

Spring Equinox - 2017

Protogrove of the Whispering Spirits

December 30, 2017

1 Offerings

This section describes the offerings made to the various hallows, the Kindred and the attendees of the rite.

- Tyr: Mead
- Nerthus: Grain
- Well: Silver the well
- Fire: Incense
- Tree: Water from the well
- Heimdall: Mead
- Landvaettir: Milk
- Ancestors: Bread
- AEsir/Vanir: Apple
- Odin: TBD
- Final Offering: TBD
- Waters of Life: Mead

2 Initiating the Rite (Dale)

{Speaker}: Rings the bell and then speaks

Once again we have gathered together as one people, to honor our Kindred and celebrate the changing of the seasons.

Around us the spirits of nature move, amongst us our ancestors gather and before us our gods stand tall.

At this time, in this place, we set aside all that we brought with us. We focus our thoughts and our actions on this moment while we commune with the Kindred.

3 Meditation (Dale)

4 Outdwellers (Rick)

{Speaker}: Speaks then gives offering to Thor

Hail Tyr!

Upholder of Law and Justice, binder of Fenrir, we beg you to guard our ritual. To hold at bay the Jotuns and those that wish us ill. To keep away those who would disrupt our worship and those that act against our best interests.

Jotuns, mark this day and do not trouble our rite, for amongst us is a mighty warrior of our Gods.

Tyr, who sacrificed his right hand for the good of his people, accept our offering and aid us.

5 Purification

{Speaker}: Walks around speaking and asperging the attendees

With the melting of the snow,
With the warmth of the sun,
Through the union of fire and water, our Friö-Garør is created.

Once more we have met the threat of chaos with order and laid claim to this place. We have made sacred this space that we may worship and honor the Kindred.

6 Honoring the Earth Mother

{Picture Bearer}: Following the speaker, walks once around the congregation with the veiled picture while Nerthus is honored

{Speaker}:

Goddess Nerthus, veiled one, you once were carried around the countryside, as we carry an image of you around this circle.

Your face hidden, but you see all;
Your body hidden, but you feel all;
Yet your spirit shines brightly for all to see;
And your body is felt beneath our feet;

{Speaker}: Speaks and places the grain in the offering bowl

Nerthus, accept our offerings!

7 Statement of Purpose (Dale)

{Speaker}:

Here we stand, the winter solstice is but a few day away. Winter is full upon us and the world is in its grip. The cold is everywhere; ice and snow reign supreme. We've traveled across the icy land to be here and honor Odin, the all-father of the Norse gods. The pervasive dark is around us and we call on Odin to share his vision and wisdom with us to light our way.

Odin is not one to give gifts freely, and here we make offerings to him, and to show him our worth. What makes one worthy in Odin's eye? In the pursuit of knowledge, Odin hung himself on Yggdrasil for 9-days, a sacrifice of himself to himself. What causes have you sacrificed to? How have you sacrificed to a cause, or to knowledge and wisdom? Will you make a sacrifice of yourself to yourself to show your worth?

In this ritual, we will honor the All-Father, and, if you want, make a personal sacrifice of yourself to yourself.

8 Recreating the Cosmos (Dale)

{Speaker}: Moves to the fire. Speaks then places incense in or lights incense from the fire

Let this incense sanctify the fire. Let it become a reflection of Muspelheim in our realm.

{Speaker}: Moves to the water. Speaks then places salt and ice in the water

Let this salt and ice sanctify the water. Let it become a reflection of Niflheim in our realm.

{Speaker}: Speaks

At the dawn of time there was the Ginnungagap, an empty void that divided Muspelheim, the realm of primordial fires, from Niflheim, the realm of eternal ice and snow. Over time, the flames crossed the gap, melted the ice, and formed steam. The steam filled the gap, and from it arose the first beings, and eventually the gods. They then created the reaming realms. Asgard, which is the realm of the Æsir. Vanaheimr, which is the realm of the Vanir. Álfheimr, which is the realm of the elves. Svartálfaheimr, which is the realm of the dwarves. Jötunheimr, which is the realm of the giants. Helheimr, which is the realm of the dead. Finally there is Midgard, the realm of humans.

