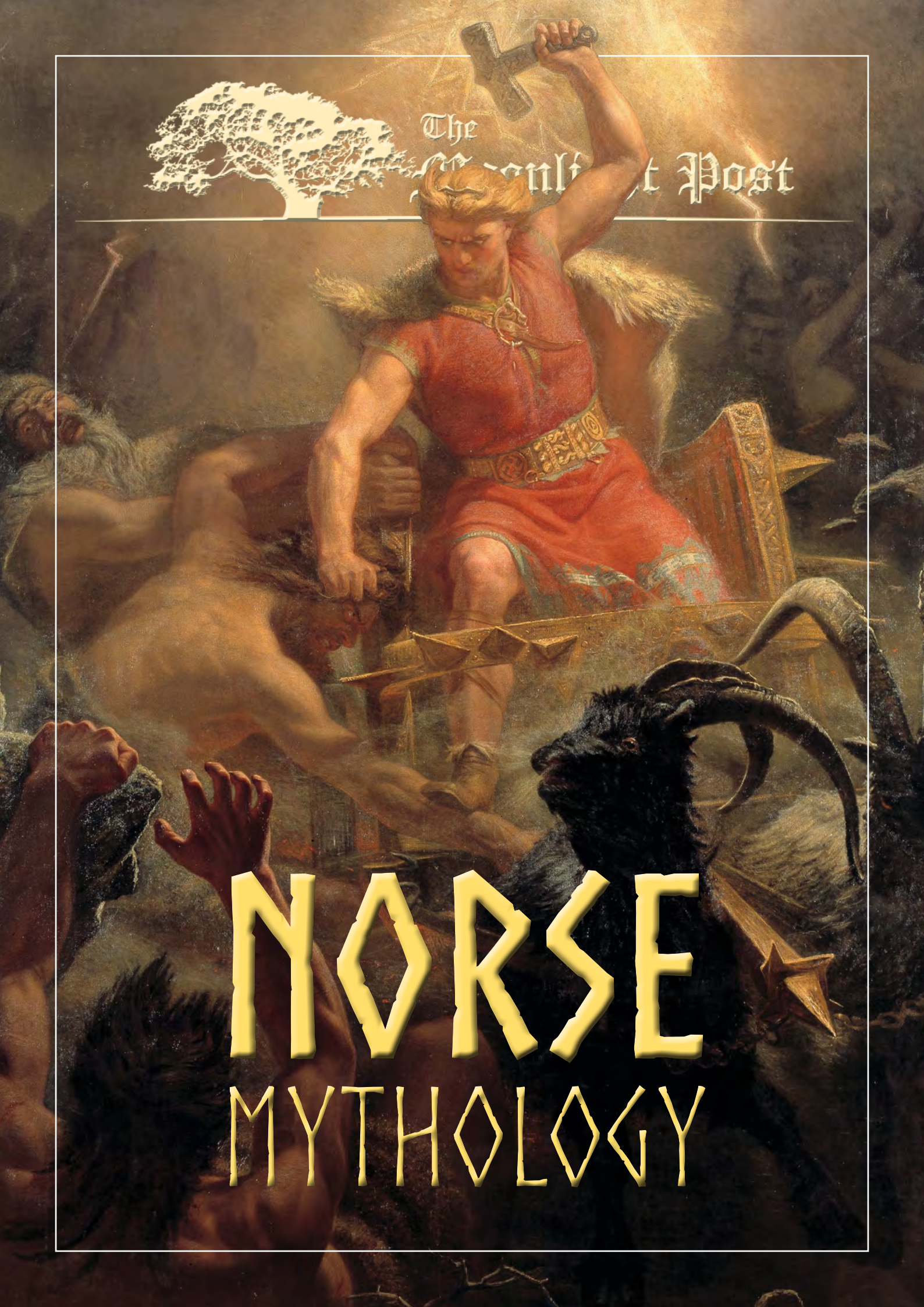




The
Giant
at Post



NORSE MYTHOLOGY



The
Moonlight Post

We're not just a community. We're a family.

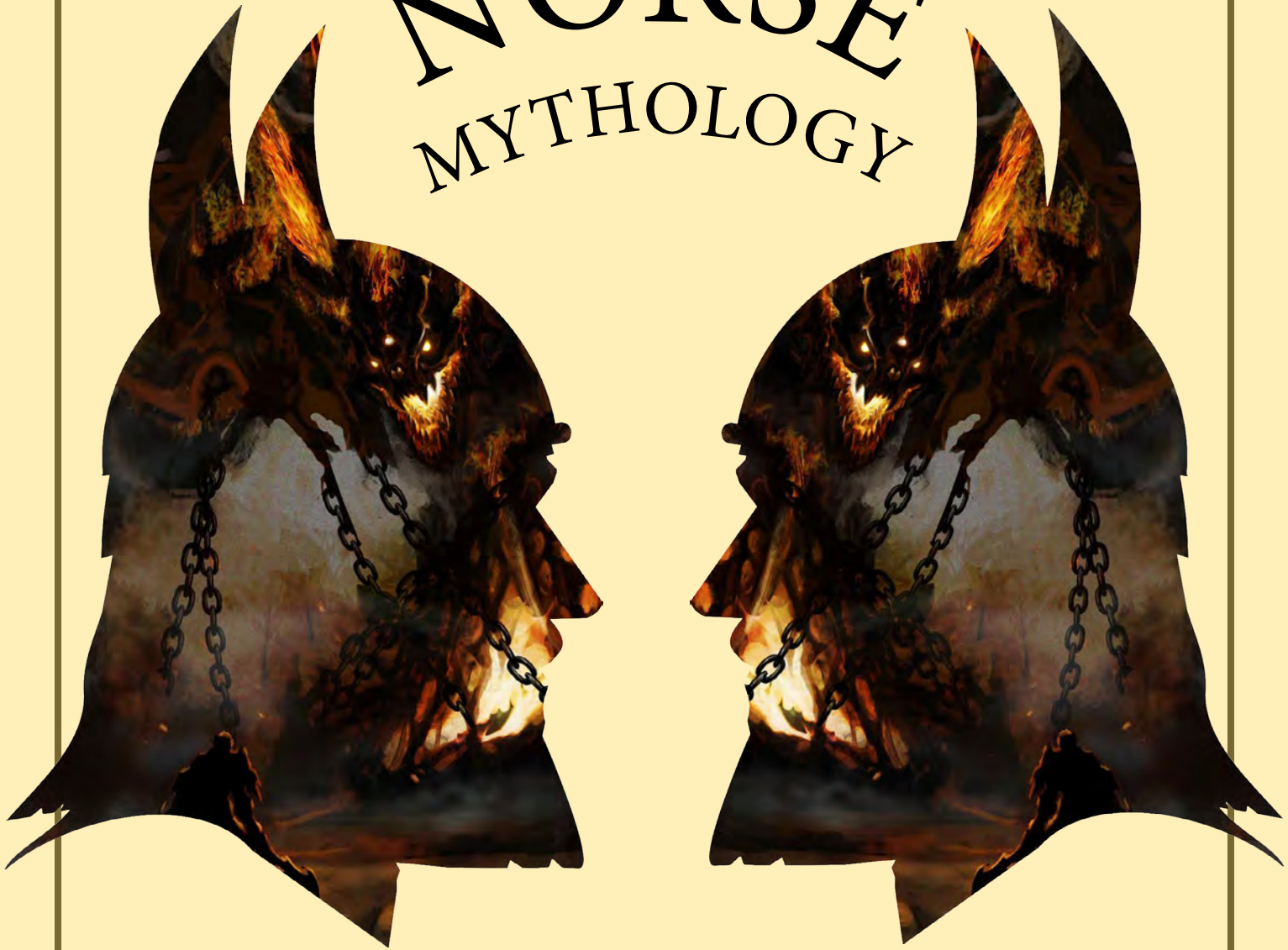


The Moonlight Shop

<http://themoonlightshop.com/>



NORSE MYTHOLOGY



Before the Norse or the Vikings and other Germanic peoples were converted to Christianity during the Middle Ages, just like other peoples in the world, they had their very own indigenous paganistic religion. Although there is no true name for their religion and people only called in "tradition." People who continued to follow the old Viking ways were called "heathens." Coining the term "the heathen Germanic religion."

The pre-Christian Germanic religion was animistic, polytheistic, pantheistic, and held a cyclical view of time.



Norse Mythology

The collective myths of the Scandinavians, people from Sweden, Denmark, Norway, and Iceland were the main sources for Norse mythology. There is no one set of doctrinal beliefs for the Scandinavians.

