

RUNEPEBBLE MIDSUMMER

2018

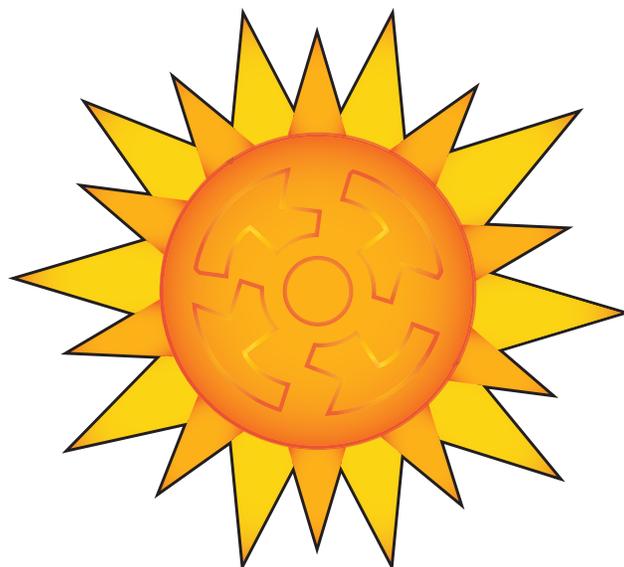


AN ASATRU PUBLICATION FOR YOUTHS BY
THE ASATRU FOLK ASSEMBLY



TABLE OF CONTENTS

PAGE 3	MIDSUMMER HOLY-DAY
PAGE 4	SUMMER SOLSTICE
PAGE 5	SUN CHARIOT COLORING PAGE
PAGE 6	STORY - BALDER THE LIGHT
PAGE 12	DADS RAISING OUR WOLFPUPS
PAGE 13	WOODEN SWORD CRAFT
PAGE 18	FLOWER CROWN CRAFT
PAGE 20	BOOK REVIEWS
PAGE 22	HONORING OUR FOLK
PAGE 23	SUMMER GAMES
PAGE 25	AFA BABY BLANKETS
	BUSINESS DIRECTORY



MIDSUMMER

A Joyous celebration of the Sun!

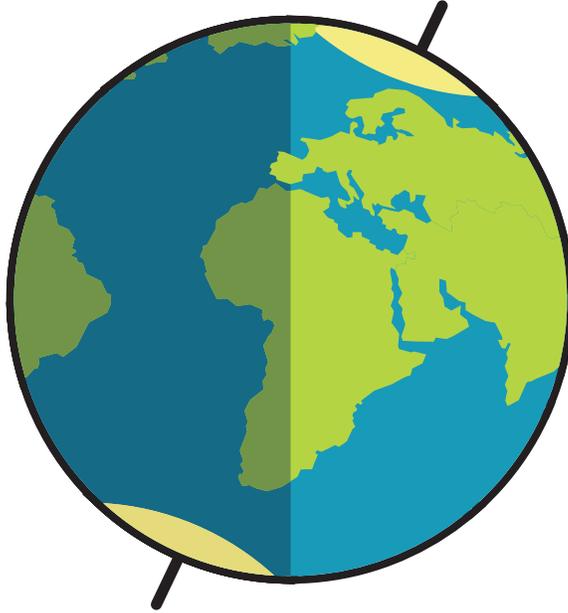
On midsummer we gather with our family and folk to honor the Sun in all her beauty and glory.

We thank her for her presence by blot, and bonfire.

We delight in the company of our folk and enjoy the warm easy days of summer.

This is the time to spin around the Maypole, string flower crowns, sing songs, and embrace the fruits of the fine weather.

In this celebration we recognize that the days of summer will be coming to an end. With each passing day the Goddess Sunna is making her slow descent from our sky, and so we gratefully enjoy her while she shines upon us.

