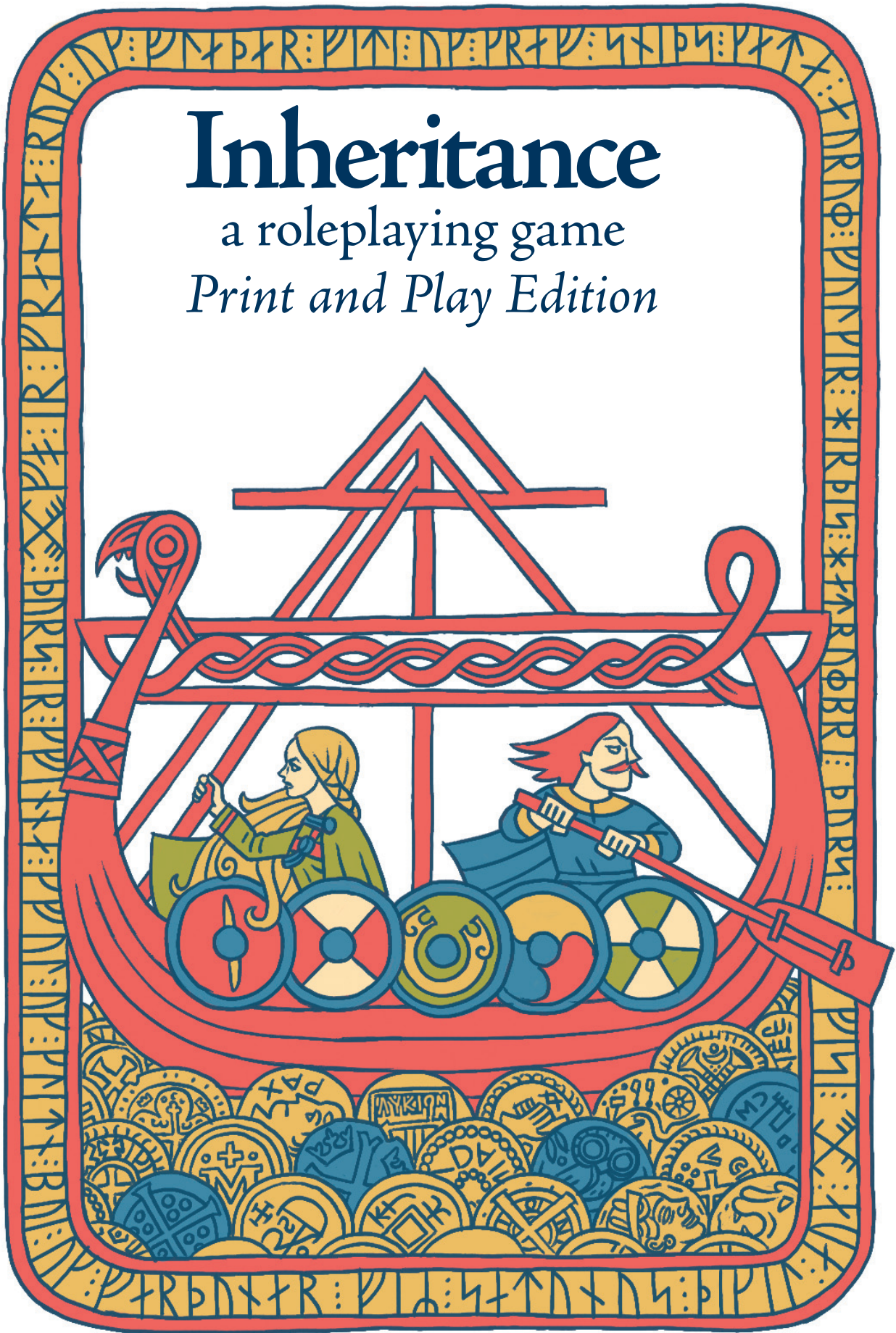


Inheritance

a roleplaying game

Print and Play Edition



Credit Due

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Thank You

Peter Dyring-Olsen for pointing me to Saxo. And Fastaval for giving me permission to push harder.

Indicia

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*Pages 1-17
contain secret
information
and should only
be read by the
facilitator.*

Inheritance Rules

“Let us pray the Father of Hosts be gracious to us!

He granteth and giveth gold to his servants...

