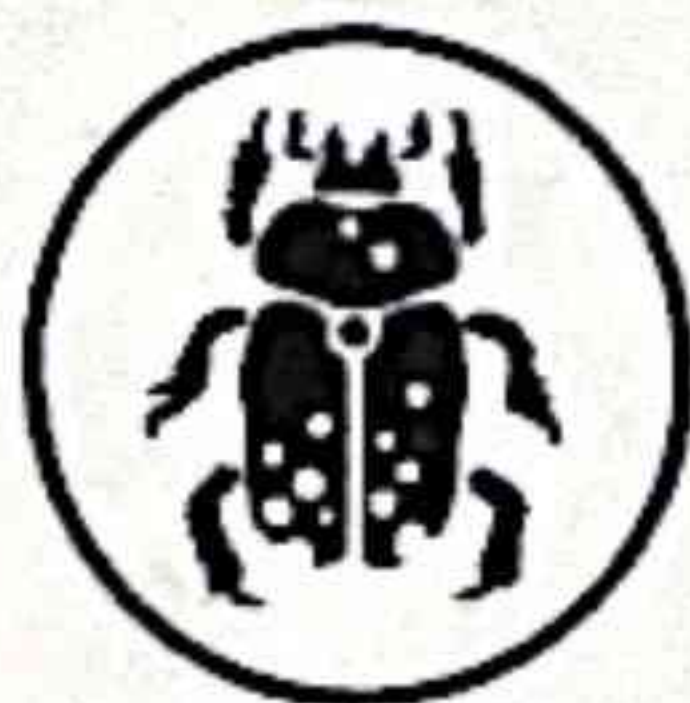
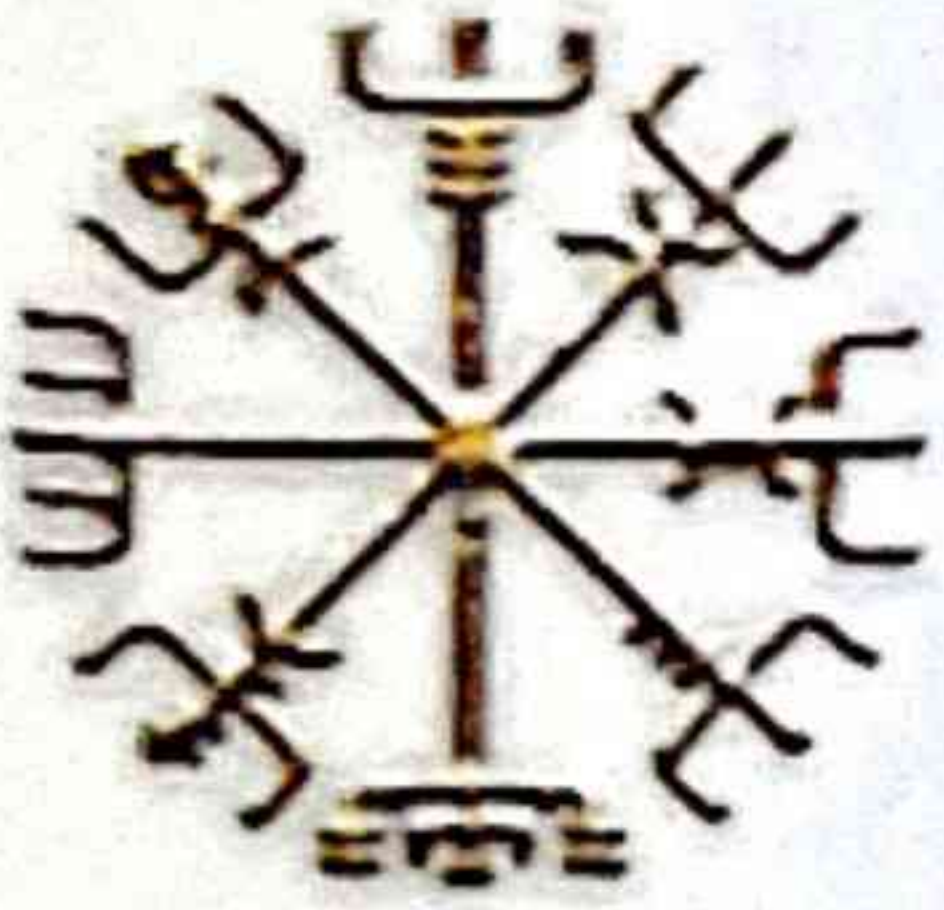


RUNK TAROT



LO SCARABEO



The *Runic Tarot* combines two divination systems into one unique cartomancy pack. Both systems are fantastic tools allowing you to gain insight into your life. A standard Tarot pack has 78 cards with a distinctive structure: a Major Arcana and a Minor Arcana. The twenty-two Major Arcana cards describe common archetypes in all cultures. The *Runic Tarot* lists these in Roman numerals, starting with 0 and ending with XXI.

The remaining 56 cards belong to the Minor Arcana: four suits, each with its own symbol: Cups, Pentacles, Wands and Swords. In the *Runic Tarot*, these are Horns (Cups). Shields (Pentacles), Wands, and Swords. Each suit ties into one of the four elements Water, Earth, Fire, and Air. Each Minor Arcana suit also has four Court Cards. In the *Runic Tarot*, these are Pages, Knights, Queens, and Kings.

ABOUT THE RUNES

Runes are the symbols that make up the magical alphabet used by the old Germanic and Viking populations (see page 124). The *Runic Tarot* includes three varieties of Runes. Singular Nordic Runes appear on the Major Arcana cards (with some exceptions, such as Lovers or the Moon). A series of Rune staves appear on the Minor Arcana as well, with Runic symbols taken from different Runic alphabets (for instance, the Sword portrays Runes taken from the *Anglo-Saxon Futhark*, while the Pentacles rely on the *Younger Futhark*). Finally, the Court Cards display a single *bindrune* (a single Rune composed of other Runes crafted for a specific purpose).

Runic staves have been used to communicate, teach, do magic, and divine the paths of those who cast them. Norse cultures put Runes on stones, wood, or bones. Today's artists print Runes on anything, paper, gemstones, rock, or clay. Some diviners like to blend runecasting with other divination systems. The *Runic Tarot* carries on the tradition of doing this.

UNDERSTANDING THE MEANING OF THE CARDS

This booklet contains information for each of the 78 cards. Use the material in this book as a starting point to divine messages and situations in your life. Divination is both an art form and a language. There are many combinations. Adding the complexity of Tarot and Runes together makes for a beautiful companion to the two individual systems. Learn to understand what they are saying independently and together.

0 . THE FOOL

The god *Freyr* walks through the fields in a ravine. There are snow-covered hills behind him. He holds his head up towards the sun, and the rays shine down warmly across his face. *Freyr* doesn't have a sword at his side. Instead, his spear holds a small bundle over his shoulder. Golden threads keep the package tightly closed; while his traveling cloak billows in the wind. A small pouch hangs off their belt. He has fingerless gloves on – with golden bracers for protection. *Gullinborsti*, the golden bristled, walks next to his side is his golden boar.

Upright: have faith, begin a journey, freedom, push through the challenges. *Reversed*: reluctant to change, being blocked, feeling restrained, fixed position, unblock yourself. *Rune*: *Jêra*. Harvest, joy, natural things.

I · THE MAGICIAN

Heimdall, the guardian god, stands tall. He has one hand on a giant horn, ready to call the others. His armor is well-padded with metal and furs. A sword dangles on his belt, next to *Gjallarhorn*, the giant horn able to warn all *Asgard* if an enemy approaches. A battle has not started; however, preparations are being arranged. Their right hand points high into the air, where a Rune appears in bright red. Swirling dark clouds appear in the sky. Potent magic is at play. There are two rainbows, symbols of hope and triumph, that connect the Viking to the land and air. A rooster sits on the warrior's shoulder. Is this *Gullinkambi*, the rooster who heralds the end times of *Ragnarök*?

Upright: rally call, channeling internal will, stay focused on a single cause, self-mastery. *Reversed*: abuse of power, manipulate circumstances, too much control, controlling the process. *Rune: Mannaz*. Ability, community, bonds of family and friendship.

II · THE HIGH PRIESTESS

A *seiðkona*, or *spákona*, stands between two cauldrons in a wooded area. She wears wispy clothing. Her thin, frail body appears from the tatters. She wears a gold medallion around her neck. Black paint appears from her forehead, flowing down to her cheeks. Her eyes are closed. She wears a headscarf with a rack on it. Her left hand grips a staff to which a skull has been attached. The wooden staff has many brightly-coloured ribbons attached. Yellow and red flames burn high in a cauldron to her left. The pot on the right contains bits of wood, now turned to ash. A di-

vine creature, *Audhumbla*, stands behind her, a spirit of things to come or things from the past.

Upright: listen to your intuition, *galdr* the Runes, trust the universe, commune with the divine, lunar magics. *Reversed*: distrust, doubt your abilities, misalignment with your soul's purpose, allow others to tell you how to think. *Rune*: **Uruz**. Origins, courage and enduring.

III · THE EMPRESS

The goddess *Frigg* sits in a finely decorated chair. She wears a blue gown and holds a spinning needle against a wheel in her right hand. A white thread spins around the wheel, adding to the spindle at the end. The Rune, *Berkanô*, appears at the center of the spinning wheel. The goddess cradles a Viking baby in her left hand. The child reaches out with one hand to grasp the woman's dress. The goddess's sword and shield rest against one of the chair's legs. It has been painted in white and red stripes. A raven sits on the pommel of the sword. A small chest sits at *Frigg's* feet.

Upright: abundance, feeling creative, enjoy the beauty of the earth, love yourself, feeling happy and fulfilled. *Reversed*: scarcity, overwhelm, feeling scared or stifled, creativity blocks. *Rune*: **Berkanô**. Birth, cycles of life, creativity.

IV · THE EMPEROR

Thor sits on his throne, atop a mountain of human skills. The red-haired god has a determined look upon his face. Many Nordic patterns are tattooed

over his body. Lightning flashes all around him, as he waits, poised to take action. His weapon, the mighty hammer *Mjöltnir*, is perched at his side within reach if he needs it. *Thor* wears battle armor and heavy metal gloves and bracers over his hands. His belt bears the Rune *Thurisaz*, glowing in bright red. Two ram heads rest by one side of the mighty god.

Upright: physical power, demonstrating capabilities, set clear expectations, focus on action and results. *Reversed*: lack of good boundaries, being too rigid, unreliable, have too high expectations. *Rune*: **Thurisaz**. Strength, protection, focus.

V · THE HIEROPHANT

The god *Forseti*, son of *Balder*, sits on a throne of stone. He wears a long red and white robe. The hair is long and falls from a topknot over his shoulder. A halo appears behind the god and a stone tablet rests in his lap. He makes a gesture out to two kneeling Vikings. The Viking on the left has long, braided, red hair that blends into their red fur robe. The Viking on the right has shorter hair and a grey tunic. They look at the mediating god – in eager anticipation of his judgment. A dog sits eagerly at his side, and it holds a sword between its teeth. The *Raidhō* Rune appears above *Forseti*. Ornamental decorations featuring patterns from later Viking ages decorate the two stone pillars.

Upright: make good decisions, awaken to understanding, teaching, religion, caretaker of cultural knowledge. *Reversed*: turn away from the light, challenge authority, ignore advice, unable to handle

change well, detached from life. *Rune: Raidhō.* Journey, travel, bring order from chaos.

VI · THE LOVERS

Iðunn and *Bragi* rest in a yew grove. *Bragi* sits cross-legged and wears a colorful tunic and a short-sleeved jerkin. His pants are black, and he wears knee-high boots. A lute rests on a rock at his side. On the other side, there is a stack of stone tablets, with Runes written upon them. His eyes are open, yet he appears to be in a trance. The Rune for *Gêbô* glows brightly on his chest. *Iðunn* stands behind him. Her hair is long and blonde, and she wears a white dress tied at the waist. She holds a golden apple in one hand and points up to the sky with her other. Floating just off her hand is the Rune for *Ehwaz*.

Upright: a balanced ebb and flow, connect to passion, enjoy time with others, unity, self-acceptance. *Reversed:* an unstable source in your life, loveless relationship, hurtful emotions, lack of proportions, forced into something. *Runes: Gêbô and Ehwaz.* Gift, generosity, positivity, loyalty, harmony.

VII · THE CHARIOT

The goddess *Freya* stands in her chariot. Feathered wings appear off her helm. Her long blond hair blows gently in the wind. She grips a spear in one hand and waves a whip around in the other. She is wearing a breastplate, and her belt has two daggers in it. She rides, prepared for battle. Her shield sits in the bottom of the chariot, where it protects her legs. Her

cloak floats behind her as she moves forward across the land. Two cats pull her chariot. Both were a gift from *Thor*. One is black, and the other is white. The Rune for *Kênaz* appears in the front of the chariot.

Upright: choose your destiny, take swift action, ride with a steady hand, trust the path, seize the moment. *Reversed*: clarify your goals, gain traction, have a singular focus, ground yourself, following others. *Rune: Kênaz*. Enthusiasm, energy, assertiveness.

VIII · STRENGTH

The goddess *Thrud* bows their head on the brow of a white bear. She wears a dainty wreath of flowers that make their red hair dazzle. She dresses in light armor and pants and leather bracers appear on her forearms. *Thrud* gently cradle the bear's face in their hands. The bear bows his head in kind and has its eyes closed. There is a feeling of trust between the two. Faeries float and dance around the pair in the woodlands — the Rune for *Wunjô* glow slightly on the bear's neck.

Upright: perseverance, harness inner strength, embrace your unique talents, courage, facing adversity. *Reversed*: trust yourself, insurmountable problems, suppressed truth, have no compassion, failure. *Rune: Wunjô*. Count your blessings, pleasure, rewards.

IX · THE HERMIT

Roots of a tall tree drape down into the rich, dark soil of the ground. These roots are thick and carry nutrients to sustain the other eight connected worlds.

An old man's face peers out from the center of the tree. He is *Mimir*, the giant, a master of wisdom. He is pale, and has deep blue eyes. His nose is red, and his hair is white. *Mimir's* beard grows long and plummets down towards the earth, just like the tree's roots. The figure of the Rune *Îsa* glows in the center of *Mimir's* face. Staves appear to the left and right of *Mimir*. A small glowing source of light appears on the ground: it is the eye of *Odin*, representing the cost of wisdom and knowledge.

Upright: reflection, solitude, a profound understanding, share your wisdom with others, solving issues. *Reversed*: invasion of sacred space, isolation, keeping things to yourself, feeling blocked, staying too busy to hear the wisdom within. *Rune: Îsa*. Remain still and take time to process.

X · WHEEL OF FORTUNE

Three women stand in a foggy marsh. Limbs of a giant yew tree stretch out. Familiar staffs appear on several branches. The women are none other than the *Norns*. They stand in front of a giant spinning wheel. Twelve spokes radiate out to the wheel. A glowing sigil appears on the axis, in the center where everything meets. The *Norn* on the right is named *Skuld* and wears a red robe and cloak. She is the *Norn* of the future. *Skuld* has a sword pointing to the earth in one hand – and the end of a delicate thread in the other. The cord connects over the large wheel and down to the *Verthandi*, the *Norn* spinning the present, on the ground. She wears all white and has a wreath of fresh flowers on her head. She stares at the thread that

slides over her hand. The thread loops back around to a spindle that connects it to the woman on the left: *Urd*, the elder sister, the one in charge of the past. She wears a black dress and cloak, and her blonde hair is braided. The thread has been looped down through her fingers and connects to something off the edge of the card. The thread is the thread of Fate: the *Wyrd*.

Upright: enjoy what time you have, life's cyclical natures, understand personal cycles, good luck and fortune, adapt to external forces. *Reversed*: resistance to change, bad luck and fortune, learn to ride the waves, change is constant, unable to move. *Rune*: *Perthrô*. Chance, fate, opportunity.

XI · JUSTICE

The powerful and honest god, *Tyr*, stands firm on the ground. He wears his battle gear. An axe and a helm are attached to his belt. The Rune *Tîwaz* glows in the center of his buckle. His hair and braids are well kept, a sign that he is ever ready for battle. In one hand, *Tyr* wields his sword, also marked with *Tîwaz* at the hilt. He puts the blade down into the ground. Behind him is the great wolf *Fenrir*, son of *Loki*, who is bound in golden chains. His eyes rare with anger, and his mouth is open. *Tyr* has his right arm placed between the powerful jaws of the wolf.

Upright: restore balance, take responsibility for your actions, negotiate your circumstances, bring your life into equilibrium. *Reversed*: being weighted down, poor decisions, taking justice into your own hands, deliberately blocking an outcome. *Rune*: *Tîwaz*. Seek justice and let your morals guide you.

XII · THE HANGED MAN

High up in the snowy mountains, *Ullr* performs a death-defying trick on his skies. He wears war paint on his face and has an intense stare. Arrows pour out from the sling on his back. *Ullr* wears protective leathers, metal armor, and furs. The Rune for *Eihwaz* appears on the center of his breastplate; it radiates a blue haze. *Ullr* holds one axe in each hand, making his mid-air jump on skies far more dangerous than it should be. He hangs upside down, with the sun blazing just behind his head. Ornate patterns appear on his skis. They are attached to his war boots by leather straps.

Upright: sacrifice and surrender, enlightenment, victory over your endeavors, you are where you need to be, surrender to the unknown. *Reversed*: stagnation, your faith wanes, awaken to new challenges, down-scale and evaluate. *Rune*: *Eihwaz*. Spiritual ascent that can help you create connections.

XIII · DEATH

Odin stands at the middle of the gateway to *Valhalla*. The rays of light to the promised land shine out into the darkness. Warriors are seen in the distance, celebrating and telling stories. It illuminates the walls of bones and skeletons. The aftermath of a mighty battle lays before the old god. Swords and spears scatter around the scene; bodies are piled upon one another. *Odin* wears his armor, a cloak, and his helm. He lifts his spear *Gungnir* into the air as he takes a step out into the darkness to collect the souls of the worthy. His two wolves, *Geri* and *Freki*, stick nearby. A host

of corvids, ravens, and crows hover in the air around them. Among them *Hugin* and *Muninn*. They gather knowing their services as *psychopomps* will come in handy. The Rune for *Ansuz* glows blue near the divide of bodies.

Upright: transition from one to another, glory to *Valhalla*, the *Valknut*, being called to enter a new phase in your spiritual life, rebirth. *Reversed*: reluctant to change, obsessive thoughts, hold yourself back, stuck in repetition, keep useful habits. *Rune: Ansuz*. Transition, divine forces are at work.