Norse mythology is the set of religious stories that the Vikings told to one another. If Catholics had the stories in the Bible, the Vikings had Norse mythology.

You are probably familiar with the characters in their mythology since they are still told in present popular culture. I am talking about the characters such as Odin, Thor, Freya, and Loki.

These stories, just like biblical stories, were narratives that gave life meaning and inspiration.

The mythology was orally transmitted in the form of poetry and our knowledge about it is mainly based on other medieval texts written down during and after Christianization.

The pre-Christian Germanic religion was animistic, polytheistic, pantheistic, and held a cyclical view of time.

Origins

The shaping of Norse mythology itself took place in Germanic Europe. Norse mythology is actually the best-preserved version of the older common Germanic paganism, which also includes the closely related Anglo-Saxon mythology. Germanic mythology, in itself is developed from an earlier Indo-European mythology.

Some aspects of Norse mythology passed into Scandinavian folklore and have survived to modern day times. Others have recently been reinvented as Germanic neopaganism. Norse mythology also remains as an inspiration in literature as well as in modern productions like movies.

If you're a person of northern European descent, you've probably got Germanic blood in you. It must mean your ancestors practiced something very close to the religion represented by Norse mythology.

CONTENTS

THE RUNK ALPHABET

6

ODIN AND OTHER GODS

18

THE 9 WORLDS IN THE NORSE MYTHOLOGY

31

VAIOURS BEINGS IN THE NORSE MYTHOLOGY

51

THE RUNIC ALPHABET

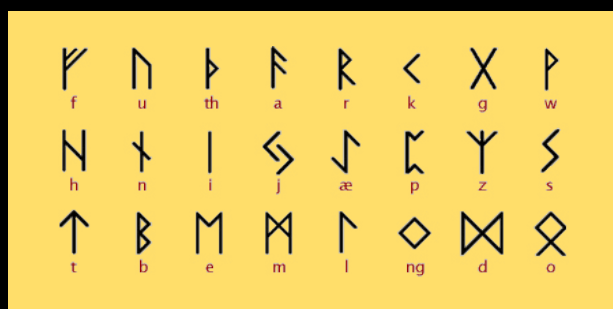


The Runic alphabet is also known as “Futhark”, a name composed from the first six letters of the alphabet, and these are the f, u, th, a, r, and k.

In this way, “Futhark” means “alphabet”, which is from alpha and beta, the first two letters of the Greek alphabet. Nobody knows why were the letters ordered in such a way. But it might been some form of mnemonic function that was not preserved.

It was the writing system used by Germanic tribes for the northwestern and Migration period dialects. You can find evidence of the Runic Alphabet on various artifacts like jewelry, amulets, tools, weapons, and runestones from the 2nd to 8th centuries

The first Runic inscriptions that have survived to the modern day dated from around 200 CE. The alphabet consists of 24 letters, 18 consonants and 6 vowels. And these are what are called the Elder Futhark. They are the oldest form of the runic alphabets, which you can see here:



Younger Futhark

The Younger Futhark or “Normal Runes” gradually evolved Elder Futhark over a period of many years and stabilized by about 800 A.D., the beginning of the Viking Age. It was the main alphabet in Norway, Sweden and Denmark throughout the Viking Age, but was largely replaced by the Latin alphabet by about 1200 as a result of the conversion of most of Scandinavia to Christianity.

Three slightly different versions of the alphabet developed in Denmark, Sweden and Norway:



The cause of this reduction of letters in Younger Futhark is tied to very complex phonological changes that occurred in the Old Nordic language. As many old letters were removed from the alphabet, several of the remaining letters were then used to represent multiple sounds:

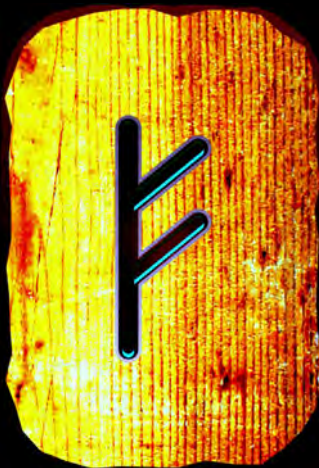
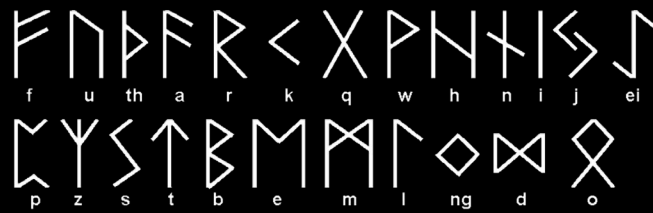
- th was used for /þ/ and /ð/
- u for /u/ and /o/
- k for /k/, /g/, and /ng/
- i for /i/ and /e/
- t for /t/ and /d/
- b for /b/ and /p/

The new letter, R, was originally used for a /er/-like sound in Old Nordic but became /ɣ/ in later Scandinavian languages.

Even though Futhark continued to thrive as a writing system, it started to decline with the spread of the Latin alphabet and the Christianization of Scandinavia. In England, Anglo-Saxon Futhorc started to be replaced by the Latin alphabet by the 9th century CE, and did not survive much more past the Norman Conquest of 1066. Futhark continued to be used in Scandinavia for centuries longer, but by 1600 CE, it had become nothing more than curiosities among scholars and antiquarians.

Runic Alphabets are more than just alphabets, each alphabet has an esoteric meaning that is used in divination until now. Study of the Runic Alphabets can help you greatly in your divination and magical workings.

RUNIC ALPHABET MEANING



Fehu (F: Domestic cattle, wealth.)

Possessions won or earned, earned income, luck. Abundance, financial strength in the present or near future. Sign of hope and plenty, success and happiness. Social success. Energy, foresight, fertility, creation/destruction (becoming).

Fehu Reversed or Merkstave: Loss of personal property, esteem, or something that you put in effort to keep. It indicates some sort of failure. Greed, burnout, atrophy, discord. Cowardice, stupidity, dullness, poverty, slavery, bondage.



Uruz: (U: Auroch, a wild ox.)

Physical strength and speed, untamed potential. A time of great energy and health. Freedom, energy, action, courage, strength, tenacity, understanding, wisdom. Sudden or unexpected changes (usually for the better). Sexual desire, masculine potency. The shaping of power and pattern, formulation of the self.

Uruz Reversed or Merkstave: Weakness, obsession, misdirected force, domination by others. Sickness, inconsistency, ignorance. Lust, brutality, rashness, callousness, violence.



Thurisaz: (TH: Thorn or a Giant.)

Reactive force, directed force of destruction and defense, conflict. Instinctual will, vital eroticism, regenerative catalyst. A tendency toward change. Catharsis, purging, cleansing fire. Male sexuality, fertilization. (Thorr, the Thunder god, was of Giant stock.)

Thurisaz Reversed or Merkstave: Danger, defenselessness, compulsion, betrayal, dullness. Evil, malice, hatred, torment, spite, lies. A bad man or woman. Rape?



Ansuz: (A: The As, ancestral god, i.e. Odin.)

A revealing message or insight, communication. Signals, inspiration, enthusiasm, speech, true vision, power of words and naming. Blessings, the taking of advice. Good health, harmony, truth, wisdom.

Ansuz Reversed or Merkstave: Misunderstanding, delusion, manipulation by others, boredom. Vanity and grandiloquence. (Odin is a mighty, but duplicitous god. He always has his own agenda.)



Raidho: (R: Wagon or chariot.)

Travel, both in physical terms and those of lifestyle direction. A journey, vacation, relocation, evolution, change of place or setting. Seeing a larger perspective. Seeing the right move for you to make and deciding upon it. Personal rhythm, world rhythm, dance of life.

Raidho Reversed or Merkstave: Crisis, rigidity, stasis, injustice, irrationality. Disruption, dislocation, demotion, delusion, possibly a death.



Kenaz: (K: Beacon or torch.)

Vision, revelation, knowledge, creativity, inspiration, technical ability. Vital fire of life, harnessed power, fire of transformation and regeneration. Power to create your own reality, the power of light. Open to new strength, energy, and power now. Passion, sexual love.

Kenaz Reversed or Merkstave: Disease, breakup, instability, lack of creativity. Nakedness, exposure, loss of illusion and false hope.



Gebo: (G: Gift.)

Gifts, both in the sense of sacrifice and of generosity, indicating balance. All matters in relation to exchanges, including contracts, personal relationships and partnerships.

