

*May you find a path that fills your heart,  
and sanctuary wherever you go.*

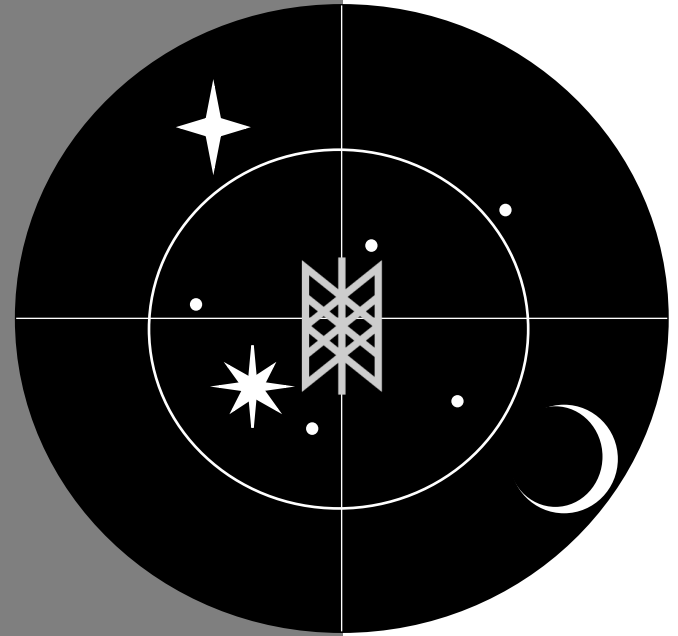


*Bright Blessings, and Safe Travels!*

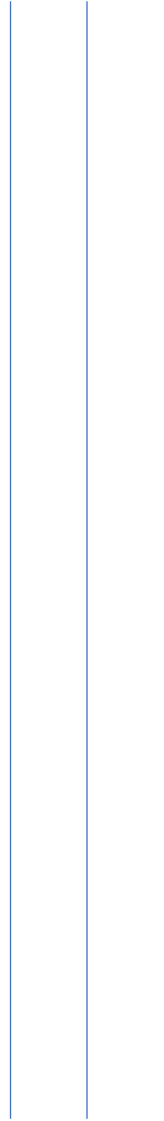
Scattering  
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# Scattering

Runes, Bones, and Charms



By Ryan Robinson



## Pendulum Divination

The most common forms of pendulum divination are repeated single-object scattering on a set field. The largest variations are the field on which this divination is performed. While the token is attached to the diviner's hand, rather than being cast directly on the field, very little else about it changes.

Any pendulum is a weight suspended from a point by a single connection. Typically, the connection is a chain, string, rope, or other material that moves freely. A pendulum can be made with a rod for the suspending connection, so long as the point at the top allows it to move freely. The weight at the bottom may be metal, crystal, or any other material that the user feels helps them connect with and use the tool.

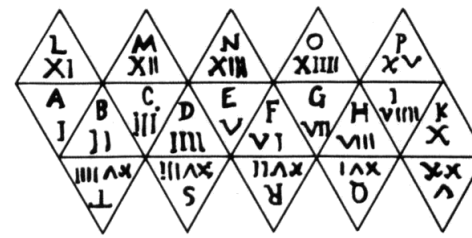
When pendulums are used for divination they are often suspended from the diviner's hand. This presents challenges to the weight hanging neutral, but a connection to the pendulum is generally considered important to the work.

Any form of divination using a pendulum can be called pallomancy.

## Dowsing

While dowsing is more often pictured as using a pair of L-shaped rods, there is a long list of other dowsing tools. One form of dowsing is a pendulum.

Some aspects of dowsing are a form scrying. However, there are a variety of applications that are explicitly types of scattering. One of these is dowsing on maps, which uses the lines and symbols of the map as a static field for divination.