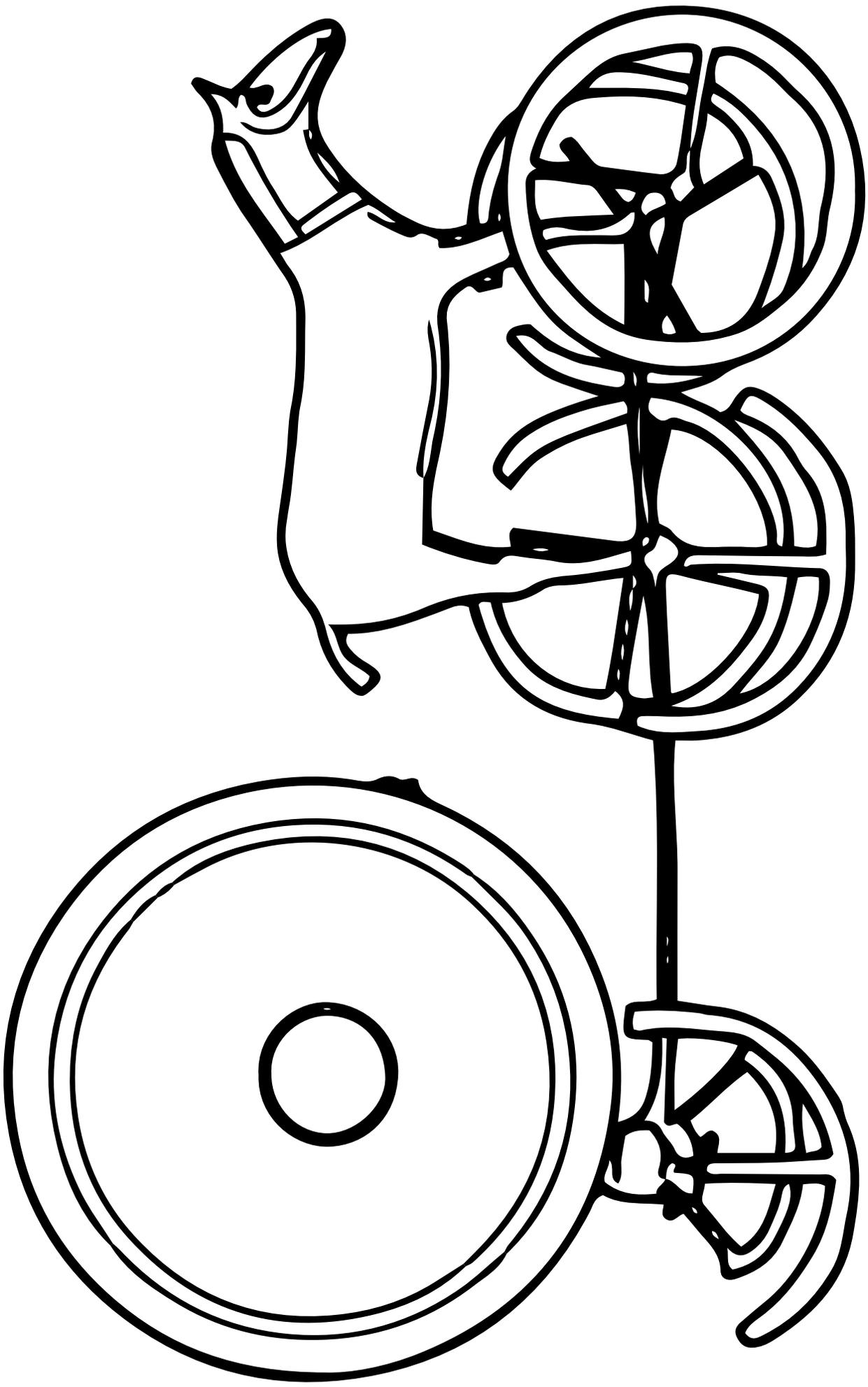


SUMMER SOLSTICE

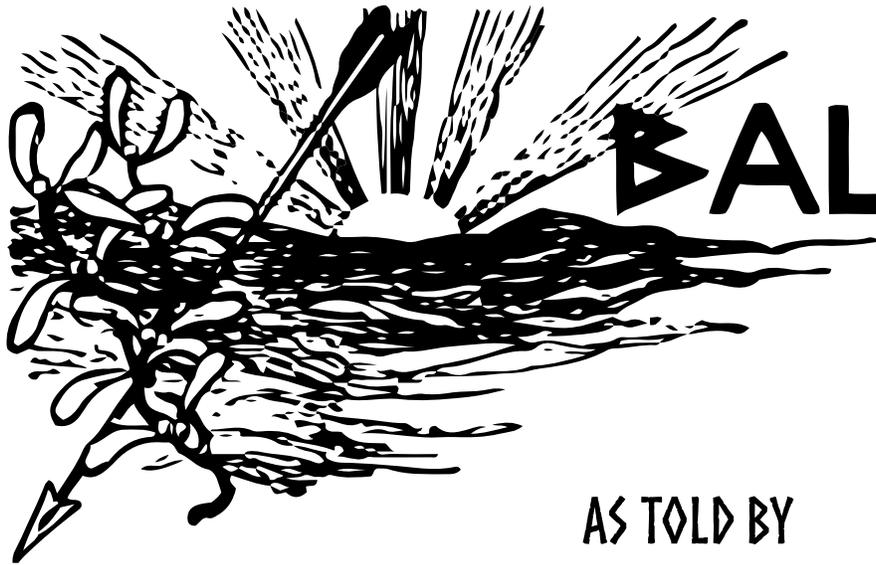
The Summer Solstice will be on
June 21st this year

Summer Solstice represents the longest day of the year. Which means that this is the longest day of sunlight for the entire year.

For our folk in the Northern Hemisphere we will rejoice in the beauty of the sunlight and in the Southern Hemisphere our folk will be thankful that the darkest part of winter will soon be behind them.



TRUNDHOLM SUN CHARIOT - SKINFAXI PULLS THE SUN



BALDUR.

THE GOD OF LIGHT

AS TOLD BY

MARY H. FOSTER AND MABEL H. CUMMINGS

Baldur was the best beloved of all the gods. Odin was their father and king; to him they turned for help and wise advice, but it was to Baldur they went for loving words and bright smiles. The sight of his kind face was a joy to the Æsir, and to all the people of Midgard. They sometimes called him the god of light, a good name for him, because he truly gave to the world light and strength.

Baldur was the son of Odin and Frigga; he was the most gentle and lovely of all the gods. His beautiful palace in Asgard was bright and spotless; no evil creature could enter there; no one who had wrong thoughts could stay in that palace of love and truth.

At last, after the bright summer was over, for many days Baldur had looked sad and troubled. Some of the Æsir saw it, but most of all, his loving, watchful mother, Frigga. Baldur could not bear to worry his mother, so he kept his sorrow to himself, saying nothing about it; but at last Frigga drew his secret from him, and then his friends knew that Baldur had had dreams which told of coming trouble, dreams of his leaving all his friends and going away from Asgard, to dwell in another land.

Odin and Frigga, fearing the dreams might come true and they must lose their beloved son, began to think what they could do to prevent it.

