

RELIGIOUS MAGIK

INTRODUCTION

The Godi hold the spiritual connection between Skyldings to the gods, and they connect these two worlds through religious rituals. Rituals usually contain a verbal component and often number of physical objects. Most of the physical components can be reused for future rituals, unless expended, destroyed, or consumed during the ritual. Some Godi rituals require more than one person to participate.

Here are the rituals that Skylding Godi learn through their training. Those who have the Godi facet will receive details on how to perform the rituals.

GODI KIT NEEDS

The list of ingredients that are needed as a kit to perform the all rituals are:

A set of runestones, fresh water, a cup or bowl, incense, a scrap of leather, flowers (these can be dried real ones or fake ones), a ribbon, a feather, a faux candle (or a real candle, which you can pretend to light), non-toxic body paint, fruit/food/drink, 1 large stone or crystal, a 6 metre string or rope, a soft toy animal (that you are willing to get bloody), a knife or dagger (preferably larpsafe), fake blood.

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SPiRiT WEB

Set up a web to trap Vaettir and extract a liquid essence. Vaettir essences are used by herbalists to make potions.

Vaettir essence comes in three different colours, each ritual collects 3 doses of one colour.

REQUIRES

Flowers, fresh water, incense, a cup

STEPS

1. Begin chanting (you must maintain this chant throughout the ritual):

*By wind and water I shall spin a spider's web to catch thee in
May Norns direct a Vaettir here whose energy my trap shall snare*

2. Lay a circle of flowers around the ritual site, large enough to place the cup in the centre.
3. Light the incense and trace the line of flowers, before extinguishing it.
4. Place the cup in the centre of the circle, pouring the water into the cup.

Note: It is known that Vaettir will only be caught if they see the trap, but will avoid any trap that has people nearby. If the water in the cup changes colour, a Vaettir has been caught, and the liquid is now 'Vaettir Essence.' Please Pour it into a bottle that is easily transportable and tie a purple ribbon around it, and label it. Note that essence can be stolen by thieves. Do not drink the essence in real life.

CLEANSING RITUAL

All participants are now considered 'clean' for the next month.

REQUIRES

Godi (with the spirit of Vili in them), Skyldings with the spirit of Vili in them, source of 'sap' (fresh water and/or steam), bowl

EFFECT

1. Godi chants (throughout for a short ritual, or to open for a longer ritual such as a sweat room):

*Welcome to all who have come to revitalise:
Purify body with plenty of exercise
Show what's important with freely worn tears
Stand for your values by facing your fears
Flex with the world that brings pleasure and pain
Wear your hurt proudly again and again
Learn from your failures and relish success
Bond with each other to sooth and to bless*

The Skyldings bare their arms, at the very least up to the elbow, and immerse their hands in the 'sap' (hands in is sufficient, however in a steam tent is also favoured by some, or diving into fresh water).

<CURSE: HATED >ONE

Target it now “Cursed” as well have some extra effect which you can ask to do. Curses do not always have the desired effect, the relationship between the caster and target, and the Caster's intent make a difference.

REQUIRES

4 runestones to represent your intent (chosen by Godi)

A scrap of leather

A (fake) knife

A ribbon

A token to represent the person you are cursing.

The name of the one you are cursing (must be first name and matronymic)

>STEPS

1. Begin chanting.
A commonly used rhetoric is provided here, however specifically tailored rhetoric can also be used:

*Avenging foul and vile deeds
I use the gods to hurt your needs
A dark and dreaded future life
Of knowing only pain and strife
I call upon the names of gods
I call the norns to change your odds
I name thee, <target's name>
I curse thy name
I curse thine honour
I curse thee thrice
May death find you alone in pain
Dishonour marking this disdain
Forever suffering the worst
My hatred leaving you accursed*

2. Place each runestone at north, south, west and east, to create a diamond.
3. In the centre of the runestones, place the scrap of leather, on top of that place the token representing the person you are cursing.
4. Using the ribbon bind the pieces together.
5. Stab the leather with the knife. The ritual is complete.
6. To send the curse to the target you must write down the name of the target, what was used as the token to represent the person, why you are cursing them, and the desired effect. This must be put into the 'Powers that be' box, location of which will be explained at the beginning of each game. The curse will take effect at some later time. If you also wish for the person to know that you cursed them, you may also present them with the token - but this is not necessarily when the effect will take place.