He giveth victory to his sons, to his followers wealth,

Ready speech to his children and wisdom to men,

Fair wind to captains and song to poets;

He giveth luck in love to many a hero.”

—a prayer to Odin, from the Saxo Grammaticus

Overview

This scenario is a melodrama set in 10th century Denmark—specifically, northern Jutland. The characters are members and associates of two Danish families.

Inheritance is a story told in three acts. It requires about 30 minutes of set up and instruction, and two hours to play.

The Players

This scenario accommodates nine players—no more, no less. It requires one facilitator to run, for a total of ten people to play. Each player takes on the role of one of the characters. The facilitator cues the players with information, helps move the scenes along and navigates the other rules of play.

Each player is expected to undertake and embody the role of one of the nine characters.

Gender

Six of the characters in the scenario are male and three are female. There is no requirement that player gender matches that of their character. Crossplay is encouraged. Players should undertake roles with which they're comfortable.

Spectators

Spectators are welcome. During the feast scene they should be called upon to act as servants and thralls, serving food and fetching drinks. During the other scenes, they can be called on to act as messengers and servants.

Materials

To play, you need the character booklets, a printed copy of the will, envelopes and cards, name tags, seven flaming brands (or similar) and a medicine bag or chest. Use the bag the game comes in for the medicine bag unless you have something more fancy.

Character Sheets

The information on the character sheet acts as a guide for the player. It describes the character's motivation and goals, as well as his or her status, relationships and ability. If a player is stuck, encourage them to refer to their sheet for inspiration.

Facilitating

The facilitator should read this book and all of the character booklets. You should familiarize yourself with all of the materials herein.

When facilitating this scenario, try to guide with a light hand. Most of your time should be spent watching and listening. When appropriate, remind players of their special rules. Guide the action through the acts, but let the players determine the actual events.

When advising a player, do so in a subtle manner so as not to distract—whisper in the ear, offer brief encouragement or acknowledge with a nod.

When speaking to the group, be loud, clear and brief.

If a player seems lost, ask him if he needs help.

If a player is bullying, ask her to step back.

Try not to stop the overall action if at all possible. Speak to players privately and briefly. Whisper in their ears or simply guide them with your hands to the proper action.

Before starting, be sure to ask the whole group if they are comfortable with touching, holding and being close to one another. The scenario works best with this level of intimacy, but it isn't required. Players are welcome to set their own boundaries.

Lastly, ask the group to take care of one another—play hard, but always be mindful of the other players' comfort levels.

Background

The background information is for the facilitator. It exists only to give a sense of perspective. It is not intended to be read verbatim to the players but to be offered as answers to questions that might arise in play.

Locale

The specific location of this scenario takes place in Jutland, a part of Denmark, during the time when many were converting to Christianity. Jutland is flat and covered mostly by bogs, heaths and forests. The coastline is sandy and rocky, not rugged or riven with fjords. There is, in fact, only one fjord—the Limfjord—which cuts Jutland in half.

The lands and long houses of Grandfather, Thorvald and Tyr all sit on the coast or along the edge of the fjord. They are idyllic and remote; there are no cities nearby. The nearest town, some days journey away, is the trading port of Ålborg, sitting bestride the narrowest point of the Limfjord.

The Death of Baldr and the Exile of Daxo

If players ask about the death of Baldr or Daxo's exile, inform all that Baldr was killed 10 years ago by Daxo, who was thus exiled for the crime. Tell them that it's not clear why Daxo murdered him. At his trial, he remained tight-lipped and accepted his sentence stoically. Fulla was too stricken with grief to offer any explanation herself.

Speculate about the murder: It could have been a heated spat between the brothers; Daxo could have murdered Baldr to win Rán's hand; or there could have been a more sinister reason.

Hospitality

If Thorvald and Fulla grant a request for refuge, by the customs of hospitality, they're expected not only to provide food and shelter to the guest but to make sure they come to no harm while under their roof. Of course, emotions often get the way of this ancient tradition.

Set Up

Space

Inheritance takes place in one large room or space and requires nine chairs and a table large enough to seat all nine players.

When setting up the table and chairs in the manor, be sure to set up just seven seats. Set the other two off to the side. They must be explicitly fetched by one of the players.