XIV · TEMPERANCE

The goddess *Sif*, stands in the middle of a valley between two mountain ranges. Red, purple, white, and yellow wildflowers bloom as far as the eye can see. *Sif's* corn-gold hair flows down past the tips of many flowers. Tiny purple blossoms flow down from her hair. She wears a suggestive white dress. She turns her head to face something – or someone behind her; her lips are red, and she smiles. The sky seems to be recovering after a strong storm. A small rabbit sits at the young goddess's feet. Six yellow *Dagaz* Runes hover around *Sif's* hair as if they were butterflies.

Upright: moderation, attentive care, desire to bring balance, alchemical process, restoration. *Reversed*: going to extremes, exhausted, intolerance, external pressures, stop compromising. *Rune: Dagaz*. Hope, darkness turns to light, anxieties disappearing.

XV . THE DEVIL

Loki, the trickster god, hovers out from the clouds to watch a situation unfolding on the world below. His hair is black and slicked back. His horned helm rises high into the air. His eyes are red, and his lips form a smirk. He places a finger to his lips, a universal gesture of silence. Fire engulfs his other hand. The poor, unsuspecting man below is cold and is not wearing the warmest of attires in this weather. Many dead bodies lay around him. The man is attempting to start a fire with a bow and stick. He has no idea what *Loki* has in store for him. The Rune for *Nauthiz* hovers in the air between the two figures.

Upright: giving in to need, embrace the trickster, temptations, overcome fear and confusion, understand your action's consequences. *Reversed:* no responsibilities, avoiding duties, removing peer pressure, abandon temptations. *Rune: Nauthiz.* Oppression, restraint and disappointment.

XVI . THE TOWER

The dragon *Fáfnir* has awoken due to some intruders in his cavern. He spits a long stream of fire from his mouth, releasing many years of anger onto the world. Two people, one man and one woman attempt to flee but are caught in the destruction. Everything the fire touches burns. No one can stop him. The scorched earth turns to ash and the melted armor of people attempting to protect and defend the land. Broken swords and helms lie on the ground, useless. A red sigil representing *Galdrastafir*, the helm of terror glows between *Fáfnir*'s eyes.

Upright: surrender to the event, destruction of the world, shaken to your core, tear down that which no longer serves you, violent change. *Reversed:* cling to the past, delay change, rejection, wait until things settle, necessary lessons. *Rune: Fehu.* Wealth, power of the heart, self-imposed limits.

XVII · THE STAR

Jörmungandr rises from the sea and prepares to devour a Viking longship in the middle of the night. His tail can be seen off in the distance. Tall waves rise from the ocean, threatening to drown the ship. Thankfully, *Njord* has come to aid the people in their time of need. He is wearing lamellar armor and pauldrons. He lifts the ship out from the water in one hand and hoists an oar high into the air with another. *Jörmungandr* hisses as the two prepare to duel again. The Rune *Laguz* appears on *Njord's* chest harness. A single star shines in the night sky, illuminating the fierce battle and parts of the milky way.

Upright: hope, blessings from the gods, good omens, a time of cleansing and renewal, dream big. *Reversed:* denying your inner truth, ignoring signals, lack of vision, burnout of imagination. *Rune: Laguz.* Stay flexible and flow with the situation.

XVIII · THE MOON

Two warriors appear locked in conflict under a lunar eclipse. The warrior on the left is called *Hotherus* and is almost completely engulfed in shadow. His body stretches long and thin as he attempts to get the up-

per hand on his opponent. He holds a short sword in one arm and is ready to drive it into the chest of his light opponent. The Rune for *Elhaz* glows on his chest. The other opponent is *Balderus*, and wears all white. He is a demigod, and has a shield carrying the Rune *Othila*. They fight for the love of *Nanna*, symbolized by a small rose that appears between them. Darkness and light are bound to clash. *Máni*, the god of the moon, can be seen in the sky riding his chariot, pulled by a horse named *Alsvider*. The wolf, *Hati*, chases him across the sky to swallow the moon.

Upright: looked in a battle for survival, reveal your dark side, deal with uncertainty, dreams, look past illusions, introspection, face your fears. *Reversed*: lack of clarity, look for the light, decipher shadows, examine the details of your life, something is out of place. *Runes*: *Elhaz* and *Othila*. Protection, overcoming the limits, maintain purity, explore beyond consciousness and experience.

XIX · THE SUN

The goddess *Sól*, portrayed as a radiant woman, stands in the center of a chariot. Her hair and hands are on fire. The tips of her white dress are also on fire. She does not need weapons, for she is made of flame. She has a wide smile. The chariot itself is made from solid gold. The wheels turn and send out sparks. The Rune for *Sowilô* appears to the left of one wheel. A variant of the same Rune is affixed to the base of the chariot in a stylized sun design. Two sleek and fast white stallions named *Arvak* and *Alsvid* pull her chariot. Fire burns in their eyes, their manes, and their

tails as they rush across the sky. *Skoll*, the dark wolf, races close behind, his jaws open wide, ready to take a bite of the sun.

Upright: joy, success, renewal, exposure to the good things, take charge of your life. *Reversed*: being bullied, losing control, lost in shadows, getting burned out with work, rushing into the moment. *Rune*: *Sowilô*. Enjoy the feeling of victory.

XX · JUDGEMENT

Hues of yellow and orange distort the world. Viking longboats burn at the water's edge in the distance. Bodies lay on the ground everywhere. Shields and weapons litter the ground. The forms of the *Valkyries* appear all over the land. In the center of the card a single *Valkyrie* stands at the foot of a fallen soldier. She wears a golden, feathered helm. She is dressed in white and wears a leather bodice over her top. Metal bracers protect her arms. She stretches one hand out over the dead body and releases his spirit from the mortal coil. The soul rises and stares at the woman. Two incarnations of the Rune called *Ingwaz* appear near the woman. One hovers brightly over her head, and the other floats near the soul of the deceased warrior.

Upright: resurrection, being worthy of *Valhalla*, heed the spirit's call, time to move on, become part of something greater. *Reversed*: resisting the call, avoid connecting with others, ask questions, hold yourself back, unhealthy lifestyle. *Rune*: *Ingwaz*. Heed the call and nurture your potential, store and release energy.

XXI · THE WORLD

The great Ymir stands taller than the tiny mortals, who appear at the bottom right corner of the card. However, he retains a human face and features. His long white beard flows in the breeze as he moves over the land. Half of his body is humanoid, while the other half slowly changes into roots and branches of flora from the ground around him. After his death, his body will become the world, his blood the ocean and his skull the sky. The Rune for *Perthrô* glows green in his chest. It is obscured by the bark and roots growing from the same spot. A second Rune, for *Hagalaz*, shines brightly in front of him. The clouds obfuscate the light, diffusing it over his body. The reflection of a red sky appears in the lakes behind the giant.

Upright: reintegration, feeling complete, job well done, milestone achieved, giving back to your community. *Reversed*: mourning for things lost, fear of being seen, create better conditions in your world, let go of a situation. *Runes*: **Hagalaz**. Everything is connected and has a meaning, the storm of creation.

ACE OF HORNS

Someone placed a drinking horn in a tidal pool. It sits perfectly balanced. Ripples radiate out of the horn. Lush water plants grow around this wet area. Rocks jut up in the background, providing some protection against the weather. The sky seems calm. There are many clouds. Three Runes have been *galdred* on the side of the horn.

Upright: new emotional connection, fill up your cup, trust your intuition, compassion, curiosity. *Reversed:* feeling overwhelmed, emotional limitations, withholding, inability to connect emotionally, hoarding relationships. *Bind Rune:* develop strong creative insights.

TWO OF HORNS

Two figures stand facing one another. Each holds a silver drinking horn in their hands. Water rises from the cups. The streams intertwine and end in the image of *Odin* and an *auroch*. The figure on the left wears a chainmail shirt with three small shields on it. Their long hair flows from under a winged helm. They have a golden bracer wrapped around their upper arm. The figure on the right wears a long dress. They have long blonde hair with a wreath of flowers on it. A rainbow appears high above the people. Four Runes appear above the *auroch* and *Odin*.

Upright: a fantastic partnership, capacity to grow, emotional completion, a harmonious relationship, a match based on mutual trust. *Reversed:* empty promises, emotional opposition, inability to deepen relationships, breaking apart, misplaced emotions. *Bind Rune:* gives protection, safety, and inspiration to your partnerships.

THREE OF HORNS

Three smiling figures raise their drinking horns. The figure on the left is wearing armor and a winged helm. They have braids, and *Thor's Hammer* hangs

around their neck. The central figure hoists a silver drinking horn high into the air. They wear a tunic. The figure on the right wears heavy furs, and their hair is in two braids. A tattoo of *Thor's Hammer* appears on their chest. A fresh harvest of meats, fruits, and vegetables appears on the long table in front of them. Four Runes appear in a curve above them.

Upright: gratitude, celebration, enjoying each other's company, a windfall of good fortune, hospitality. *Reversed:* unsatisfied, unfulfilled, failure to connect, withdrawing from society, overindulgence. *Bind Rune:* celebrate the strength of your community.

FOUR OF HORNS

Loki rests up against a tree. He folds his arms behind his neck, and his eyes are closed. Four drinking horns appear before him in a puddle of water. They are on their side and seem to be empty. In the background, a stallion stands with the eight-legged pony, *Sleipnir*. What sort of miraculous birth took place?

Upright: contentment, contemplation, taking a break, evaluate your position, overcoming distractions. *Reversed:* find something new, stretch and get moving, find new inspiration, connect to what is around you, take a step back. *Bind Rune:* rest and enjoy life.

FIVE OF HORNS

The sky and ground seem to blend in with one another in grayness. A figure holds a hand up against their cheek. Half of their face is skeletal, and the other is living flesh. Their single human eye is closed. Their oth-

er hand points down towards the ground. A stream of souls floods into the landscape below two overturned drinking horns. Many more souls appear in three upright horns. Three Runes appear on this card.

Upright: a deep yearning, hopelessness, depression, grief for the past, discontent with the present. *Reversed:* recovery, renewal, situation looks better, renewed kinship, recovering from regret. *Bind Rune:* pull yourself out of emotional hell.

SIX OF HORNS

A family of three appears on this card. The parental figures have red hair, and the one on the left has a single braid in it. They wear earrings and many necklaces around their neck. The figure on the right stands a bit taller, holding a young child in their arms. They are both staring down at the child. Six drinking horns appear in front of them. The horns have been converted to pots with fresh soil. White and yellow flowers grow out of them in abundance. The figure on the left is threading a necklace with Runes on it. Three of them are visible on the leather.

Upright: seek comfort, understand the past, reunion, childlike wonder, giving and receiving from the heart. *Reversed:* too much reality, growing old, focused on time, longing for the past, missing out. *Bind Rune:* attaining honour from everyone around you.

SEVEN OF HORNS

Eight figures stand in a circle around a ninth figure. The final figure holds a small baby in their arms. Sev-

en of the figures hold drinking horns in their hands. Images of scenes and Runes appear in the horns. They seem to be blessings for the child. Everyone has their eyes closed, and it looks like they're blessing the birth. The sun is out and appears pastel against the clouds. The ocean behind the group is also calm. Two of the horns feature Runes.

Upright: counted blessings, make sound decisions, dispel illusions, a life weighed carefully, wise choices. *Reversed:* living above your means, lose touch with reality, dreams not fully realized, stay firmly grounded, keep to a budget. *Bind Rune:* protection against negative and harmful emotions.

EIGHT OF HORNS

A small squirrel holds a tiny drinking horn. They swiftly rush up the side of Yggdrasil, looking for both safety and a place to hide. A Rune appears to their left. Down below the red creature is a different scene. Seven horns create a barrier between a serpent and the world tree. One horn is missing. A Rune appears to hover above the group of three horns. A snake rampages around. Their mouth is wrapped around a wooden branch or root. A Rune appears to the right.

Upright: seek higher ground: separation, take a new journey, going deeper with your connections, turn your back. *Reversed:* stick with the moment, reunion, feeling lost, standing still, stress and burnout. *Bind Rune:* apologize to move beyond the disagreement.

NINE OF HORNS

Viking warriors sit at fancy tables in a hall. Two of them take deep swigs from their drinking horns. A third warrior sits in the background with their horn in hand. A *Valkyrie* holds six more horns full of mead. They make their way through the drinking hall of *Valhalla* to assist the rest of the warriors chosen by *Odin* to serve at his side on the day *Ragnarök* happens.

Upright: you have done well, enjoy this moment, being a part of a community, be proud of your achievements, let the sun shine. *Reversed*: disappointment, feeling exposed, hidden lies, imposter syndrome, reveal dark secrets. *Bind Rune*: do your best no matter the circumstances.

TEN OF HORNS

An elegant long table has been placed deep within the halls of *Valhalla*. *Odin* sits at one end of the table, set high above all the other *Aesir*. His brother *Thor* and his wife sit at his sides. Many other gods and goddesses sit around the table. *Loki* sits at the end, the horns on his helm recognizable. They raise their drinking horns in the air. Another extraordinary celebration is at hand. Runes glow on the pillars holding up the roof. A third appears atop *Odin's* throne.

Upright: enjoy the fruits of your labor, all is well, enjoy the family company, emotional completion, expressing gratitude. *Reversed*: dysfunctional family, need a reality check, disruptions, miscommunications with others, inability to trust. *Bind Rune*: use to heal, guide, and have a good time.

PAGE OF HORNS

A young blonde stands on the shores of a rough sea. They wear a dress and overcoat. Two belts cinch at the waist. They wear knee-high boots. High waves rush in and out towards where the figure stands. And yet, they do not move from their position. Instead, their gaze is fixated on a single drinking horn in their hand. They hold it high in the air to get a better look at it from various angles. The light in the sky is soft, suggesting there is plenty of time left in the day.

Upright: get inspired, acknowledge your dreams, look for outside-the-box solutions, indulge in fantasy, accepting help. *Reversed:* resistance to emotions, exaggerations, being too sensitive, disappointment, conceal feelings. *Bind Rune:* boost your emotions on a sad day.

KNIGHT OF HORNS

A Viking ranger sits on a white horse at the edge of the ocean. The horse has metal armor protecting its head and neck. The figure on the horse's back wears green pants and a tunic under leather armor. A long blue cape blows behind them. Their hair has been braided. They raise their drinking horn high into the air. Their gaze is looking at something off in the distance. Two whales jump in and out of the water behind them.

Upright: be open to your feelings, understand others' needs, fight for your ideals, seek worthy causes, enjoy physical pleasures. *Reversed:* scheming, unrequited love, overwhelming emotions, unpredictabil-

ity, take unnecessary risks. *Bind Rune*: blessings on your passionate adventures.

QUEEN OF HORNS

A figure with curly blonde hair sits in an ornate wooden chair. Viking symbols and patterns adorn the chair. It has a high back. The person faces away from the turbulent waters of the ocean. The surf comes up, near their feet. They wear a blue gown and a velvety silver cape with fur. The person wears a crown, and they stare at the drinking horn in their hand. A *bindrune* appears at their feet. They have an intense gaze that misses the dolphin jumping out of the water behind their body.

Upright: deep empathy, emotional power, seek your psychic gifts, indulge in your desires, find equilibrium. *Reversed*: unstable feelings, victim mentality, manipulative, erratic emotions and behaviors. *Bind Rune*: use to gain clarity from your feelings.

KING OF HORNS

A man with slightly blond hair sits on a curved throne. The same patterns that appeared on the Queen's chair are repeated here. He wears green ceremonial clothing, with a *stole* made of fur. He wears an ashen crown made of wood that terminates in many spikes. A silver medallion hangs around his neck. One hand grasps the arm of the throne, while the other holds a drinking horn. Two dolphins hang in the air high above. A *bindrune* appears at the feet of this man.

Upright: strong rule, be optimistic, emotional stability, trust your intuition, honour and poise. *Reversed:* heartless, stifling, self-harm, mean and cruel, abusive to self and others. *Bind Rune:* bring harmony to your household through acts of service.

ACE OF SHIELDS

A lone shield has been placed against a stone. It's etched with a large sigil and decorative patterns. Small plants begin to grow up through the soil. The grass is green and sturdy. A storm looms off in the distance. For now, there is a bright patch of sun beaming down around the shield. Two Runes appear on this card, one in the sky and one on the ground.

Upright: plant your wealth, new circumstances appear, feeling supported, look for new connections. *Reversed:* dried up resources, wait for a better opportunity, have faith, doing more than you can handle. *Bind Rune:* growth and wealth to you.

TWO OF SHIELDS

Two people sit next to a fire. They are both dressed in light armor and have their shields sitting next to them. A beast roasts over the spit. Each person has a part of the animal in their hands to sustain themselves. The sun hangs low in the air signifying the day's end. It looks like it's going behind the mountains. These people either have to hurry to get back to the clan or spend an evening under the stars. A single Rune appears in the air above the spit.

Upright: taking a break, handling your energy levels, finding the path, equilibrium, juggling more than you can. *Reversed:* too many concurrent tasks, being too rigid, being taken for granted, narrow-minded view. *Bind Rune:* adjust yourself until you reach balance.

THREE OF SHIELDS

A Viking holds a hammer and chisel. They are hard at work, delicately crafting the intricate patterns and *vegvísir* that appear on the clan's shields. The Viking wears full armor. This suggests that they are working on the fly during an important battle. The *vegvísir* has been placed into one shield already. Two more shields hang on the wall behind the person. They are made with two types of wood: light and dark. Soon the Viking will take each of these shields off and begin the long, careful process to carve the same patterns into them – as they are doing with the one in front of them. More woodworking tools appear on the table in front of them. Two Runes appear on the shields hanging on the wall.

Upright: focus on the details, your contribution matters, make critical short-term goals, express your talents. *Reversed:* operating alone, not taking advice, fighting against authority, stay silent, unable to listen to good advice. *Bind Rune:* stand by your beliefs with integrity.

FOUR OF SHIELDS

A Viking stands on a rocky shore facing a longship. Their hair is braided. They wear traveling leathers and metal pauldrons. They hold what appears to be a box

in their hands. It is night. The *drakkar* has been set ablaze in the water. Someone has put four clan shields on the side of the boat. Many swords and spears appear in the ship. The fire burns everything, including the mast. A single Rune glows on the Viking's back.

Upright: hold on to the past, hoard resources, power struggles, taking on a new position, defending your rights. *Reversed:* give freely, stagnant potential, try a new approach, be flexible, loosen the grip. *Bind Rune:* grief for your loss.