## Scattering Traditions

Traditions of using space and objects for divination are ancient. Many cultures have specific variations on the practice of using items scattered on a surface for divination. Casting bones, throwing runes, pitching dice, and many other types have appeared and vanished.

Divination through scattering is deeply involved in both interpretation and intuition. The objects used often lack the obvious images and clear orientations of cards. The story told by how objects fall is often murky and tangled.

There are a vast number of ways that scattering can be done. On the one hand, there are diviners with formal ceremonies and established sets of symbols being cast onto intricate fields. On the other is a collection of seemingly random trinkets being tossed onto an empty table. As with any type of diviner, each practitioner seeks their own connection to whatever source of divinity and truth they believe in. But their paths are not nearly as different as they might appear.

This booklet is designed to stand alone and requires no other reading. However, the Divination booklet provides additional context on the subject.



## Tokens and Charms

A key feature of divination with scattered objects is, somewhat obviously, those objects. The best-known version of this type of divination is likely the casting of runestones. One of the reasons runestones are so common is because they have a set number of throwable items with set meanings that are clearly marked. Other well-defined versions of scattered objects exist, such as Ogham sticks.

More complex and personalized scattering sets require the user to determine and maintain their intent for each item. This allows the diviner to shape the associated objects according to their own relationships and connections. Such totems have included keys, charms, coins, bones, rocks, and many other items of similar size.

When making a casting set, the diviner should spend time with each item. Each piece should have a clear, specific meaning. It should be considered and reconsidered, and probably written down to ensure that the ideas and intentions are as clear as possible. Rune casters and tarot readers spend time doing studies and meditations on each part of their chosen set. Building a unique set requires more consideration and intention for the pieces it includes.

Custom sets are rarely “finished” as long as they are being used. The diviner may decide they need to add new concepts to their readings and need new pieces. They may find that an existing piece no longer holds the meaning it once did and needs removed or replaced.

## Dactylomancy

A form of divination performed using rings. This form of divination has a set, complex field. It only scatters a single object, but reading is done by seeing the path of that object.














The field for this is a circular table marked with the symbols of the zodiac and 78 metal discs each with a letter of the alphabet (three discs per letter).

A ring would be suspended above the field by a thread that was burnt, dropping the ring onto the field. The letters the ring rolled across or stopped on would be used to form a response. The ring used might be determined by the day of the week;

- Monday - Silver, to represent the moon
- Tuesday - Iron, to represent Mars
- Wednesday - Tin/lead, to represent Mercury
- Thursday - Tin, to represent Jupiter
- Friday - Copper, to represent Venus
- Saturday - Lead, to represent Saturn
- Sunday - Gold, to represent the sun

Some forms of pendulum work, where a ring is used as the weight, are also described as dactylomancy.

# Witch's Runes

	<b>Crossroads</b> – Major changes or decisions to make. The unknown, being stuck or afraid of moving forward.
	<b>Man</b> – Masculinity, or the God. Action, protection, providing, empowerment.
	<b>Woman</b> – Femininity or the Goddess. Home, healing, creativity, nurturing, caring.
	<b>Eye</b> – Seeing truth, piercing concealment, focusing on something, perception, witnessing or observing something.
	<b>Harvest</b> – Blessings, rewards, investing in yourself, providing for yourself, abundance and prosperity.
	<b>Sun</b> – Beginning of something new, making good choices, good health, growth, vitality, healing, happiness, good news, justice.
	<b>Moon</b> – Changes, transitions, hidden agendas, secrets, imagination.
	<b>Flight</b> – Movement, travel, communication, information.
	<b>Rings</b> – Connection, combining different elements to create something new.
	<b>Romance</b> – Love, relationships, deep connections, harmony.
	<b>Scythe</b> – Sudden changes and endings, final decisions, completion, walking away, danger.
	<b>Star</b> – Freedom, life purpose, being yourself, being accepted as yourself, inspiration, inspiring others.
	<b>Waves</b> – Movement, connection to spirit, the flow of life, insecurity, being out of control and overwhelmed.