REMOVE CURSE

Removes “Cursed” status from target.

REQUIRES

4 runestones to represent the curse (chosen by godi and target)

Water

A flower

A (faux) candle

Paint (please make this non-toxic body paint for safety)

The person you are uncursing

METHOD

Target of the curse must find out the manner of the curse, either by using the circumstances of the curse, but asking the curser, or if these are unknown through completing a Spirit Quest ritual. You must find out what harm was done by the curse and what the intent of the curse was. From this, with the aid of a Godi, the target of the curse must identify a way to release the curse from the information given. Once this is complete, the Godi finishes the ritual to remove the curse as follows:

1. Begin chanting (you must maintain this chant throughout the ritual):

*All Gods who oversee the land, and Norns who see our lives as planned,
A cursing hatred plagues this Skyld, who's seeking quest they have fulfilled,
Now help us put this bane to flight, together we shall end this blight.*

2. Place the cursed person standing with their palms facing upwards and together in a cupped position.
3. At their feet place the four runestones in a row.
4. Place the candle in their hand and light it (for safety sake please just pretend to light it, or use a fake candle)
5. Give the person a flower to hold
6. Circle the person pouring the water to the ground to create a circle around them.
7. Anoint the person with the paint and the four runes. These runes must be chosen to best represent the nature of the curse.
8. ‘Burn up’ the flower (do not use real fire) with the faux or unlit candle
9. Extinguish the candle to release the magic and end the ritual.

Once the ritual is complete the “cursed” status is removed from the target, along with other effects of the curse.

BLESSING: VITAL BOOST

Increases targets VP by 1 until their next meal. Multiple of these blessings do not stack.

You may bless any number of people during one ritual, as long as they follow the same tattoo path as the Godi leading the ritual.

REQUIRES

A piece of fruit or food (of the target's choosing)

A feather

Paint (please make this non-toxic body paint for safety)

The person you are blessing

METHOD

1. Begin chanting your god's version of the chant (you must maintain this chant throughout the ritual):

*O' Hel/Thor/Eir imbue our inner light
Bestow our Will a divine might
As our devotion is aligned
To you in action and in mind
To holy cause both right and just
Through human strength and divine trust
Let our vitality increase
Till we see victory and peace*

*O' Odin/Freyja/Loki/ bless our inner light
Bestow our Will a divine might
As our devotion is aligned
To you in action and in mind
To holy cause both right and just
Through human strength and divine trust
Let our vitality increase
Till we see victory and peace*

2. Place target's dominant hand in front of them facing up, and their other hand behind their back.
3. Place the piece of food in their dominant hand.
4. Take the feather and trace an outline in the air around the person, finally placing it in their other hand.
5. Use the paint to inscribe a rune on their skin (should be chosen to best represent the person and intent).
6. Target must then eat the food (instruct them before the ritual begins - if they do not the ritual must start again).

The targets VP is increased temporarily by one.

GODS GRACE

You are immune to any weapon strikes or calls as long as you are kneeling and chanting. Several Godi can link hands to barricade or protect non-Godi people or items for as long as they all remain chanting and kneeling.

1. Kneel and either hold your fists crossed against your chest, or link arms with other Godi
2. Chant:
*<Loki/Odin/Freyja **grant**> <Hel/Eir/Thor **award**> me your perfection
Grace me with divine protection*

SUMMON ENTITY

You may attempt to summon an entity, such as a Sprite, Vordr, Revenant, Disir or Draugr.

Please inform a GM at the beginning of your ritual of your intent as well as your process.

REQUIRES

Objects and symbols that relate to the entity you want to summon. You must have at least one item to represent the five senses: seeing, hearing, touch, taste, and smell. You must also have a two line chant that you must maintain throughout the ritual, calling on the gods power to aid you.

METHOD:

Set up a ritual you believe will draw its attention, inside a circle (circle can be salt, chalk, rope (other than yellow or red) etc.). Please note: Other entities may be drawn to the ritual, however, especially if the objects or symbols appeal to them too. This ritual does not always work, and usually takes at least an hour.

Gods are never known to respond to such summons.

HOLD ENTITY

EFFECT

You may trap an entity that is within visual distance.