FIVE OF SHIELDS

Two Vikings got caught in a winter storm without shelter. Trees are barren, and the ground is hard. Five broken shields appear haphazardly strewn over a tree from an old battle. Two appear in a tree, broken and pierced with arrows. Three are on the ground, also split and shattered. One Viking holds a staff and has their back turned. They appear to be walking out to find help. Another Viking sits on the cold winter ground. Bandages appear on their left hand and eye.

Upright: uncertainty, loss of faith, hopelessness, feeling cold and forgotten. *Reversed:* ask for help, open to omens, depend on others, inability to see what you do have, fear of poverty. *Bind Rune:* always be giving to others.

SIX OF SHIELDS

Warriors stand in a field wearing full armor. Their leader stands proud and holds their hand in a fist. While we can't see their face, we can see from the

rest of the crew's expressions that this is an inspiring speech. The others have intense looks on their faces. The warriors have their swords, axes, and spears out. They bang them against their shields. They appear ready to swarm in for another battle. A runemaster crouches by the others, working hard to fix the shield while waiting to reset the magical properties of the *vegvísir* on another item. A single Rune appears above everyone.

Upright: perseverance, support and respect, community accomplishment, growth. *Reversed:* laziness, project mismanagement, take more than you give, get in your way, abundance issues. *Bind Rune:* blessing upon you for a successful endeavor.

SEVEN OF SHIELDS

A clan elder stands on a wood floor. They have their head turned to one side, which displays the shaved part of their head. A tattoo appears. They wear one long braid, and it blends into the fur and leather cloak the *Jarl* has on. A single bracer appears on their forearm, and the hand rests on the pommel of a sword. A wall displaying seven shields appears behind them. Each shield has a different Viking pattern on it. It seems as if this is the wall of shields that this *Jarl* has conquered.

Upright: celebrate your achievements, sustainability, gather your resources, reflect upon triumphs and losses, be proud for achievements. *Reversed:* stuck in a rut, fear of new ideas, forced into a new task, old patterns emerge, doubt. *Runes:* honour and justice to your house.

EIGHT OF SHIELDS

A young Viking *erilaz* holds a cloth in their hand. A look of concentration appears on their face. The youth's hair is short and red. They wear a tunic that seems to be oversized for their stature. They appear to be sealing the *vegvísir* in with some wax, so that it shines. The practiced and skilled *erilaz* stands behind them. This Viking is focused on *galdring* the magic into a new shield. Six more shields hang on the wall in front of them. Some have been carved in single wood; others have two kinds of wood mixing in with each other. Two Runes appear in two different shields.

Upright: apply yourself, hone your talent, learning the skill, encouragement, diligence. *Reversed:* give up too soon, laziness, slack off, career frustrations, not working correctly. *Bind Rune:* guidance to persevere on your path.

NINE OF SHIELDS

A Viking hunter rests on a chair made from the pelt of a white bear. They seem rather well off and comfortable. Despite being in light armor, their position suggests that they are resting. Their hair is blond and flows to their chest. Their *vegvísir* shield rests near their feet. Eight other shields, showing a wide range of other clan sigils, have been hung on the wall above the hunter. Various spears, swords, and other weaponry are within arms at reach of the hunter. A snowy owl perches on the hunter's shoulder. Two Runes appear on this card, one above the hunter and one below.

Upright: success, a deep sense of accomplishment, enjoy promotion, spiritual happiness, enjoy luxury. *Reversed:* go slow, rely on others for survival, not living to your potential, more effort required, false expectations. *Bind Rune:* energy to accomplish your goals.

TEN OF SHIELDS

Two Viking longships set sail. These *drakkar* move out of a channel and are headed into the open waters. The captains raise their horns as they sing and *galdr* Runes for safe passage out of the channels. The heads of the dragons which give the ships their name are open. Each ship has a row of shields that hang off the sides. Not only does it provide storage for large items, but it protects the people on board each vessel. Three Runes appear in this card.

Upright: completion, a worthy legacy, abundance, stable income, a physical manifestation. *Reversed:* lack of prosperity, unstable foundations, scarcity, struggle to make it work, save what you can. *Bind Rune:* divine gifts shine on you.

PAGE OF SHIELDS

A young Viking stands in profile. Their hair is mid-length and has been braided. They hold their shield in one hand but do not have a good grasp on it. They are aware of their surroundings a bit more than the shield in their hand. They wear a jeweled cuff on their upper arm, a sign that they are not yet battle-worthy. They wear a green tunic and boots that

blend in with the grass below them. Large mountains rise with rocky peaks in the background. A *bindrune* appears near their feet.

Upright: observant, defend your ideals, stillness, pay attention to details, focus on staying alive. *Reversed:* feeling scattered, inventory your actions, beware of thoughts of fantasy, swift movements. *Bind Rune:* brings success as you learn.

KNIGHT OF SHIELDS

A Viking warrior sits on top of a mighty black horse. They wear dark armor and have their hair carefully tied back and out of their face. They hold onto the reins with one hand, and the other holds a well-oiled shield. The pair pauses in a valley looking for guidance and direction on their path. A *bindrune* is in the lower-left corner appearing near the horse's front legs.

Upright: take caution, pause and enjoy the journey, build security first, have patience, be present. *Reversed:* routine movements, strong motivation, rush into situations, lack of confidence. *Bind Rune:* enjoy what you do as long as it brings happiness.

QUEEN OF SHIELDS

A Viking leader sits on an ornate throne. They rest their hands on the arms of the throne, a gesture that shows their openness. They wear a long green gown and have ornate beads decorating the clasps to their fur cloak. They have an orange and red crown. Their throne has snakes wrapped together in it. Trees bear

green leaves and oranges overhead. The shield lays near the Viking's feet. The *bindrune* appears on the shield.

Upright: self-care, direction for helping others, a caregiver mentality, someone you can trust. *Reversed*: disconnect from all, face a setback in a situation, getting sick, lack of energy, declutter and clean. *Bind Rune*: look to someone you can trust.

KING OF SHIELDS

The King of Shields sits on a spacious throne. They wear fine, royal clothing and riding boots. A warm fur cloak appears over their shoulders. Three rings appear on the right hand. Their left hand holds a battle-worn shield over the knee. They wear a bronze crown on the top of their head. The King of Shields appears in a valley. Tall mountains appear behind them with sharp, jagged peaks. The ground looks well worn. A *bindrune* appears near the King's leg.

Upright: meeting physical needs, reflect on your actions, build a stable and robust foundation, make careful decisions. *Reversed*: greedy, overbearing personality, being critical of others, impatience, stubborn. *Bind Rune*: slow down and understand what is going on around you.

ACE OF WANDS

A staff has been placed in the ground. Various trinkets and items hang from a horizontal bar, three on the right and four on the left. Someone affixed the skull of a horned creature at the top of the staff. Cloth

bindings appear near the bottom of the post. A fire rages behind the weapon. The flames rise high into the air. The land in front of the staff appears scorched. Four Runes have been *galdred* into the staff.

Upright: a burst of energy, invention, an initial spark of passion, a new idea, creative insight. *Reversed*: feeling blocked, channel enthusiasm, feeling burned out, missing the drive of life. *Bind Rune*: be aware of your creative passions.

TWO OF WANDS

A hooded figure looks down at a parchment on a table. A piece of cloth appears over their eyes, and strong magical energy shoots from one of their hands. Their other hand grasps a staff and a necklace. Sigils decorate their cloak at the edge. Leather pouches hang off a buckskin belt affixed to the clothing. They are in a wooden building. A mortar and pestle appear on the table. Roots and herbs are in the basin. Two Runes glow brightly on the parchment.

Upright: experimentation, create a plan, test out future possibilities, brainstorm new connections. *Reversed*: close-minded, set a course for your life, power grab, not living up to your expectations. *Bind Rune*: inspiration appears all around you.

THREE OF WANDS

Three figures stand at the water's edge. They watch as a *drakkar* heads out into the seas. The watchers can see people rowing the dragon ship out into the waters. All the figures have the hoods of their cloaks up.

Their faces are obscure, except for one. This lone person seems to be staring at something other than the longship. The sun is just rising as the ship heads out. A single Rune appears just over the head of the first figure standing from the left.

Upright: build momentum, make beneficial partnerships, explore the world around you, go global. *Reversed:* manage expectations, clarify intentions, unknown connections, wait for the right time, maintain desire. *Bind Rune:* keep to the plan and stay focused.

FOUR OF WANDS

Two lovers cling to one another in the center of a grove. One has long brown hair pulled back in a ponytail and a beard. They have a white cloth wrapped around their waist. Their eyes are closed, and a ray of sun shines on them. The other lover has long red hair and a long flowing gown. They look up at their partner with a smile. A square marks a boundary with four staffs. One staff on the left has a carving of Odin dangling at the center. Another staff on the right has a carving of *Freya* on it. A Rune glows between the lovers' feet.

Upright: celebration, accepting support when you need it, create a solid foundation, enjoy the process, feeling complete. *Reversed:* being left out, unstable foundations, stand on your merit, seek opportunities. *Bind Rune:* grow the idea you currently have in your head.

FIVE OF WANDS

Someone has tied a person to a pole with leather straps. Their mouth hangs wide open, and they are screaming curses out to four unknown assailants. They wear dirty clothes, and the symbol of *Thor's Hammer* hangs around their neck. A woodpile appears at their feet. These four others wield long sticks that are on fire. A crowd of people stands near tall homes in the background. No one appears eager to help. A single Rune appears right over the central figure's head.

Upright: constricted beliefs, conflict, unable to trust, incompatibility of ideas, confrontation. *Reversed:* imminent burnout, rise above petty disputes, allow for peace, own your mistakes, widen your perspective. *Bind Rune:* stop and rest when you feel let down.

SIX OF WANDS

A warrior raises a banner high on a staff. It is white and black and it billows in the wind. They wear thick leather armor and have short-cropped red hair. They stand in the ravine down low. Many tall rocks appear all around the figure. A large rock stands closest to the warrior. It looks hand-carved because the face of *Thor* wearing a helmet peeks out from the side. Six figures appear up above this warrior. Some wear cloaks; some dressed in armor. They are also cheering. The figures wearing cloaks raise staffs into the air. A *bindrune* appears above the tattered banner.

Upright: you did it, recognition for your work, perseverance over hardships, a moment's respite, accept

honour. *Reversed*: focus on the work, re-examine desires, clear your idea of success, keep to yourself, recognize the good in yourself. *Bind Rune*: keep your head down and enjoy the present.

SEVEN OF WANDS

A single Viking stands at the edge of a rocky outcropping. Their hands are raised, and the arms of their robe hang low. A staff appears in their right hand. Onlookers can see a sword hanging off their belt. They stand in defiance. A mighty storm rages on around them. Lightning crashes down towards the ground. Harsh rain blows everywhere. Six long staffs with crosses on their tops appear below. They appear at odd angles, as if the people holding them are raising them to fight. Two figures appear near the left of the card. They wear red clothing, reminiscent of religious robes. A single Rune appears directly above the person on the cliff, the Viking.

Upright: protect your ideals, take a defensive position, call in support, taking a risk, gain the upper hand. *Reversed*: re-evaluate your conditions, release anxiety, walk away from confrontation. *Bind Rune*: Get rid of distractions and focus on the task at hand.

EIGHT OF WANDS

An elder Viking takes a break from reading their book. They wear a traveling cloak over a tunic. *Kohl* darkens their eyes. It drips down their cheeks and into their beard. Their beard has been sectioned off into smaller parts. Metal beads adorn their beard. A

heavy metal necklace hangs around their neck. Many Viking symbols dangle from it, including many Runes, Thor's Hammer, and the triple horn of Odin. Eight staffs appear in the sky behind them. They appear in a spoke formation. A rainbow forms behind the elder. Two Runes appear on the pages of their book.

Upright: act with bravery, harness your power, take action, time to set intentions, change is coming. *Reversed:* the way forward is blocked, move slowly, wait for a better moment, clear your restraints. *Bind Rune:* keep moving forward. You are almost there.

NINE OF WANDS

An elder Viking stands in front of a wooden representation of Skuld's Net. Their long grey hair blends into their dark grey robes. Their eyes are closed, in contemplation or reverence. A Skuld's Net has been shaped out of nine staffs. The icon appears deep in the woods, where the tree's canopy grows high and very little light comes in. The trees have moss and mold all over them. Whether or not the elder has come here on their own, or stumbled upon this site, is unclear.

Upright: reverence for life, recognition of hard work, don't give up, release burdens, push through the stress. *Reversed:* ineffective action, breathe, conserve your energy, surrender, your resolve is being tested. *Bind Rune:* helps show you the path to the end.

TEN OF WANDS

Odin appears once again. This time he is in his form as the magical creator. He holds his staff in one hand, the gnarled bark growing up into a tangle of wood at the top. His belt glows with the power of the Horns of *Odin* sigil. He stretches the fingers of his other hand out onto the roots of *Yggdrasil*. Purple energy flows through him and into nine budding realms. We are bearing witness to the creation of the Norse cosmology. These are *Asgard*, *Alfeim*, *Vanaheim*, *Niðavelir*, *Midgard*, *Jötunheimr*, *Niflheim*, *Muspelheim*, and *Hel*. *Odin*'s raven companions *Hugin* and *Muninn* hover nearby, paying attention to what is going on below.

Upright: release, turn your focus elsewhere, a job well done, knowing what you have created. *Reversed*: inability to see the potential, struggle, giving up, drop everything, oppression. *Bind Rune*: what you do on earth affects your afterlife.

PAGE OF WANDS

A youth with long red hair steps forth with their staff in hand. They strut out with their feet as they learn how to maneuver the wand around their body. They wear loose-fitting cloth pants. Part of their overcoat spins as the youth moves their arms around. A look of concentration appears on their face. The sun appears high in the sky. Tall, rocky mountain peaks appear off in the distance. Sunflowers line the sparring area the youth stands in. A *bindrune* appears by their wrapped boots.

Upright: eager to learn, curious, full of potential, take unnecessary risks. *Reversed*: immaturity, scattered, ir-

responsible, unable to meet challenges, strong-willed.
Bind Rune: find the flow in doing what you love.

KNIGHT OF WANDS

A Viking appears mounted on their horse. They wear highly padded fur and cloth armor. A red woven cloak flows behind the mounted rider. They hold tightly onto the reins of their horse and wield a staff in the other. The horse rears from the ground, its mouth wide open. Fire spreads across the land. It threatens to engulf the figures in flames. A dusty landscape appears behind them, and the sky is smoky – so much so it obscures the sun. A *bindrune* appears near the right hoof of the horse.

Upright: no hesitation, commitment to winning, charge ahead, feeling bold, seeking adventure, adaptability.
Reversed: slowing down, care for yourself, immature, restless and dissatisfied, spinning in place. *Bind Rune*: use for a burst of action and application of your skills.

QUEEN OF WANDS

A figure dressed in red robes appears in the middle of a raging fire. They have long red hair, and a crown appears on their forehead. Beads dangle from the tips of their hair. They wear several layers of bead necklaces. Various pouches and implements dangle off their belt. Their right hand reaches up to hold a strand of hair. The other hand pushes their staff out in front of them. A knowing smile crosses the person's face. The sun appears bright from behind clouds. A *bindrune* appears near the person's leg.

Upright: live a passionate life, claim your power, do things with a personal flair, have definite boundaries, understand your motivations. *Reversed:* guarded, jealous, dramatic personality, wearing masks which do not fit you, withdraw from the limelight. *Bind Rune:* take joy in handling your destiny.

KING OF WANDS

A proud and determined ruler strides across the earth. Tall flames dance all around the ruler. They have red hair, and a golden, spiked crown sits on their head. A long red cloak whips around them in the heat caused by the inferno. One hand wraps tightly around the staff. Fire consumes the palm of the other hand. Metal bracers protect the forearms. They wear a heavy fur jerkin with medallions hanging at their neck. A large knot featuring the world tree adorns their belt. They have metallic knee and shin guards. The sun blasts heat directly overhead. A *bindrune* appears near the bottom left of the card.

Upright: stand up for your beliefs, trust your authority, apply your knowledge, be genuinely unique, burn with righteous fire. *Reversed:* doubt your plans, feeling immobile, keep your anger in check, uncaring personality, hot-headed. *Bind Rune:* own your talents.

ACE OF SWORDS

A single sword hangs in the air. The symbol for *Thor's Hammer* hangs off the pommel. The sky is full of clouds, and one can almost make out shapes from

them. A single oak leaf, green and fresh, hovers nearby. Five Runes have been *galdred* into the staff.

Upright: truth, awareness, a new idea, start a new project, initial spark. *Reversed*: hesitation, grandiose ideas, inability to flesh out the concept, confusion, doubt. *Bind Rune*: help to protect and give you strength as you learn.

TWO OF SWORDS

Another *seiðkona* sits in the woods. It is dark, and snow fills forest floors. The *seiðkona* appears naked, and their position protects them. They hold one sword in each hand. Their arms are crossed tightly against their chest. They wear the skins of a wolf over their head. Red *kohl* appears smeared across their face. The *seiðkona* does not move; they remain seated in the ice and snow. They wear a bronze choker with a glowing Rune on it. Behind them are two trees. Two bodies hang upside down from the branches. Both figures appear well dressed. A Rune glows under each head.

Upright: listen to your guides, make a choice, defend your position, protection, get unstuck. *Reversed*: fatigue, unable to make clear decisions, being picky, take the time to make the right choice. *Bind Rune*: evoke when you need space to think about a situation.

THREE OF SWORDS

Two warriors stand on a scorched battlefield. The victor stands tall. An axe appears in their hand, a large shield in the other. They swing it up to pass judgment on the warrior kneeling below. This warrior wears a plate mail

set of armor. Three swords pierce through the chain mail of the armor, sending streams of blood down to the earth. The knight holds onto a spear with a tattered red emblem. The trees around the place have been burnt; their ash-filled husks bear no life. The dying knight points down at the Rune glowing red in front of them.

Upright: emotional release, physical pain, betrayal, rejection from peers, questioning your choices. *Reversed:* let go of the past, heal your mind, hang in there, move beyond the physical pain to heal, better days are coming. *Bind Rune:* understand the cycles appearing in your life.

FOUR OF SWORDS

Four Vikings stand on a coastline. They look out to the water where a Viking longship burns. Each one of the Vikings has a sword at their side. They wear light armor, and their hair is braided and kept clean. The longship slowly burns in the water. Short hills and snow-capped mountains appear in the distance. Dark clouds fill the sky overhead. A single Rune hangs over the longship.

Upright: contemplation, resting, preparing for your next move, heal your mind, gain clarity. *Reversed:* fast thoughts, hesitation, rushing into a situation, struggling against rest. *Bind Rune:* help to create projects.