Growing between Niflheim and Muspelheim is the great tree Yggdrasil. It grows and entwines all the realms within it roots and branches.

{Speaker}: Moves to the tree. Speaks then sprinkles earth on the tree

With this earth of Midgard, let this wood be a reflection of Yggdrasil in our realm.

{Speaker}: Speaks

Here we stand at the base of Yggdrasil, looking out upon the whole of creation.
From fire to ice all the realms are bound together into one whole.

9 Opening the Gates (Dale)

{Speaker}: Speaks then gives offering to the gatekeeper

Hail Heimdall! Guardian of Asgard who is ever watchful, we call to you to join us.

You who hear the grass grow, and see far, we call to you to join us.

You who stand watch at Bifröst, we call to you to join us and accept this offering!

{Speaker}: Speaks

Heimdall, lend your might and magic to us and aid us in opening the gates between the worlds. From Musphelheim to Niflheim, and all realms in-between, connect these hallows to all that Yggdrasil binds together.

Let the gates be opened!

{All}:

Let the gates be opened!

10 Inviting the Kindred

10.1 Inviting the Nature Spirits

{Speaker}:

Hail Landvaettir!

We make space at our fire for the spirits of this land, of its plants and trees, its birds and beasts and its waters.

You who have dwelled in this land before man, who protect it, who nurture it.

{Speaker}: Call

We remember you.

{All}: Response

We honor you.

Repeat Call/Response for a total of 3 times

Landvaettir, accept our offering.

{Speaker}: Places the offering next to the World Tree

10.2 Inviting the Ancestors

{Speaker}:

Hail Alfar and Disir.

We make space at our fire for our mighty ancestors, for our honored ancestors, and for our beloved ancestors.

You who are of our blood and bone, you who are of our spirit and heart, you who have walked this world and left it before us.

{Speaker}: Call

We remember you.

{All}: Response

We honor you.

Repeat Call/Response for a total of 3 times

Alfar and Disir, accept our offering.

{Speaker}: Places offering next to the Well

10.3 Inviting the Gods

{Speaker}:

Hail AEsir and Vanir!

We make space at our fire for the gods of our people, and the gods of this land.

You who nurture our spirits, you who challenge us to grow, you who we return to when we pass from this world.

{Speaker}: Call

We remember you.

{All}: Response

We honor you.

Repeat Call/Response for a total of 3 times

Gods, goddesses, accept our offering.

{Speaker}: Pours offering into the fire

11 Key Offerings (Laura)

{Speaker}:

We gather today in celebration of the darkest part of the year. At this time our ancestors faced what must have seemed like the harshest of times. The Old Norse believed at this time our world was blurred and spirits of the dead and other spirits swept through our lands punishing those who had ill wills. At the head of their dangerous procession leading a forward march through the skies and earth sat Odin upon his mighty steed Sleipner. Sleipner and Odin rode through the harshest winter storms and the coldest of winter nights.

This is just one example of how Odin sacrifices his comfort to obtain what he desires. Odin's quest for wisdom is never-ending and he will pay whatever price he must to obtain the wisdom he is looking for. One-day Odin's Ravens Hugin and Munin returned and perched on each of Odin's shoulders whispering in his ears all of the horrors that they had seen in the world. Upon hearing these horrors Odin journeyed to Urda's Well just underneath the great root of Ygdrasil. It was there that he found the three Norns; Urda, Verdandi, and Skulda. It was there that Odin stared into their eyes seeing the very horrors that Hugin and Munin had whispered in his ear.

