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Viking Runes

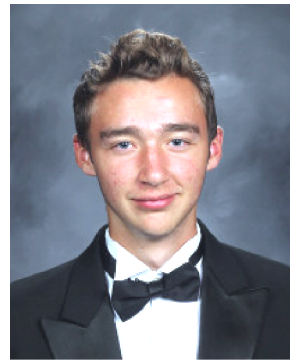
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Viewmont High School's Literary Magazine — Bountiful, Utah — March 2019

A Message to Every Viewmont Viking

by Aaron Butterfield

To all of those who feel that their voice isn't heard,
The ones always told that when the winds don't blow, Vikings
row—
But feel as if they are sitting aboard a sinking vessel.
All around them are people pushing through, oars plunging deep—
Those who have proved themselves strong—
And amongst these people they feel completely alone,
Worthless,
Too weak to man the oar.
Seeing the vacant seat at the oarlock were they should reside,
They sit alone, feeling they have nowhere to go,
Wasted space on a mission doomed to fail.
To all those who feel as such, there is but one thing that you should know:
We all have a place aboard this broken boat.
Even those who seem so strong manning the oars are just strokes away from collapsing,
Only fighting through the pain for the good of everyone else on board.
Know that even if you can't take an oar in calloused hands, there is a place for you.
Though you may feel that nothing you do will keep the ship afloat,
An encouraging word to those manning the oars
Could be the only thing keeping those you deemed strong moving.
Everyone has a place here.
All Vikings. All in.



[Insert Title Here], Part 2

by Jaxon Lyman (*See November for Part 1*)

Synopsis of Part 1: *Teslin is a newly half-armed hero, a merchant with his father, and a privileged—but ambitious—rich kid with questionable morals and an unquestionable predicament consisting of: several bandits, an uncaring father, a gaping wound, and a seething hatred of stupidity.*

Right, so our boy Teslin is trying to smooth talk the bandits into letting him go back to his father's caravan. "Tha' kid's godda poin' sir," one of the bandits pipes up. Probably a smart guy—too bad he's not going to survive this turn of events. That's some high key foreshadowing for you English students out there.

So Coplar says "You know what, the kid's right. Let's untie him for now." So they untie Teslin and I guess they also get him some bandages, 'cause if you remember he literally got his arm cut off in the last issue. Teslin is grateful, or at least happy to not be restrained, but he still doesn't know where he stands with the big boss. "Don't think about leaving just yet, kid. We're not the only bandits around these parts. And we need you alive." Teslin gulps. Oh, also he's in a lot of pain because his adrenaline is running out.

So we'll just skip forward 'cause I'm getting bored. So, Teslin passes out from the pain and stays passed out for... two days? How long would it take for you to not be in agonizing pain from being a quarter dismembered? That long. Teslin's waking up, and the smartish bandit from before, the one who convinced Corpla to not kill our hero, is there with him. "Good morn'n lad," he says. Teslin's got a headache and he's a little—no, a lot—groggy. Anyways, Teslin is wondering why this bandit guy is chatting him up at what appears to be 2:00 in the afternoon when he would expect him to be doing... whatever bandits do at 2:00 in the afternoon. The bandit passes Teslin some food. He's a nice guy, right?

Teslin is warming up to this fellow. Let's move this along. Teslin and this guy, uh... Cilicus, become good friends. Cilicus teaches Teslin how to not be horrible at using a sword, and Teslin teaches Cilicus how to not be horrible at speaking English. *Word* says that should be "terrible," not "horrible." The more you know.

How about a change of scenery? It's been about a week. And back in the caravan, Teslin's dad has reached the city. He sells all of his merch, and, because he loves his son so much, he spends a ton of the money to buy an army from the city. That's a thing he can do. Like I guess he bribes the mayor guy and steals his army. Borows, I mean.

Now back to Teslin. If you don't know, Teslin isn't actually that nice of a kid. He's kinda a jerk. But he's

charismatic. So he's friends with these bandits now. But he doesn't actually care about them. In fact, he kind of hates them for you know, cutting off his h*ckin arm.

He's talking to Cilicus one day and he says, "You know Cilicus, when my dad's army comes, I'm going to tell them not to kill you."

Cilicus laughs. "I'd hope you would no kill any of us, yeah?"

"Would not'." Teslin frowns. He misses his dad. Not his dad, but more the freedom that his dad would provide.

"You know, Teslin. Coplir wanted me to tell you something. I uhh..." He's holding back tears. Maybe he had a son once and Teslin reminds him of him. "I'm going to miss you."

Teslin brightens, "You mean Colpa is going to let me go?" Teslin doesn't want Cilicus to be angry so he added, "I'll miss you too Cilicus." An hour or so later he is already packing up to leave. He says farewells to all of his bandit buddies and straps on his sword that Cilicus gave him. Before he leaves, he pulls Cilicus aside.

"Listen, I don't think you're as bad as the rest of these guys. I want you to come with me. You can join my caravan. It would be good money, and you could see your family again!" Of course, Teslin doesn't really care, but he would like a bodyguard; bandits are all too real of a problem for ol' Tes.