REQUIRES

A least 5 Skyldings who can chant

METHOD

Create a circle of Skyldings chanting:

*Delicate power now woven around you
Is keeping you bound within magical space
<breathe in>*

Guided by at least one Godi who walks around the outside of the circle chanting:

*The gods of the Aesir will quickly imbue
This new circle of power I slowly trace
<breathe in>
Our magical barrier made to subdue:
Inescapable prison this binding place
<breathe in>*

The Skyldings must be no more than a few metres apart, and may expand or contract the circle during the ritual. If the entity is drawn into the circle, it cannot leave. So long as the ritual is maintained, the entity targeted cannot harm, through physical or magical means, the members of the ritual. The ritual ends when the chanting stops.

SEE THE UNSEEN

You may check the health of any person's Vordr or Vitality (VP) (you cannot check your own), or for a Godi to pass the effects of a Sight Potion on to another person.

REQUIRES

Target you wish to check, a stone or crystal, a piece of string long enough to encircle two, runestones

METHOD

1. Begin chanting:

*Breathing in and feel the flow expand within from chest to limb.
Breathing out and feel the air rush all about from gut to snout.*

2. Lay the string out in a circle.
3. Lead the target to sit in one half of the circle, with their left hand facing upward in front of them.
4. Lay the runestones in a circle outside of the string circle.
5. Sit down in the empty half of the circle, with your left hand in front of you palm facing up.
6. With your right hand place one of the stones first in your left hand, and then place the last stone in the targets left hand.
7. Stop the chant and look into their eyes, breathing along with them for one minute.
8. Once this is complete please consult a GM for what you saw.

SPIRIT QUEST

You may guide a specific member of the same Tattoo path on a spirit quest to glean insight into their spiritual well-being, their path ahead, or their past. This can be dangerous, so trusted others are often included to help protect the seeker. You must let GMs know your intent before you start the ritual, and they will inform you when the auspicious time to begin is.

REQUIRES

One dose of Sight Potion for the Godi, paint, and a Runestone for each participant – these will be left behind. A specific reason for the quest. Some examples of an objective of the quest are a person's Vordr, a curse, a known Sprite or Revenant, looking into someone's past when they have lost their memories, or finding a way to remove a possession from them. The reason must have a specific goal or outcome in mind, such as the answer to a question.

METHOD

1. All participants chant:

*Spirit swirling through our thought is quickly coming overwrought
This rapid rising rushing run entrances us till journey's done.*

2. The Godi place each rune at the feet of the participant and then take the paint and inscribe the same rune upon the person.
3. The Godi drinks the sight potion
4. Participants stop chanting, the Godi uses the *See the Unseen* ritual to pass the effects of the potion on to the other participants.

A GM will tell you when the scene is ready.

VORDR REPAIR

Repairs the link between a person and their Vordr.

REQUIRES

Godi

Vulnerable person

METHOD

1. Usually the first step is to question the person about their habits of late, what their mood has been like, and any changes to their life in the areas of mind, body, kith and kin, and spirituality. They also check if the person has met any strange people or creatures lately, and what happened.
2. The Godi then take the person through a custom set of rituals they believe will help. Examples include cleansing rituals (Vili), life-giving and life-taking behaviours (Ve, OmniVe, and Omnispirited), increase the nurturing, stability, or flexibility of the person (Vili, OmniVili, and Omnispirited), changing or accepting an area of their life that is causing strife (all), reconnecting with the Gods, and helping the person find their self-worth.
3. The Godi then conducts a spirit quest ritual (when the Vordr was attacked) or a summon entity ritual (when the Vordr was lost) for the persons Vordr, depending on how they lost their Vordr.

<CONSULT THE OMENS>

At dawn (or at your first opportunity in the day) you consult the omens associated with your god to get insight into the future.

REQUIRES

Runestones, one dose of Sight potion, 5 Stones/crystals/runestones, fresh water

METHOD

1. Drink the sight potion (see potion for how it affects you - only mime drinking: do not actually drink it)
2. Begin chanting (you must maintain this chant until the end of the ritual):

*Dawning day with sunlight shining, omen seeking, fortune finding
Sky and shore and song and spirit, comprehending and combining
Meaning making, marking, minding. Whether wind or wild: I will it.*

3. Place the Stones in a line each one metre apart from each other.
4. Begin to walk from one end of the line to the other weaving in and out of the stones, sprinkling water as you go.
5. Once you have walked up and down the line of stones 3 times stand still for a moment, closing you eyes and taking three deep breaths.