Then the loving mother said, "I will make all things in the world promise not to hurt our son." And so Queen Frigga sent out for everything in the whole world, and everything came trooping to Asgard, to her palace. All living creatures came from the land, from the water, and from the air. All plants and trees came; all rocks, stones, and even the metals under the earth, where the busy dwarfs worked. Fire came, and water, as well as all poisons, and sickness. Everything promised not to harm the good Baldur, except one little plant called mistletoe, which was so small that Frigga did not send for it, feeling sure it could not do any harm.

"Now I am happy once more," said the queen, "for our Baldur is safe!" And she sat at peace in her beautiful palace, rejoicing that her dear son was free from all danger.

But Odin, the wise Allfather, still felt uneasy, even after all these promises, fearing what might happen. So he took his eight-footed steed, Sleipnir, and rode forth from Asgard to the underworld to find Hela, the wise woman who ruled over that far-off land. She could tell everything that was going to happen, and she knew the names of all those who were coming to dwell with her. Odin was the only one wise enough to speak with Hela, for no one else knew the words that would call her forth from her dwelling; but when Odin called, she came to answer.

"Tell me," said he, "for whom are you making ready this costly room?"

“We make ready for Baldur, the god of light,” replied Hela.

“Who, then, will slay Baldur, and bring such darkness and sorrow to Asgard?”

Again said the wise woman, “It is Hodur, Baldur’s twin brother, who will slay the sun-god.” And with these words she vanished.

Sadly Father Odin returned to Asgard, and told his wife the words of Hela; but Frigga was not troubled in her heart, for she felt sure that nothing would hurt her dear son.

