

Runes are the symbols in a group of related writing systems that were used to carve the Germanic languages used in much of Europe into stone, wood, bone, antler, horn, and metal during the early medieval period, before adoption of the Latin alphabet. In the Norse myths preserved in the Poetic Edda, the runes were learnt by the god Odin during a self-sacrifice ritual, then given to humans. The word comes from a proto-Germanic root that meant "whisper" or "secret", and runes may have been associated with Northern European divinatory practices described by first-century author Cornelius Tacitus and those who recorded the Sagas. Since the early twentieth century, runes have recaptured the popular imagination thanks to occult writers and pop-culture depictions of Vikings and Norse mythology.



Of the many varieties of Germanic and Scandinavian runes, the **Elder Futhark** (or Older Futhark) is the most ancient, found inscribed on artifacts from 150 AD (or possibly earlier) to 700 AD. It's believed to have developed from an early Greek alphabet (700-400BCE), possibly via the Latin or Etruscan alphabets or an Old Italic (700-100BCE) script, possibly through trade with intermediaries in Eastern Europe. While the Elder Futhark is the most commonly used for divination by far, our knowledge of it is fairly speculative, since its rune names and their translations have been entirely reconstructed in Proto-Germanic by linguists based on later records. Most of what we know of the runes' names comes from the 8th-9th-century Old English Rune Poem (preserved in a 10th-century manuscript), the 9th-century Abecedarium Nordmannicum, the 13th-century Norwegian Rune Poem, and the 15th-century Icelandic Rune Poem. Elder Futhark inscriptions are relatively rare, and scholars believe relatively few people were literate during the Migration Period when the Elder Futhark runes were used.

(The **Gothic Futhark** was an Eastern Germanic variant of the Elder Futhark and was thought by early researchers to be part of rune development from its roots in a Greek alphabet, either directly, or via Etruscan, Latin, or Old Italic. However, runes appear to have existed before the Goths came in contact with ancient Mediterranean cultures. The names of the Gothic runes are also reconstructed and primarily originate with a single manuscript called the Vienna Codex (MS 795), and the Gothic Futhark is represented by only a handful of inscriptions. By the mid-4th century AD the Goths had been Christianized and rune use was replaced with the Gothic alphabet.)

Theories as to how and where the **Anglo-Saxon Futhorc** developed vary, though it is often agreed that it began in Frisia and then migrated to Britain. The Futhorc script included additional symbols to represent new vowel sounds in the Germanic dialects spoken by its users, and was likely in use from the 5th to 11th century AD, with its decline beginning in the 10th century. The few examples from later periods are mostly abecedaria in manuscripts, listed alongside information on cryptography and exotic alphabets.

Meanwhile, the **Younger Futhark** developed in another direction, shrinking in the 7th century AD from 24 runes to 16 simplified runes, with a 'long-branch' form used mostly in Denmark and 'short-twig' form used primarily in Sweden and Norway. The Younger Futhark are the runes used in official and mundane inscriptions like name-tags and graffiti found along the extensive Scandinavian trade routes of the Viking period (750-1050 AD). The Medieval Scandinavian dotted runes (1100–1500 AD) and the Dalecarlian runes (1500–1800 AD) are descended from them.

These educational rune cards are based around **Urd's Snowflake**, a radial rune-stave we designed to have the 6-fold rotational symmetry of a naturally-formed snowflake and contain every historically-attested Nordic and Germanic rune. (Urd's Snowflake was designed for education; it contains far too many runes (with too many meanings) to be used in the way bind-runes may have been used in Nordic magic.) We named it after Urd's Well, the location at the base of Yggdrasil of the Norse myth of Odin's discovery of the runes. The cards can be used as an oracle deck for divination or self-knowledge, and educational flashcards for those interested in runes as a writing system. *We intend our interdisciplinary lesson plans connecting a wide range of literary, social studies, mathematics, and science concepts with the medieval runes, while debunking misinformation spread by hate*

groups and building critical thinking skills, will *eventually* be available for free at MannazAndWyrd.com, after vetting by external experts and educators.

Bind runes or rune-staves are ligatures of two or three runes in an inscription, which may have been done to save space or for decorative reasons. There are a relatively small number of such rune combinations inscribed on amulets and weapons which likely had magical intent (see [MacLeod & Mees](#) for a full exploration). Early-modern Icelandic grimoires and leechbooks included large, elaborate bind runes called *galdrastafir* that were intended as magical charms for a variety of purposes. *These rune cards originally included selected early-medieval and supposed “late-medieval” bind runes; we now strongly recommend removing them.*

Modern rune divination is a recent development in the runes’ history, and depends on the idea that the runes’ names were not merely words that demonstrated the sounds they made, but had their roots in magical or religious practices (Runologists, the historians, linguists, and archaeologists who study runic inscriptions, strongly dispute this idea.). Johannes Bureus, a 17th-century Swedish practitioner of Hermeticism (which was derived from 3rd-century Greek-Egyptian writings ascribed to Thoth/Hermes combined with medieval alchemical texts), invented a runic system of divination based on the Kabbalah (from Jewish Mysticism) using the Younger Futhark. Bureus’ *Adulruna* system in turn influenced the Armanen (adapted Younger Futhark) rune divination system proposed by ethnic-nationalist Guido von List in 1902; List’s system was adopted by the Third Reich and continues to be used by white supremacists. In 1982, Ralph Blum published an influential *U.S.*-mass-market rune divination book using Elder Futhark that incorporated elements of divination using the I Ching and Tarot cards, *partly due to 1970s-era U.K. metaphysical rune publications by Murry Hope (a.k.a. Athene Williams), Carlyle A. Pushong, and Michael Howard, and a U.K. mass-market rune set by Kim Tracey.* Today most rune divination sets sold draw heavily on Blum’s book.