## Fields

The focus of scattering divination may be on the objects thrown, but a diviner using tokens should understand the concept of the field.

Of course, the simplest form of reading tokens is to draw objects randomly and not cast them. This is more like tarot and other forms of cartomancy than scattering. However, it is a perfectly valid form of reading. But, like a tarot spread, a field helps define the relationships between tokens.

There are two major types of fields, dynamic and static. A static field defines spaces on the field and gives them set meanings and relationships. Casting on a dynamic field does not have these types of absolute locations and only looks at the relationships between individual tokens.

An individual using scattering may have a set style of field they always use, or they may adjust based on the situation, questioner, or subject.

## Dynamic Fields

Dynamic fields only uses relationships between scattered objects. However, these scattered objects may include objects that provide orientation. For example, an scattering set may include an object specifically representing a questioner.

Divination such as rune scattering, with no clear scattered orientating object, onto a dynamic field is perfectly valid. However, this can be difficult to begin interpreting due to the limit in information.

These symbols first appeared in a 1998 book without any sign of further history. While they are modern in origin, they have gained popularity as tools.

### Set Fields

The contrast to a dynamic field is a set field. Some diviners use table or altar cloths that are specifically marked out with the relevant parts of the field. These fields are often marked out in quarters. Each quarter may be associated with the four winds, the Platonian Elements (Earth, Air, Fire, and Water), Tarot suits, or some other system that provides the diviner context.

Other systems of division divide the field into more sections. For example, instead of a quarter division, diviners familiar with astrology may use a field divided by the signs of the Zodiac.

Another common division is through rings. These may be concentric or interlocking in various ways. They serve to help divide the field's space.

The more complex the field used, the more likely the practitioner will use a cloth of some sort to help identify and judge the spaces.

Another way to orient the field is to use the diviner or questioner as a set point, with the distance from that set point and position to the right or left of that observer determining where on the field something is.

# YOUNGER FUTHARK



FE:  
WEALTH



UR:  
IRON /  
RAIN



THURS:  
GIANT



AS/OSS:  
OF THE AESIR  
(GODS)