One beautiful sunny day at the end of summer the gods had all gone out to an open field beyond Asgard to have some sports. As they all knew that nothing could hurt Baldur, they placed him at the end of the field for a target, and then took turns throwing their darts at him, just for the fun of seeing them fall off without hurting him. They thought this was showing great honor to Baldur, and he was pleased to join in the sport.

Loki happened to be away when they began to play, and when he came was angry in his heart that nothing could hurt Baldur.

“Why should he be so favored? I hate him!” said Loki to himself, and began at once to plan some evil.

All this while Queen Frigga sat in her palace, thinking of all her dear sons, and of how much good they did to men. As she sat thus, thinking, and spinning with her hands, there came a knock at the door. The queen called, “Come in!” and an old woman stood before her.



Frigga spoke kindly to her, and soon the old woman said she had passed by the field where the gods were playing, and throwing sharp weapons at Baldur.

“Oh, yes,” said Frigga; “neither metal nor wood can hurt him, for all things in the world have given me their promise.”

“What!” said the old woman; “do you mean that all things have really vowed to spare Baldur?”

“All,” replied the queen, “except one little plant that grows on the eastern side of Asgard; it is called mistletoe, and I thought it too small and soft to do any harm.”

Before long the old woman went away, and when she was quite out of sight of Frigga’s palace, threw off her woman’s clothes, and who do you suppose it was? Why, no woman at all, but that wicked Loki, of course, who hurried away out of Asgard, to find the poor little plant that did not know about Baldur’s danger. When he came to the place where the plant grew, Loki cutting off a branch, quickly made a sharp arrow, which he carried back to the playground, where the Æsir were still at their game, all but one, Hodur, the god of darkness, Baldur’s blind twin brother.

Then Loki went up to Hodur, and said to him in a low voice, “Why do you not join with the others in doing honor to Baldur?”

“I cannot see to take aim, you know, and besides, I have no weapon,” said Hodur.

“Come, then, here is a fine new dart for you, and I will guide your hand,” whispered wicked Loki; then he slipped the arrow of mistletoe wood into Hodur’s hand and aimed it himself at Baldur, who stood there so bright and smiling.

Then poor blind Hodur heard a dreadful cry from all the gods: Baldur the Beautiful had fallen, struck by the arrow; he would now be taken away from them, to live with Hela in the underworld.

Every heart was filled with sorrow for this dreadful loss; but no one tried to punish him who had done the wicked deed, for they stood upon sacred ground, and the field was named the Peace-stead, or Place of Peace, where no one might hurt another. Besides, the gods did not know it was the false Loki who hated Baldur, that had struck him down.

When Frigga heard the sad news, she asked who would win her love by going to the underworld and begging Hela to let Baldur come back to them.

Hermod, the swift messenger-god, ready to do his mother’s bidding, set forth at once on the long journey. Nine days and nights he traveled without resting, until he came to Hela’s underworld. There he found Baldur, who was glad to see him, and sent messages to his friends in Asgard. Hela said Baldur might return to them on one condition: that every living creature, and everything in the world must weep for him.

So Hermod hastened back to Asgard, and when the Æsir heard Hela’s answer, they sent out messengers over the world to bid all things weep for Baldur, their bright sun-god. Then did the beasts, the birds, the fishes, the flowers and trees, even stones and metals weep; as indeed

we can see the teardrops come to all things when they are changed from heat to cold.

As the messengers were coming back to Asgard they met an old woman, whom they bade weep, but she replied, "Let Hela keep Baldur down below; why should I care?" When the Æsir heard of this, they thought it must have been the same old woman who went before to Frigga's palace, and we know who that was.

And so Baldur the beautiful, Baldur the bright, did not come back, and all the dwellers in Asgard were sad and sorrowful without him.

DADS RAISING OUR WOLFPUPS

Fathers have a unique and immensely important role in raising our children. A role that has been downplayed in the modern world we live in.

Asatru fathers seem to intuit the need for a strong father figure easier than non-Asatru men. This is good!

Your boys need you to teach them the way of manliness (there is no way a Mom can do this, try as she might) and your girls need a father to look up to who can show her how to aspire to find a man to marry one day that will treat her right. Where will she learn how a woman should be treated other than a positive father figure?

We are our children's first and best role models so lets be the best we can be.