FIVE OF SWORDS

An elderly Anglo-Saxon warrior walks away from a burning building. They wear heavily padded armor. Four swords hang on their back. One more has been tucked under their arm. They hear the sounds of the

Viking villagers cry and scream. They rush around, hoping to put the flames out. Another wooden structure's frame lies in tatters. Storm clouds appear in the sky. A Rune glows above the fire.

Upright: hollow victory, an imbalanced battle, a haunting past, hostility from others, get ready for a fight. *Reversed:* disappointment, a hard lesson learned, move past the old ways of thinking, avoid difficult situations. *Bind Rune:* overcome memories or the past that burden you.

SIX OF SWORDS

A seafaring Viking sets out for new lands in a river. They pilot a single longship. The Viking has placed six swords in the bow of their craft. Each one represents a different skill and trait. The waters are calm for the moment, and the sun casts a bright light over the land and terrain. It looks like this journey will be smooth and easy — no warnings in the distant water. There is much this Viking can contemplate, while moving ahead. Six Runes appear on each one of the swords' blades.

Upright: pleasant travels, moving to a higher plane, the journey is important, let go of the past. *Reversed:* stuck in place, uncertainty, anxiety, mental baggage, a rough journey. *Bind Rune:* a necessary trip brings you good creative energy and joy.

SEVEN OF SWORDS

A Viking hides behind a stone carving of Odin. They wear three swords. Two are on their back, and they are drawing one from their sheath. The Viking wears

black armor. The statue provides a perfect hiding place. Two Anglo-Saxons walk down the road. The two knights wear armor and have multiple swords on them as well. One wears a full suit of plate mail armor. The other is dressed in leather. They are unaware of the Viking's presence. Instead, they move slowly down the road, enjoying the discussion. Three Runes appear on the card — one on the Anglo-Saxon, and two near and on the Viking.

Upright: act with integrity, trickery, taking the first move, betrayal, dealing with the enemy. *Reversed:* focus, be sincere, know when you are being lied to, be honest, gain perspective on the situation. *Bind Rune:* have a spiteful desire to silence those against you.

EIGHT OF SWORDS

A Viking warrior kneels on the ground. The blades of seven shiny swords are aimed at their body. They are tired, and blood pours from the many cuts all over their body. Their face holds an air of conviction. They are preparing for a second round. Their eyes are closed, and they are in communion with their gods. They lean against their sword, which glows with a single Rune. A secondary Rune appears above the warrior's head.

Upright: feeling trapped, draw from reserve power, use all your knowledge, restricted mobility, isolation. *Reversed:* removing obstacles, clear the path, move with freedom, fight through resistance, keep moving forward. *Bind Rune:* draw from reserve power to remove the blocks you're facing.

NINE OF SWORDS

A Viking kneels at the edge of battle. They wear loose-fitting armor and a fur cape. Blood flows to the ground on all sides. Seven swords stick from their body. The warrior is dying or near death. Two more swords face blade down in the mud. Snow appears on the mountain range around this warrior. Five Runes appear on the earth.

Upright: horrible nightmares, fear and illusions, giving in to despair, feeling pressured. *Reversed:* release, simplifying the situation, a return of good dreams, keep good thoughts, release from tension. *Bind Rune:* describe the process we have in our heads as we move from a challenging state to one of success.

TEN OF SWORDS

Many swords appear scattered around the ground. It does not look like a scene of a recent battle. While some blades do have rust on them, they look tended upon. It seems more like a burial ground than anything else. A bald tree with irregular limbs reaches out over many of the swords. The sky darkens, moving into nighttime. Someone has placed a stone mark near a group of swords. Six Runes appear all over.

Upright: letting go, death connects us all, giving up, a natural end, surrender. *Reversed:* keep fighting, you are not there yet, don't let go, wrap up loose ends, cling to what is known. *Bind Rune:* combined, they show the fears and hopes that connect us as humans and how they keep us apart.

PAGE OF SWORDS

A youth stands in a defiant pose with their sword. The weapon is almost as tall as they are. They have a tight hold on the sword, with the blade pointing down at the ground. The other hand rests on their belt. Their clothing is loose, and does not cover their arms. Their hair has been pushed to the side. All of this posturing shows how the youth is not fully trained in using the weapon. They have a long way to go before they can use the full range of the mighty blade. The sky is calm, and plateaus appear in the distance. A *bindrune* glows next to the youth's feet.

Upright: curiosity, defiance, knowing what you want, learning a new approach, beginner's mind. *Reversed:* caution, elusive, caustic, unable to connect the dots, being held back. *Bind Rune:* take joy in serving for a greater cause.

KNIGHT OF SWORDS

A rider sits in the saddle on their horse. They wear sturdy riding armor. They lean into their reins and have their sword out and ready to cut whatever stands in their way. The rider's helm is made of sturdy metal and has additional eye protection. The horse and rider move very fast, and the eye armor protects the rider's eyes from debris and wind. The horse rears up on its hind legs. It is ready to charge off into the path the rider has set for them. The horse is well-armored as well. Dirt fills the air, and the white cape of the rider billows with the sudden momentum. A *bindrune* appears near the front hooves of the horse.

Upright: craft a plan of action, make your move now, a burst of creative energy, think before acting. *Reversed*: impatient, out of control, wait until more info arrives, slow down, guard your thoughts. *Bind Rune*: clear the path and remind you that you are making the right choices.

QUEEN OF SWORDS

A ruler stands on the top of a hill. Their long hair flows in the wind. A crown appears on their head; it is jagged and looks like ice. They wear a light-colored gown with fur pelt pauldrons. Their blue cloak whirls through the wind. They hold a silver sword with the blade pointed high into the air in one hand. Their other hand is stretched out as if they want someone to join them. A drinking horn is attached to their belt, along with several additional pockets. An eagle circles overhead in the cloudy sky. A *bindrune* appears near the left side of the card.

Upright: protect your heart, cunning and quick-witted, understanding the logic of a situation, outspoken. *Reversed*: fantasy, daydreaming, unable to be objective, lost in thoughts, emotionally detached and uncaring. *Bind Rune*: help you find ideas and be flexible about which ones will take you to greater successes in your life.

KING OF SWORDS

A Viking warrior stands at the edge of a rocky outcropping. They hold their broad sword in both hands, close to their leather breastplate. Their helm

is made of metal – and has wings on the sides. A white cloak whirls out in the wind behind them. Fur pauldrons appear at their shoulders. Another sword hangs at their waist. They are ready to protect and serve. Two eagles fly high above the clouds. A *bindrune* appears at their right knee.

Upright: stabilized authority, firm leadership, commanding presence, taking a stand, cut through illusions. *Reversed*: unsympathetic, falling on deaf ears, not taking a stand, abuse of power, passing swift judgments. *Bind Rune*: giving birth to new ideas and sharing them back with your community and the rest of the world.

USING THE CARDS

Divination tools like Tarot and Runes help people find clarity on areas in their life. These cards not only help answer questions, they also can be used for meditation focuses, creativity boosters, or whatever your mind creates. That said, this booklet focuses mostly on helping you use the cards as a divination tool.

Understanding the information Tarot and Runes has for you takes time and practice. The *Runic Tarot* contains many layers of meaning. Start by reading the story of the cards. Then look at the booklet for keywords and core care concepts.

When you are ready to do your first reading, think of a question you want answered. The best questions to ask Tarot are open-ended ones — these start with who, what, where, when, or how. Take the time to hone in on what is going on in your life. After all, you are turning to Tarot for advice. A well-thought-out question can help focus the information you receive from the cards. Questions such as “How can I change to bring love into my life?” or “What can I do to be more creative?” yields better results than “Who will I marry?” or “Will I get the job offer?”

After you have a good question, hold the cards in your hand and shuffle them. As the cards mix, keep your question at the forefront of your mind—hold it there. Focusing on the question while you mix the cards helps you remember what you’re asking. It gives you space to allow spirit to help select the

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cards for your answer. When you feel your deck is adequately blended, stop shuffling.

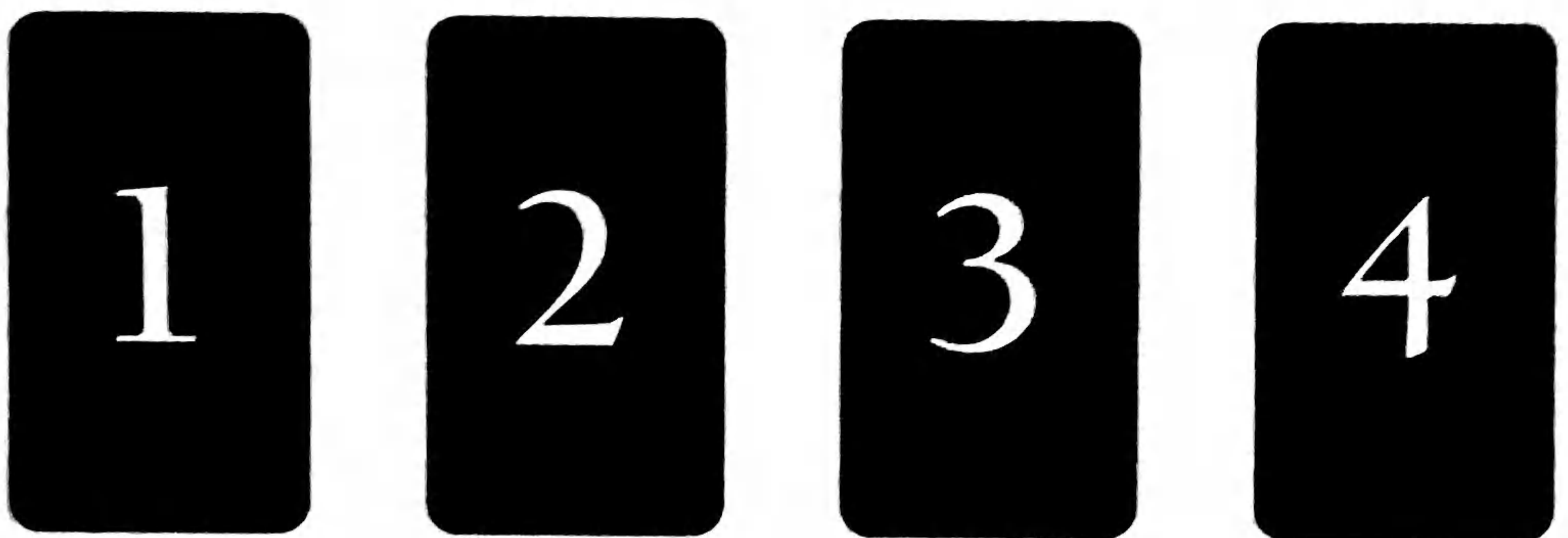
Many readers use spreads, purposefully designed patterns, to set the cards in. Spreads come in all sizes and shapes, from self-designed to pre-created. They can be one card or use all 78 cards.

When you finished using the deck, pack up the cards and shuffle them back into the deck. This way the cards will be ready for your next reading.

MAGICAL ACTION

Divination is not “seeing the future” but rather accessing a moment of clarity that can shed light on our inner world, and on the way we approach life. Often, clarity, can bring solutions and resolve, as long as it brings us to action. For this reason, Tarot is about “empowerment”. Even more so, the *Runic Tarot*, as the Runes weaved within can be seen as a representation of Magical Action.

To use the *Runic Tarot* one can use the following spread.



1. Representation of Intent. This card is not drawn randomly, but it is chosen by the Querent. It represents what the Querent wants to achieve.

2. Representation of Will. This card and the two that follow are drawn randomly after shuffling the deck. It represents the resources the Querent can rely on, in order to fuel their action and proceed according to their intent.

3. Representation of Sacrifice. It represents the understanding that in order to gain something, something must be surrendered. Letting go, can be as much as important as to grasp.

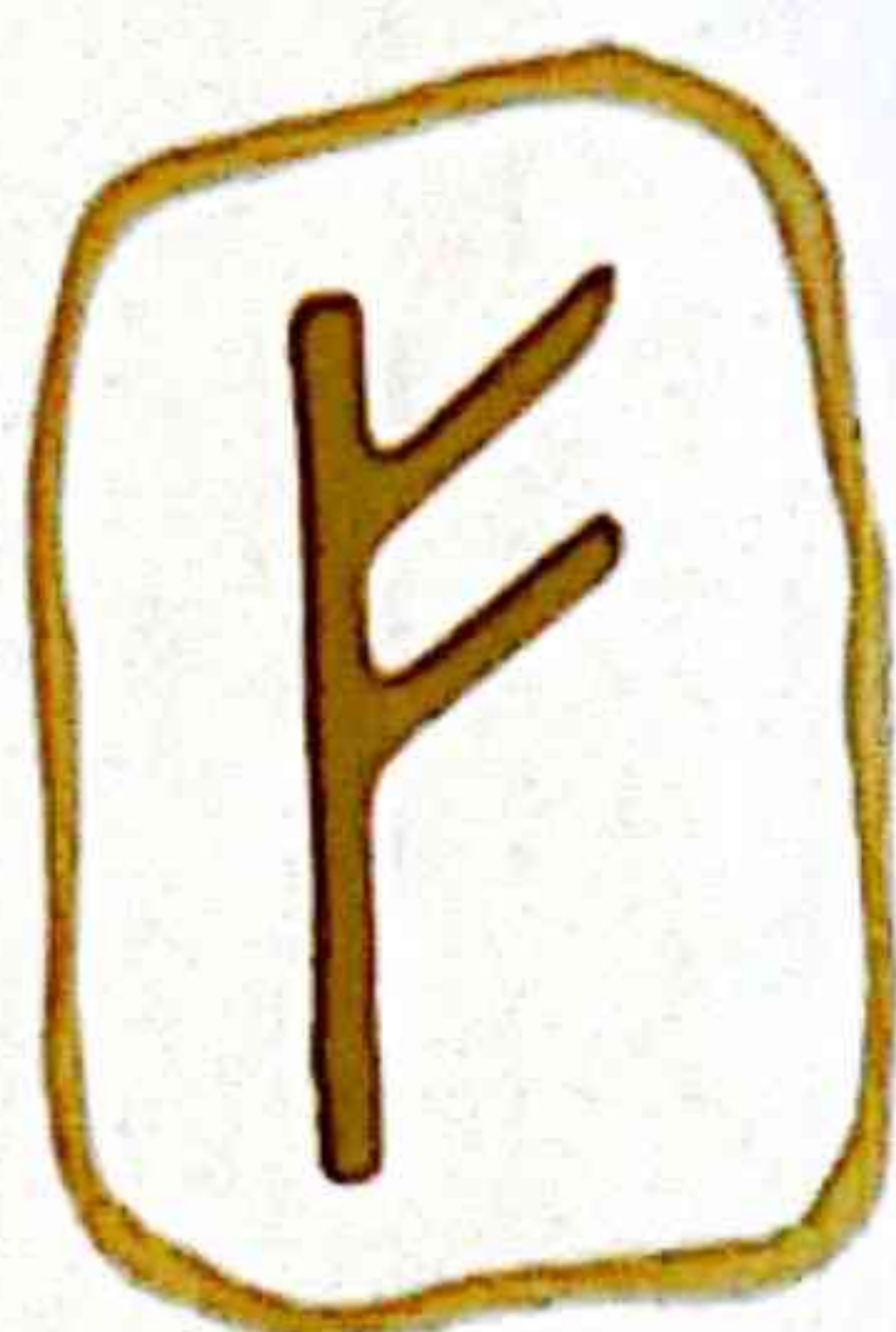
4. Representation of Consequences. It represents how the situation may evolve and change, and it points out the responsibilities of the Querent, for the good and the bad.

As a symbolic act, the Querent may carve or draw the Runes he finds in the cards, in order to connect with greater depth with his own intent, to channel his own will, to accept the sacrifice and to face the consequences of their actions.

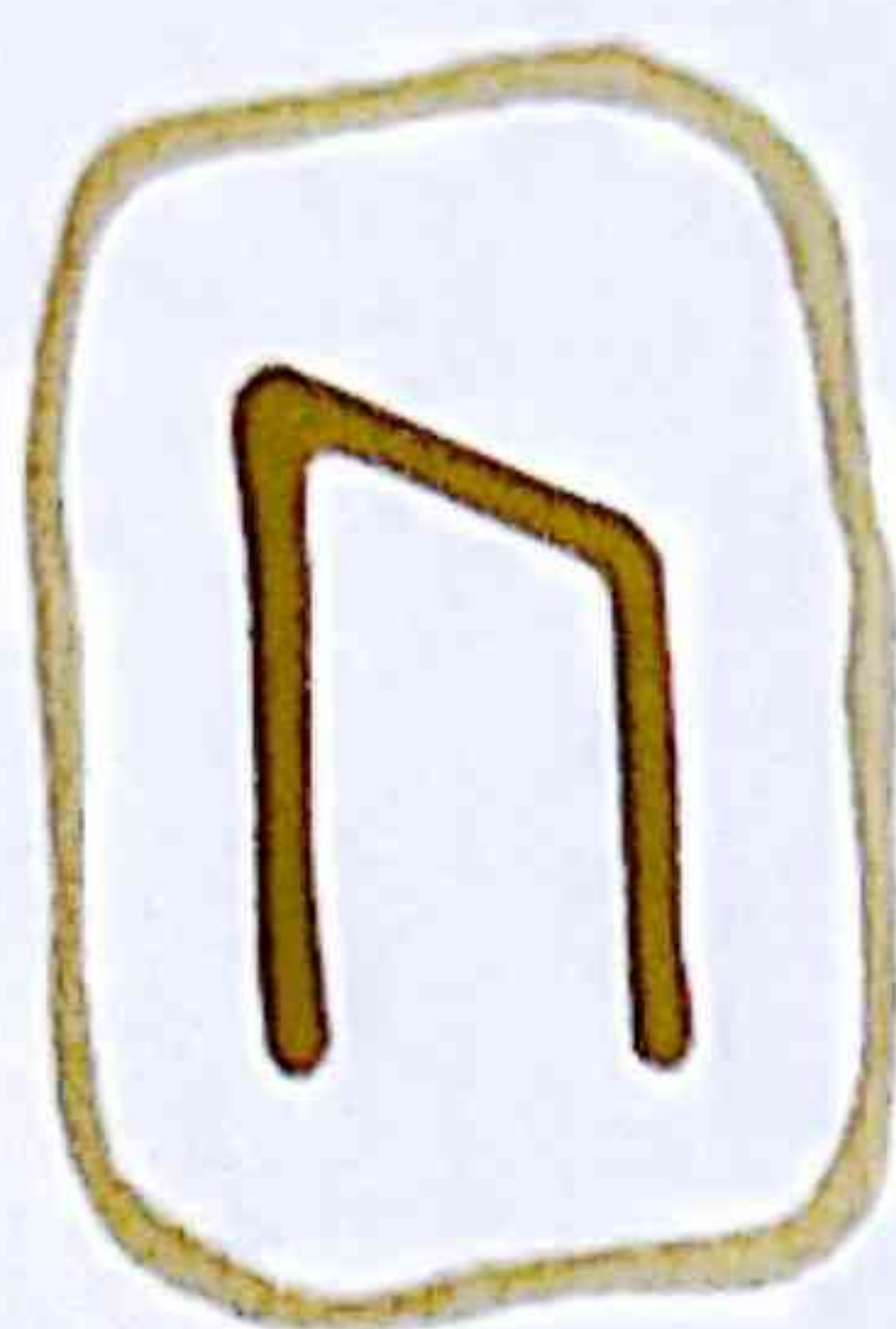


ARCANA	GOD	RUNE
0 · Fool	Freyr	Jêra
I · Magician	Heimdall	Mannaz
II · High Priestess	Audhumbla	Uruz
III · Empress	Frigg	Berkanô
IV · Emperor	Thor	Thurisaz
V · Hierophant	Forseti	Raidhô
VI · Lovers	Bragi, Iðunn	Gêbô, Ehwaz
VII · Chariot	Freya	Kênaz
VIII · Strength	Thrud	Wunjô
IX · Hermit	Mimir	Îsa
X · Wheel of Fortune	Norns: Urd, Verthandi, Skuld	Perthrô