Despite these modern roots and appropriated practices, runic divination is widely marketed as a prehistoric Nordic technique, and has gradually become a mainstay of Norse neo-pagan *practice*. Some who use runes for divination view them as a conduit for speaking with gods, spirits, or angels. Others find a psychological basis for rune use by viewing them as archetypal symbols that reveal our subconscious mind and inner self, allowing us to develop self-knowledge. Our feeling is that it’s *appropriate* to incorporate runes into spiritual or self-help practices, but that rune use could become more meaningful by re-grounding them in their historic contexts.

For this card set, we attempted to strip away spurious meanings added by authors who lifted ideas from other spiritual traditions, or whose interpretations had their roots in 19th and early 20th-century ethnic nationalism. Instead we adhered to the source material in recent translations of the attested rune names and rune poems for the divinatory keywords. This was not possible for the cards based on the Northumbrian Anglo-Saxon runes (Cweorth, Calc, Stan, and Gar) or Medieval Dutch and Germanic Magical Runes (Erda, Sol, Ul, Wendhorn, Wan, and Ziu), which do not appear in the rune poems, or for the cards featuring various commonly found bind runes; for these we included the consensus meanings and noted what runes they were ligatures of, where applicable. We have listed these select **divination keywords** under the rune names at the tops of the cards.

We have not given **reversed (or merkstave) divination meanings** on the Urd’s Snowflake Rune Cards or in the following tables, because that practice was directly borrowed from tarot divination traditions starting in the *1970s*. However, this is a common rune divination practice, used when rune cards present upside-down or when rune stones do not land ‘right’. Generally, the merkstave divination keywords will be antonyms or shadow readings of the keywords given here; if you wish to explore these further, please see the references.

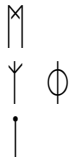























To use rune cards for divination, start with a question in mind. Avoid questions with yes/no answers; instead, choose a phrasing like “what do I need to know to...,” “what advice do you have about...,” or “what *may* happen regarding...”. Consider how many cards you might need to pull: we recommend using one, three, five, seven, or nine cards, depending on the complexity of your question and how nuanced an answer you may need. (We provide sample spreads on page 10 of this guidebook, and there are many more in the divination-focussed books in the references.) Thoroughly shuffle the card deck while contemplating your question, then select the number of cards required (either from the top of the deck, or after cutting the deck) and lay them out face-down in the pattern of your choosing (we usually start on the left and place the cards in an inward-moving clockwise spiral, but let your intuition guide you). Turn over the cards, taking care not to change their orientation if you’re reading reversals, and interpret using the divination keywords. ~~(For bind rune cards, also looking at the keywords for the runes that are part of the ligature may give you additional insight.)~~

Format: # in standard rune row, (*reconstructed) name, **transliteration** (not on cards), [IPA phonetic value] / (sounds like), 'translations'

rune	Gothic Futhark (*reconstructed Gothic rune names)	Elder Futhark (*reconstructed Common Germanic rune names)	Younger Futhark (Old Norse rune names)	Anglo-Saxon Futhorc (Old English rune names)	Pronunciation and usage comments	Modern divination keywords
ƿ	*fe / *faihu f [f] cattle?	1 *fehu f [f] livestock (cattle, sheep) / moveable wealth	fe f [f] wealth	1 feoh / feo f [f] wealth / generosity	[f] as in fairy	wealth · abundance · generosity
ᚱ	*uraz / *urus / *uruz u [u] 'aurochs'	2 *uruz u [u] 'aurochs' / 'wild ox' / strength	(see line below)	2 ūr u [u] 'aurochs' / 'mettle'	[u] is the vowel in "who", but short as in French "ou"	strength · vitality · tenacity · persistence · mettle · rite of passage
ᚱ	(see line above)	(see line above)	Úr u [u] 'drizzle' (Iceland) / 'slag'? (Norway)	(see line above)		drizzle · slag · something from nothing · creation · beginnings
ᚷ	*thyth / *thauris th [θ or th] goodness	3 *thurisaz? / *þur(i)saz? [θ or th] 'giant' / monster / land-wight	Thurs Þ [d or th] 'giant' / ogre / Thor's hammer	3 thorn / Þorn [θ or th] thorn hedge	[θ] is the 'voiceless' th of "think" or "breathe"	chaos · defense · breakthrough · gateway · hidden dangers or protections · boundaries · land-wights
ᚦ ᚦ ᚦ	† *aza/*ansus a [a] ?	4 † *ansuz [a] 'one of the Aesir (gods)' / 'Odin' / 'breath'?	4 † ás / áss / óss a/o [ã]/[o] 'deity' (Iceland) or 'breath' / 'river mouth' / 'beginning' (Norway)	4 † ōs o [o] 'mouth' / 'breath'	[o] is the vowel of "go" or "boat", but short as in French "eau"	communication · insight · divinity · leadership
ᚨ	*reda / *raida r [r] 'ride'	5 *raidho / *raiðō r [r] 'ride'	5 raeidh / reidh / reið r [r] 'ride' / 'journey' / 'wagon'	5 rād / ræd / radh r [r] 'ride' / 'travel' / the road itself	[r] as in "ride"	journey · path · travel · movement · action · swiftness
ᚥ ᚥ	< *kusma / *chosma k/c/ch [k]	6 < k [k] *kenaz / *kiznaz 'torch' / *kauna 'ulcer' / 'boil' / *kano 'skiff'	ᚥ (see line below)	6 ᚥ cēn / ken c [c/k] 'torch' / 'firebrand'	[k] is 'hard' as in "cat"; ᚥ cen before i, e, or y, pronounced [tʃ] (like "church")	knowledge · fire · vitality · insight · creativity · quest for truth · bravery
ᚥ ᚦ	< *kusma / *chosma k/c/ch [k]	6 < k [k] *kauna / *kaunan 'ulcer' / 'boil' / *kano 'skiff' / *kenaz 'torch'	6 ᚦ kaun k [k]/[g] 'ulcer' / 'boil'/'blister' / 'wound' / 'sore'	(see line above)		opening · healing · sacrifice · (shamanic quest to underworld for) truth