REID:  
RIDE



KAUN:  
ULKER



HAGALL:  
HAIL



NAUÐR:  
NEED



ISA/ISS:  
ICE



AR:  
PLENTY



SOL:  
SUN



TYR:  
VICTORY



BJARKAN:  
GODDESS



MAÐR:  
PLANNINGE



LOGR:  
LIFE ENERGY



YR:  
UNDERWORLD

# ELDER FUTHARK



F : FEHU  
CATTLE,  
WEALTH



U : URUZ  
AUROCHS,  
STRENGTH



TH : THURISAZ  
GIANT, THOR



A : ANSUZ  
GOD,  
ODIN



R : RAIDO  
JOURNEY,  
WHEEL



K : KENAZ  
ULCER,  
FIRE



G : GEBO  
GIFT



W : WUNJO  
JOY



H : HAGALAZ  
HAIL, AIR



N : NAUDIZ  
NEED,  
NECESSITY



I : ISAZ  
ICE



J : JERA  
YEAR,  
HARVEST



E : EIWAZ  
YEW TREE,  
TREE OF LIFE



P : PERTH  
MEANING UNCLEAR



Z : ALGIZ  
ELK, PROTECTION



S : SOWILO  
SUN



T : TIWAZ  
GOD TIWAZ,  
VICTORY



B : BERKANAN  
BIRCH,  
BIRTH



E : EHWAZ  
HORSE



M : MANNAZ  
MAN



L : LAUZ  
WATER,  
LAKE



NG : INGWAZ  
GOD INGWAZ,  
FERTILITY

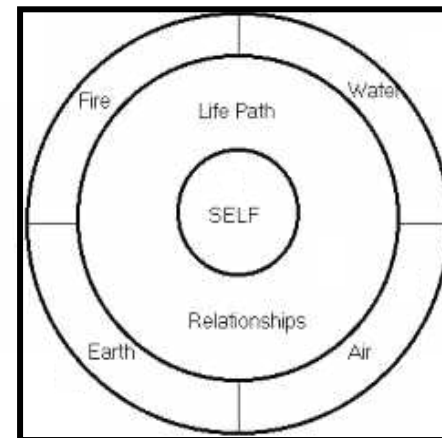
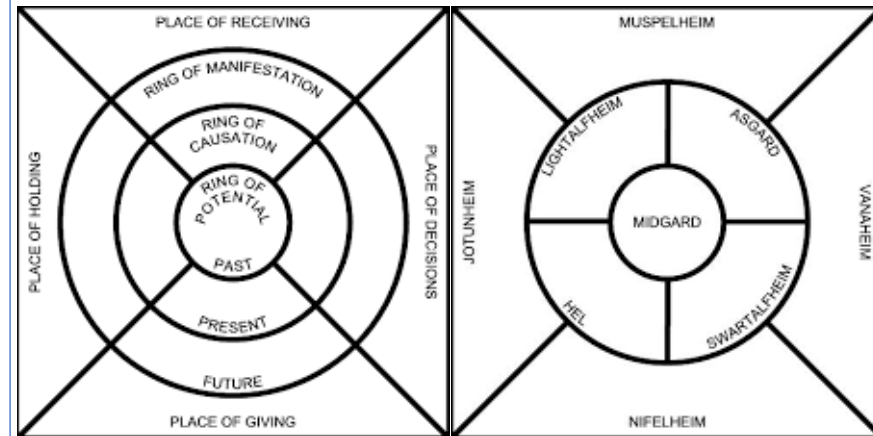


O : OTHILA  
HERITAGE,  
PROPERTY



D : DAGAZ  
DAY,  
DAWN

Internal Future	Future	Eventual Outcome
Present Shadow Self	Present	External Present Influences
Internal Past Influences	Past	External Past Influences



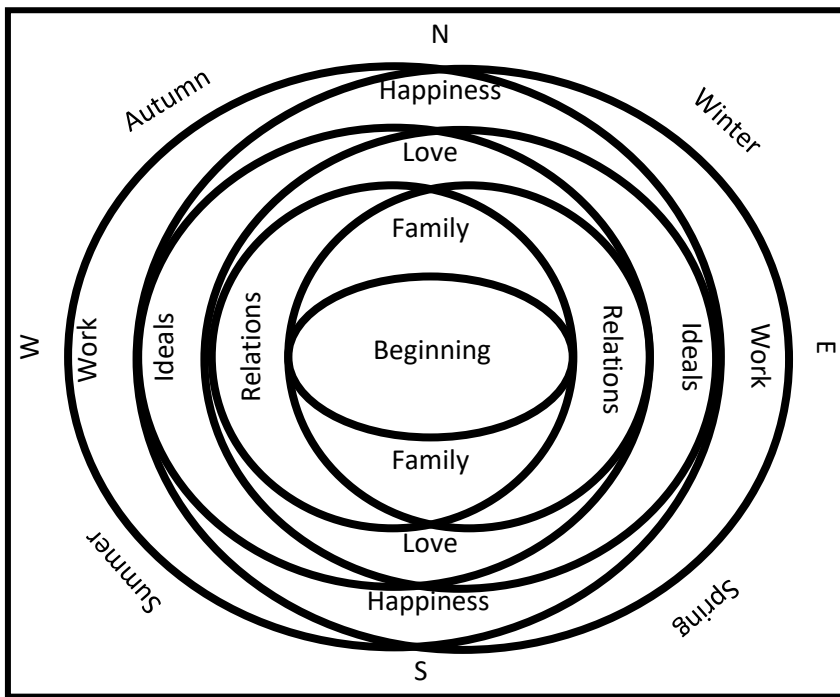
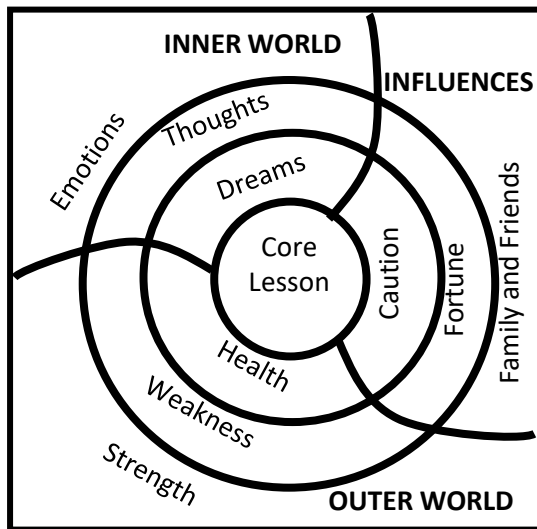
## Runes