In the space, set the table off to one side and designate another area as "outside on the beach." The rest of the space is considered to be various rooms in Thorvald's manor. If possible, designate a smaller round table as the pyre on the beach.

Distributing the Characters

Briefly describe each of the nine characters according to their families and affiliations, and then ask players to choose. If two or more players wish to play the same role, choose the player who you think is best suited for it. After characters are distributed, hand out name tags, booklets and respective envelopes. Note that Fulla and Rán do not get their poison envelopes. Those envelopes go in the medicine chest (or the game box). Give Gefjon the seven brands and to Father Ansgar give the Latin copy of the will. The facilitator keeps hold of this rulebook and the English translation of the will.

Give the players time to read over their characters and ask that they not look in the envelopes.

Character Pitches

As the facilitator, you can announce these brief descriptions of the characters to the players so they can decide who they'd like to play:

- *Thorvald*, a wealthy retired viking. Husband of Fulla, father of Baldr, Daxo and Ring.
- *Fulla*, a powerful matriarch. Wife of Thorvald, mother of Baldr, Daxo and Ring.
- *Daxo*, the exiled son, a viking, now returned.
- *Ring*, the youngest son, who has big dreams, but has been kept close at hand by his father and mother.
- *Tyr*, a former berserk, who lost his arm in battle. Husband of Gefjon, father of Rán.
- *Gefjon*, a wild priestess of Odin or *seiðkona*. Mother of Rán and wife of Tyr.
- *Rán*, bereaved daughter of Tyr and Gefjon. She wishes to make her own way this world and choose her own destiny.
- *Ansgar*, a Christian priest, who was Grandfather's advisor and is Thorvald's accountant.
- *Aurvandil*, a viking who has traveled from Upsala to Kiev to Constantinople. He comes now as Daxo's boon companion.

The Rules

Briefly summarize the rules described in Game Play to the players, especially the rules for listening and physical play.

Family Medicine

Take Rán and Fulla's poison envelopes and all medicine cards and place them inside the medicine bag. Tell the players of Fulla, Rán and Gefjon that it contains herbs and medicinal plants, and they can come fetch them if they need them.

When they see the poison in the box, they are confronted with a choice. They can use it or disregard it—the decision is theirs. If they are unclear or unsure about the contents of the medicine bag, the facilitator should gently draw them aside and inform them that the same herbs and tinctures they use to heal can also be mixed to poison.

Preamble

When ready, gather everyone at the beach location and read or describe the preamble. Set Daxo and Aurvandil three or four steps back from the rest of the group, then hand the scene over to Gefjon in The Funeral section.

To be read aloud to the players:

The death of Grandfather: Grandfather had lived a long life—perhaps a bit too long. He was a successful viking, an advisor to the king and ultimately a wealthy man. He settled, raised a family and enjoyed his grandchildren. As grandfather grew older and more frail, he came to fear death...and the Hell that beckoned. So, as a good son, Thorvald arranged a proper death for his father. The families dug up some old unpaid weregeld, summoned all of the young men—cousins, nephews, etc.—and took to the field to settle the debt. Grandfather himself was sat in a cart, his sword lashed to his hand. At a signal, the families joined in battle and Tyr himself strode up to Grandfather and delivered the fatal blow. Grandfather died in battle; to Valhalla he goes. We now gather to celebrate his funeral.

Game Play

The facilitator should briefly review these rules with the players.

Each player should endeavor to embody their character as best they can throughout the scenario. All players should attempt to accomplish their goals and play out their beliefs. To do so, they'll have to interact with the other players, make compromises and alliances or be prepared to undertake subterfuge or violence to have their way.

Acting Out

Encourage players to perform in their character role.

Players should move about the space and speak directly with one another. They should act in a dramatic fashion, appropriate to their character and the world of the 10th century. For example, many players enjoy playing Tyr with his hand tucked behind his back to show that he is one-armed. Limps, hunches, affectations, are welcome, as are accents, recitations and grand speeches.

When emotions become heated or violent, players should mime their characters' actions. If they're reluctant, prompt them to imagine themselves in the moment and ask what they would do.

Speaking in Turns

Instruct the players to be brief and speak in turns. Do not interrupt. Wait for your interlocutor to pause, then speak.

Speak Your Mind

Tell the players to be vocal. Speak your mind to the audience. Let us know your thoughts, even hidden or secret ones! Be explicit, poetic and colorful.