It was then that Odin realized something needed to be done. For all of his knowledge must be turned into Wisdom, and this Wisdom must be used to help both mankind and the gods. Odin takes many shapes and journeys under many names. The next day he journeyed as The Wanderer. It was as the Wanderer he beat a great giant at his riddles and obtained the knowledge of what he must sacrifice at Mimir's Well. Mimir's Well was filled with water that held all of the wisdom in the world.

Odin, we know of your great sacrifice. In these dark times may we be aware of our thoughts, so they are not ill. May we make sacrifice to learn how to become wise! Odin accept our offerings!

{speaker}: Lights a red candle

12 Prayer of Sacrifice (Laura)

{Speaker}:

Odin, we know of your great sacrifice. In these dark times may we be aware of our thoughts, so they are not ill. May we make sacrifice to learn how to become wise! Odin accept our offerings!

Accept this final offering. May our words and thoughts be carried to your ears.

Odin, accept this offering!

{All}:

Odin, accept this offering!

13 The Omen (Rick)

{Speaker}: To the oracle

Oracle, are our offerings accepted?

Oracle, what blessings do The Kindred offer us for this season?

14 Calling for the Blessings (Dale)

{Speaker}:

O kindred, we have made you welcome at our fire, we have honored you, and we have gifted you with offerings. From the oracle, we have heard your blessings, and we seal our relationship with the Waters of Life.

15 Hallowing the Blessings (Dale)

{Speaker}: Fills the horn then speaks.

By the landvaettir and the ancestors, by the AEsir and the Vanir, by the wisdom of Odin, whom we honor today!

Offerings we have given, and an offering we have been given in return.

Behold the Waters of Life!

16 Affirming the Blessings (Dale)

{Speaker, then remaining worshipers}: Raises the horn, speaks then drinks (or pours a small amount in the offering bowl) and passes the horn to the next worshiper.

I accept the blessings of the Kindred.

{Speaker}: Speaks then pauses for a moment.

Let us reflect a moment on the blessings of the Kindred.

17 Workings

Jason, Kalyn and Laura's Initial Oaths

18 Thanking the Kindred

18.1 Thanking the DotO (Laura)

{Speaker}:

We have given our worship and have been blessed this day by the Kindred. As we move about in our lives, remember that all the worlds are connected through Yggdrasil, and the blessings of the Kindred flow within you.

Odin, we thank you for sharing our fire, and may we find and be worthy of the wisdom we seek.

18.2 Thanking the Gods

{Speaker}:

AEsir, Vanir, gods of this place, we thank you for sharing our fire, and may our relationship with you continue to deepen.

18.3 Thanking the Ancestors

{Speaker}:

Alfar, Disir, both new and old, we thank you for sharing our fire, and may our actions in this world bring honor to you.

We thank you!

18.4 Thanking the Nature Spirits

{Speaker 2}:

Landvaettir, we thank you for sharing our fire, and may you look kindly on us in our future meetings.

19 Closing the Gates

{Speaker}:

Hemidall, our worship draws to a close. By your might and ours, let us end what we began.

Let the gates be closed!

{All}:

Let the gates be closed!

{Speaker}:

Let the well be water. Let the fire be flame.

The world has been restored.

20 Thanking the Earth Mother

{Picture Bearer}: *Walks once around the congregation with the veiled picture while Nerthus is thanked*

{Speaker}:

Nerthus, veiled you came and veiled you go. Just as the earth is mysterious so too are you.

{Speaker}: Speaks, then empties the well onto the earth.

From you came this water, and unto you this water shall return.

Thank you, and farewell.

{All}:

Thank you, and farewell.

21 Closing the Rite (Dale)

{Speaker}:

Our time of communion with the Kindred draws to a close, and cares of mundane world began to assert themselves over us once again.

Let us take the blessings of the Kindred, back into the world, and remember our connection to the divine.

We have come together as we have done before and shall do again. Until next we meet, may peace and prosperity be upon you.

{Speaker}: Rings the bell

End of Rite