There are numerous types of runes in use for divination. The most common of these are the Futhark, or Norse runes, frequently used by Heathens. Ogham sticks or symbols have also appeared as part of various Celtic-based practices, including some Druidry. There are several modern inventions by various authors of books and on the internet, including numerous “draconic” runes from games and books. Many types of symbols and sigils can be used for runes, and individuals can and often do create their own.

The simplest use of rune sets is to use them like a set of cards. Each rune has an individual meaning to be interpreted, and the relationships between these meanings create a message for intuitive work.

The major difference between rune sets and types of Oracle cards is that rune sets are typically carved or crafted to create token or chip-like devices. These are generally made out of wood, bone, stone, or any other hard, solid, natural material rather than cardstock. However, these tokens are still used in many of the same ways as cards. Further, there are versions of almost every rune set that have the symbols drawn on cardstock, often with the benefit of additional reference information being shown alongside.

However, beyond the types of draws and spreads available with cards these smaller, hard objects have the ability to be scattered. This allows nearly infinite positional relationships. Similarly, while cards can display inversions, runestones can land in both inverted and face-down positions. Different readers view these in their own way, some only read inversion when the rune lands face-down. Others read inversion as the showing rune being upside-down, while face-down runes may be either ignored or serve as blockers between other parts of the reading.





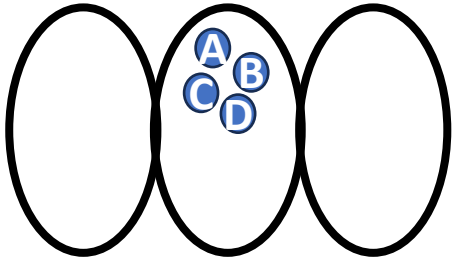
### Relationships

The final and most significant step in the reading is determining the relationships of the objects. These are what provide the significant aspects of the reading. These relationships may be between a token and aspect of the field, between a token and some orienting object, or between a token and another token.

Some examples of clear symbolism of tokens in specific parts of a field include tokens for victory or travel in parts of the field related to the future or outcomes. Other symbolism may be more obscure, such as a token for work or conflict in space related to inner aspects like emotions or dreams.

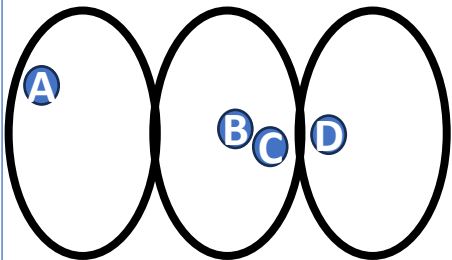
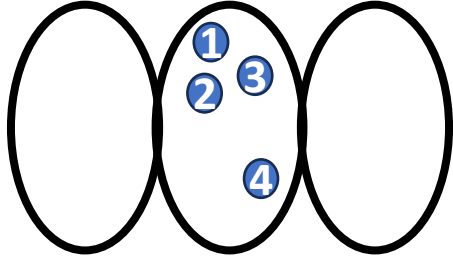
It is more difficult to interpret relationships between tokens than tokens in spaces. While spaces have relatively clear boundaries, relationships between tokens are mostly judged through relative distances; closer and farther away. A token on the opposite side of the table from any other like it's trying to escape is either trying to be ignored in the reading or signifying an inversion; failure instead of victory, staying still rather than traveling.