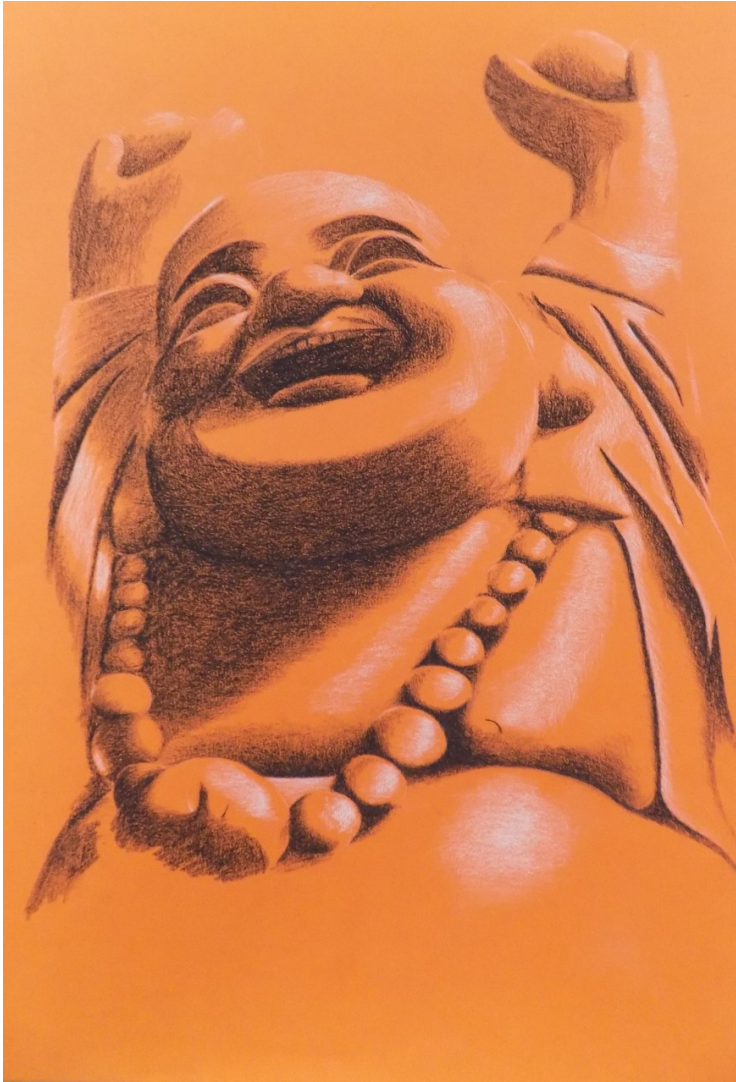
"I couldn't do that, Tes. This is my place in the world." Wow, he even had good grammar! Teslin gives him a hug, forcing a smile onto his face.

Now back to the army. They're going along the main road when a scout comes running back. "There's someone up ahead sir. Some kid with one arm. And he's armed. Well I mean. He has a sword. He's half armed. I guess he's one and a half armed." Teslin's dad, who I only just realized doesn't have a name, Edlin, commands the group to speed up. That's his son, and he knows it.

Teslin is very happy to see his father. Not because of filial piety or anything, but because he can enact his plan now. He stumbles towards the army and collapses not five feet away. Ehh, 20. His father runs down and lifts his son. "Father." Teslin puts all of the pain he can muster into his voice. "Father it was so horrible." He even throws a shudder into that. He's been practicing. Edlin is very mad at this point.

"Where are they, son? Where are the people who did this to you?" Teslin holds back a smile.

A few hours later, Teslin watches as the camp where he had spent the last month burns to the ground. He is surprised that he finds himself looking for Cilicus in the mayhem. He searches the faces of the bandits as they are torn asunder by his father's army. He can't see Cilicus' face anywhere, and frankly, my dear, he doesn't give a d*rn.



March Prompt: Driving Range

As you well know, *all cars must be off the driving range by 2:30 PM every day!* It's fun to have a common culture we can all draw from, and we're big fans of driving range jokes and memes. That's why your prompt for this month is the driving range.

Create a poem, short story, painting, meme or anything else you want about our favorite morning announcement.

Submissions should be no more than 500 words.

Send all work to:

ViewmontVikingRunes@gmail.com

Last Month's Puzzle: Selfie Scavenger Hunt!

Only a few students took the challenge to solve the riddles and take selfies for last month's photo scavenger hunt! The prize was 2 free Cinemark movie tickets, and they went to Jacob Wach!

Congratulations on figuring out the clues and winning the prize!

Untitled

by Emma Wheeler



Prompt Response

The prompt from January was as follows:

We're giving you an opportunity to write an open letter to the school. What do you think the Vikings need to hear?

Aaron Butterfield's excellent poem, which can be found on page one, is the featured response to this prompt.

March's "Puzzle"

We're committed to giving prizes to as many Vikings as possible, so this month we're stepping up our game.

On the last page of the magazine you'll find a blank Mjölnir (Thor's hammer). **Color the hammer and turn it in to Mr. B in room 220.** Your coloring will be featured on the wall outside his room, and **the first five students to turn in their fully-colored picture will receive a Thor's Hammer keychain.**

But there's still hope for you, even if you're not one of the first five! **Everyone else who completed the hammer will entered into a drawing to win one of the remaining 10 keychains.** Anyone can win, so let's see what you can create!