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𐌵	*giba / *geuua g [g] ‘gift’	7 *gebō / *gebu g [g] gift	not present	7 gyfu / geofu / gifu g [g] ‘gift’ / ‘partnership’	[g] is ‘hard’ as in “good”; gyfu is a glottal stop, or before i or e pronounced [j] (like “yellow”)	generosity · help · partnership · balance · sustenance · reciprocity
𐌿	*uuinne / *uujna w [w] ‘joy’	8 *wunjō / *wunju w [w] ‘joy’	not present	8 pynn / wynn / wyn / wēn w [w] ‘joy’ / ‘success’ / ‘hope’	[w] as in “win”	happiness · well- being · fulfillment · hope · pleasure · success
𐌺 𐌻 𐌼 𐌽	𐌺 *haal / *hagl h [h] ‘hail’	9 𐌺 *hagalaz h [h] ‘hail’	7 𐌺 or 𐌻 hagall h [h] ‘hail’	9 𐌺 hægl/ hagall/ hagal h [h] ‘hail’ (as precipitation)	[h] as in “hail”; Younger Futhark’s asterisk-like form misused by Nazi Germany & extremists (‘hagall’)	challenge · disruption · loss · temporary setbacks · limitation · transformation
𐌿	𐌿 *noicz / *nauths n [n] ?	10 𐌿 *naudhiz / *nauthiz n [n] ‘need’ / ‘affliction’	8 𐌿 or 𐌻 naudhr / nauðr n [n] ‘need’ / ‘constraint’	10 𐌿 nȳd n [n] ‘need’ / ‘plight’	[n] as in “need”	plight · hardship · pragmatism · conflict · wyrd · necessity
𐌿	*iiz / *eis i [i] ice	11 *īsa / *īsaz i [i] ice	9 íss / is [i] ‘ice’ / ‘rest’	11 īs [i] ‘ice’ / ‘ice bridge’	[i] is the vowel of “see”, but short like French “il”	stasis · patience · reflection · rest · bridge
𐌿 𐌻 𐌼 𐌽	𐌿 *gaar / *jer y/j [j] ‘year’	12 𐌿 *jera j [j] ‘year’	10 𐌿 or 𐌻 ár / ar a/æ [a]/[æ] ‘(good) year’ / ‘harvest’	12 𐌿 iar j [j] ?, or gēr / jara j [j] ‘year’ / ‘harvest’	[j] is the y sound of “year” or “yet”	harvest · reward · bounty · cycle · time · completion · seasons
𐌿	*aihs / *uuaer e [ɛ] ‘cauldron?’	13 *eihwaz? / *ihwaz? [i?] ‘yew’ / ‘Yggdrasil (the World Tree)’	not present	ēoh ī, 𐌿 [i] ‘yew’ / ‘protection’	Elder Futhark sound-value uncertain; where used is usually [i], the vowel of “see”, but short like French “il”; but can have other values (including [x] and ch as in German “nicht”).	protection · reliability · motivation · transformation · secrecy · Yggdrasil (the World Tree)

rune	Gothic Futhark (*reconstructed Gothic rune names)	Elder Futhark (*reconstructed Common Germanic rune names)	Younger Futhark (Old Norse rune names)	Anglo-Saxon Futhorc (Old English rune names)	Pronunciation and usage comments	Modern divination keywords
𐍆	*pertra p [p] ?	14 *perthrō? / *perthō? / *perðō? [p] meaning uncertain	not present	peorð /peorth / peorðh [p] meaning uncertain; (dice) cup / luck / gaming in rune poem	[p] as in “penny”	gambling · luck · chance · **hidden things · cup · drink · well? **use with caution
𐍇	*algs / *ezec z [z] ‘coin?’	15 *algiz? / *elgaz? z or -R [z] or possibly [r] ‘elk?’ / ‘protection’	not present but yR is linguistically related	eolh / eolhx / iolx / ilcs x [ks]/[xs] ‘elk?’ / ‘elk-sedge’ / ‘protection’	original sound- value is uncertain; [z] as in “zoo”; [r] trilled; [ks] as in “ox”; misused by Nazi Germany & extremists (‘leben’)	protection · support · defense · **higher self · sanctuary **use with caution
𐍈 𐍉 𐍊 𐍋	𐍈 or 𐍉 *sugil / *sáuil s [s]	16 𐍈 or 𐍉 *sōwilō / *sowulo / *sowila s [s] ‘sun’	11 𐍈 or 𐍉 sól / sol s [s] ‘sun’	16 𐍈 or 𐍉 sigel / sigil s [s] ‘sun’ / segl ‘sail’	[s] as in “sun”; Old English g pronounced like w; misused by Nazi Germany & extremists (‘sig’)	**wholeness · **success · energy · warmth · radiance · holiness · guidance · navigation · revelation **use with caution
𐍍 𐍎	𐍍 *tyz / *teiws t [t] god	17 𐍍 *tiwaz / *teiwas t [t] ‘the god Týr’	12 𐍍 or 𐍎 týr t [t]/[d]/[z] ‘the god Týr’ / ‘justice’	17 𐍍 tir t [t] ‘guiding star’ / ‘pole star’ OR tiw / Tip t [t] ‘the god Tiw’ / ‘creator’ / ‘glory’ / ‘duty’	[t] as in “to”; Ziu, Tyr, and Tiw are names of the same sky god; misused by Nazi Germany & extremists (‘tyr’)	judgement or justice · duty · self-sacrifice · self-control · discipline · courage · parenthood
𐍇 𐍈	𐍇 *bercna / *bairkana / *bern b [b] ‘birchwood?’	18 𐍇 *berkano / *berkana / *berkanan b [b] ‘birchwood?’	13 𐍇 or 𐍈 bjarkan / björk / bjarken b [b]/[p] ‘birch twig’	18 𐍇 beorc / bar b [b] ‘birch’ or ‘poplar’ / ‘(re)birth’	[b] as in “birch”	(re)birth · fresh start · gestation · sanctuary · fertility · spring · youth · growth · nourishment
𐍏	*eyz e [ɛ] ‘horse’	19 𐍏 e [e] *ehwaz ‘horse’	not present	19 𐍏 eh e [e] ‘horse’	[e] is a ‘close’ e sound like “ebb” or French “été”	swift change · partnership · teamwork · trust · distance · movement