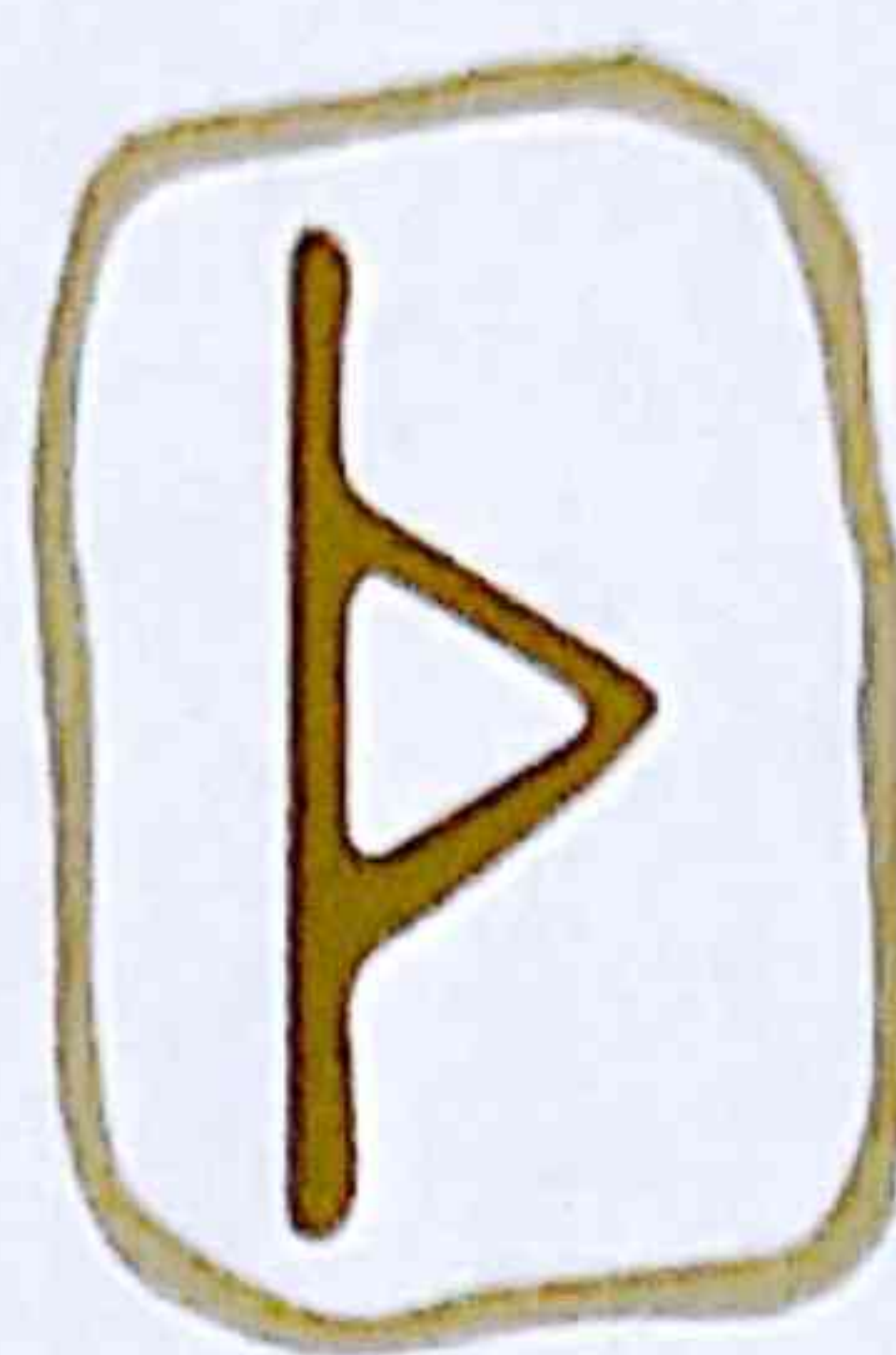
XI · Justice	Tyr	Tîwaz
XII · Hanged Man	Ullr	Eihwaz
XIII · Death	Odin	Ansuz
XIV · Temperance	Sif	Dagaz
XV · Devil	Loki	Nauthiz
XVI · Tower	Fáfnir	Fehu
XVII · Star	Jörmungandr, Njord	Laguz
XVIII · Moon	Balderus, Hotherus, Máni	Elhaz, Othila
XIX · Sun	Sól	Sowilô
XX · Judgment	Valkyrie	Ingwaz
XXI · World	Ymir	Hagalaz



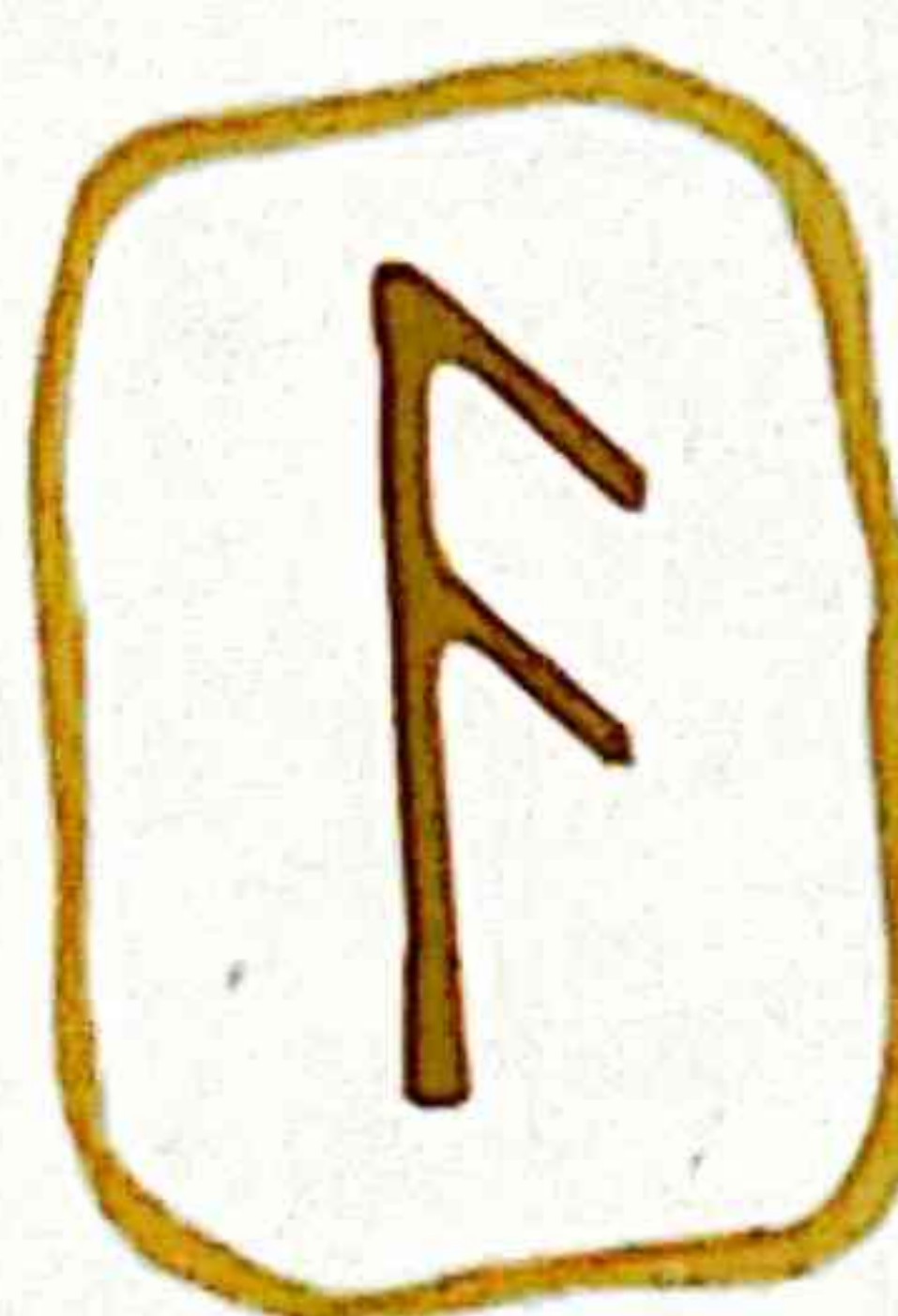
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FEHU



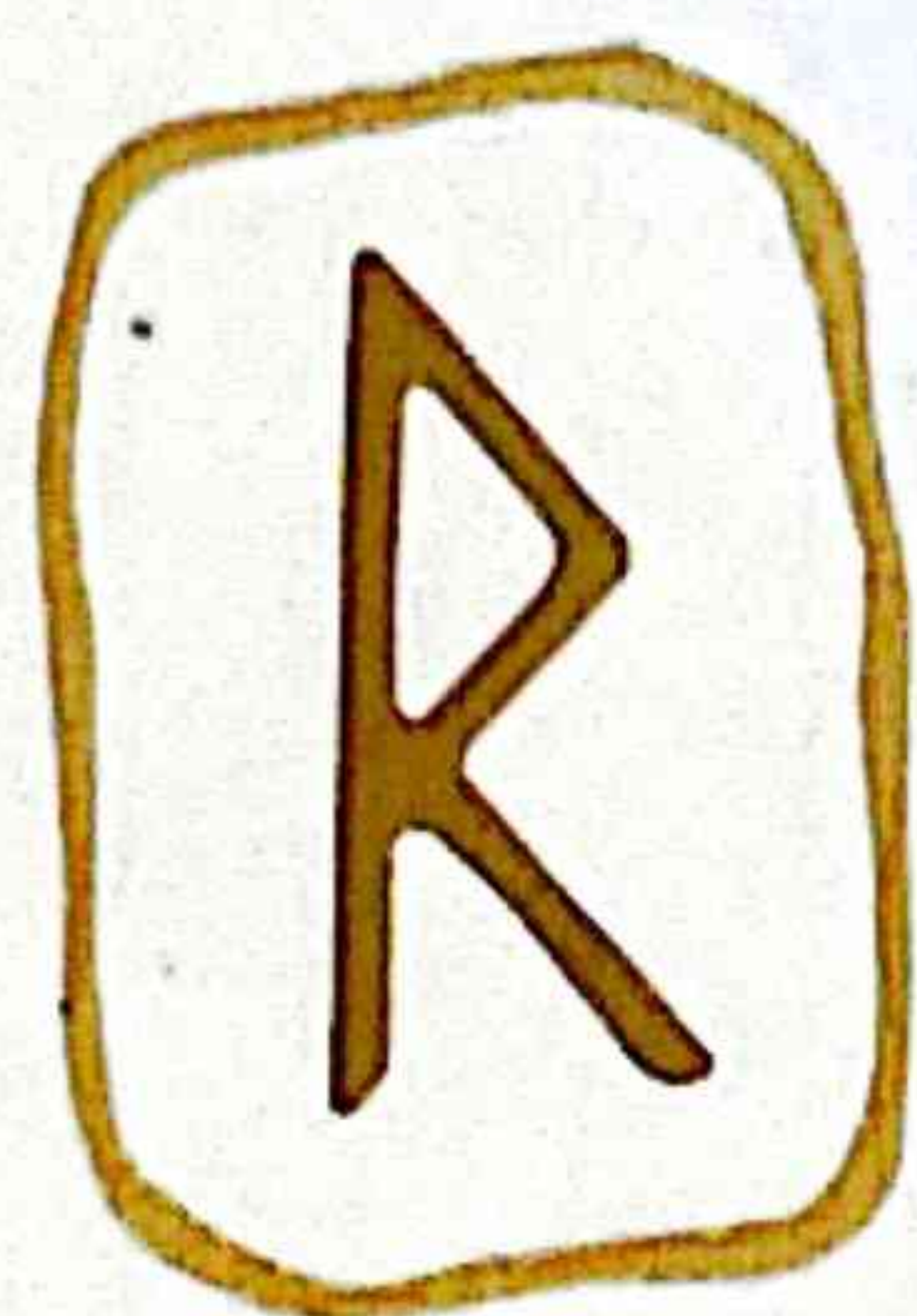
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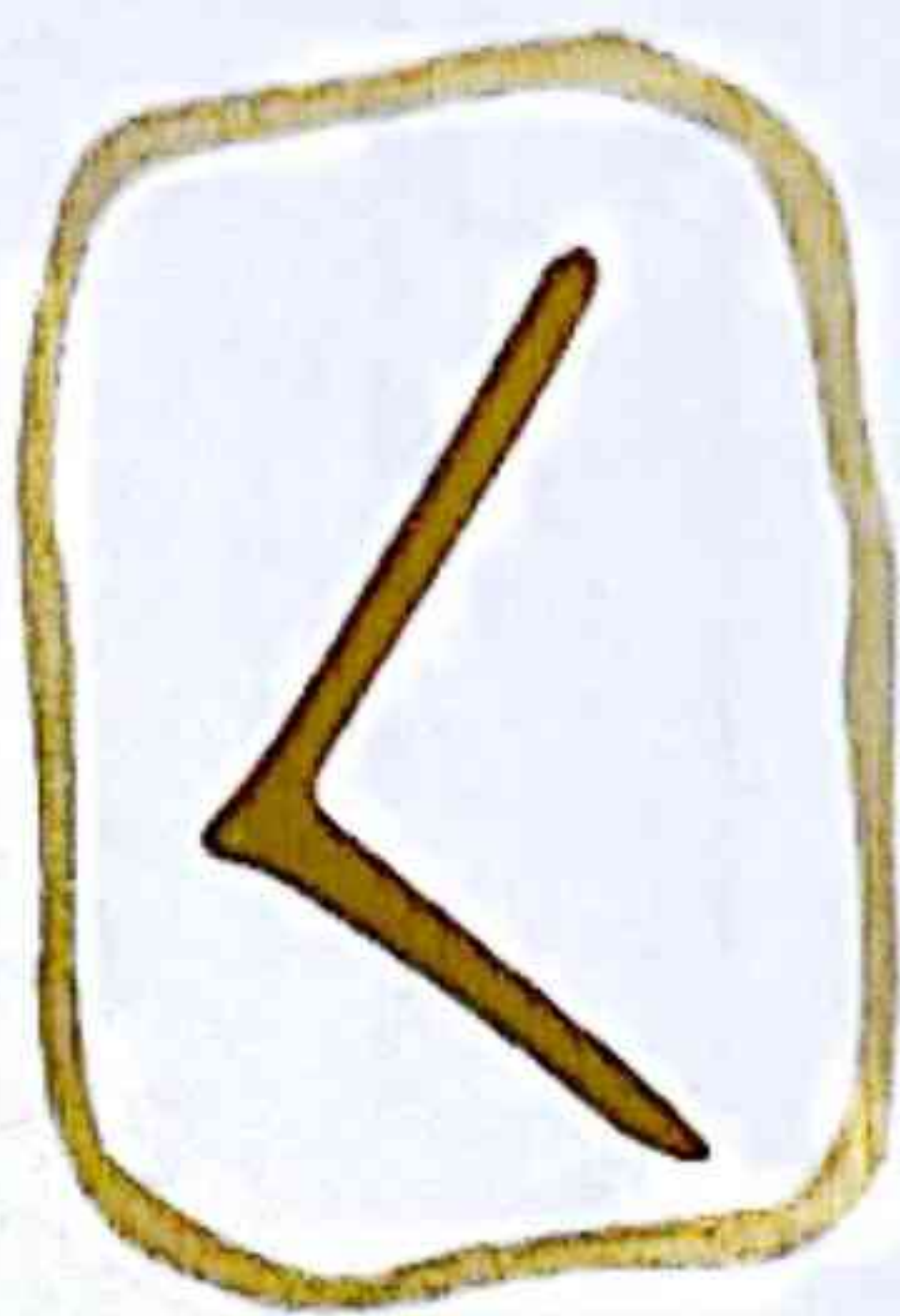
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THURISAZ