Gebo Merkstave (Gebo cannot be reversed, but may lie in opposition): Creed, loneliness, dependence, over-sacrifice. Obligation, toll, privation, bribery.



Wunjo: (W or V: Joy.)

Joy, comfort, pleasure. Fellowship, harmony, prosperity. Ecstasy, glory, spiritual reward, but also the possibility of going "over the top". If restrained, the meaning is general success and recognition of worth.

Wunjo Reversed or Merkstave: Stultification, sorrow, strife, alienation. Delirium, intoxication, possession by higher forces, impractical enthusiasm. Raging frenzy, berzerker.



Hagalaz: (H: Hail.)

Wrath of nature, destructive, uncontrolled forces, especially the weather, or within the unconscious. Tempering, testing, trial. Controlled crisis, leading to completion, inner harmony.

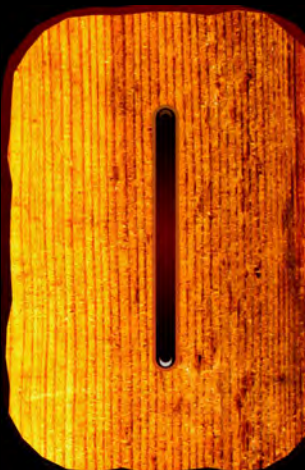
Hagalaz Merkstave (Hagalaz cannot be reversed, but may lie in opposition): Natural disaster, catastrophe. Stagnation, loss of power. Pain, loss, suffering, hardship, sickness, crisis.



Nauthiz: (N: Need.)

Delays, restriction. Resistance leading to strength, innovation, need-fire (self-reliance). Distress, confusion, conflict, and the power of will to overcome them. Endurance, survival, determination. A time to exercise patience. Recognition of one's fate. Major self-initiated change. Face your fears.

Nauthiz Reversed or Merkstave: Constraint of freedom, distress, toil, drudgery, laxity. Necessity, extremity, want, deprivation, starvation, need, poverty, emotional hunger.



Isa: (I: Ice.)

A challenge or frustration. Psychological blocks to thought or activity, including grievances. Standstill, or a time to turn inward and wait for what is to come, or to seek clarity. This rune reinforces runes around it.

Isa Merkstave (Isa cannot be reversed, but may lie in opposition): Ego-mania, dullness, blindness, dissipation. Treachery, illusion, deceit, betrayal, guile, stealth, ambush, plots.



Jera: (J or Y: A year, a good harvest.)

The results of earlier efforts are realized. A time of peace and happiness, fruitful season. It can break through stagnancy. Hopes and expectations of peace and prosperity. The promise of success earned. Life cycle, cyclical pattern of the universe. Everything changes, in its own time.

Jera Merkstave (Jera cannot be reversed, but may lie in opposition): Sudden setback, reversals. A major change, repetition, bad timing, poverty, conflict.



Eihwaz: (El: Yew tree.)

Strength, reliability, dependability, trustworthiness. Enlightenment, endurance. Defense, protection. The driving force to acquire, providing motivation and a sense of purpose. Indicates that you have set your sights on a reasonable target and can achieve your goals. An honest man who can be relied upon.

Eihwaz Reversed or Merkstave: Confusion, destruction, dissatisfaction, weakness.



Perthro: (P: Lot cup, vagina.)

Uncertain meaning, a secret matter, a mystery, hidden things and occult abilities. Initiation, knowledge of one's destiny, knowledge of future matters, determining the future or your path. Pertaining to things feminine, feminine mysteries including female fertility, and vagina. Good lot, fellowship and joy. Evolutionary change.

Perthro Reversed or Merkstave: Addiction, stagnation, loneliness, malaise.



Algiz: (Z or -R: Elk, protection.)

Protection, a shield. The protective urge to shelter oneself or others. Defense, warding off of evil, shield, guardian. Connection with the gods, awakening, higher life. It can be used to channel energies appropriately. Follow your instincts. Keep hold of success or maintain a position won or earned.

Algiz Reversed: or Merkstave: Hidden danger, consumption by divine forces, loss of divine link. Taboo, warning, turning away, that which repels.



Sowilo: (S: The sun.)

Success, goals achieved, honor. The life-force, health. A time when power will be available to you for positive changes in your life, victory, health, and success. Contact between the higher self and the unconscious. Wholeness, power, elemental force, sword of flame, cleansing fire.

Sowilo Merkstave (Sowilo cannot be reversed, but may lie in opposition): False goals, bad counsel, false success, gullibility, loss of goals. Destruction, retribution, justice, casting down of vanity. Wrath of god.



Tiwaz: (T: Tyr, the sky god.)

Honor, justice, leadership and authority. Analysis, rationality. Knowing where one's true strengths lie. Willingness to self-sacrifice. Victory and success in any competition or in legal matters.

Tiwaz Reversed or Merkstave: One's energy and creative flow are blocked. Mental paralysis, over-analysis, over-sacrifice, injustice, imbalance. Strife, war, conflict, failure in competition. Dwindling passion, difficulties in communication, and possibly separation.



Berkano: (B: Berchta, the birch-goddess.)

Birth, general fertility, both mental and physical and personal growth, liberation. Regenerative power and light of spring, renewal, promise of new beginnings, new growth. Arousal of desire. A love affair or new birth. The prospering of an enterprise or venture.

Berkano Reversed or Merkstave: Family problems and or domestic troubles. Anxiety about someone close to you. Carelessness, abandon, loss of control. Blurring of consciousness, deceit, sterility, stagnation.



Ehwaz: (E: Horse, two horses.)

Transportation. May represent a horse, car, plane, boat or other vehicle. Movement and change for the better. Gradual development and steady progress are indicated. Harmony, teamwork, trust, loyalty. An ideal marriage or partnership. Confirmation beyond doubt the meanings of the runes around it.

Ehwaz Reversed or Merkstave: This is not really a negative rune. A change is perhaps craved. Feeling restless or confined in a situation. Reckless haste, disharmony, mistrust, betrayal.



Jera: (J or Y: A year, a good harvest.)

The results of earlier efforts are realized. A time of peace and happiness, fruitful season. It can break through stagnancy. Hopes and expectations of peace and prosperity. The promise of success earned. Life cycle, cyclical pattern of the universe. Everything changes, in its own time.

Jera Merkstave (Jera cannot be reversed, but may lie in opposition): Sudden setback, reversals. A major change, repetition, bad timing, poverty, conflict.



Eihwaz: (EI: Yew tree.)

Strength, reliability, dependability, trustworthiness. Enlightenment, endurance. Defense, protection. The driving force to acquire, providing motivation and a sense of purpose. Indicates that you have set your sights on a reasonable target and can achieve your goals. An honest man who can be relied upon.

Eihwaz Reversed or Merkstave: Confusion, destruction, dissatisfaction, weakness.



Mannaz: (M: Man, mankind.)

The Self; the individual or the human race. Your attitude toward others and their attitudes towards you. Friends and enemies, social order. Intelligence, forethought, create, skill, ability. Divine structure, intelligence, awareness. Expect to receive some sort of aid or cooperation now.

Mannaz Reversed or Merkstave: Depression, mortality, blindness, self-delusion. Cunning, slyness, manipulation, craftiness, calculation. Expect no help now.



Laguz: (L: Water, or a leek.)

Flow, water, sea, a fertility source, the healing power of renewal. Life energy and organic growth. Imagination and psychic matters. Dreams, fantasies, mysteries, the unknown, the hidden, the deep, the underworld. Success in travel or acquisition, but with the possibility of loss.

Laguz Reversed or Merkstave: An indication of a period of confusion in your life. You may be making wrong decisions and poor judgements. Lack of creativity and feelings of being in a rut. Fear, circular motion, avoidance, withering. Madness, obsession, despair, perversity, sickness, suicide.



Ingwaz: (NG: Ing, the earth god.)

Male fertility, gestation, internal growth. Common virtues, common sense, simple strengths, family love, caring, human warmth, the home. Rest stage, a time of relief, of no anxiety. A time when all loose strings are tied and you are free to move in a new direction. Listen to yourself.

Ingwaz Merkstave (Ingwaz cannot be reversed, but may lie in opposition): Impotence, movement without change. Production, toil, labor, work.



Dagaz: (D: Day or dawn.)

Breakthrough, awakening, awareness. Daylight clarity as opposed to nighttime uncertainty. A time to plan or embark upon an enterprise. The power of change directed by your own will, transformation. Hope/happiness, the ideal. Security and certainty. Growth and release. Balance point, the place where opposites meet.