The position of tokens on a static field is generally only considered for those within the same predefined space, with some overlap into adjacent spaces. If two tokens are in spaces on opposite sides of the overall field, their distance means nothing. If two tokens are on opposite sides of the same space it may mean something, depending on if other influences are more immediate.



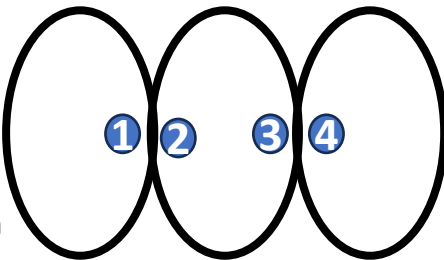
- Possible readings;
- A, B, C, and D are closely related.
  - A, B, and C may be more closely related than D.

- Possible readings;
- 1, 2, and 3 may be closely related while 4 is opposing them.
  - 2 and 3 are intervening between 1 and 4.



- Possible readings;
- B and C are likely to be related.
  - C may or may not have some connection to D
  - A is unlikely to be related to any other objects.

- Possible readings;
- 1 and 2 may have a relationship
  - 3 and 4 may have a relationship.
  - 2 and 3 may be in opposition or might be reflecting those other relationships



## Scattering

Any form of divination requires having the right tools. When performing divination by scattering a diviner needs some form of token set they can interpret and whatever type of field they want. Once they have these things they can begin to perform divination using those tools.

Divination using scattering will generally move through four stages;

- Selection
- Identification
- Positions
- Relationships.

### Selection

While divining generally has a spiritual and mystical component, the mechanics of scattering begin with selecting objects to be cast.

Depending on the situation, this can be a deliberate process. A diviner with their own, specific question involving some significant knowledge may intentionally choose a distinct set of tokens. This is more likely with a set field that will provide information depending on where the tokens fall.

Alternatively, a diviner may draw a set number of tokens, but select the tokens randomly. This is common with runestones where the written or carved symbols are easy to randomize and draw blind. This type of draw gives more randomness in the information provided but sets the difficulty of interpretation by determining the number of objects. It is also possible to choose a random number of randomly chosen objects. Even when randomly choosing objects some may be deliberately added to the collection. Especially when using dynamic fields, it is common to add an orienting object.

## Casting

Once the tokens have been selected, they're tossed onto the field. This may be spiritually involved, but mechanically it is entirely about putting the objects on the field in a way that randomizes their position.

### Identifying

Once the casting has been made the diviner can begin reading it. As with any divination, this is a mixture of interpretation and intuition.

The first step is the most clearly interpretive; identifying the individual objects. Starting to capture a clear idea of what each object means on its own. This is also a good time to find key or orienting objects. Items that represent the questioner, or help set a dynamic field.

### Positions

Next, identify the important positions of objects. With practice, this step will become a part of the steps before and after it; identifying modifications to the individual tokens and beginning to see how specific tokens modify relationships.

Like card inversions in cartomancy, if a rune stone is revealed in the inverted position its meaning may be modified or reversed. Another significant positioning is being upside-down. Depending on the reader, this may be an inversion, it may represent being negated (removed from the reading), or it may serve as a blocker.

A blocker is an object that separates two tokens on either side of it. These connections may be considered more distant or entirely severed. Some casting sets have specific blocker objects in their set. Others treat face-down objects as blockers, and many do not use this concept at all.