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	*manna m [m] 'man'	20  *mannaz m [m] 'man' / 'person'	14  or  madhr / madr / maðr m [m] 'man' / 'person' / frith	20  mann / monn m [m] 'man' / 'person' / help	[m] as in 'man'; was not gendered; Younger Futhark's algiz-like form misused by Armanen runes & extremists (‘man’)	humanity · society · relationships · self-awareness · kindness · frith
	↑ *laaz / *lagus l [l] 'liquid'	21  *laguz l [l] 'water' / 'liquid'	15  or  lögr l [l] '(cleanse by) water' (also: laucr 'leek', lina 'linen')	21  lagu l [l] 'liquid' / 'lake' / 'ocean' / 'sea' / 'water' or 'law' / 'rule' / 'custom'	[l] as in "lake"	life force · growth · **intuition · fluidity · purified · unpredictability **use with caution
	not present	not present but linguistically and symbolically related to *algiz	16  or  ýr early R (between [z] and [r]), later y [y] 'yew' / 'bow'	not present	shape may represent Yggdrasil's roots; misused by Nazi Germany & extremists (‘toten’)	yew · defense · **death · hard times · protection **use with caution
	*enguz / *igguus ng [ng] lng	22  or  *Ingwaz / *inguz ng [ng] 'the fertility god lng'	not present	22  or  lng ng/ŋ [ng] 'fertility' / 'the hero lng' / 'seed'	[ng] or [ŋ] is the ng sound of "long"; lng is likely a by-name of the god Freyr	seed · shielded · fertility · goals · productivity · potential · creation and procreation
	*daaz / *daz / *dags d [d] 'day'	23  *dagaz d [d] 'day' / 'dawn'	not present	24  dæg d [d] 'day' / 'daylight'	[d] as in "day"	day · awakening · illumination · hope · new projects · transformation · enlightenment · breakthrough
	*utal / *othal o [o] 'inheritance?'	24  *ōthala / *ōthila / ðpala / *ōpila o [o] 'inherited land' / 'home'	not present	23  eðel / ethel / otæl / æðil œ [œ] 'estate' / 'ancestral home' / 'landed property'	[o] is the vowel of "go", but short as in French "eau"; [œ] is the vowel of French "oeuf"; misused by Nazi Germany & extremists (‘odal’)	home · possessions · experiences · ancestors · inheritance · legacy · family responsibilities · community · (chosen) kin

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𐌿	not present	not present	not present	25 𐌿 āc a [a] ‘oak tree’	[a] is the vowel of “father” or German “mann”; bind-rune of Elder Futhark’s ansuz & kenaz that may have been used for healing	steadfastness · sturdiness · health · endurance · deep roots
𐌶	not present	not present	not present	26 𐌶 æsc æ [æ] ‘ash tree’	[æ] is the vowel of “ash” or “cat”	resilience · adaptability · spirituality · self-protection
𐌷 𐌸	not present	not present	not present	27 𐌷 or 𐌸 yr y [y] ‘yew bow?’ / ‘horn?’ / ‘saddle?’	[y] is the vowel of French “tu” or the oo in “soothe”; shape is Celt-Iberian script’s ka/ga symbol	skill · on target · **lost and found · defense · divination **use with caution
𐌶	not present	not present but may be related to Jera (through Ar)	not present but linguistically related to Ar	28 𐌶 ior / iar n/a [io/ia] ‘beaver’ (most likely) / ‘fish?’ / ‘eel?’ / ‘Jormungandr (the world serpent)?’ / ‘boat?’	[ia] is the vowel sound in “yard”; manuscript sources only; shape is Celt-Iberian script’s po/bo symbol, & ‘iar’ is a celtic word for small brown animal	dual nature · balance · duplicity · hard choices · boundaries · necessity
𐌶	not present	not present	not present	29 (or 28) 𐌶 ear ea [ea] ‘grave soil?’ / ‘harrow’ / ‘ocean’ / ‘wave’	Diphthong of [æ] + [ɑ] (try the vowel in “cat” followed by the vowel in “hot”); shape is Celt-Iberian script’s m symbol	Unavoidable (inexorable) ends · decay · ancestors · life and death · mortality