See a GM for the insights you receive, you will receive information about each of the Skylding PCs who follow your path.

AUGURY

May ask up to three questions of the gods about one specific topic. The answer will be cryptic to a varying degree depending on the scope of the question and the whims fate.

REQUIRES

An animal sacrifice (please use a soft toy or prop to assimilate this - not a real animal)

A knife or dagger (must be larpsafe)

Fake blood (to simulate the animals blood)

A bowl

5 runes that relate to the question

METHOD

1. Place the 5 runes one by one in a circle.
2. Inside the circle place the animal you are sacrificing.
3. Begin chanting:

*Gods nearby I have a query
Asking this is necessary
Messenger heed my report
And carry it to divine court*

4. State the query to the animal
5. Continue chanting:

*Released you'll be once you complete
This duty quickly and discrete
I make you bound to my behest
In death you have this final quest*

6. Draw the dagger along its neck, to kill the animal and spill its blood, collecting the blood into a bowl.
7. Spill the blood on each of the runestones.

This question must then be written on a piece of paper with your name on it, and put into the 'Powers that be' box, the location of which will be explained at the beginning of each game, or give to a GM if nearby. Answers will usually come at a later time, sometimes through something or someone you encounter.

WORSHIP OFFERING

You may guide members of your path in a ceremony of worship towards the paths god. This must be done daily to active the blood in their tattoos that allow them to use their path abilities. Path members who do not do this regularly may become vulnerable to losing their Vordr or possession. Participants may only get the benefit of this ritual once a day, however a Godi may perform it more than once if there are members who miss out on the first ritual.

REQUIRES

Skyldings who follow the same tattoo path

A piece of food per person (participants usually supply their own)

An empty bowl per person

A vessel of Ale per person (this can be represented by a substitute, and must be a substitute at dry venues)

First names of each participant

Flowers, at least one per person (can be dried or fake)

A bowl of Water

METHOD

1. All participants sit, link hands, and form a half-circle around you (the Godi performing the ritual).
2. All participants place their food and ale in front of themselves.
3. Lay the bowl in the centre of the half-circle, and then the flowers into the bowl.
4. Take the water and anoint the brow of each of the participants in the shape of a rune, chosen by you. Announce the name of the person and their rune for the day.
5. All participants chant (this must be repeated for each person):

*Welcome fellow Skylding to a new and hopeful day
Welcome <first name of participant that was just anointed>
Join us as we sit and pray.*

6. Finally the Godi chant their verse:

*Scourges of Hel/Followers of Eir/Ways of Odin/Drifts of Loki/Fists of Thor/Prides of Freyja here I
thank you
I imbue your divine tattoo
Kin and spirit, mind and body
Linking mortal with the godly
Care for each and you shall thrive
Skyldings proud to be alive*

7. All participants in the ritual (including the Godi performing the ritual) eat the food and ale. They can now use their tattoo abilities for the day.

Note: each person can only benefit from this ritual once per day.

KINSHIP RITUAL

You can lead a ritual to bond a mother, guardian, Disir, and siblings to a newborn child.

REQUIRES

New-born, new-born's mother, non-Ve Skylding that has accepted the mothers offer to be guardian, mother's other children (usually), guardian's other children (usually), Godi of the mother, Disir of the town, Disir-bonded skyldings, Body Paint (used as the 'ink')

METHOD

1. Godi leads introductions to all present
2. Godi asks the mother:

*This wonderful child you hold needs a first name,
Whatever your choice is, now proudly proclaim.*

3. The mother then gives the child a first name. The Godi announces:

All welcome <first name> <mother's first name>-barn

5. Godi asks the potential guardian:

*You have been offered the privilege of guardianship
As a teacher and mentor you must show great leadership
You will raise up this child, ensure it is fed
Help it safely explore, and provide a warm bed
You shall sooth every hurt, and teach it to grow
Encourage their learning of all that you know
You will foster their friendships and protect their pride
Let them thrive with their kith and their kin by their side
You will model for them how to honour the gods
Let them learn what they stand for when you both are at odds
You shall show what you value through blood sweat and tears
And be ever a person they know always cares
Will you take up this challenge that's given in trust?
Along with the role to which you must adjust?*

6. The potential guardian accepts (or declines, but usually the person chosen already knows they will accept by this stage).
7. Godi speaks to the Disir, though the Disir-bonded

*This child of Skyldingheim has come in fated time,
Will you accept this one whose life has just begun?*

8. The Disir-bonder then replies on behalf of the Disir that they will.
9. The Godi then takes some of the guardian's blood, mixes it with ink, and tattoos Frigg's eye onto the infant, chanting:

*Mother created the mind, Guardian gives blood to bind
Disir of Skyldingheim, Friggs gift of life sublime
Mingled with ink and spell, Keeps this new Skylding well*

BLOODBOND RITUAL

You can lead a ritual to bond one Skylding to another as blood siblings.

