes

 **Fehu**
Action: drinking
PPT: longship
Victory: an item of great value has been recovered

 **TIWAZ**
Action: murdering
PPT: mead hall
Tragedy: a village burns to the ground

 **SOWSUN**
Action: exploring
PPT: chieftain
Vignette: the gods have sent an omen

Void

Effect: Start a brand new story that runs in parallel to the main story (do not bind rune, place apart)



Valknut

Effect: We all thought *this* happened, but let me tell you what *really* happened!
Score: Blocks score path

in a bag along with the Void rune and the Valknut rune. Randomly deal out 3 runes to each player.

6) Put all of the papers together and add 2 blank papers so there are 26 in all. Secretly, so the other players cannot see, each player should then get the papers that correspond to their runes in hand. If they have the Valknut rune or the Void rune, they should take the blank papers.

Playing the Game

Everyone will take turns telling a story in a structured and collaborative manner. However once the story is completed, there will be a scoring round that will determine a winner.

The story tellers will play runes onto the table, creating a branching tree of narrative that can be evolved, backtracked and corrected. The timer ensures that everyone gets a turn.

Game play follows the following sequence:

1) The player that won the last game, or the owner of the runes (if this is the first game being played) will become the active player.

2) The active player will take a rune from their hand and put it into play on the table. They may not play the Void rune nor the Valknut rune. They will then start the timer and start the story. The story must incorporate the victory, tragedy or vignette and may use the action and PPT.

The active player cannot be interrupted for the first two and a half minutes, and if no one interrupts them then their story telling time ends at five minutes.

3) Players are vying for the spotlight and may interrupt the active player if certain conditions are met. After two and a half minutes another player may interrupt the active player if they have a rune with an action or PPT attribute that was mentioned by the active player.

Example: The active player mentions the hero of the story going into a mead hall for a drink after they receive a pretty intense omen from the gods. Using the picture on the left, two of the runes listed allow players to interrupt the active player once the two-and-a-half minutes are up (Tiwaz for “mead

hall” and Fehu for “drinking”).



If there is more than one player that wishes to interrupt the active player, the one who is closest clockwise will get the opportunity.

4) A successful interrupt allows another player to become the active player. That player plays (binds) a rune adjacent to any target rune already on the table. The target rune must belong to another player. They then continue the story that was started by the player who played the target rune. This allows for an older part of the story to have a branching story line.

If five minutes elapses, then the person to the left of the active player (who has runes in hand) becomes the active player.



Playing the Void or Valknut rune

changes the table in a very meaningful way. The Void rune will be placed apart (not binding it to another rune) allowing everyone at the table the option to branch off to a different yet parallel story line. The Valknut rune is bound to a target rune on the table and it allows the new active player to retell

the story that was presented when the target rune was played.

Both the Void and Valknut runes allow the active player full creative freedoms as no action, PPT or victory/vignette/tragedy are assigned to them. These runes also affect scoring (see below).

5) Play continues until everyone has played all of their runes. Once the story reaches its conclusion the table may look something like the following diagram:



Scoring

RGS-Prime is collaborative, but it is also competitive. The scoring rules are there to bring out the very best in storytelling. If you weave a great tale, chances are more people will branch off of your story, granting you more points.

Look at the runes on the table and each player scores the following:

- If you were the last active player, you gain +1 points if your last rune played was red or green.
- Gain +1 points for every rune that branches from one of your runes (adjacent only). If you played a blue rune, lose 1 point.
- Find the longest rune path that originated from one of your runes. The Valknut rune ends all paths. Gain +1 points for each rune along that path.
- Gain +1 points if you have a rune adjacent to the Valknut rune.

Once all of the points have been scored, the player with the most points wins!



Alternative Setup

None of these rules are absolute. Feel free to tinker with the formula and find what works best for you and your fellow story tellers.

RGS-Prime can also utilize the rune meanings that have been outlined in this book. During the game setup phase, when writing out the rune cards, you may choose to constrain the rune attributes to the existing rune meanings.

You may also opt to change the story time as well as the interrupt time limit based on everyone's comfort level.

Have fun!