Dagaz Merkstave (Dagaz cannot be reversed, but may lie in opposition): A completion, ending, limit, coming full circle. Blindness, hopelessness.



Othala: (O: Ancestral property.)

Inherited property or possessions, a house, a home. What is truly important to one. Group order, group prosperity. Land of birth, spiritual heritage, experience and fundamental values. What a man is bound to.

(Othala reversed) Failure to capitalise and monopolise on what has been given to you. This can mean squandering an inheritance or taking for granted the love and affection of family. Immaturity and recklessness are also found in the Othala reversed meaning.

A Blank Rune should only be used in replacement of a lost or damaged piece. Don't use it in rune casting.

ODIN

RULER OF THE GODS

Odin was the main Viking god, the king of the gods. Odin's home is called Valhalla (Hall of battle slain). It is a magnificent place with 640 doors.

He is the Father of all who also goes by 36 different names, mostly because Odin loves to be in disguise in his travels and among his people. Although his favorite one would be a long hat and a green coat. How do you know it's Odin? Well, he pulls his hood over his missing eye to show you.

Odin has two ravens, Huginn and Muninn, and they sit on his shoulders. He sends them each day to all corners of the world to seek news and they whisper in his ears everything that they see and hear.

But if Odin wants to see things for himself, he can just sit on his throne, the Hlidskialf, and from there he can see all worlds.

The One-Eyed God

Odin is the wisest of the Viking gods and seeks his knowledge far, legend has it that his knowledge comes from the giant Mimir. According to the story, he went to get a drink from the fountain of Mimir in to gain supreme knowledge. Mimir didn't allow him to unless he sacrificed one of his eyes. For Odin, wisdom is more important and dutifully sacrificed his other eye in pursuit of it. From then on, Odin has

been with just one eye. His other eye rests on the bottom of Mimir's fountain.

Mimir The Giant

When Mimir was killed by Vanir, Odin got his head and from it he got many secrets. He would ask the very same head for advice in many important situations.

Knowledge of Runes

Odin conducted his wizardry through usage of runes. Runes have always been a mystery to most and not a lot of people understood or knew how to use them. He mastered the knowledge of the runes by hanging from a tree for nine nights without food or drink and with a spear in his side. It is through that suffering that he gained full knowledge of the runes.

Odin's fate is to be eaten by the wolf Fenri in the final battle against the giants.

Symbolism

Call upon Odin if you need advice and wisdom. He likes to solve problems, so if you have a lot of problems, he is the right god to do spiritual work with. Odin can be very ruthless, so treat him with the utmost respect. Odin will constantly test you to see how far you can go with all your bravery, and if you survive it, you will come out stronger than you thought you were.







Freyja

Goddess of Abundance and Fertility

Freyja is the Goddess of abundance, fertility, and wealth. She is the sister of Freyr whose attributes were all-encompassing. She inherited many of which from various personifications of the Great Goddess who far preceded the Gods of Valhalla. The goddess Freya is depicted with her falcon wings. And on her breast she wears “the jewel whose power cannot be resisted,” the Brisingamen. Brising, meaning fire. It represents the fire of the sun and the fire of the enlightened mind of men.

Freyja is the modern day equivalent of the “It” girl. She was famed for her great beauty, and was known as “The Fair One”. She embodies the sensuality of the lover and mistress. She is as strong, beautiful and wise as any of the “Eldest Ones.” Freyja was quite independent. And being the chief of the Valkyries and the lady of the hall of the battle-fallen in Valhalla, she would select the noble and heroic dead and would carry them to the Realm of the Gods.

She is the patroness of women who attain wisdom, status, and power. In the earlier days she also rewarded good housewives, though in later times Frigga has become more the patron of the home. She is also connected to magick and divination.

Freyja could take on the aspect of a bird. She owned a magical cloak of hawk’s feathers, which allowed her to transform at will.

In the ancient times the winter constellation which we today know as Orion was at that time called “Freyja’s Gown” by the Norse and Teutons, and the sword belt in Orion was called “Freyja’s Girdle.”

Honoring Freyja Today

Making offerings to Freyja is good if you wanna make improvements in your love life, most especially in the sexual aspect of it. Stuff like honey, chocolate, and other aphrodisiacs are a good start. Do not forget to perform a ritual in her honor.

You can also call upon Freyja for protection, especially in situations of domestic violence. Connecting with Freyja as you are trying to work through it all will give you the strength and courage to get out and move forward with your life.

You can set up a shrine to Freyja in your home and decorate your altar with symbols of femininity and strength. Freyja is the goddess of abundance and fertility and will draw in wealth in many forms in your life.

The God of Thunder

THOR

Thor is the almighty god of thunder and giant-slayer in Norse mythology. Thor is known for his red hair and bad temper. He is the son of Odin and Fjörgyn. Being the strongest of all the gods and the protector of mankind in Midgard, he is associated with thunder, lightning, storms, oak trees and strength. He also had a day named after him: Thursday.

While Thor may be the strongest of the Gods, he is not the smartest nor the wisest. He is always teased or fooled by the giants in Jotunheim, which makes Thor furious and makes him grab his hammer Mjölfnir while enraged. And this is what causes thunder and lightning in the skies. This makes the giants fear Thor, and Thor would always come out the winner in every fight.

Thor has another enemy whom he defeated in Ragnarok: Jormungand. The giant serpent who encircled Midgard.

Thor lives in a huge place in Asgard called Thrudheim, together with his wife, Sif.

Thor's Goats

Thor rides out from Asgard in his chariot which is pulled by two goats whose names are Tanngnjostr "Teeth barer" and Tanngrisnir "Teeth grinder". The chariot also

gives out sparks and lightning from their wheels as they fly across the sky.

Thor's Hammer

Mjölfnir is Thor's hammer. It's one of the strongest, powerful, and most frightening weapons. Mjölfnir can send out lightning bolts and is capable of leveling mountains. Mjölfnir can also hit any target. And after the target is hit, Mjölfnir will return to Thor's right hand all by itself.

Mjölfnir not only kills and destroys, but also revives people or animals. It can be magically shrunk to fit inside Thor's shirt. Mjölfnir is also used in ceremonies for birth and death.

Thor also has some other powerful items, like a pair of iron gauntlets and a magical belt, when he wears both of these magical items it makes him twice as strong. The belt is called Megingjord and the iron gauntlets are called Járnglófar.

The Vikings look to Thor for protection and strength. He is the most venerated god in the Norse pantheon; more than Odin. The Vikings would don the Mjölfnir, which they understood as the symbol of Thor, in many forms such as necklaces, bracelets, and markings. Thor is protective of not only his friends and family, but also humans as well.



LOKI

THE TRICKSTER

Loki is known as the trickster god. This doesn't mean he is evil, but this also doesn't mean he is good. Loki lives in Asgard even though he is from Jotunheim, the land of the giants. What he likes to do is to create trouble for anyone and everyone especially for the gods and goddesses in Asgard.

Loki is the son of giants: Farbauti and Laufey, He also has two brothers Helblinde and Býleistr and is the mother of Sleipnir. He married Sigyn. They have two children together, Narvi and Vali. Loki was also married to the giantess, Angrboda and she bore their children: Hel, Fenrir the Wolf, and The Midgard Serpent.

THE PRANKSTER

It also doesn't help that he is both cunning and clever and he always comes up with new ideas to annoy and embarrass people. Loki just loves to prank people, and in many ways, is the original prankster! Yet, after he pranking people, he saves them from further trouble due to his pranking, making him a hero. This is why Loki is neither good nor bad.

SHAPESHIFTER

Loki has the amazing ability to shapeshift into almost any living being. He can appear as a salmon, a mare, a seal, a fly, and an elderly woman.

CAVE-DWELLER

After Loki had made one prank too many for the gods and goddesses in Asgard, he was banished to a cave and the gods placed a poisonous snake above

his head. Loki's wife Sigyn, stayed with Loki in the cave and held a bowl over his head to catch the poison from the snake.