REQUIRES

Godi

Two Skydings

Knife (larp-safe)

Fake blood

METHOD

1. The Skydings each cut both their palms, then clasp both of each others hands, palms together and fingers entwined. The Godi then asks each in turn:

<name of bonder> do you accept the blood of <other bonder's name>, and swear to take their mantle should they fall?

2. To which the bonders reply:

I swear

3. The Godi then finishes the ritual with:

Now bound in blood the two of you have sworn an oath in case of death, to bury body, care for kin, and grieve their loss till your last breath.

UNION RITUAL

You can lead a ritual to bond one Skylding to another as union partners.

REQUIRES

Two bonders

The family and friends of the bonders

The clans of the bonders (usually)

The Godi of each bonder

A vessel of mead (Or OOC substitute, and at dry venues always a substitute)

METHOD

- Pre: The bonders usually introduce each other to their kin in the weeks or years leading up to the union bond.
- Pre: The couple discuss issues and expectations around the relationship, including how to sustain the relationship, whether to build a boer or live in a longhouse, what assets each family can contribute, and how guardians will manage the raising of children (where applicable). This often includes a trial period of living together for one year. While sexual exclusivity is never part of a bond (and is sometimes negotiated to be absent from the bond), bonders usually ask for a commitment to time, effort, and emotional connection.
- Pre: The bonders set a date for the ceremony, usually on a Friday, and somewhere between late spring and early autumn. Godi can help with religious reasons for choosing a date, and family often require a lot of consideration.
1. On the day of the ceremony, each bonder prepares themselves. Skyldings strong in Ve often grow a garden in the lead-up to the ceremony, and slay an animal on the day. Skyldings strong in Vili often undergo a cleansing ritual, and walk among the community greeting everyone they know. Omnispirited with neither might find a secluded place to sit in contemplation.
 2. The community then arrives at the Jarls longhouse. Those that arrive last serve those that arrive first in the feast later. During the wait they greet each other and exchange stories.
 3. The bonders then arrive together, usually in the afternoon to give others time to arrive. After being greeted by everyone, they speak to each other any oaths they wish to make and speak to the qualities of the other person that they find appealing, as overseen by the Godi
 4. The bonders, starting with the youngest, exchange a family sword with their bonder.
 5. The Godi of the youngest bonder blesses the couple, followed by the Godi of the oldest (when each has a different Godi). This is a speech crafted special by the Godi.
 6. The Jarl then pours the couple a vessel of mead, and they both drink, youngest first.
 7. The guests then feast, with the late-comers serving the couple first, then the Jarl, then the guests.
 8. As the evening goes on, those guests that wish join in the *fertility ritual* guided by the Godi and in the name of Frigg to harness the union for the benefit of the whole community.
 9. The bonders leave and travel together to their residence. Over the next month they must drink through a supply of mead together.

DISIR BOND

Target is now bound to the Disir of the town, and is able to converse with it. This also allows them to take 'Breath of Odin' facet. This may only be taken by Omnispirit Skyldings who do not have a current union or blood bond.

REQUIRES

Omnispirit bonder with union or blood bonds

Disir of the town

Community of Skyldings

Godi of Odin

Bonders Godi (if different)

A family sword of the bonder

A runesmith

METHOD

Pre: The bonder usually spends some time speaking with the Disir and their Godi about the decision.

Pre: The bonder sets a date for the ceremony. This is usually on a Wednesday, and usually during Yule. Godi can help with religious reasons for choosing a date, and family often require a lot of consideration.