rune	Gothic Futhark (*reconstructed Gothic rune names)	Elder Futhark (*reconstructed Common Germanic rune names)	Younger Futhark (Old Norse rune names)	Anglo-Saxon Futhorc (Old English rune names)	Pronunciation and usage comments	Modern divination keywords
𐌿	possibly *quairtra / *quetra q [kw]	not present	not present	30 𐌿 cweorð / cweorðh / cweorðh q/kw [kw]? 'sword' / forged in fire / ere-mation-pyre / hearth-fire / bonfire	Northumbrian (not in OERP), manuscript sources only; shape is Celt-Iberian script's n symbol, mirrored	**spiritual evolution · **difficult transition · **destruction · **liberation · **phoenix · **ritual fire **use with caution
𐌺	not present	not present but linguistically and symbolically related to *kenaz (not *algiz)	not present	31 (or 30) 𐌺 calc k [k] 'chalice' / 'cup' / 'chalk' / 'sandal'	Northumbrian (not in OERP), rarely inscribed; [k] is 'hard' as in "cat"	**death · **transformation · offering · **spiritual insight **use with caution
𐌾	not present	not present	not present	32 𐌾 stān st [st] 'stone' / 'game piece'	Northumbrian (not in OERP), manuscript sources only; bind rune of stacked dagaz or closed perthro	**obstruction · **protection · **collapse · **blocked opportunities **use with caution
𐌸	not present	not present	not present	33 (or 29) 𐌸 gar g̊ [g] 'spear'	Northumbrian (not in OERP), rarely inscribed, also inscribed as bind-rune of gebo and Ingwaz; [g] is 'hard' as in "good"	**fate · **destiny · **unknowable mystery · **centre point · **reliable success · <i>can substitute for the blank "Wyrd" or "Odin" rune that originated in California-made runestones, first described by A. Williams (1975)</i> **use with caution
𐌶	not present	not present	not present	- (or 31) 𐌶 (unknown name) k̊ [k]	Northumbrian (not in OERP), rarely inscribed	<i>confused with gar or left out of divination; thus, on our blank/gar card as an alt. form of gar</i>

medieval rune or bind rune	Usage comments (bind runes are not usually used for divination)	Optional divination keywords
stacked tiwaz TT or TTT (called Týr's Spears in this deck) - medieval (inscriptions abt. 400AD) magical rune	ligature of Elder Futhark's tiwaz, repeated and stacked; used to add power or emphasis to the rest of an inscription	divine energy
ALU 'dedication' (to a deity) / 'ale' or 'beer' / 'holy' / 'ecstasy' - medieval (inscriptions abt. 500AD) magical rune	bind rune of Elder Futhark's ansuz & laguz & uruz; flow of power from the gods, or directs energy to desired outcome - <i>may be attested only as ALU, not as bind rune</i>	dedication
Gibu Auja or GA - medieval (inscriptions abt. 500AD) magical rune	bind rune of Elder Futhark's gebo & ansuz; invokes the gods, or gives good luck; often inscribed as GAGAGA	good luck
Erda (œ) 'Mother Earth' - medieval Dutch or Germanic	bind rune of Elder Futhark's othala & laguz; reincorporates human action with world & universe; encloses, nurtures & protects; misused by Nazi Germany & extremists (as <i>winged 'edal'</i>)	Mother Earth*
Sól [s] sun disc or Germanic sun goddess - medieval Dutch or Germanic	bind rune of Elder Futhark's isa & Ingwaz; bridge to the sun's gentle healing power - <i>also medieval Icelandic Sol upside-down</i>	healing - illumination from outside
U (uo/ö) turning point - medieval Dutch or Germanic	bind rune of Elder Futhark's uruz & laguz; helps endurance in a health crisis or strength in other crises; associated with Frisian god Wadd - <i>also an Icelandic secret rune for U</i>	turning point
Wan or irings (no sound) emptiness / void of space - medieval Dutch or Germanic	represents Ginnungagap, where existence began	emptiness
Wendhorn (mm) phases of the moon / cycle of life - medieval Dutch or Germanic	bind rune of Elder Futhark's isa & nauthiz; reminds us we must experience both good & bad - <i>also an Icelandic secret rune for H</i>	"qué sera, sera" or "this too shall pass"
Ziu (zz) thunderbolt of Ziu, byname of Tyr or Tiw - medieval Dutch or Germanic	bind rune of Elder Futhark's sowilo & tiwaz; channels energy; striking through resistance to maintain divine order; used internationally as graffiti to mark anarchist squats	justice - the truth will out
L A NG medieval magical rune	bind rune of Elder Futhark's laguz & ansuz & Ingwaz; health and joy, or fertility and vitality	good health and joy
M A ('hugrune') 'mind power' medieval magical rune	bind rune of Elder Futhark's mannaz & ansuz; requests help with matters of mind & memory, knowledge & wisdom	mind power
R-U - medieval magical rune	bind rune of Elder Futhark's ur & raidho; safe journey, or strength to make changes	safe journey
(called Stan knot in this deck) - medieval magical rune	bind rune of Anglo-Saxon futhorc's stan & nyd & ior; binds and obstructs actions by its target	"stop it!" - powerful binding
T-O-R medieval magical rune	bind rune of Elder Futhark's tiwaz & othala & raidho; courage or personal motivation	courage - motivation
J-O-C - modern (abt. 2009) magical bind rune "Eternal Love"	bind rune of Elder Futhark's jera + othala + gebo / love or coming home	love

*Crossouts for full transparency. This information came from Pennick, and we've been unable to find his source that these are truly medieval; given that we've also now found his early books uncritically repeat information from pre-WW2 German 'scholars' whose work is suspect, we will now treat all these as pseudo-runes and asked on Nov 4th 2021 that all Kickstarter backers remove and destroy these cards. If (big if!) we ever do a second at-cost edition of the cards all this information will be removed.