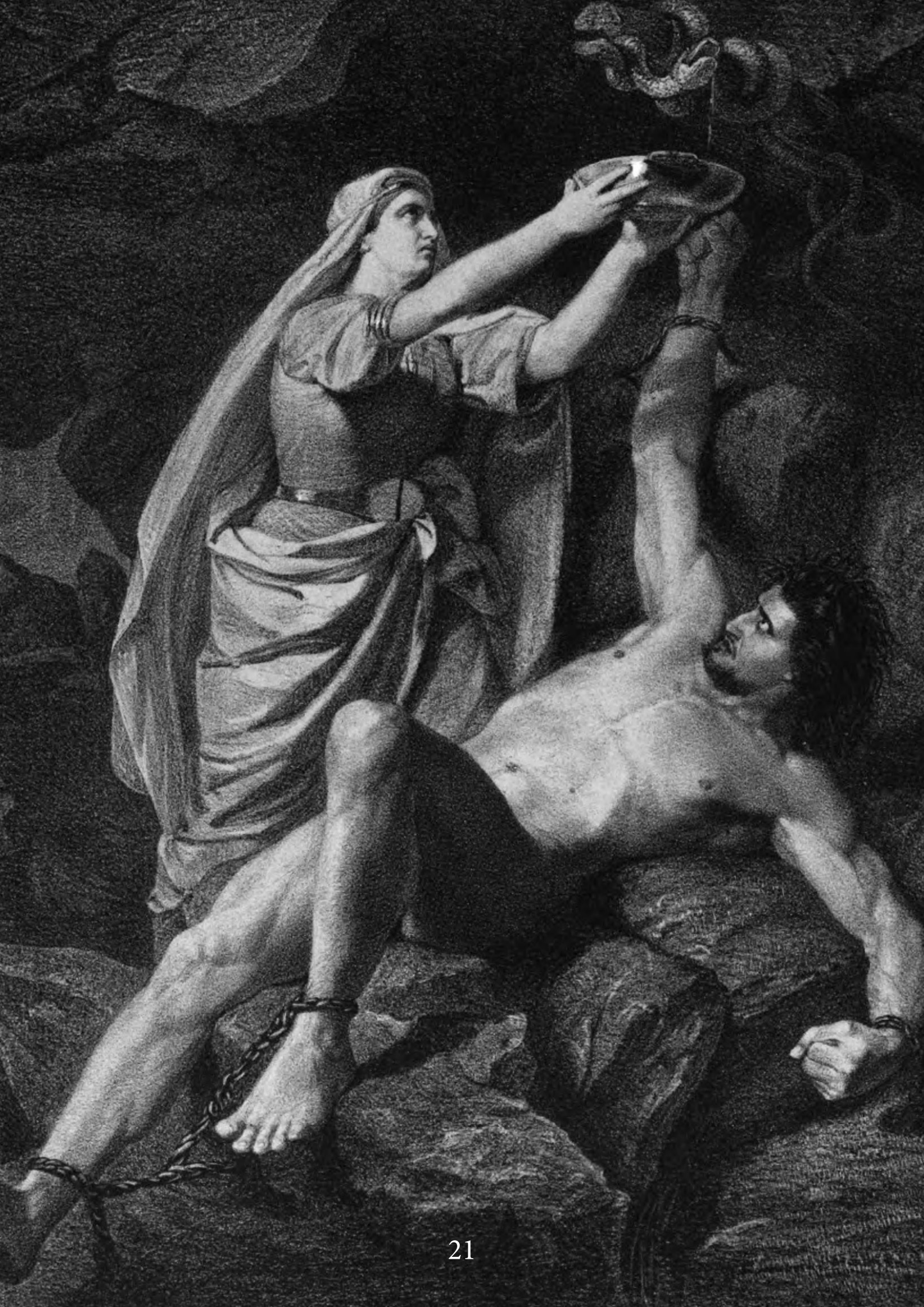
LOKI'S CHILDREN

When the Aesir were told that Loki's children were born in the land of the giants, they knew this would bring great evil to the world because of their father. So Odin had the children collected and brought to Asgard. When they got there, Odin threw the Midgard into the deep sea. The Midgard serpent grew so big, enough to bite its own tail wrapping it around the world. He threw Hel in the underworld, where she made her own lair, which is now known as Helheim: a place where all who die of illness or old age go. Odin kept the Fenrir wolf in Asgard, for the time being until he would be removed and bound to a rock.

SYMBOLISM

It seems counterintuitive to call upon Loki but when you are in need of sharper intelligence, cleverness, and cunning, Loki is someone you can call upon.

Loki had a great sense of humor and loved putting up shows for the gods and goddesses. He was a master entertainer. If you are in this field, Loki would be an excellent god for you. Loki was also bisexual, so if you are one and need strength to overcome discrimination, call upon Loki. Lastly, Loki also has dominion over the fire element, both creative and destructive; use it to your advantage.



HEL

GODDESS OF THE UNDERWORLD

Hel, also known as Hella, Holle or Hulda, was the Queen and Ruler of the Underworld, which was known as Helheim or the Kingdom of the Dead.

Exposed Bones

The name Hel, quite literally means “one that hides” or “one who covers up.” This is because Hel had been born with the bones on one side of her body and fully exposed. This made things extremely difficult for Hel, because her appearance caused the other gods to feel so uncomfortable that they avoided having anything to do with her.

Leaving Asgard

She was seen as very odd so she was avoided and had no friends. Hel was extremely unhappy and lonely, so much so that she went to Odin and explained to him how difficult her life was there and asked for his permission to leave Asgard.

Odin sympathized with Hel and granted her wish and gave her the world of Niflheim to rule. He also named it after Hel. And that’s how she became known as the Goddess of the Dead.

Hel the Goddess of the Underworld

Odin also gave Hel certain responsibilities that she had to carry out in that realm. He put her in charge of caring for the souls of people who died from sickness or old age, and for the souls of any other people who did not die through violence or in battle.

When warriors died in battle, their souls were split

evenly between the Goddess Freyja and Odin. But when Hel settled into her realm, the souls of the deciding if their souls were good or evil and gave each soul its just reward. Hel has the eye of the fire, which means you cannot hide anything from her.

There are nine levels of Helheim and it starts with a form of heaven and goes all the way down to the horror-filled Nostrand, where the souls go to be punished by having snakes drop venom on them.

Symbolism

While the Vikings feared Hel, they saw her as a gentler and kinder form of death and transformation. They saw Hel as an earth mother deity known as Mother Holle, who consisted of pure nature.

They saw Hel to have great maternal aspects, and she was also known to help people in their times of need. Hel is also capable of becoming vengeful when someone interferes with the progression of natural law.

Hel is someone who should be respected and admired and not feared, unless you are doing something evil in your life.

Hel is actually a great symbol of courage and strength against diversity. She may have been born with physical deformities but that did not stop her from seeking out her place in the world and eventually finding meaning and purpose despite her circumstance.

Call upon Hel when you are facing adversity and when you feel like everyone is against you or pulling away from you, that she may bless you with her courage and strength. Hel also used her excellent judgement and ability to see what’s truly within people to determine where to place their souls. Call on her when you need to make a good judgement call and when you need to make decisions.



TYR

THE WARRIOR GOD

Tyr is regarded as one of the principal war gods of the Norse, along with Odin and Thor. He is the Norse equivalent of Greek Zeus.

He ended up becoming a relatively minor Aesir god in Viking Age Norse mythology after being usurped by by Odin. Lord Tyr actually pre-dates Odin and was the original All-Father of Gods and Men.

Tyr's symbol was the spear, the same symbol that is also used by Odin. The rune named for Tyr is also in the shape of a spear. He was also one of the gods who had a day of the week set aside to honor him, and the day is Tuesday, which means Tiw's-Day.

The One-Handed God

Tyr was known for his courage, which was on display when the gods decided to shackle the wolf Fenrir. The beast broke every chain they put on him. Eventually, they had the dwarves make a magical ribbon called Gleipnir, but Fenrir sensed this and refused to be bound with it unless one of them put his hand in the his mouth as a pledge of good faith. Only Tyr was brave and honorable enough to comply with the beast's request. When Fenrir found himself unable to break free, he bit the Tyr's hand. And this is how Fenrir was bound till the day of Ragnarok and how Tyr lost his hand.

The tale of his courage, bravery, and loss is the reason why Tyr is called upon in matters of war, law, justice, honor, oaths, and upholding traditional sources of authority.

One of Tyr's roles was that of a guarantor of justice, one before whom oaths were sworn. This role remained consistent up through the Viking Age.

Tyr may now have a humble place in Viking Age religion and mythology, but he was once as indispensable as daylight in the minds and hearts of the Germanic peoples.



HEIMDALL, PROTECTOR OF ASGARD

Heimdall, the son of Odin, is one of the Aesir gods and the guardian of the gods' stronghold, Asgard. He is ever so vigilant that he requires less sleep than a bird and his eyesight is so sharp that he can see for hundreds of miles by day or by night. His hearing is so sharp that he can hear grass growing on the ground and wool growing on sheep.