1. On the day of the ceremony the bonder prepares themselves. OmniVe often grow a garden in the lead-up to the ceremony, and slay an animal on the day. OmniVili often undergo a cleansing ritual, and walk among the community greeting everyone they know. Omnispirited with a strong connection to both often do both. All bonders also find a secluded place to sit in contemplation for some of the day.
2. The community arrives at the Jarls longhouse. Those that arrive last serve those that arrive first in the feast later. During the wait they greet each other and exchange stories.
3. The bonder meets the Disir outside the Jarls longhouse with the community gathering behind.
4. The bonder then states their oath to bond to the Disir. The Disir then welcomes the bonder to be one with the community.
5. The bonder then offers a family sword to the Disir, which the Disir touches before the runesmith takes it to mount in the Jarls longhouse.
6. The bonders Godi then makes a speech, followed by the Godi of Odin (if they are different people).
7. The Jarl then pours the bonder a horn of fresh rainwater.
8. The guests then feast, with the late-comers serving the bonder first, then the Jarl, then the guests.
9. As the evening goes on, those guests that wish join in a fertility ritual guided by the Godi and in the name of Odin to harness the bond for the benefit of the whole community.

The bonder stays last in the hall. Over the next month they learn how to connect with their third aspect from the Disir, and bless those that come to them in the hall, particularly hopeful mothers and guardians of new-borns.

ALLIANCE RITUAL

You can lead a ritual to bond one Clan to another in an alliance including an exchange of clan members.

REQUIRES

Two Godi, two leaders (usually Skati or Jarl), and two bonders, plus members of each clan (or community), in two groups standing apart.

METHOD

1. The bonders each face their original clans, with their Godi behind them, and their leader facing them while standing with the rest of their clan. The Godi says to the leader:

Before you stands a person here to answer to your call. What need have you that they should be apart from one and all?

The leader replies:

This chosen one is here to be ambassador for us.

Then, to the bonder:

Ere you depart to join our ally is there aught you would discuss?

Conversation is possible, and farewells. The Godi stands apart.

The Godi says to all:

All loss gives us a cause to grieve, and time has come for us to leave.

2. The Godi, leader, and bonder then turn and walk towards the other group, waiting halfway between. When both are together, the Godi of the first group to arrive at the middle speaks first:

Here we have our chosen one to join with you anon.

The other leader replies to the bonder:

I welcome you with open arms as kin of mine hereon.

The other Godi and leader repeat this for the other bonder.

3. All six turn away and walk towards their groups. The leaders then introduce the bonder to everyone.

SEVER BOND

Severs a Union, Blood, Kinship, Alliance, or Disir bond.

REQUIRES

Godi

Jarl

At least one of the bonders

METHOD

1. Godi asks bonder:

*What brings you before me?
What help can I be?*

2. Bonder explains their wish to sever a bond. They do not need a reason, but can provide one if they wish.
3. Godi replies:

*This bond was once prized
But now is despised
Your choices are many
And I'll help with any
Would you like aid
Or is your mind made?*

4. Bonder responds 'yes' or 'no.' If 'yes,' Godi helps identify the range of options. Then, the Godi helps identify the benefits and drawbacks of each.
5. If severing the bond is the preference, or if the bonder responds 'no,' the Godi brings the bonder to the Jarl.
6. Godi states to the Jarl

*This/these Skyld/s has/have decided
Their bond is divided
And has/have made up their mind
To sever the bind
I sanction this act
The bond I detract
I ask that you now
Honour this vow
And extend your protection
Against any objection*

7. The Jarl responds

*So it is said.
Now word shall spread
I shall ensure
Your bond is no more*

RITUAL OF THE STARS

This ritual is how Godi are inducted into the ranks.

REQUIRES

The most Senior Godi available
Godi to be master (same path as student)
Godi to be student

METHOD

1. Senior Godi speaks to the student

*What brings you before us?
What would you discuss?*

2. Student responds

*I wish to devotedly serve the divine
To help all our people and care for a shrine
To stand for our values and hold to our purpose
Renouncing all bonds to a life lived in service*

3. Senior Godi speaks to the master

*Will you take up the task to induct this new novice
A year and a day teaching duties and service?*

4. The master responds half to the senior Godi and half to the student

*I shall act as a guide for a year and a day
Provided you swear that you'll serve and obey*

5. The student replies to the master

*I swear to dutifully obey
And serve the gods your way*

The tutorship then lasts for a year and a day.

COMING OF AGE: YOUNGLINGS

You can lead a coming of age ceremony, and tattoo new members of your path. If the participants chose a different path to yours, a Godi of that path has to conduct the final step.