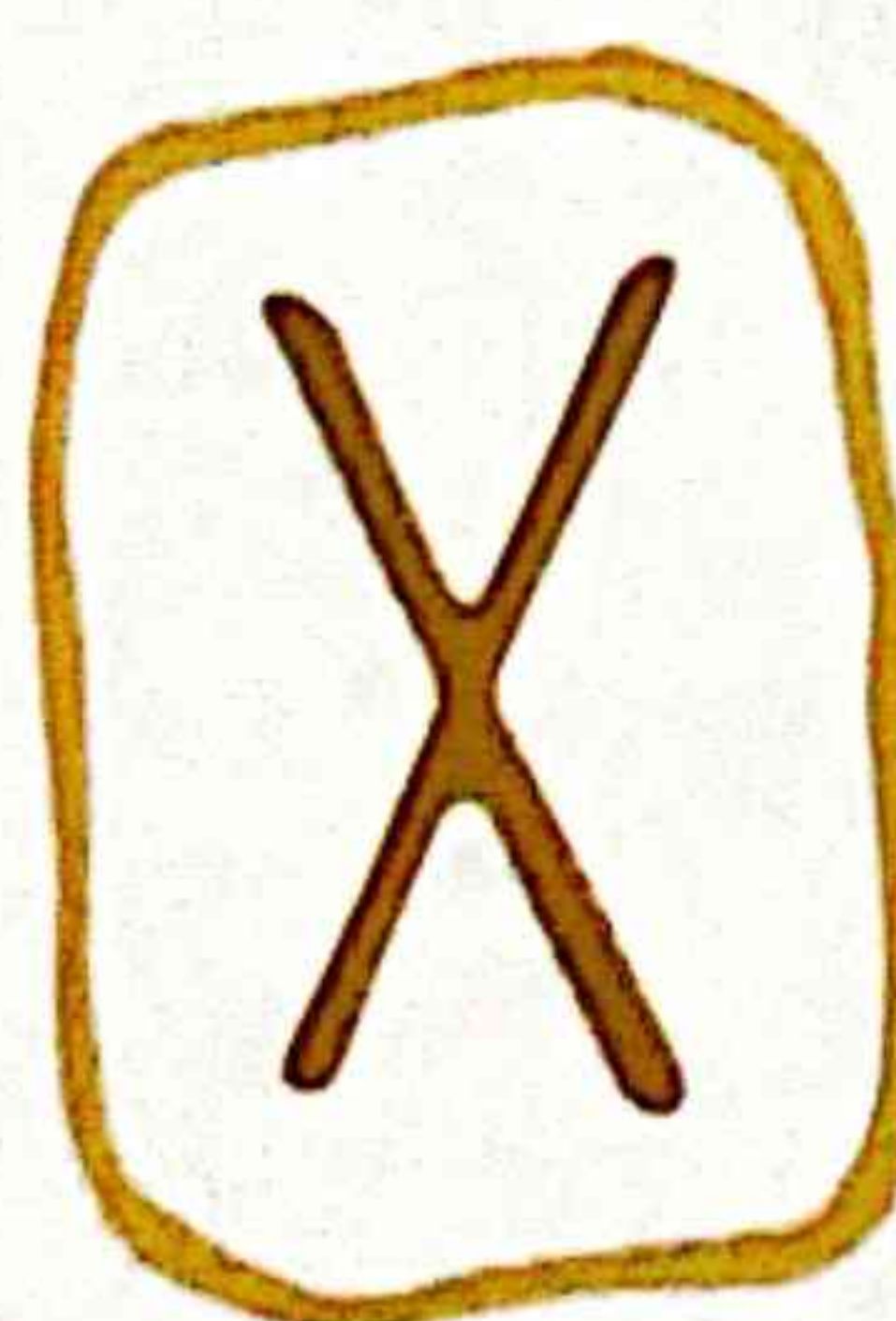
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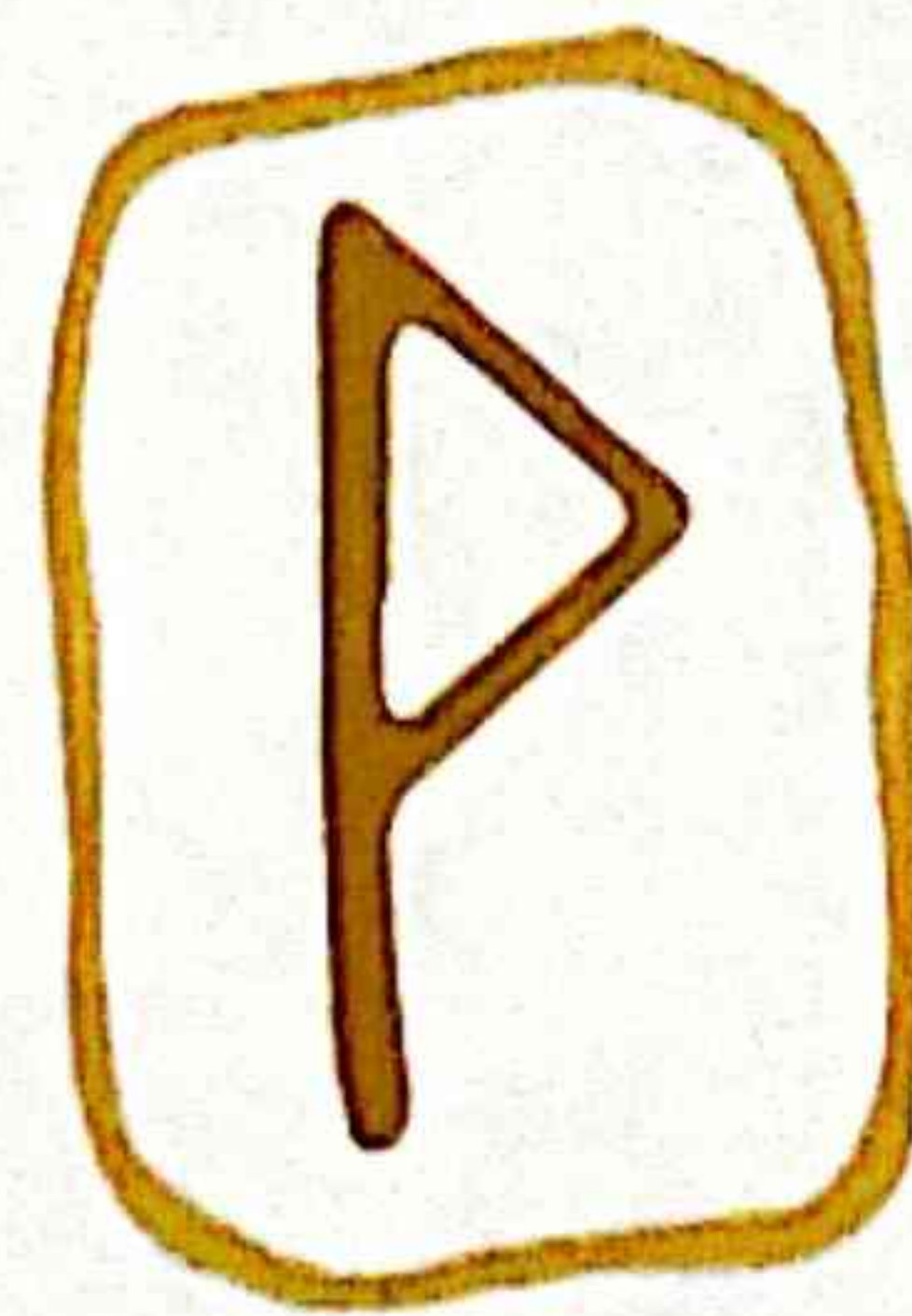
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RAIDHÔ



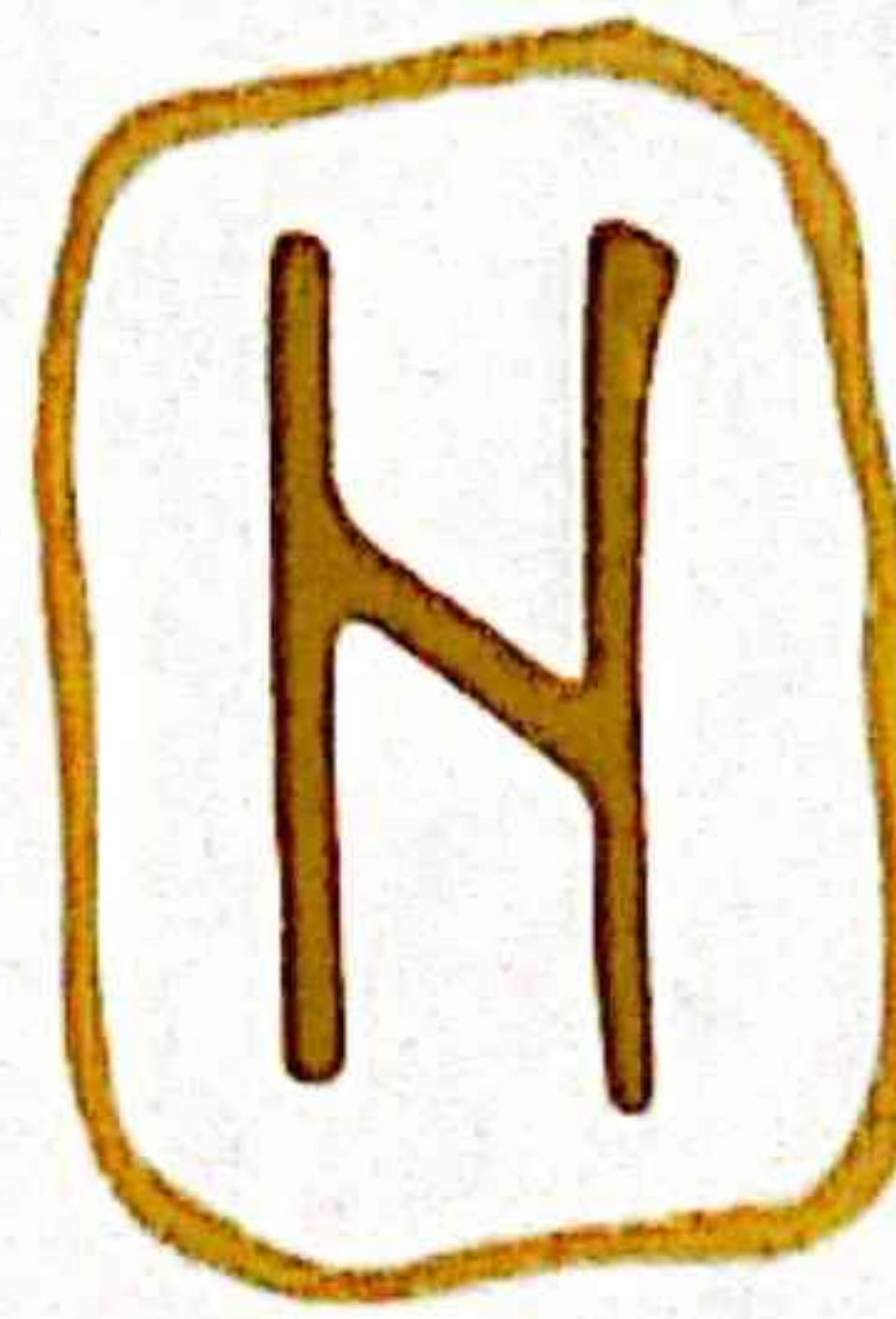
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KÊNAZ



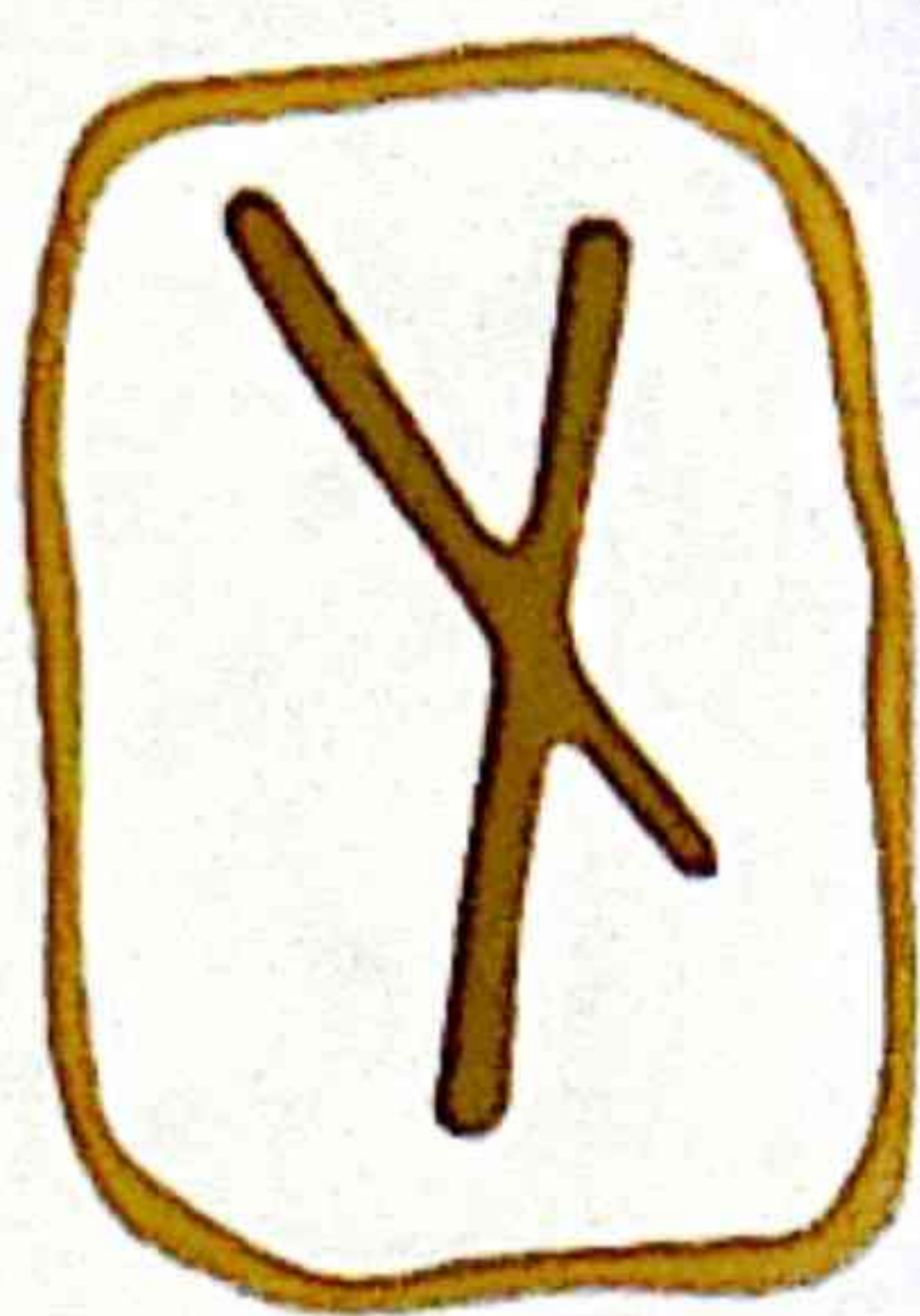
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GÊBÔ