Sample Rune Card Spreads:

1 card: Odin's Rune, used for quick advice in straightforward situations or a rune-of-the-day reading

3 cards: The Norns: Urd, Verdandi, and Skuld 1 2 3 (1/2/3 is past/present/future or situation/action/outcome)

5 cards: Runic Spiral

(Spirals, found in the art of many cultures, were a Viking-age Norse decorative motif symbolising change, growth, and the path of life; we lay the cards out clockwise from left. This spread is sometimes called 'Thor's cross'.)

1(left): you / the issue at hand

2 (above): matters of the mind / influences working against you / challenges

2

3 (right): matters of the body / action you should take

1 5 3

4 (below): matters of the spirit / influences helping you / what to let go of

4

5 (centre): predicted outcome if advice is followed

7 cards: the Vé

(Source: Pennick. This spread is based on the shape of a grouping of standing stones enclosing a holy place. The second set of questions can be used when asking about an interpersonal problem.)

1: past influences / what you desire

2: present influences / your point of conflict

1 7

3: prospects for the future / how you're contributing to the issue

2 6

4 (keystone): best course of action

3 5

5: feelings & attitudes of those around you / how they're contributing to the issue

4

6: possible obstacles or delays / their point of conflict

7: likely outcome / what they desire

9 cards: the Grid of Nine

(Source: Pennick. This past-present-future spread's shape is **supposedly** based on the nine squares of the Utisetra platform used in seidr divination. Pennick's suggested order of cards comes from the Magic Square of Saturn, a concept from Kabbalah; we recommend instead using the red numbers to lay cards out in a clockwise spiral from lower left.)

4 9 2

8 or 1: the effect of the past

3 5 7

7 or 6: your attitude to past events

8 1 6

1 or 8: past secrets and hidden influences

9 or 5: your present state

6 or 7: your attitude to the present

2 or 3: present hidden influences

3 4 5

4 or 9: best possible outcome

2 9 6

5 or 2: your feelings about the future

1 8 7

3 or 4: future hidden obstacles, or how present influences may affect the outcome

9 cards: the Nine Realms spread

(Source: Mountfort. This spread for self-analysis is based on maps of the 9 realms on Yggdrasil, the World Tree.)

1: Asgard (realm of the Aesir deities): your higher self

1

2: Ljossalfheim (realm of elves): thought, creativity, and your subconscious; what nurtures you

2

3: Vanaheim (realm of the Vanir deities): fertility and your emotions

3 4

4: Muspelheim (realm of fire giants): your passion, dedication, and drive

5

5: Midgard (realm of humans & trolls): your present self, your centre

6 7

6: Niflheim (fog, mist, and ice): your confusions and illusions

8

7: Jotunheim (realm of frost giants): your unconscious obstacles

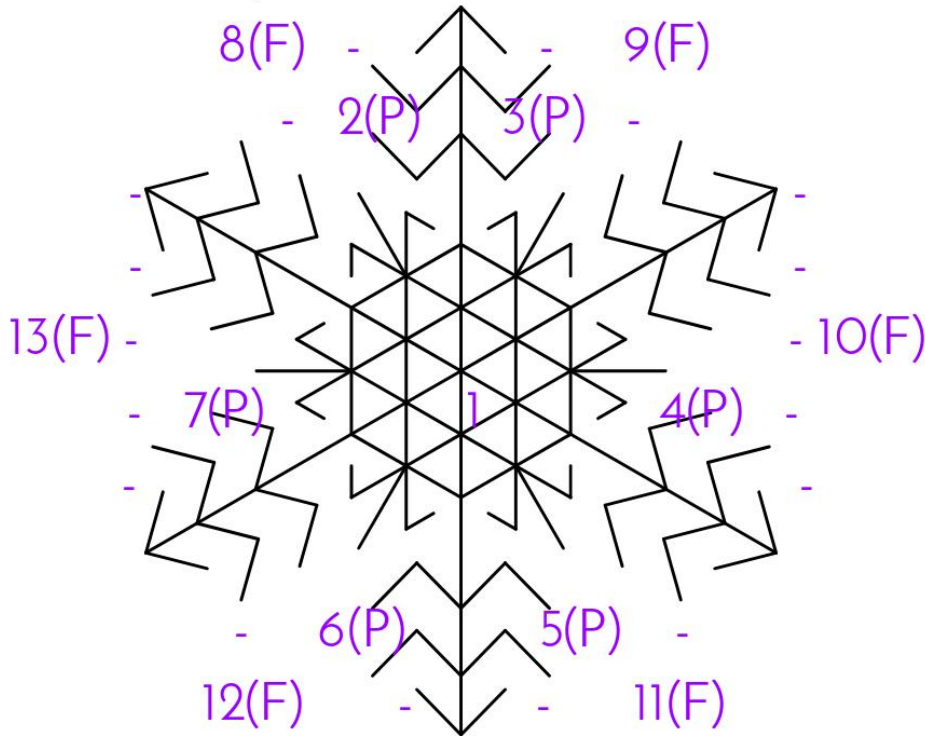
9

8: Svartalfheim (realm of dwarves): your sensuality

9: Helheim (realm of the dead): what you need to do shadow-work on

Urd's Snowflake Divination Cloth

by MANNAZ & WYRD



We have also created the following divination cloth design using Urd's Snowflake for rune casting using individual runes (or rune dice). At its heart, rune casting is based on Tacitus' description of Germanic peoples drawing lots (tossing randomized wooden runes onto a white cloth), and the descriptions of rune use in the Sagas and Eddas.