REQUIRES

Godi

Children in or around their 16th year

Wilderness

Body paint (To represent the tattooing ink)

Skyldings adept at a variety of social roles

Community members

METHOD

1. Godi gathers with the children and says:

*Together you gather awaiting progression
From child to youth, by choice of profession.
What path will you take to find your position
As Skyldings worthy of proud recognition?
Your trial provides you with time for reflection
To which divine aspect you have a connection.
Be it Ve flowing through you, or Vili, or Odin,
Today you connect to the thread fate has woven.
This is also the time for divine declaration
By choosing a god to give your supplication.
Trust in your selves, choose wisely and well,
Learn from your failures and strive to excel.
Depart now together far into the wild,
Returning a youngling, no longer a child.*

2. The children then head off into the wilderness, where Skyldings that are adept at various tasks have set challenges for the children to work through. The children are also expected to continue their reflections on whether they feel the seasonal, cyclical nature of Ve flowing in them, or the flexible, sturdy, growing nature of Vili, or both, or neither. What they encounter, whether set up by Skyldings or chanced upon, is considered written by fate, and all experiences have a learning in them.
3. On their return, the Godi asks each child what aspect (Vili, Ve, or Odin), runs in them, and thus what their name shall be, and tattoos the beginning of their path's symbol around the Friggs eye. During the tattooing they ask the person about their experiences and what they learned. Once they are all ready, the Godi then announces the younglings names to the gathered community. Then everyone feasts.

COMING OF AGE: ADULTHOOD

REQUIRES

Godi of each participants spiritual path, younglings in or around their 25th year, wilderness, tattooing ink (paint in real life), community members

METHOD

1. Godi speaks to the gathered younglings:

*Younglings, today you await your next trial. Your journey to adulthood will reconcile
Your place as a Skylding with purpose and pride. You will journey away on a quest you decide:
Returning is triumph, death is defeat When we welcome you back, your task is complete.*

2. The younglings then head into the wilderness. They set themselves a challenge and attempt to complete it, returning once that is done or when they accept it is not within their ability.
3. Their Godi then takes them aside and furthers their tattoo, and talks to them about their experience and what they learned.
4. From the first to return the community has a festival to celebrate, which lasts until they all return or one moon, whichever is sooner. Those that return after one moon cycle still complete their coming of age, however the celebrations are only held by their close family.

COMING OF AGE: ELDERSHIP

REQUIRES

Godi

Skyldings who have a child (as a mother or guardian) enter (and not yet return from) their adult coming of age ceremony.

METHOD

1. Godi speaks to the adult:

*Here we stand to celebrate what you accomplished up to date
By raising up a Skylding child now bravely questing in the wild.
While you claim your membership into the role of Eldership
Do take the time to ponder clearly what it is you hold most dearly.
Where your values and your life are found in contrast, causing strife,
Be strong enough to change what's needed, will to do this when impeded,
And ensure the time is best: in doing so, your life is blessed.
When change is unobtainable, acceptance is sustainable.
And wisdom favours those of you, able to tell between the two.
Now each in turn will speak your mind, by looking back so that you find
The positive that you recall, the challenges both big and small
And learnings you would like to share, then ending with a final prayer.*

Starting with the eldest, each person does this. Once everyone has had their say, the ritual formally concludes, though conversation sometimes carries on after that.

BURIAL RITE FOR SKYLDINGS

Properly buries someone who has died so they do not rise up as a Draugr or leave behind a Revenant, or puts to rest a Draugr or Revenant.

REQUIRES

Body of Skylding

Mat

Stones

A significant possession of the person

Runestone

METHOD

1. In silence, the body must be placed in or on the ground on top of the mat, with key possessions they had in life placed around them.
2. The stones are then placed, usually by kith and kin of the deceased, over the body, forming a mound. As each person places a stone they may say a parting farewell to the deceased.
3. The Godi places the runestone last, and recites (adding family as relevant and known):

*Before us lies a kin of ours: a Skyld who shared our divine powers.
Their fated time has come at last, a mortal life whose time has past.
In Tumuli they lie within, now buried here by kith and kin
We honour them for their life gone, and help their spirit journey on
A choice they have of where to go, a destiny alone they'll know:
By Valkyrie to Valhalla
By wandering to Folkvangr
By pilgrimage to Helgafjell
By venturing to deepest Hel
<name person>
child/daughter/son of <mother>
raised by <guardian>
sibling of <sibling> and <sibling>
guardian/mother of <child> and <child>
bonded in life to <union partner/Disir>
life held in trust to <blood bonder>
With memories to help us mourn we grieve for your departed form.*