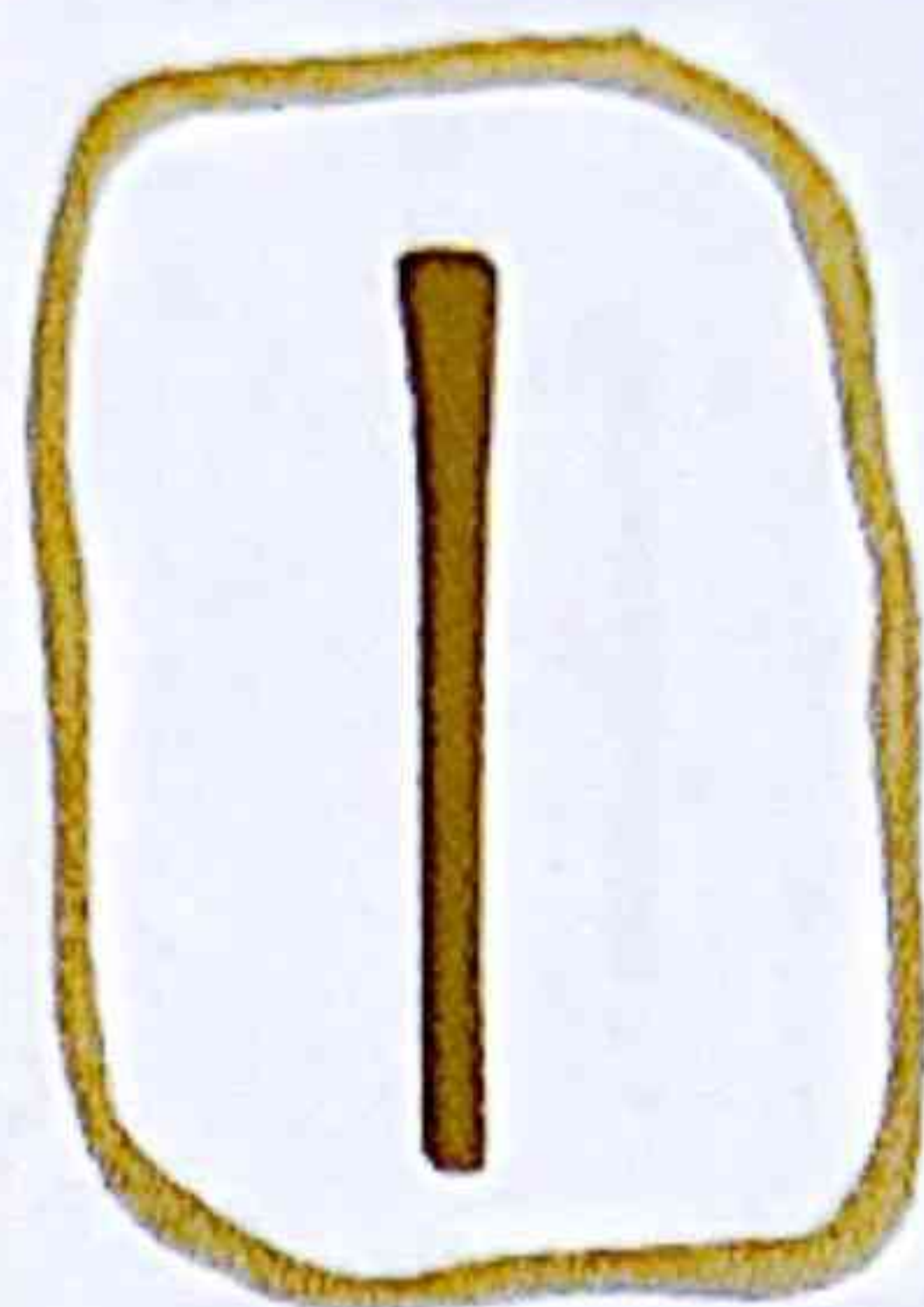
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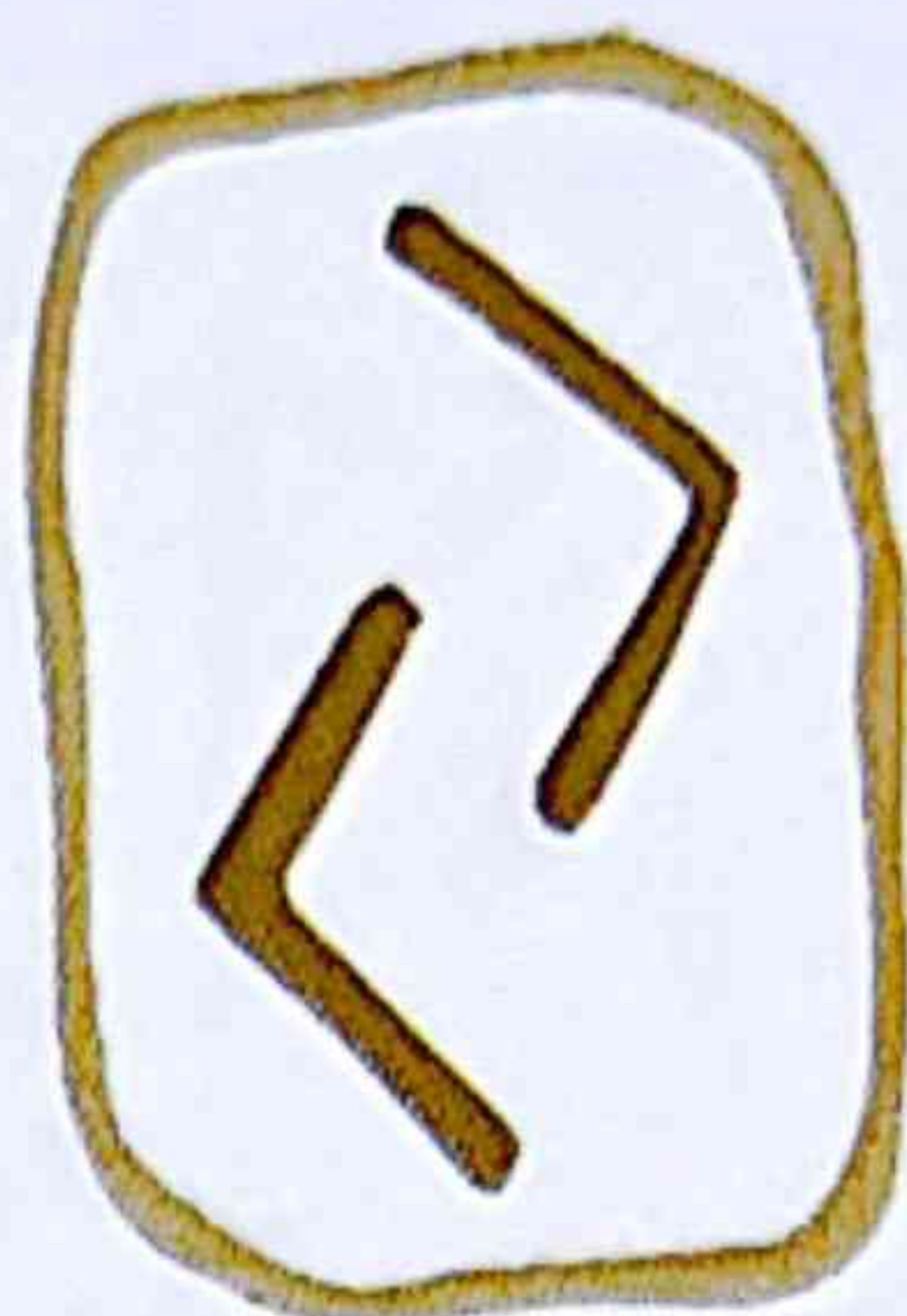
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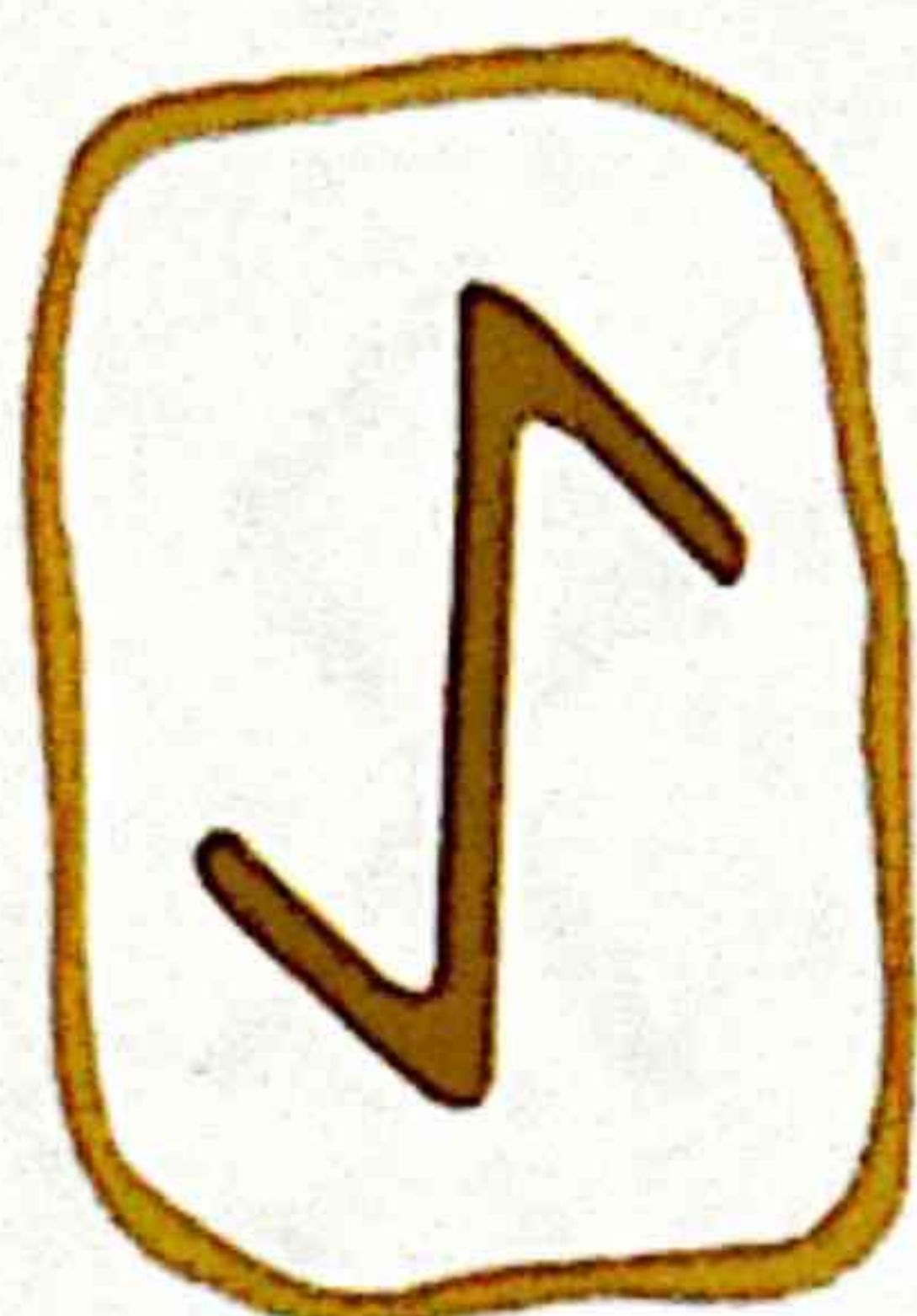
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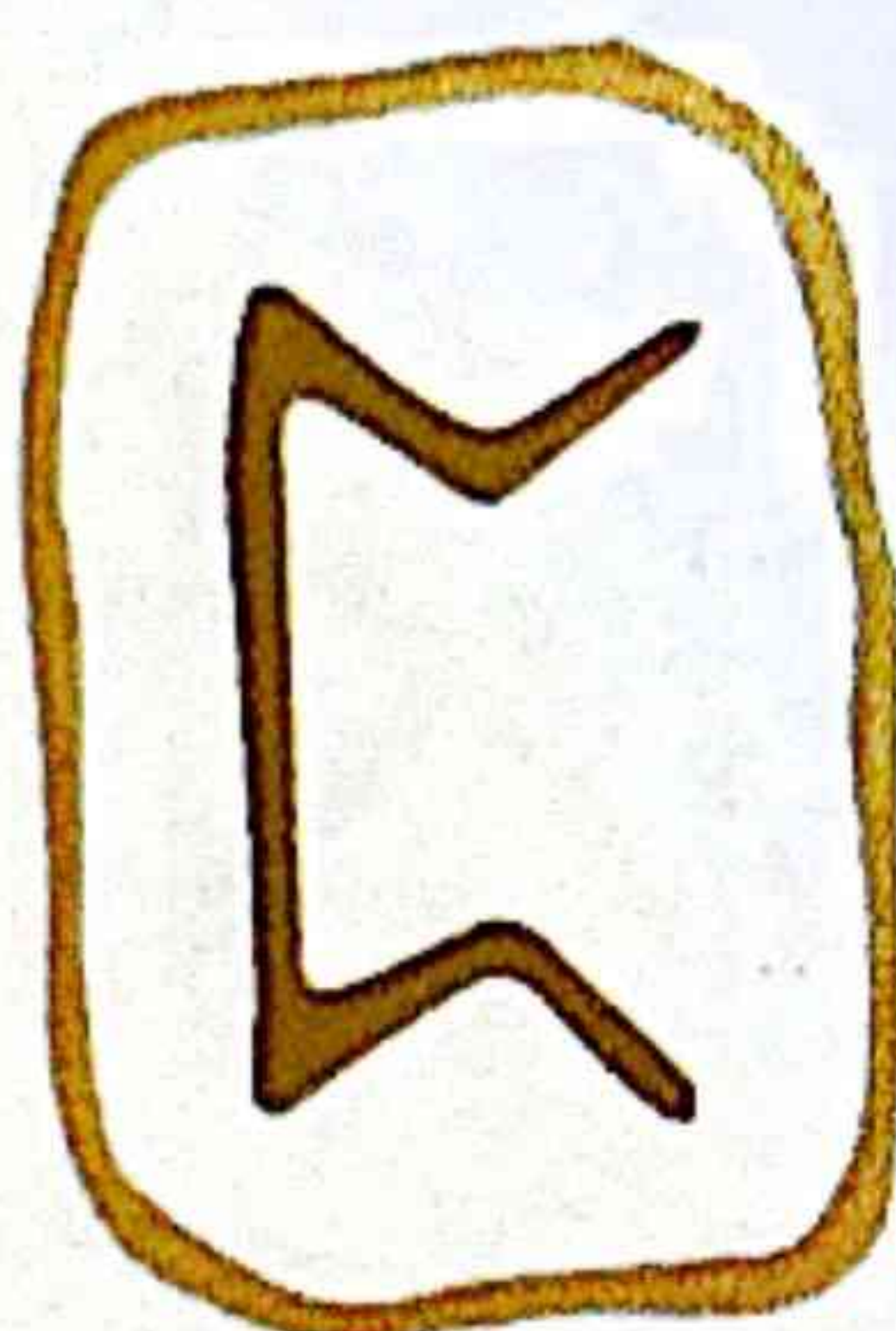
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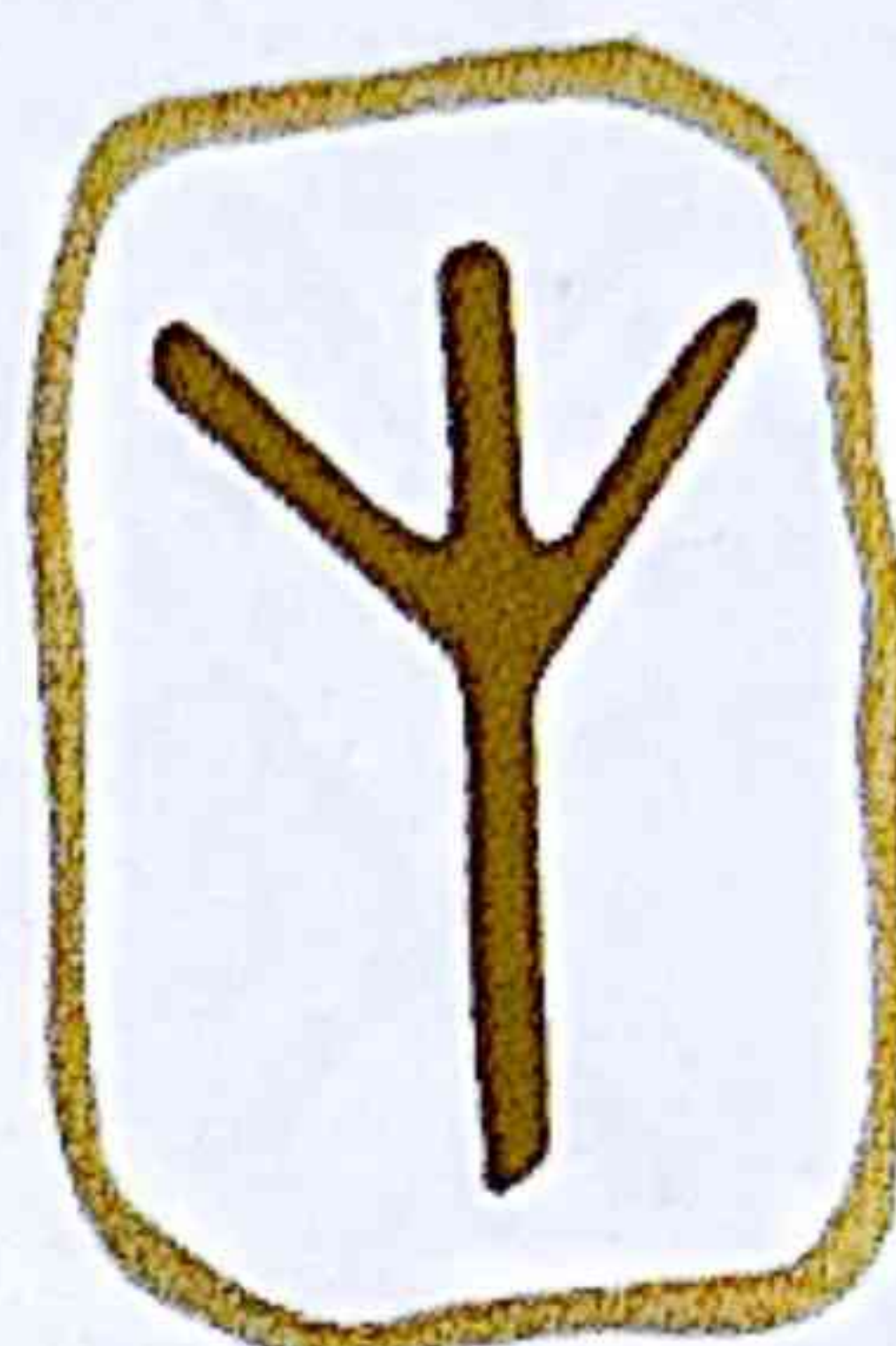
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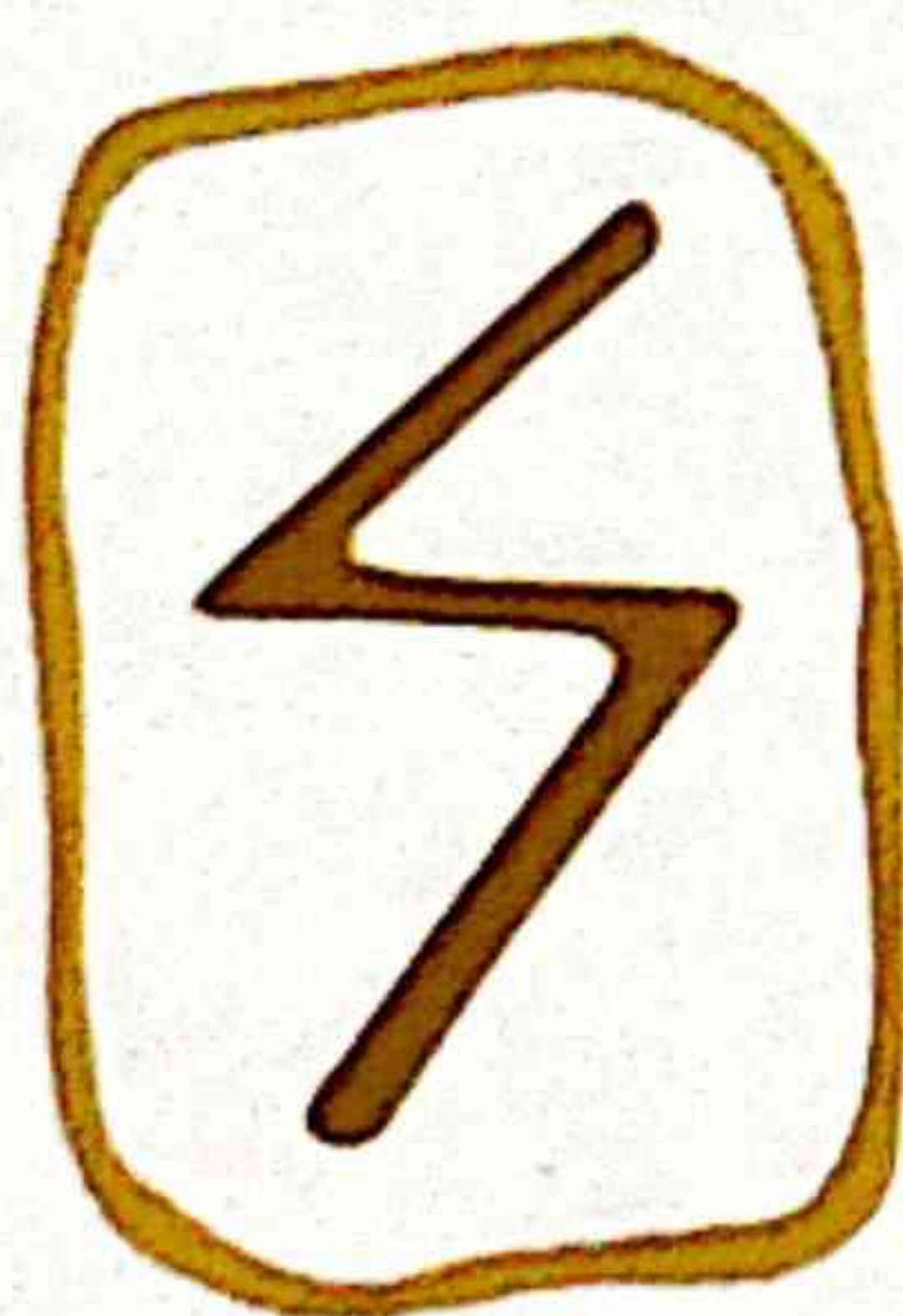
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EIHWAZ