Certain verses in Old Norse poetry make up Heimdall to be the father of humankind, and was also the one who established the hierarchical structure of Norse society.

HIMINBJÖRG

His dwelling place is called Himinbjörg or sky cliffs, which sits at the top of Bifrost, the rainbow bridge that leads to Asgard. It is the place where he watches and listens, holding his horn called the Gjallarhorn, which he sounds when he sees intruders approaching.

RAGNAROK

During Ragnarok, the sound of Heimdall's horn signaled the oncoming doom of the gods, which meant that the giants were about the cross the rainbow bridge to storm Asgard and kill the gods. Heimdall and his nemesis, Loki, slay each other as the world burns and sinks into the sea.

SYMBOLISM

Heimdall is often associated with the ram, which is Heimdall's most sacred animal. Rams are skillful creatures that can navigate rocky areas that other creatures can't. Just like Heimdall, they are known for their extremely keen long range vision, keen sense of smell and keen sense of hearing.

The ram is also the symbol of the first zodiac sign, Aries. Aries traits are impetuosity, immense creativity, fearlessness, virility, passionate, forward-looking, and intellectually brilliance. Aries is also associated with the sun and new beginnings because they stand at the beginning of things.

People call on Heimdall when they need help attain the traits of the ram. For example, virility and fertility. Legend has it that Heimdall, in the guise of Rig, traveled all over the earth fathering children!

When you need help with authority, power, leadership, or if you need help with having a sharper intellect and senses, call on Heimdall or seek out the ram as a symbol.



Baldur

God of Light

*Baldur is the dead God of Light in Norse mythology.
His name means “prince” or “brave”.*

Baldur was the youngest son of Odin and Frigg. He was the most beautiful of all the Aesir or sky gods. White light shone from him wherever he went, and was cheerful and kind was loved by everyone in Asgard. Baldur was always with his sacred plant, the Chamomile. He married Aesir goddess Nanna, and the two of them lived in a hall called Breidablik where everything was beautiful and nothing impure could live. Their son Forseti eventually became the God of Justice.

Baldur's Nightmares

Baldur began having dreams that something bad was gonna happen to him and reported them to his parents. His mother Frigg panicked and walked the Nine Worlds asking every living thing to promise not to harm her son. She asked every little thing to make a promise except the mistletoe plant, thinking that it was too young to make such an oath.

Baldur made a game of it all and soon enough the other gods would line up and throw anything at him, thinking nothing could harm him.

It would be through this very same method that Baldur would meet his end.

Loki's revenge

Loki, who was angry with the Aesir for killing his wife Angrboda and imprisoning his son Fenrir had been plotting vengeance against the Aesir. He disguised himself as an old woman and made Frigg admit that she hadn't asked the mistletoe for an oath. He made a small dart of mistletoe and waited until

the missile games began. He guided Hoder, Baldur's blind brother's hand into throwing a missile, and that very same dart killed Baldur.

The whole of Asgard mourned the loss of their god of light. Many gods offered to chase Loki but Odin prevented them from doing so. He did not want his family sullied by an act of vengeance.

Many speculated that Loki would slay Baldur so Baldur would come back to life and rule Asgard after Ragnarok. If he were alive during Ragnarok, he would simply be killed.

Other stories go that Odin and Loki arranged the whole killing in order to keep Baldur in the safest possible place, which is the Realm of the Dead.

Baldur was a solar god sacrificed to die just to be reborn eventually.

Baldur Shines A Bright Light

Baldur indeed shone a light wherever he went. He is the light in the darkness. He even brought light to the Underworld. He is the light that can be found when one is in the deepest and darkest place.

Which is why people called on him whenever they were at their darkest moments in life. When Baldur is called on, he gives solace to those who are in need of some light in their lives.

Simply lighting a candle in the dark and call for him will make him come to your aid.



MJOLNIR

The Mjolnir, pronounced as 'miol-neer', is the name of Thor's hammer. The Mjolnir is described as one of the most powerful weapons in Norse mythology. It was so powerful in fact that Thor used it to guard Asgard, the stronghold of Gods and Goddesses.

Norse Mythology

In Norse mythology, Thor, the god of thunder, lightning, storms, oak, and strength, used a Mjolnir, to represent his power over lightning and thunder. Thor, the son of Odin, was a large man with red hair and a beard. His size matched the ferocity of his temper. It's a good thing he was on our side. He was the protector of mankind who was blessed with fertility and healing skills.

Thor would use the Mjolnir to strike as he wanted, and wherever he was aiming, the hammer would not fail him. Wherever he threw it, he would never miss, and the hammer would never fly so far from his hand that it could not find its way back.

Origin

Thor's hammer was made by dwarves for Thor. It was carefully crafted to be very powerful. The Mjolnir can smash the highest mountains, most evil orcs, and everything else that gets in its way. But the thing is, the Thor's hammer has a flaw. When the Dwarf brothers made the hammer, they actually intended to make the handle long enough to swing with both hands. But Loki interrupted their work, thus making the hammer's handle much shorter than intended.

This error turned out to be an advantage, because this way, Thor could swing and throw the hammer single-handedly, while keeping the other hand on his chariot.

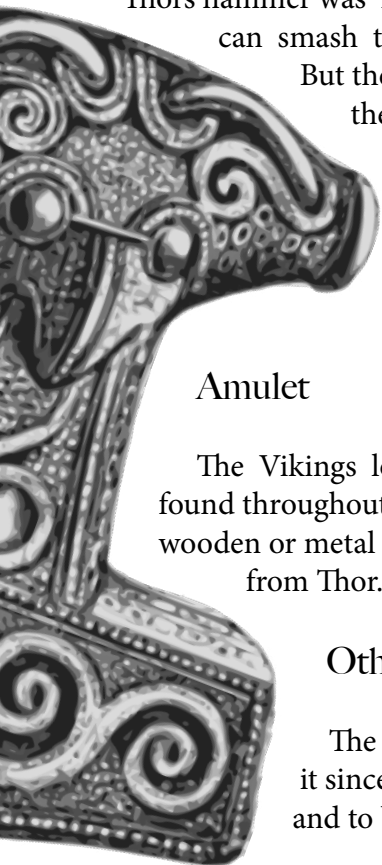
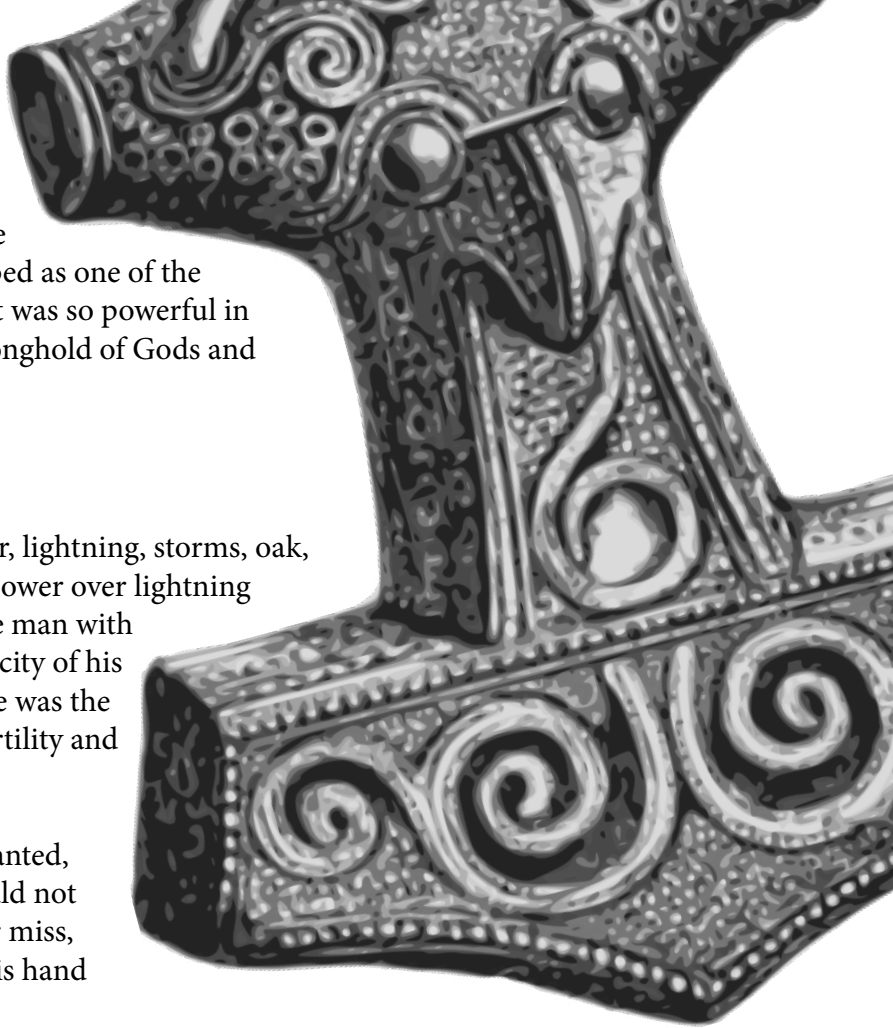
Amulet

The Vikings loved making Thor's Hammer Pendants. There were more than 50 Mjölknir amulets found throughout Scandinavia. Most of them dating back from the years between 900 and 1100. Be it in wooden or metal form, the people then would wear the pendants to give them strength and protection from Thor.