4. Godi then often use their magic to speak to the departing person's spirit about which afterlife they wish to go to. Skylds killed on the battlefield are often recruited by Valkyrie then and there, meaning their spirit has departed before the burial rite, however the journey is dangerous and some do not make it. Half of those warriors that die on the battlefield are not selected and thus are to make their way to Folkvangr instead. Helgafjell is favoured by learned and contemplative Skylds, and Hel favoured by outcasts, peaceful Skylds, and those that care for each other. While the journey to these three is long, there is usually no risk.

PYRE RITE FOR OTHER PEOPLE

REQUIRES

Body of person or bodies of people

Mat

Kindling

<fake> fire source

METHOD

1. In silence, the body/bodies must be placed in or on the ground on top of the mat. The kindling is then placed over the body, forming a pyre. As each person places kindling they may say a parting farewell to the deceased. The Godi places holds the fire source, and recites:

Before us lies <a person/some people> worthy of our respect and our mercy.

As we free their mortal frame, engulfing them in cleansing flame,

Their spirit has a choice to make, a journey they must undertake:

By Valkyrie to Valhalla

By wandering to Folkvangr

By pilgrimage to Helgafjell

By venturing to deepest Hel

We clear your path to your release: an afterlife of lasting peace.

2. Then the Godi lights the pyre. Godi may also use their magic to help guide the departing spirit as for a Tumuli burial.

RESTING A DRAUGR

REQUIRES

A possession the Draugr valued in life

An animal to sacrifice (fake animal)

A knife

METHOD

1. The Draugr is usually held in place by another Godi in a Hold Entity ritual, often with the aid of Seidr to get it into one. The Godi leading this ritual states:

Hear me weary walking dead I offer you release instead

A gift I sacrifice to you to spark a link to life you knew.

2. At this point the Godi sacrifices the animal with the knife, then, holding up the possession, continues:

See this item you once cherished ere your life was roughly perished?

By your body I shall place it, then in wood I shall encase it.

Setting you onto a pyre I shall cleanse you with a fire

You may rest and seek a place that you are willing to embrace

My divine power sets you free: now rest and let the living be.

3. After this point the Draugr turns back to a corpse and must be burned on a Pyre.

RESTING A REVENANT

REQUIRES

First name Revenant had in life

A possession representing the reason the Revenant is stuck in this form

A reparation or resolution to the reason the Revenant is stuck in this form

METHOD

1. Godi starts chanting:

*Revenant I beseech you: hear me speak
Here's the resolution that you seek
Let me tell you how we made amends
Thus, releasing you as fate intends*

2. Godi informs the Revenant of the reparation or resolution that has been completed, or the oath to complete it in future.
3. Godi continues chanting:

*Honoured gift I give the waking dead
Representing all that I have said
In time I'll lay it down where you remain
Commemorating you in your domain
This quest I undertake if you accept
Our gift sufficient ere our oath is kept.*

4. If the Revenant accepts, they fade away. If not, the ritual must be started over.

The Godi must keep the item until they find the grave of the Revenant, or pass it on to someone else to take this quest. The person who has, and all who have had the quest, suffer the consequences of breaking the oath if this item is lost.

FERTILITY RITUAL

Enhances the strength of any Skylding born in the next year.

REQUIRES

Godi

At least two pairs of Skyldings that have come of age

(Faux) candle

Bowl of water

METHOD

1. Godi lights the candle in the middle of the bowl of water.
2. Pairs of Skylds sit facing each other*
3. Godi then speaks (the Frigg version for most, the Odin version for Disir bonds):

*<Frigg provide/Odin give> our future Skylds
The strength this ritual distils*

4. The Godi then starts clapping a slow beat and continues

*All those gathered move in rhythm
Feel the beat flow from within*

5. Skylds then engage in hand-clapping game, often with one pair setting the pace to the Godi, and the others starting in sync with their own rhythm*
6. The ritual continues until the candle reaches the water (or after 15 minutes). The Godi then speaks:

*Thank you gods and mortals who
Provide us fertile fate anew*

7. The Godi then takes the bowl of water and sprinkles it round the town. The pairs of Skylds can continue if they wish or end the ritual at this point.

*This represents the characters having sex in game.