We live in societies that run counter to our Germanic values and this causes confusion and strain in the lives of our children. We can give them the best shot at being strong independent creatures (that are concerned for the wellbeing of their folk and family) by instilling in them the old ways. The way our ancestors believed a society should be run.

Perhaps ironically they will then become better citizens of their respective countries if we encourage the values of our ancestors. Some of which include (but certainly are not limited to) Honor, Strength, and self-defense.

WOODEN SWORD

DAD CRAFT

What is a good way to start? Physical activity and intuitive learning of self defense measures.

Alright Dads, are you ready to get your boys (and girls) toughened up and prepared to defend themselves?

On the following pages I will show you a craft to get your little warriors started with this craft that you can complete together (although probably Dad will be doing most of the work).

Depending on your child's age they can help you with finishing the sword by sanding, staining, or burning Runes into the blade.

You can make these as fancy or basic as you want to.

Be prepared for some bruises as your kids learn how to fight and dodge. Perhaps in the next Runepebble we will have a shield craft too!

Think about how wolf and dog pups learn their boundaries and how to protect themselves. When they are very small and still have those sharp puppy teeth they play and play and then ouch! Someone gets bitten. They learn not to bite too hard or they will get hurt too.

Remind your children that self defense means protecting yourself from an attack not going out to pick a fight.

SWORD CRAFT

What you will need:

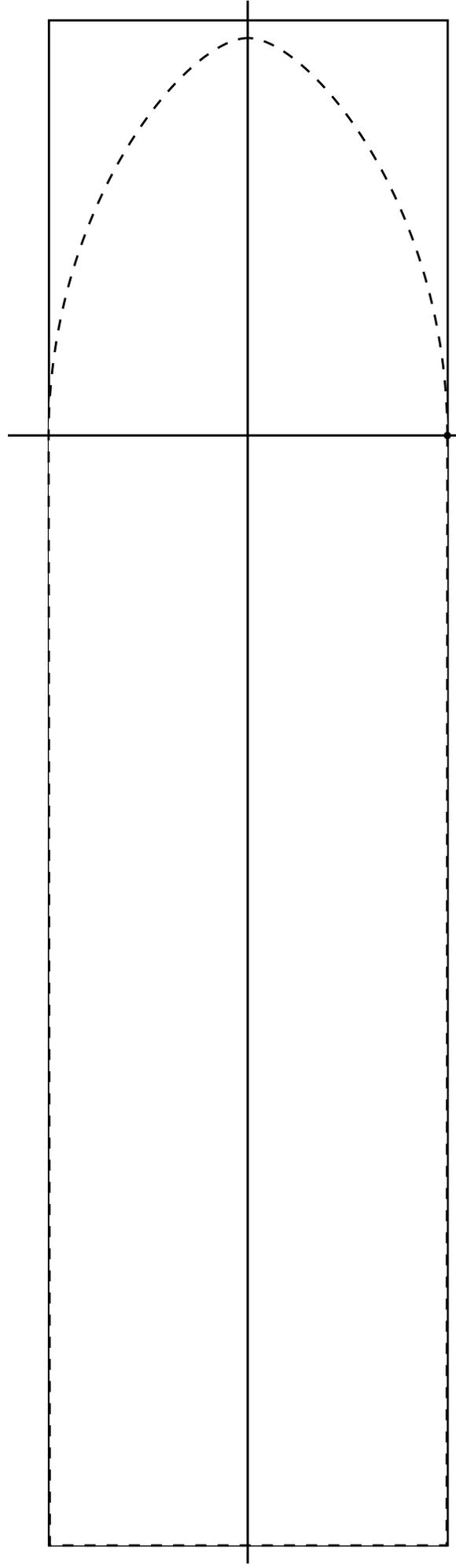
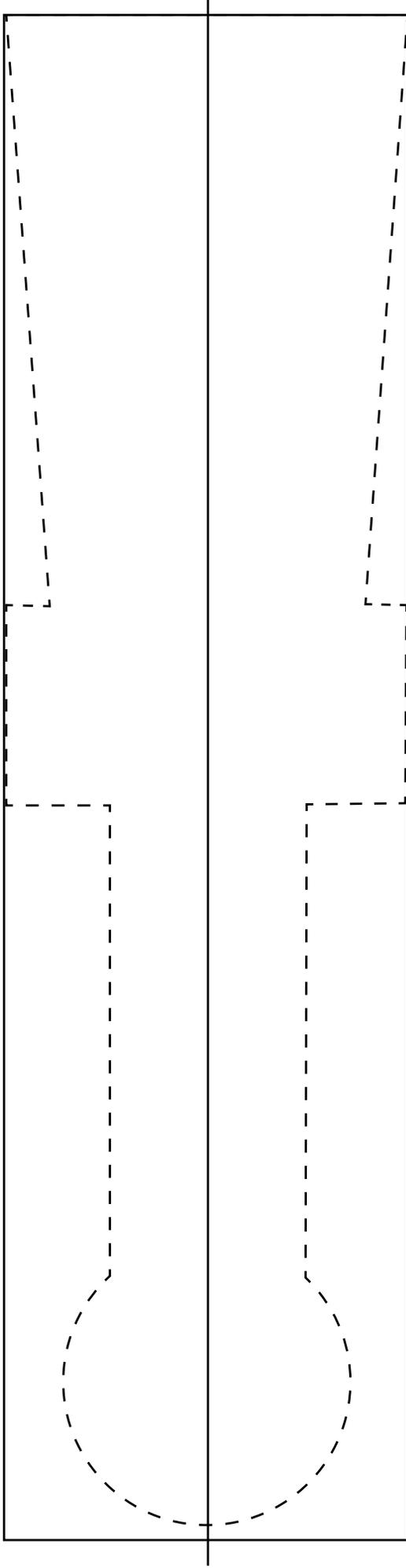
- Use white pine for an easy to make sword or a harder wood for sturdiness. (Will be harder to make with hard wood). Dimensions for the wood 0.75" x 2.5" x 20".
- Coping Saw cutting
- Flush Cutting Saw
- Chisel
- Sandpaper
- Table vise
- (Optional) Wood Burner
- (Optional) Wood Stain