Other Uses

The Mjolnir was a handy tool to have around, and the owner need not worry about losing it since it always returned to its rightful owner. The Mjolnir was also used in cleansing rituals and to bless marriages, births and funerals.

The early Pagan Norsemen would wear Mjolnir pendants as amulets for protection, even long after Christianity had moved into their world. This still rings true today, as it is still worn by those of Asatruar and Norse heritage, and even those from other Pagan traditions, like Wiccans.



9

WORLDS IN THE NORSE MYTHOLOGY



The realms of the Norse deities were separated into the Nine Worlds. Each of the Nine Worlds are connected to each other by the roots of the cosmic ash tree called Yggdrasil.

There were nine different dimensions of reality which the deities utilized as their stomping grounds and here they are:



ASGARD

The home of the gods, and original home of the Aesir, ruled by Odin and Frigga. Each deity has his or her own palace. It is an amazing and majestic realm of towering spires and palaces of gold and silver situated within a remarkable city with miles and miles of enchanted woodlands, rivers, and seas.

A special section of Asgard called Valhalla is inhabited by the souls of heroic and virtuous mortals who followed the Norse path.

Asgard itself is dimensionally connected to Earth by a rainbow hued bridge called Bifrost, which is guarded by the god Heimdall.





VANAHEIM

The original home of the Vanir, ruled in the past by Freya and Frey. A tribe of peaceful but powerful fertility deities. It is a spectacular realm that is dotted with vast, unspoiled forests and bodies of water, all of which are inhabited by nature spirits and equivalents of Earth animals.





NIFLHEIM

The former home of the frost giants and once ruled by Ymir, and now realm of the dishonored dead. It's described as being an extremely cold, frozen landscape of endless night. The souls confined to that realm are subject to frequent hardships and tortures, and also fall under the rulership of the death goddess Hela.

Ruled by Hela. The realm is guarded by the dragon Nidhogg.



JOTUNHEIM



Home of the giants. The realm of Jotun. The third tribe of humanoid beings of great magickal power to rival the Aesir and Vanir who never made peace with either of these other two tribes, and are considered their sworn enemies. This realm is comprised of an extremely cold, snow-capped tundra and huge mountain ranges.

The Frost Giants are ruled by Utgard-Loki. The Storm Giants are ruled by Thrym.



HEL

Not to be confused with the Christian afterlife realm of punishment known as “Hell.” It is described as having a gray, barren, and bleak landscape.

The land of the common dead, also ruled by Hela.



MUSPELHEIM

The land of the fire demons, or Muspeli. This is the realm of unending fire, a manifestation of chaotic energies. It is inhabited by a little known race of dangerous warrior beings called the Fire Demons

Ruled by Surtur.





ALFHEIM

The land of the Light Elves (the Norse name for the faerie folk, or faes). The light elves are the enchanted, shape-shifting beings of great magickal power.

Ruled in ancient times by Frey but now guarded by the elf Delling.





SVARTALFHEIM

Land of the Dark Elves, also known as goblins or bogarts.

Ruled by the dark elf Modsognir (also according to Freya Aswynn).





MIDGARD

The Middle Realm or Middle Earth. The Earth Dimension.

The material manifested world of humanity, whose official guardian is Thor.



WIN A FREE PENTACLE OF THE BLACK ONYX NECKLACE!

1

Record a short video review of the magazine (be sure to show the magazine on your tablet, computer, in kindle or print)

2

Post it on Youtube and send the link to: info@themoonlightshop.com
(include the link: <http://themoonlightpost.com> in the video description)

3

Get your new Pentacle of the Black Onyx necklace 100% free of charge.

ENJOY!



**THE VARIOUS BEINGS
IN THE NORSE MYTHOLOGY**



THE GODS AND GODDESSES

A warrior in a green tunic and helmet, holding a spear and a shield with a dragon-like emblem. The warrior is positioned on the right side of the page, with the shield in the foreground and the spear pointing upwards. The background is a textured, light green color.

The deities are described in the myths as humanoid beings of usually great physical attractiveness. They have an incredible degree of magickal power, have mighty weaponry, and have characteristic longevity, ageing incredibly slowly in comparison to mortals.

There are various tribes of deities throughout the multiverse, and two of them--the warrior deities known as the Aesir of Asgard and the fertility deities known as the Vanir of Vanaheim--merged into a single tribe following a stalemated war, and most of them subsequently made their home in Asgard.

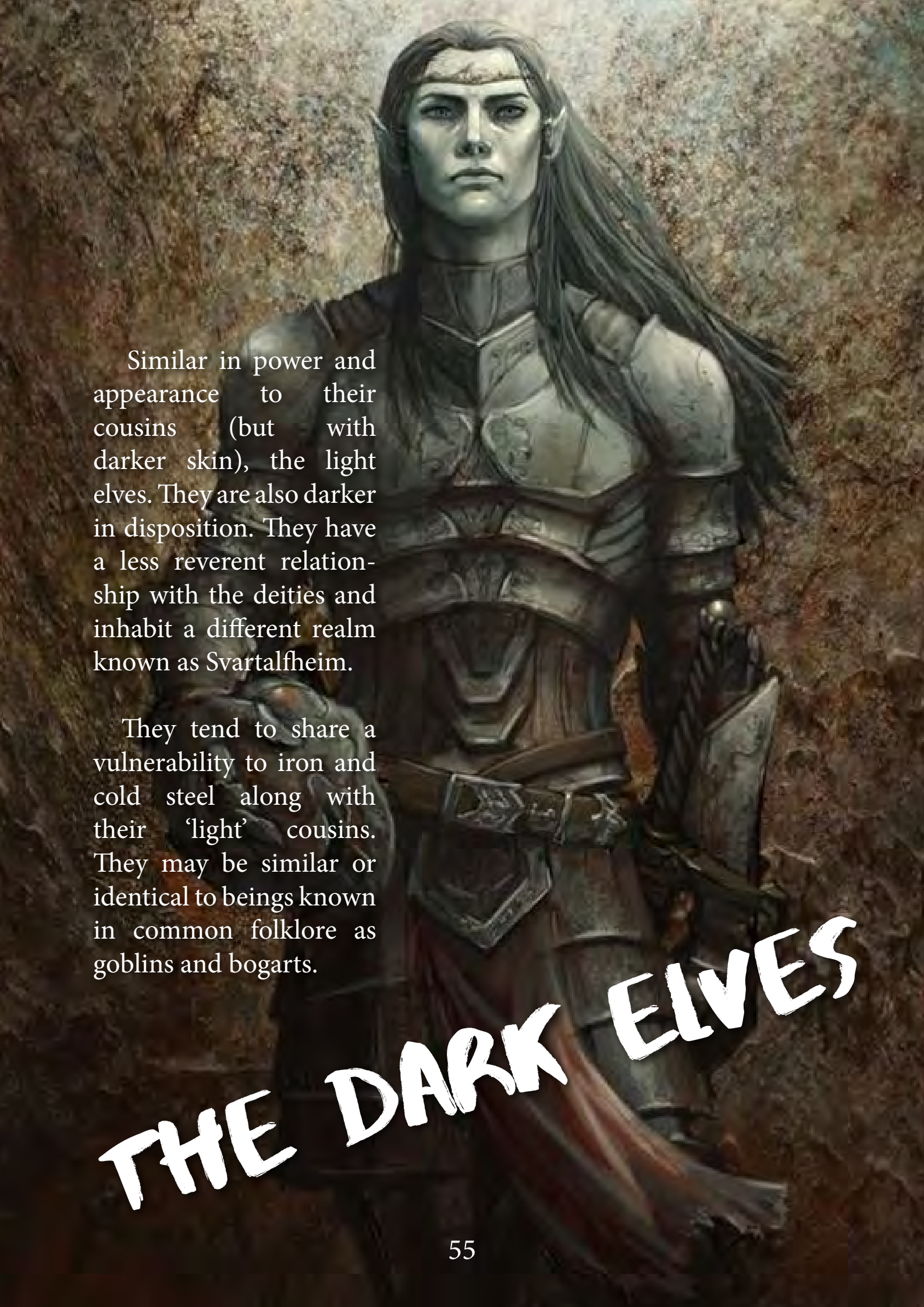


These powerful enchanted humanoid beings are the same beings as the faerie folk or faes that inhabit the realm of Alfheim.