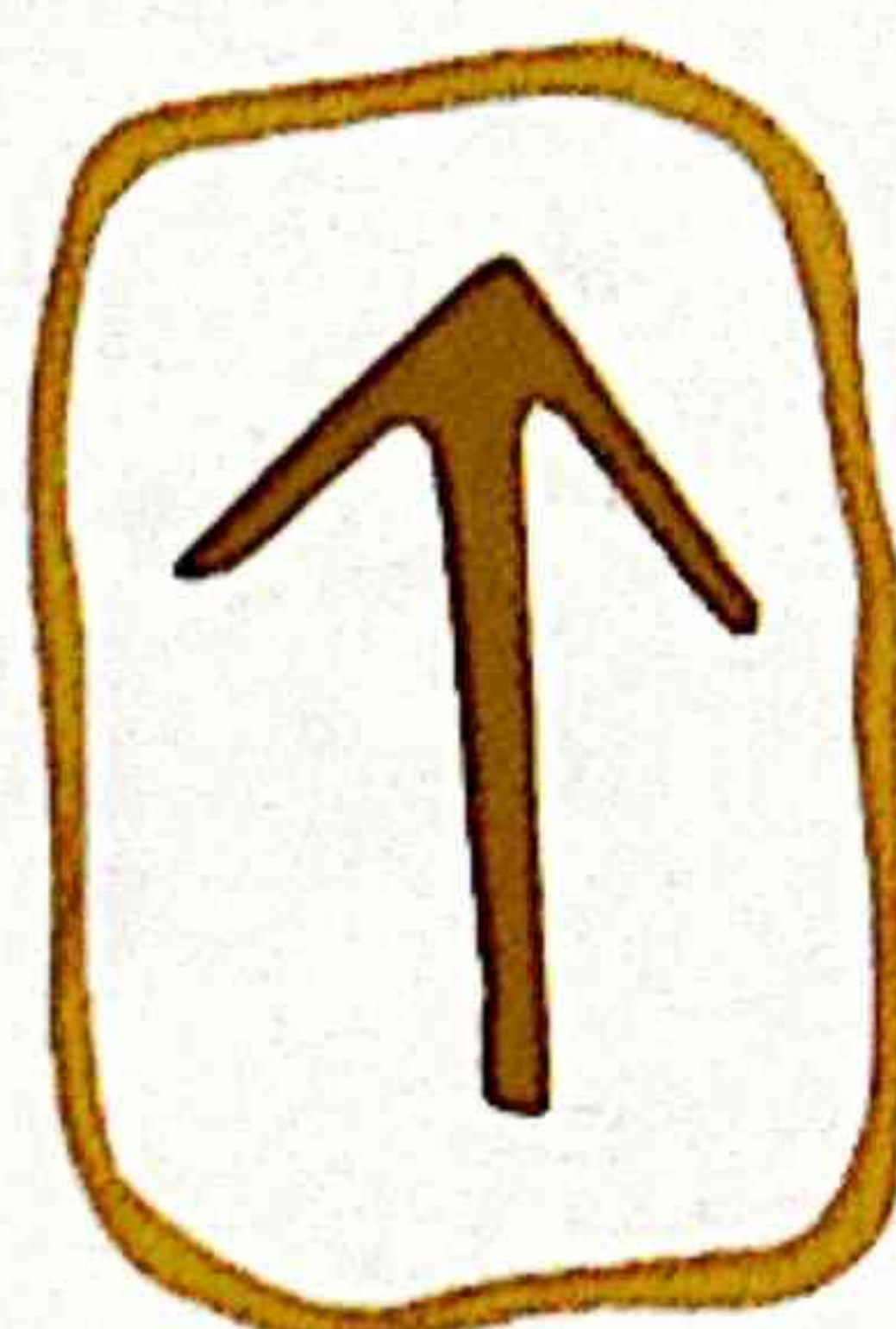
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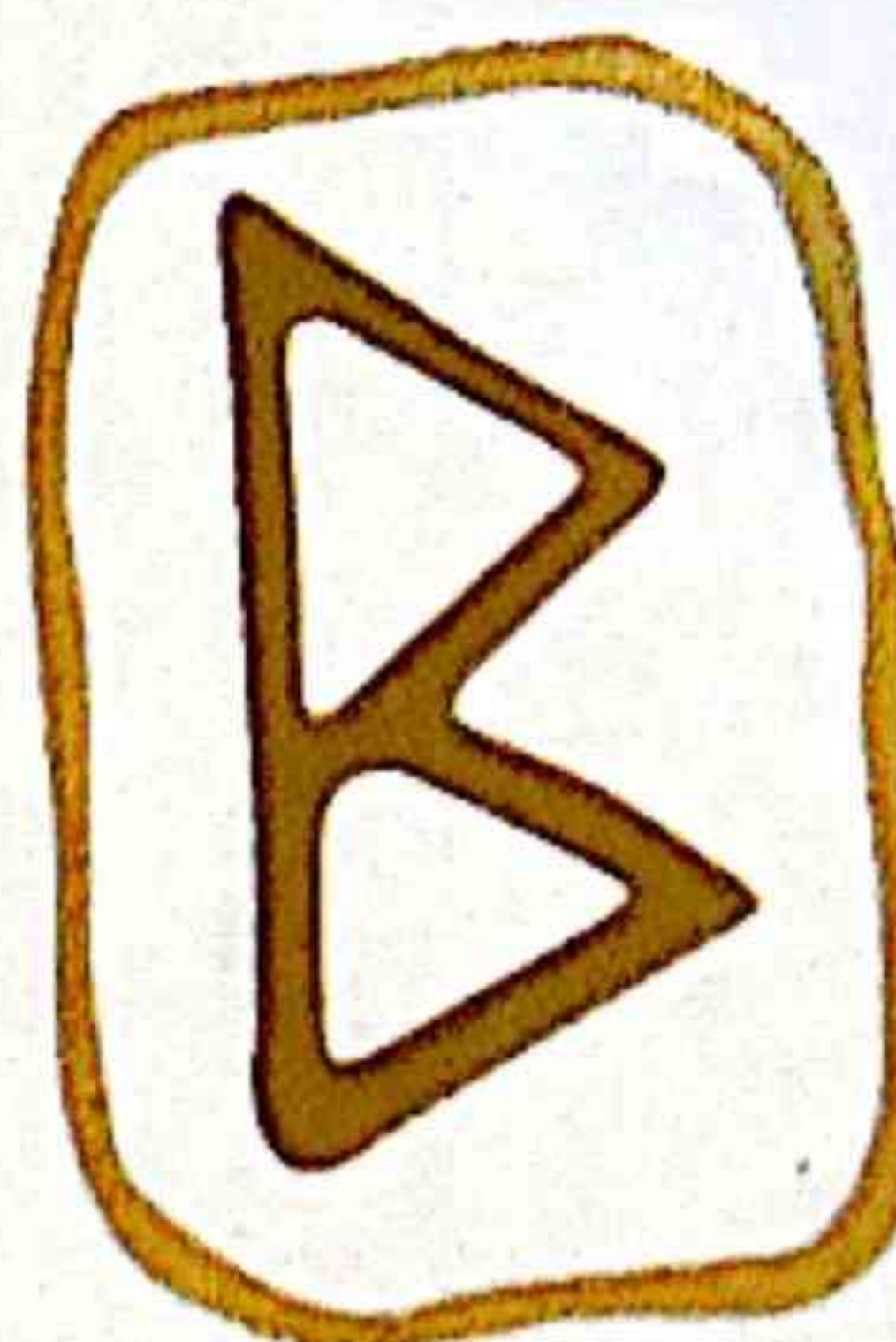
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ELHAZ



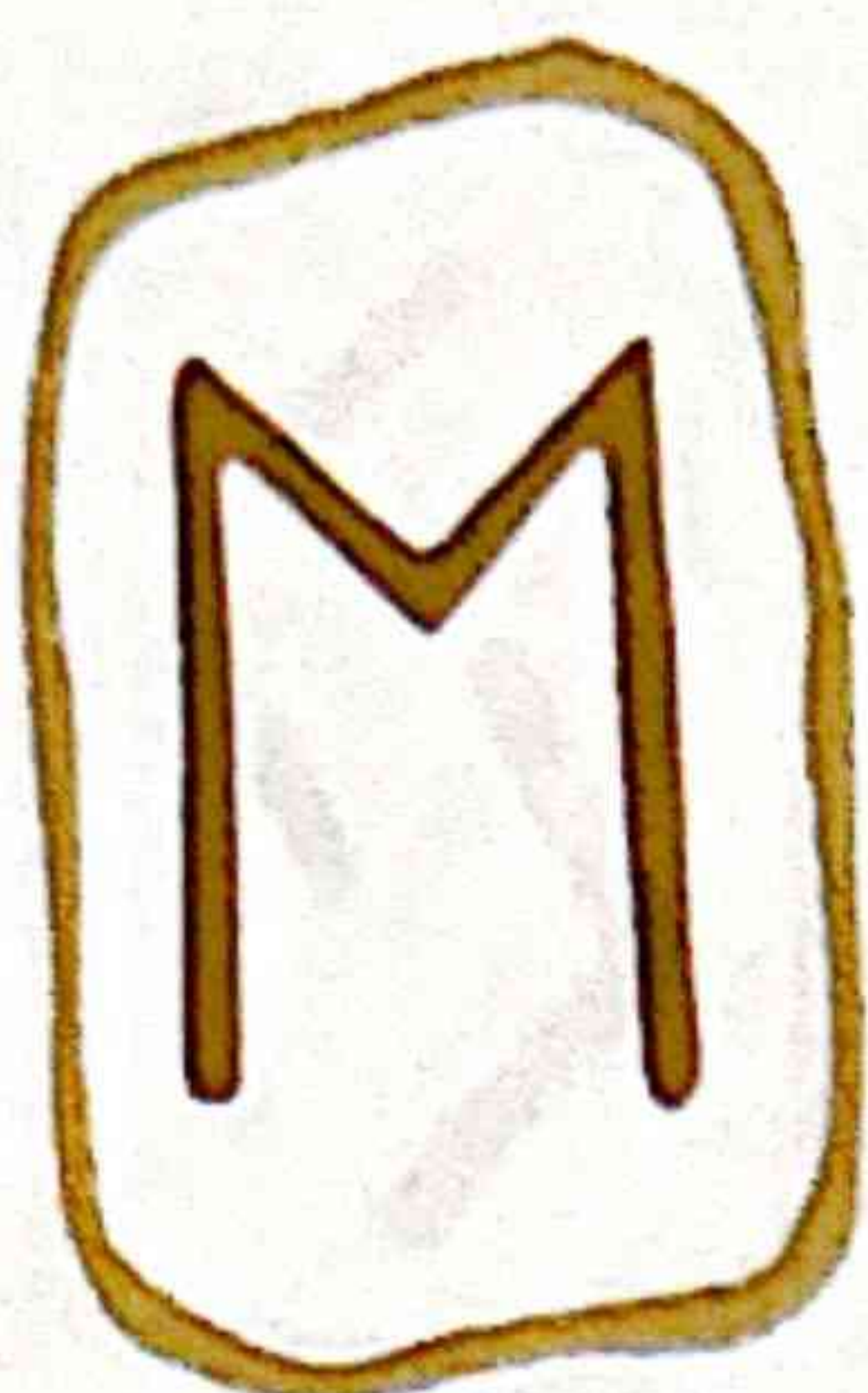
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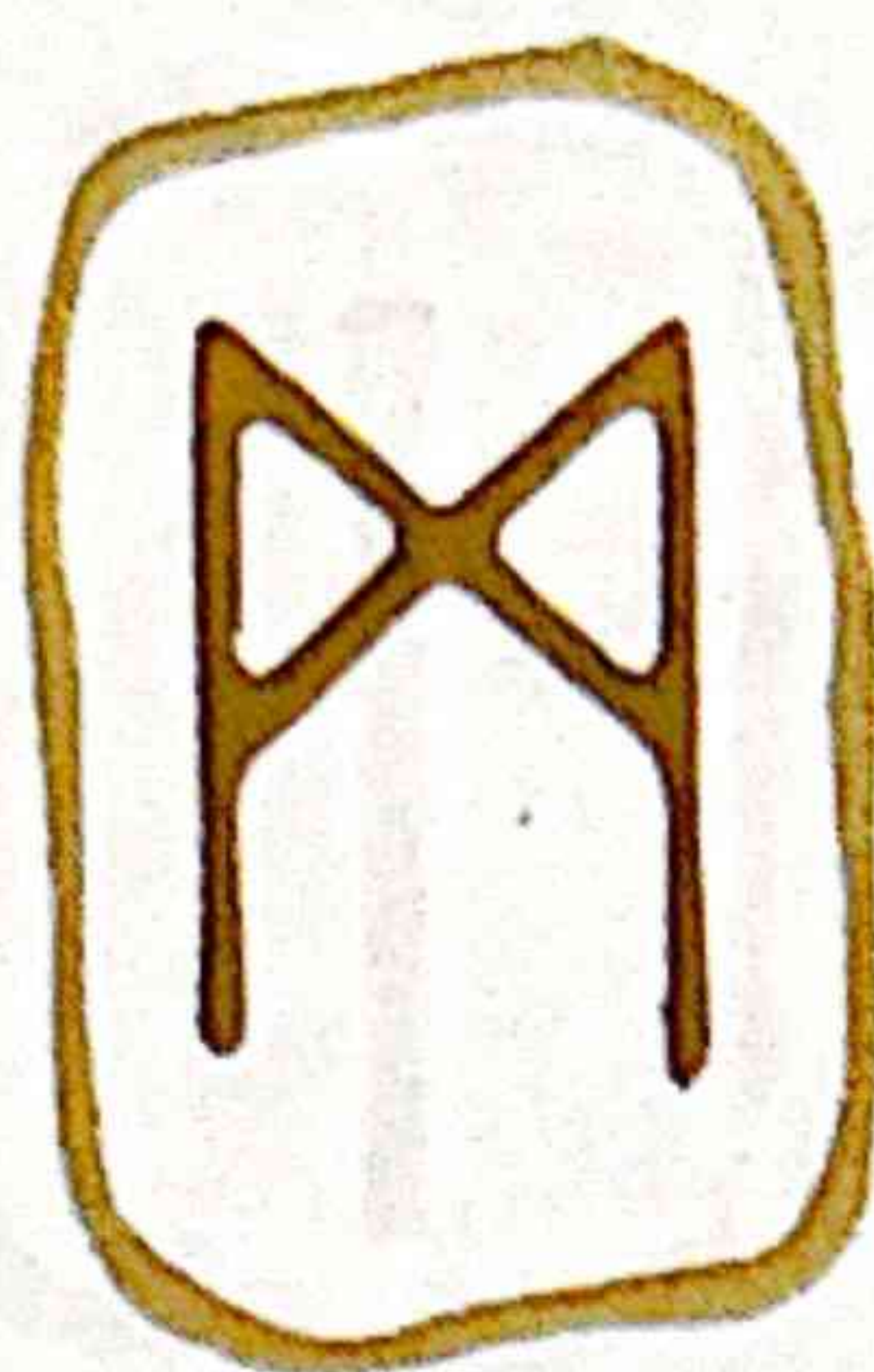
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TÎWAZ



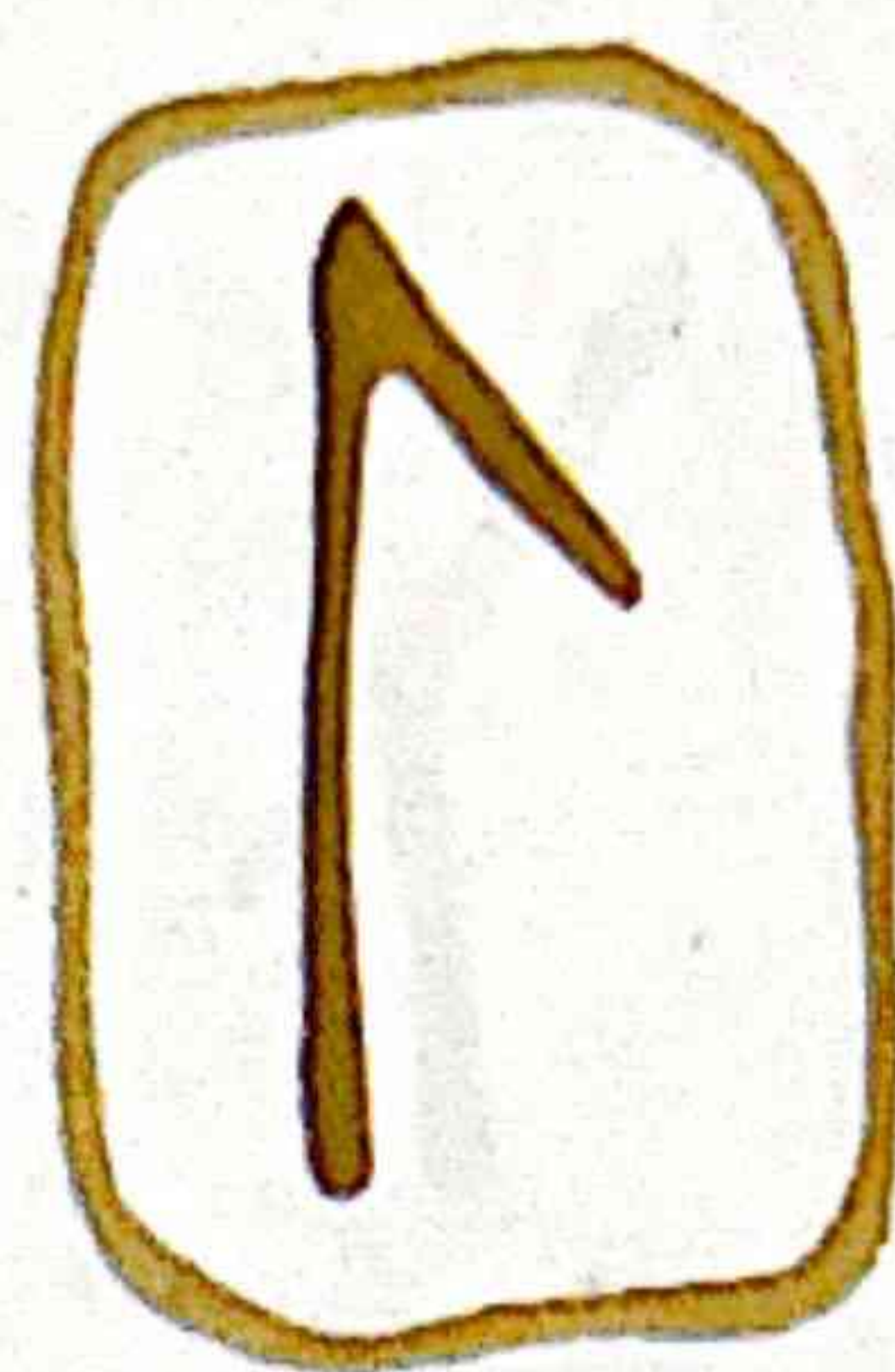
18.
BERKANÔ



19.
EHWAZ



20.
MANNAZ



21.
LAGUZ



22.
INGWAZ



23.
DAGAZ



24.
OTHILA