WOODEN SWORD TEMPLATE

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USE WHITE PINE FOR AN EASY TO MAKE SWORD OR A HARDER WOOD FOR STURDINESS.
(WILL BE HARDER TO MAKE WITH HARD WOOD). YOU CAN ALSO USE AND OLD PALLET PIECE.
SMALLEST DIMENSIONS FOR THE WOOD 0.75" x 2.5" x 20".



SWORD CRAFT

What Dad should do:

- Cut out the provided template and mark your wood using a pencil and ruler.
- Once you have your wood marked use the coping saw to cut out the rough shape. Use your vise to hold the wood while you cut.
- Use the flush cutting saw to get into the smaller areas.
- Next drawn a line on both sides straight down the length of the blade. This will be your guide.
- Use your coping saw to cut at an angle along the blade down to your center line. (or you can use a small plane if you have one) Then use your chisel to break the pieces out.

SWORD CRAFT

What kids can do:

- One Dad has everything roughly carved out it is time to start sanding! Get your sandpaper and work away on this project.
- The project can be done at this point but here are some more ways to make your Sword unique.
- After you have made the wood nice and smooth you can decide on some Runes you would like to burn into the blade. If you are skilled enough with a burning tool you can do this part yourself under supervision or Dad can do it for you.
- Once your Runes have been burned on you can put some wood stain on your sword.
- You can also wrap some leather around the handle
- Don't forget to send us pictures for our next Runepebble! :)

FLOWER CROWN CRAFT



A traditional thing to do on Midsummer is to make flower crowns. With all the beautiful wildflowers and plants and herbs growing around it should be easy to find them for this project!