Choosing Sides

Tell the players that if they agree with someone during a dispute, stand at his or her shoulder. Remember that performance is a large part of this game. Make it clear to the audience of the performance where your character stands.

Conversation



Convincing One Another

In order to convince one another to ally or go along with a plan, the players must organically persuade their interlocutor. There's no skill or mechanism for "convincing." Players can use threats, bribery or any of their special rules that they deem appropriate. But the efficacy of their attempt is up to their own persuasiveness.

Skill Use

If a player wishes to use a skill, try to say yes to whatever it is that he or she is doing. There's no test or resolution. If the skill is listed, they can do it.

If two similarly skilled characters contest (short of murderous violence), describe a stalemate or impasse. Neither can get the better of the other.

Letters

Only characters with this skill can read and write Latin. This means only Ansgar, Fulla and Rán can read the will.

Listening

All players and spectators are considered the audience to all of the action and drama. They may listen to any other conversation, even private ones, so long as they obey the following rules: They



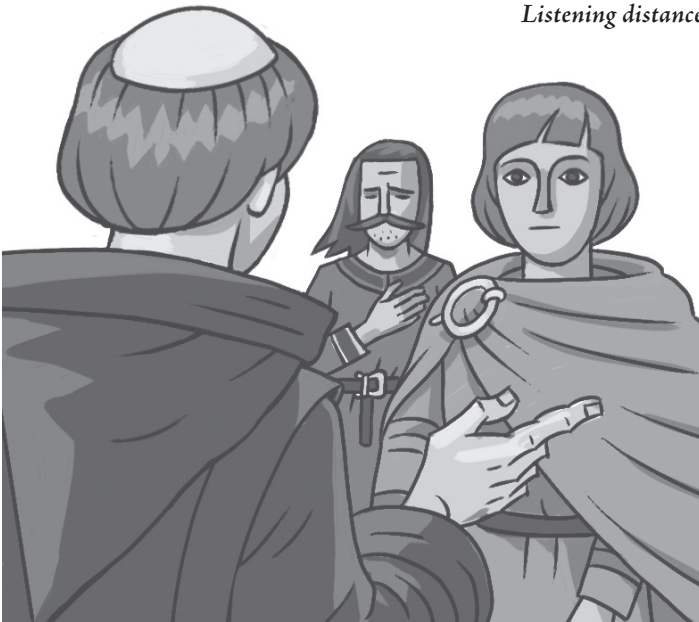
may not comment on or interfere with a conversation in progress; they must stand at a respectful distance from the conversation; and *they must place their hand over their name (or heart) to show they are listening.*

Should anyone ask, the narrative reason for listening is that the long house is old and drafty, and it's easy to overhear things you shouldn't.

As the facilitator, you may gather audience members to listen to certain

Listening posture important conversations. You can also move crowds back a few steps from conversations, if everyone has clumped around a particular group. The distance of listening is important. There is no guarantee that a player gets to hear perfectly what is being said.

Listening distance



Intimacy and Intimidation

Inheritance plays best with minor physicality. In general, light touching is encouraged—shoving, embracing, holding hands. Ask the players if they're comfortable with this level of contact.

Intimacy, friendship and embrace is demonstrated with the hands—clasping another's hand or holding their arm beneath the elbow.

Physical intimidation or threat is done by grabbing your victim just above the elbow and squeezing a bit.

If a scene gets too heated, step in and ask a player to slow down and announce his or her actions before acting them out. This pacing can help the audience understand what's happening.

Character vs Player

If a *character* is more physically imposing than his or her *player*, as the facilitator, you should reinforce the player's actions by placing your hands on his or her target and guiding him or her to move in the proper manner.

For example, if a small-statured player is playing Aurvandil, and she's trying to move aside Rán who is played by a larger player. You should facilitate the action and move the diminutive Rán aside. Describe to all what transpired: Aurvandil is much bigger and physically bulled Rán aside.



Intimacy

Threats and intimidation



Brawling

If players are scuffling, any character with the fighting skill can shove around or buffet a character without it. If two brawling characters both have the fighting skill, allow them to scuffle a bit, but inform them that neither side can get the better of the other and ask them for another course of action.

