

























The Norse Runes

Elder Futhark (the alphabet most people think of as 'Norse Runes') was, in the 20th century, adapted into a fortune-telling system similar to Tarot-card reading. My version, explained further in the Instructions document, can be used to add details to scenes, quests, or even characters, or even used for in-game runecasting!

-  **Fehu:** Livestock/Wealth. Property, prosperity, fertility, increase, social success.
-  **Uruz:** Auroch/Wild Ox. Energy, health, strength, tenacity, courage.
-  **Thurisaz:** Thor/Giant. Reactionary, defensive destruction. Instinct, willpower, and regeneration; lightning, electricity.
-  **Ansuz:** Ancestral Spirit/A God. Revelation, insight, power of words/names; divine intervention.
-  **Raido:** Wagon/Journey. Travel, evolution, moving forward, gaining perspective.
-  **Kenaz:** Beacon/Torch. Creativity, inspiration, harnessed power, world-changing ability.
-  **Gebo:** Gift/Exchanges. Generosity, balance, contracts, relationships, partnerships.
-  **Wunjo:** Joy/Happiness. Harmony, spiritual reward, pleasure, comfort, glory.
-  **Hagalaz:** Hail/Weather. Uncontrollable forces, (nature, the subconscious); crisis before harmony.
-  **Naudiz:** Need/Distress. Resistance, requirements to be met, endurance, patience, survival, trial, test.
-  **Isaz:** Ice/Frustration. Mental blocks; confusion to be unravelled; stalled until knowledge is gained.
-  **Jera:** Good Year/Harvest. Effort realized, fruitful results, hope, earned success, cycles of time or life.
-  **Eihwaz:** Yew Tree/Reliability. Dependability, trustworthiness; protection; honesty; well-chosen, achievable goals.
-  **Perthro:** Dice Cup/Mystery. Chance, secrets, the occult; initiation, destiny; setting out on the path.
-  **Algiz:** Elk/Protection. Shield, shelter, wards against evil, a guardian; connection to the gods.
-  **Sowilo:** The Sun/Life-Force. Success, honor, life, positive changes, victory; cleansing fire, power.
-  **Tiwaz:** Tyr/Leadership. Authority, justice, rationality, success in competition, self-sacrifice.
-  **Berkano:** Birch Tree/Birth. Fertility, birth, growth, liberation; renewal, new beginnings, love, family.
-  **Ehwaz:** Horses/Travel. Physical transportation; slow but steady progress; teamwork, trust, ideal marriage or partnership.
-  **Mannaz:** Mankind/The Self. The individual, skill, forethought, ability; humanity, social order.
-  **Lagiz:** Water/Regeneration. Healing, rest, renewal; dreams, the underworld, the imagination.
-  **Ingwaz:** Monarch/Seat of Power. Control, answering to nobody; authority without implying justice.
-  **Dagaz:** Dawn/Day. Awakening, breakthrough; a new venture, positive change; hope, security.
-  **Othala:** Birthright/Home. Inheritance, spiritual heritage, fundamental rights, source of safety, the most important thing.