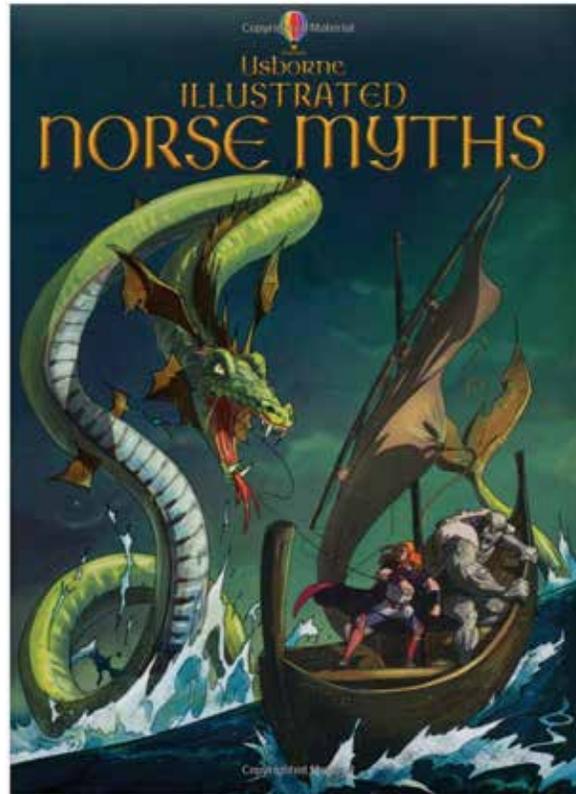
What you need:

- A paper or canvas bag
- Long flexible stick, vine or long wire for head band
- Yarn or small gauge wire for attaching flowers
- (Optional) Pliers

What to do:

- Take your paper or canvas bag and head out to a park, field or your yard.
- Get as many flowers and bits of greenery as possible.
- Once you have everything gathered sit out in nature and make your crown by wrapping your long stick, vine or wire into the shape of a circle. Make sure it fits on your head and be sure to wrap it multiple times.
- In the space where the weaving meets start pushing the stems of flowers and greens into the cracks. If they do not stay in use some yarn or small wire to hold them in place.
- Keep going until your crown is filled and looks how you like it. Try it on occasionally as you go to make sure it still fits.
- Extra: Make one for your Mom, she will love it!

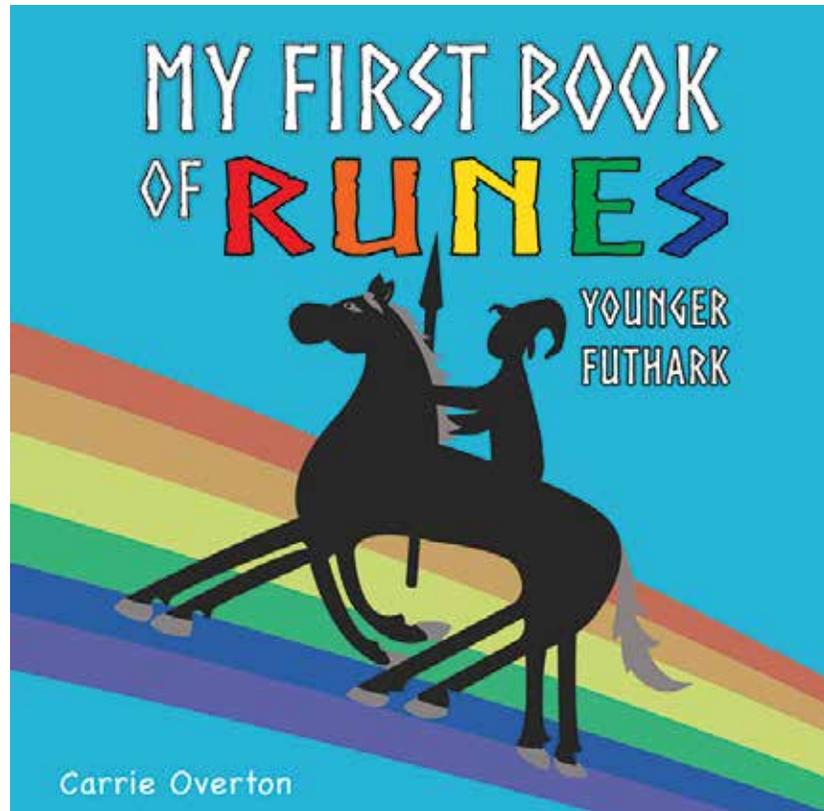
BOOK REVIEWS



Usborne Illustrated Norse Myths
By: Alex Frith

Usborne usually releases high quality educational books and with their 2013 release on Norse Myths they have provided a unique rendition of some of our myths for younger people. Included is information about Gods, lands, and other beings. All illustrated in a comic style art book. Not to be confused with their earlier book of a similar name but different illustrator.

BOOK REVIEWS



Did you know I write Asatru childrens books?