This design differs from others currently available (which were proposed by a white supremacist author) in its 6-fold symmetry (instead of 4-fold or 8-fold). To cast the runes, shake them in a box or bag to mix them up while thinking of your question, then pull the desired number of runes from the bag and toss them gently onto the cloth. Use the key below to help interpret their meaning. More simply, you may also use the hexagon at the centre of the snowflake to denote the past, the arms of the snowflake to denote the present, and the area outside the snowflake to represent the (possible) future.

Urd's Snowflake Divination Cloth

suggested map for rune casting or a detailed reading

- 1 = past (centre is distant, edge is recent), or querent
- 2(P) = mind (present) = current thinking & creativity
- 3(P) = body (present) = current health & behavior
- 4(P) = spirit (present) = subconscious & spirituality
- 5(P) = emotions (present)
- 6(P) = present challenges
- 7(P) = potential obstacles & hidden influences
- 8(F) = mind (future) = best attitude/plan
- 9(F) = body (future) = best action to take
- 10(F) = spirit (future) = advice from higher self
- 11(F) = emotions (future) = hopes
- 12(F) = future challenges = goals
- 13(F) = future obstacles / fears for the future

Recommended Reading and References used to create Urd's Snowflake Rune Cards: (those marked with an asterisk are scholarly works)

Recommended Publications:

- *Michael P. Barnes, **Runes: A Handbook** (2012): page 22 (Fig 7, probable or possible elder futhark rune names and translations, as reconstructed by linguists) and pages 161-162 (on rune names)
- *Martin Findell, **Runes** (2014): transliterations & phonetic values (p 18, pp 36-37, p 58) and the names of runes, pages 75-77
- * Tineke Looijenga. '**Germanic: the Runes**', *palaeohispanica* 20 (2020), pp. 819-853.
https://www.academia.edu/76846307/Germanic_Runes
- *Mindy MacLeod and Bernard Mees, **Runic Amulets and Magic Objects** (2006): page 14 (attested names of the runes and their meanings in Old English, Nordic, and Gothic languages); see index for the many pages on inscriptions containing ALU, Gibu Auja / GAGAGA, and stacked tiwaz
- Paul Rhys Mountfort, **Nordic Runes** (2003). (Divination meanings, distilled from several other mass-market esoteric/new-age authors including Howard & Pennick, and divination spreads)
- *Raymond Ian Page, **An Introduction to English Runes** (1999).
- Diana Paxson, **Taking Up The Runes** (2005, 2nd edition was released 1 Dec 2021 and has removed most material from problematic authors, quoting only the academically solid material). (Divination meanings)
- *Stephen Pollington, **The Rudiments of Runelore** (1995).
- *Suzanne Rance, **The English Runes** (2017). (Covers the 29 ASF runes in the OERP, but not the 4 Northumbrian additions; OERP translation by Stephen Pollington used, along with up-to-date scholarship about early-Medieval English life to enrich understanding of the riddles in the rune poem)
- *Ann Groa Sheffield's **Long Branches: Runes of the Younger Futhark** (2013).
- *Immaculada Senra Silva. **The significance of the rune-names: evidence from the Anglo-Saxon and Nordic sources** (Doctoral Thesis, 2003). Universidad de Sevilla, Sevilla. <https://idus.us.es/handle/11441/15113>
- Ben Waggoner, **A Pocket Guide To Runes** (2018, The Troth).

Helpful Internet Sources:

r/runes: https://www.reddit.com/r/runes/comments/xb1pyg/the_runes_guide_to_getting_started_with_runes/

Arild Hauge's rune website: <https://www.arild-hauge.com/eindex.htm>

International Phonetic Association: <https://www.internationalphoneticassociation.org/content/ipa-chart>

OmniGlot on Common Germanic aka Gothic Futhark: <https://omniglot.com/writing/gothicrunes.htm> Elder, Younger, and Medieval (Latinized) Futhark: <https://omniglot.com/writing/runic.htm> and Anglo-Saxon Futhorc: <https://omniglot.com/writing/futhorc.htm> (all in one PDF: <https://www.sfu.ca/~ramccall/Runicalphabet.pdf>); OmniGlot on Celt-Iberian <https://omniglot.com/writing/celtiberian.htm>

Viking Rune's "Norse Rune Symbols and the Third Reich": <https://www.vikingrune.com/2009/07/norse-runic-third-reich-symbols/>

We also recommend:

<http://futhark-journal.com/> for recent academic studies

<https://runicstudies.org/runic-resources/> lists additional scholarly runic resources

Modern divination keywords: we recommend the rune cheat sheets (with reversals) from L.E. Lifthrasir:

<https://www.etsy.com/ca/listing/970551196/keywords-series-the-elder-futhark> and

<https://www.etsy.com/ca/listing/984510867/keywords-series-the-anglo-saxon-futhorc>

Referenced but not recommended:

Michael Howard, **The Runes and other Magical Alphabets** (1978), likely edited and republished as **The Wisdom of the Runes** (1985)

Nigel Pennick, **Runic Lore and Legend: Wyrdstaves of Old Northumbria**, 2nd Ed. (2019): Modern divination meanings of the full AngloSaxon Futhorc. Chapters 6-9. (Note: meanings contrary to rune poems were not repeated; we no longer trust Pennick, but we *do* trust Suzanne Rance and Stephen Pollington)

Nigel Pennick, **The Complete Illustrated Guide To Runes** (1999): page 76 (quairta), page 77 (supposedly “medieval Dutch and Germanic runes of magic and healing” Erda, Sol, UI, Wan, Wendhorn; we have been unable to find another citation for these, removed in v.1.1 because we no longer trust his sourcing, as his out-of-print books from the 1980s show he was reading and citing pre-WW2 Nazi mysticism without criticism), pages 164-175 (card reading layouts)