The light elves and other sub-species of etheric beings related to them are characterized by having a vulnerability to iron and cold steel.

THE LIGHT ELVES

A light elf woman with long, straight blonde hair, wearing a white and gold dress with intricate patterns and jewelry. She is looking to the side with a slight smile. The background is dark and blurry.

A dark elf warrior with long, dark hair and pointed ears, wearing intricate, dark armor. He stands in a dimly lit, rocky cave. The lighting is dramatic, highlighting the textures of his armor and the rough walls of the cavern.

Similar in power and appearance to their cousins (but with darker skin), the light elves. They are also darker in disposition. They have a less reverent relationship with the deities and inhabit a different realm known as Svartalfheim.

They tend to share a vulnerability to iron and cold steel along with their 'light' cousins. They may be similar or identical to beings known in common folklore as goblins and bogarts.

THE DARK ELVES

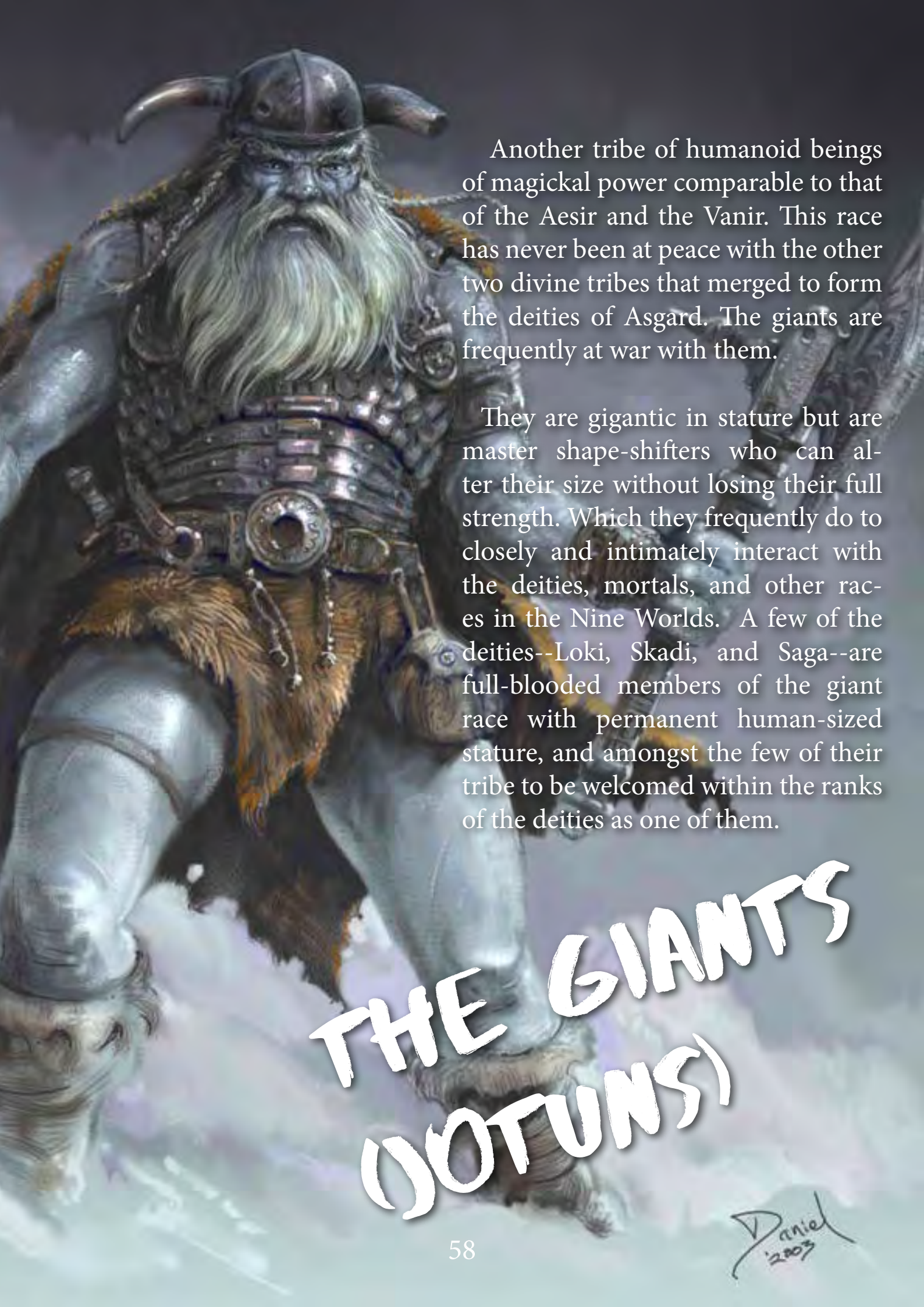
THE DWARVES

This is the race of diminutive humanoid beings much smaller in stature and much less physically attractive by human standards than the deities and the light elves of the Nine Worlds. They live underground throughout the rocky realm of Nidavellir. They are generally reclusive and often shun contact with the other races. The benevolent ones amongst their race do have a generally good working relationship with the deities.

They are masters of the forge and controllers of the wealth to be found on and within the earth and they are responsible for producing a large number of the fantastic weapons and items owned by the deities, including Thor's battle hammer Mjolnir and Freya's enchanted necklace Brisingamen.

Their major weakness is sunlight. They cannot be exposed to it without turning into stone. This is the reason why they are forced to dwell in caves and underground, and emerge only at night or briefly in the day during particularly overcast conditions.





Another tribe of humanoid beings of magickal power comparable to that of the Aesir and the Vanir. This race has never been at peace with the other two divine tribes that merged to form the deities of Asgard. The giants are frequently at war with them.

They are gigantic in stature but are master shape-shifters who can alter their size without losing their full strength. Which they frequently do to closely and intimately interact with the deities, mortals, and other races in the Nine Worlds. A few of the deities--Loki, Skadi, and Saga--are full-blooded members of the giant race with permanent human-sized stature, and amongst the few of their tribe to be welcomed within the ranks of the deities as one of them.

THE GIANTS (JOTUNS)



THE TROLLS

A race of brutish, slow-witted, but physically powerful semi-humanoid entities who inhabited some of the distant regions of Asgard, they are described in the legends as malicious and violent beings who hate all of the other races of the Nine Worlds, and are also considered enemies of the deities who were frequently slain in battle by Thor and the other warrior deities amongst their number.

THE TROLLS

Only a little is known of these beings, who are described in the myths as dangerous warriors under the control of the incredibly huge, powerful, and anti-life demon Surtur. They existed in the fiery realm of Muspelheim, whose entry portals leading to Asgard were sealed off ages ago when Surtur launched an attack on the godly realm that was repulsed by the three initial members of the Aesir--Odin and his two brothers Vili and Vey, with the latter two evidently sacrificing their physical aspects to seal the portal, conferring their power to Odin.



THE HUMANS

That's us, a race of limited, fully corporeal humanoid beings of very short lifespan and an even shorter span of youth who inhabit the material realm of Midgard (Earth), which is under the protection of the thunder god Thor. Despite our limitations, we are known to have great potential, on both an individual and collective level, to transcend our commonly accepted limitations to potentially become peers of the deities. Our physical and spiritual evolution is of great interest to the deities, and they watch over and influence us in a manner similar to how parents strive to do the same with their children.



WIN A FREE PENTACLE OF THE BLACK ONYX NECKLACE!

1

Record a short video review of the magazine (be sure to show the magazine on your tablet, computer, in kindle or print)

2

Post it on Youtube and send the link to: info@themoonlightshop.com
(include the link: <http://themoonlightpost.com> in the video description)

3

Get your new Pentacle of the Black Onyx necklace 100% free of charge.

ENJOY!