Carrie Overton (me!) owns and runs Huginn and Muninn Publishing specializing in Asatru childrens books. I started H&M when my first daughter was born because I noticed that there were no Asatru specific childrens books out there at the time. So far my books are written with young children in mind so if you have little ones like I do you might like to check them out at:

huginnandmuninn.net

or look up my name on:

Amazon.com/amazon.co.uk/amazon.de

HONORING OUR FOLK



Happy Birthday!
Rowynn has turned 1!

SUMMER GAMES

Midsummer is nearly upon us!

The time is right to get outside and play.

Here are a few games you may not have played before if you live in the United States.

WHAT'S THE TIME MR. WOLF?

ENGLAND

One player is chosen to be Mr Wolf. Mr Wolf stands at the opposite end of the playing field from the other players, facing away from them. A call-and-response then takes place: all players except for Mr Wolf chant in unison "What's the time, Mr Wolf?", and Mr Wolf will answer in one of the two ways:

Mr Wolf may call a clock time (e.g., "3 o'clock"). The other players will then take that many steps, counting them aloud as they go ("One, two, three"). Then they ask the question again.

Mr Wolf may call "Dinner time!" / "Lunch Time", when Mr Wolf will turn around and chase the other players back to their starting point. If Mr Wolf successfully tags a player, that player becomes the new Mr Wolf for the next round.

SUMMER GAMES

CUCKOO CHERRY TREE HIDE AND SEEK ENGLAND

One Person hides and cries:

"Cuckoo."

The seekers respond:

"Cuckoo cherry-tree,
Catch a bird and bring it me."

KATZ UND MAUS GERMANY

The "cat and mouse" game is played by larger groups, this might be good to play at a midsummer gathering. One player is Katz and the other is Maus. The rest of the children form a circle and hold hands. The cat tries to catch (touch) the mouse. The mouse can run anywhere, including into or out of the circle. The circle helps the mouse by raising their arms to let the mouse through, or lowering their arms to try to block the mouse.

BUILDING COMMUNITY: BABY BLANKETS FOR AFA BABIES



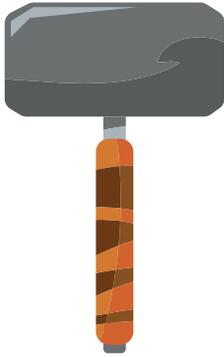
Do you have a baby? One on the way?

The **Ladies of the AFA** want to include you in
The Baby Blanket Project!

We're committed to ensuring all new babies born within the AFA are gifted a hand made - knit, crocheted, sewn or woven baby blanket! It just our little way of celebrating our new folk!

If you would like a blanket for your newborn, or would like to donate to help with yarn cost (yarn is expensive!) please notify your Folk Builder!

BUILDING COMMUNITY FOLKISH BUSINESSES



Are you a crafter?
Do you have your own business?

Send us your contact info (website, business type, etc..) and we will add you to our AFA Business and Crafter's newsletter that will be coming soon!

This is our chance to promote and support Folkish businesses so we can help each other flourish and grow.

Community starts with working together and working in each other's interests. Lets make it happen!

Please send your info to: *carrie@carrieoverton.com* with the subject "AFA Business Directory".

BUILDING COMMUNITY: ASA-TEENS

Calling all Teenagers,

A special group page just for you is being created.
We need your participation!

This group is open to teens ages 13-18, who are children of Asatru Folk Assembly members.

Our purpose is to provide a secret and confidential place to meet other teenagers with similar beliefs, to share ideas, to chat about life events and to learn the traditions and culture of Asatru.

Please look for “AFA Teens “ on Facebook or contact Michelle Graves at:

mag41267@gmail.com

<https://www.facebook.com/groups/339546329798301/>

RUNEPEBBLE SUBMISSIONS

Why was the Runepebble short this time?

We need folks like you to help us create content for the Runepebble youth publication.

If you are a parent, child or teen your participation is greatly appreciated. Our children are our future and we need to give them the best future we can.

By helping Runepebble with articles, art, stories, pictures, insights, etc.. you are helping our young folk grown within them a strong sense of who they are and encouraging a connection to the AFA community.

Please send any submissions you may have to:

Heather: HeaTHOR@runestone.org

Carrie: carrie@carrieoverton.com

We would like to thank Heather & Carrie for making the Midsummer Runepebble possible.