RUNES CAN BE PURCHASED AT :
WWW.FATEOFTHENORNS.COM





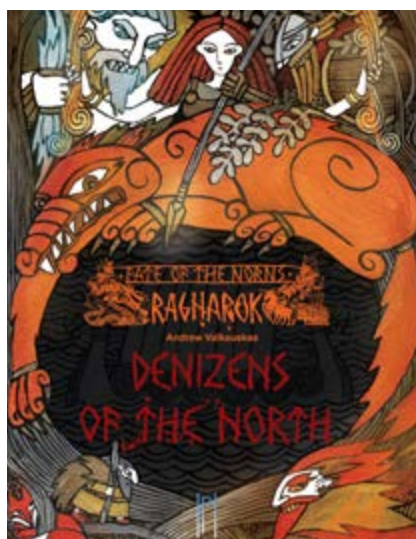
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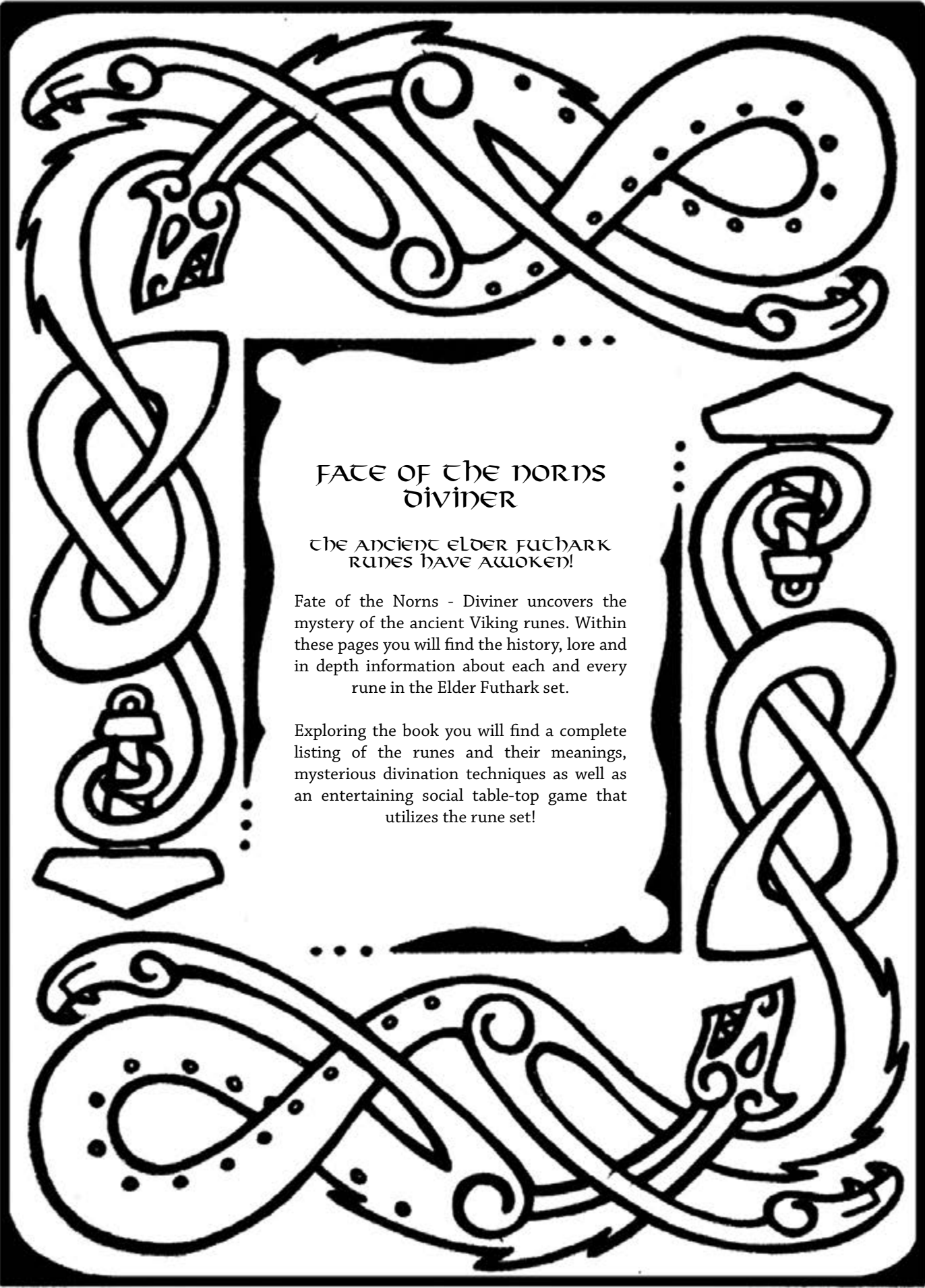


**Fate of the Norns -
Gulveig**



**Fate of the Norns: Ragnarok
DENIZENS OF THE NORTH**

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FATE OF THE NORNS DIVINER

THE ANCIENT ELDER FUTHARK
RUNES HAVE AWOKEN!

Fate of the Norns - Diviner uncovers the mystery of the ancient Viking runes. Within these pages you will find the history, lore and in depth information about each and every rune in the Elder Futhark set.

Exploring the book you will find a complete listing of the runes and their meanings, mysterious divination techniques as well as an entertaining social table-top game that utilizes the rune set!