Nigel Pennick, **Rune Magic** (1992), page 198 (Fig 35 bind runes, includes T-O-R, stacked tiwaz, gibu auja, stan-knot, M-A, R-U, A-L-U, L-A-NG, and more... he states elsewhere that these are compiled from medieval manuscripts; removed in v.1.1 because we no longer trust his sourcing)

Nigel Pennick, **Runic Astrology** (1990)

Nigel Pennick, **Ogham and Runic Magical Writing of Old Britain and Northern Europe** (1978) (via photo sharing)

Nigel Pennick, **The Secret Lore of Runes and Other Ancient Alphabets** (1992)

Carlyle A. Pushong, **Rune Magic** (1978)(appears to plagiarize K. Spiesburger’s **Runenmagie** (1955) and thereby vectored Armanen meanings into modern divination use, cited by Howard and Pennick)

Kim Tracey with Hazel Martin, **Secrets of the Runes** (1979)

Athene Williams (pen name of Murry Hope), “Runes” chapter in **The Fortune Tellers** (1975)

3-Fold Witchery, source of Modern (2009) Bind Runes (repeats Pennick’s Fig. 35, and some from galdrstafir collections, but many appear new such as J-O-G) <https://3fold-witchery.livejournal.com/2680.html> accessed 3/21/2021

Ingrid Halvorsen’s “Runes, Alphabet of Mystery”: <http://sunnyway.com/runes/> accessed 2020, no longer available

Please note that you should avoid the following authors of rune books due to their links with early-twentieth-century racist/eugenicist occultism, the Asatru Folk Assembly or other present-day white supremacist groups, or tells such as glorification of Nazi symbols such as the Black Sun: the Armanen Order; Freya Aswynn; Steven Edred Flowers aka Edred Thorsson aka Darban-i-Den; Faolchu Ifreann; Galina Krasskova; Guido “von” List; Stephen McNallen; A.D. Mercer; Michael J. Moynihan; Ivy Mulligan; Carrie Overton; Thomas Rowsell; Mari Silva; Thorolf Wardle; Troy Wisehart; Woden’s Folk Kindred; Valerie Wright aka Yngona Desmond. Also avoid any groups or individuals that describe themselves as folkish, Odinist, or Theodish.

Acknowledgements

MANNAZ & WYRD are a collective of inclusive Norse pagan artists and writers creating runic art and design while working to remove the influences of 19th-20th century ethnic nationalism and cultural appropriation from rune use. M&W was founded by textile artist and retired academic Eira Olfrid Lopstjarsen as a devotional project, inspired by her efforts to use her teen’s interest in witchcraft and heathenry as a hook to motivate, broaden, and supplement his education during the 2020-21 coronavirus pandemic lockdowns.

The limited first edition of Urd’s Snowflake Rune Cards, this Booklet, and the unpublished Urd’s Snowflake Interdisciplinary Lesson Plans were created by **Eira Olfrid Loptsjarsen** (she/they) with contributions by **Lee E. Lifthrasir** (he/they) as a pilot project in January-May 2021, with the generous support of **our wonderful #Make100 Kickstarter backers**:

Ailsa C Ek, AingealWroth, Alex R, Ashleigh H, Ashley Fisher, Badger, Beatrix Sterling, Bee Rollason, Cathy Atela, Charles Moulton, Dancermike DeMerritt, Edna, Elayorna, Faith Courtney, Guinganbresil, hadley morrow, Halden Lane, Jean-Sebastien Daunais, Jeanine Southall, Katie Kemp, Kay Ray, Kay Reindl, Kerrie Downing, Llyn McClure, Lopt L, Marlis, Megan Owens, MH McFerren, Mystic Dragon’s Lair, Nadine Wettlaufer, Nicole Eliza Joan, Noah Hawkins, O. Dinn, Paula Pearson, Rachel Frick, Ramsett, Rigel, Rowan Janiszewski, Sadie, Scarlet Light, Seth Caulhorne, Sheila Reyes-Wicklund, Sophie Cooke, Star of Hart, Tiffany Lasic, Tif Kieft, Tracy ‘Rayhne’ Fretwell, Twist the Leaf, Upper Rubber Boot Books, Wanda Aasen, Zerik Yehoshua Mikael Vishnil, & 3 anonymous backers.

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V.1.1 Please note all crossouts and corrections in blue. I’d like to express my heartfelt apologies for passing along misinformation. My gratitude to my friend Avelix, who handed along the deservedly-harsh feedback of the users of Ocean Keltto’s discord server, and to my fellow Tumblr users Obligate-Rebel and Thorraborinn who’ve been journeying down the rabbit-hole of 1970s rune divination with me and helping to uncover how deeply warped the dawn of modern rune divination was, and to everyone who has supporting me on this journey. I hope that by being as transparent as possible, and continuing to work diligently on the free resources that came out of this project, I can re-earn your trust in my judgement. - Eira 9 Nov 2021

V.1.2 Please note typo corrections and modern divination meanings to use with caution (because they’re close to an Armanen-runes divination meaning and may ultimately come from that source, are difficult to support based on the

rune names or rune poems, or are heavily gendered) and suggested additional divination meanings (supported by the rune poems) in orange text. - Eira 6 Dec 2021

V.1.3 Changes in green text: small changes to wording, some further flagging of meanings that come from Tarot and I Ching, additional divination meanings from rune poems, additional recommended reading, and additions and alphabetization of the authors-to-avoid list. - Eira 24 Oct 2022

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