Murderous Intent

If a player acts passionately and clearly—swinging a sword, plunging a knife, poisoning a wound—use the Violence and Poison rules. If it's unclear, and there are blades or poison in play, clarify with the player that it is indeed his or her intent to harm or murder.

If the player backs down, use the rules for physicality and brawling, or simply carry on with the scene. Never encourage a player to back down, though. *Always subtly encourage escalation.*

If a player is intent on murder, pause the action and engage the Violence and Poison rules.

The Dead

If a character is killed, encourage the player to play out the death (and any last words), and lay down on the floor and play the corpse until the scene has moved away. Once the scene has passed, the dead should remain as audience members, listening in on the action.

The Facilitator in Play

Stand back from the actions so that you can watch and gain perspective, but stay engaged and active. If the action is stalling or a player seems lost, step in to quietly encourage them. If a speaking player is being ignored, raise your voice to amplify theirs and draw the scene to them. If a player is dominating the conversation simply by being loud or fixating on something, encourage them to take a step back and move on. And if a player isn't responding to the physicality of another player, be sure to take them gently by the shoulders and move them appropriately.

Servants, Thralls and Slaves

The facilitator and anyone not playing a character (an audience member, for example) can take the role of a servant. These servants are slaves, captured by Thorvald on his many raids and given positions and duties in his home.

The Unexpected

Unpredictable events will emerge during the game. Do your best to use the material in this booklet and the events in your game so far to judge what is the best, most dramatic outcome.

Let the events become truth, trust your players, say yes to whatever you can and nudge matters toward conflict with a light hand.

Violence and Poison

Each player receives an envelope containing eight cards that represent their character's capacity for violence and murder.

Once murderous intent is clear—when a player attacks another with a weapon, seeks to throttle or kill with poison—ask everyone to pause the action. Draw in the other players to act as the audience. Instruct the initiating player to produce his or her envelope and withdraw the card that has the name of the *target* on it in red. Be sure to only look at the card backs and *not* the card faces.

After the player draws the correct card, he or she silently reads the result on the card. Do not announce the printed result. *Do not show the result to the opposing player.*

The outcome of the card may be unexpected or shocking. Some players may need help making sense of the twist.

Regardless of what the player wanted to happen, the result is binding and must be enacted.

Ask the player to colorfully describe the result of the action to all. "What happens?" is often enough of a prompt. Give the player some time to narrate the actions for the other characters involved.

For example, Rán attempts to plunge her knife into Daxo's breast. In the process, she is slain. Daxo is not. But Rán's player has the liberty to describe Daxo's actions in that moment. In this case, she might say that Daxo reflexively raises his sword to defend himself and she stumbles onto it, impaling herself.

The same procedure is used for poison, but only draw a card when the poison is ingested.

Characters who have been incapacitated from injury or poison cannot defend themselves. They are vulnerable and may be slain by any with the will to do so, without need to draw a card.

Three Acts (and some scenes)

Inheritance is a story told in three acts.

Scene Framing

Fulla has the responsibility to move from the first act into the second, and from the feast into the night scenes, but you should monitor the situation and remind Fulla as to when it is time to move on. Ultimately, it's your responsibility to move the game from scene to scene.

Act One: The Funeral

The opening act takes place on the beach outside of the longhouse of Thorvald and Fulla. There is an elaborate funeral pyre on the beach: a ship, piles of wood, riches, etc. On the pyre lies Grandfather.

In this first act, Gefjon leads a prayer for Grandfather. She holds seven small prayer staves and hands one to each character in turn (at her discretion) and invites them to say a prayer for Grandfather and throw the brand on the pyre.

All except Daxo and Aurvandil stand with Gefjon. Daxo and Aurvandil should be positioned a few steps behind the group. Once the scene begins, inform them that they can enter the scene any time they wish. When they do enter, announce them: "It's Daxo, the exile, and with him a stranger."

The tension of the scene rests in that there are seven prayer staves for nine people. Who gets to send a pray to Odin for Grandfather?

This first act ends when Fulla invites the guests to the manor for the funeral celebration. If the scene stalls, inform Fulla that the feast is waiting and she may invite the guests to eat, but it is up to her to extend the invitation.

Act Two: The Feast

The second act encompasses the feast and its aftermath. Begin with all seated except Daxo and Aurvandil. Seat players according to their families. If there's any question, Fulla decides the seating arrangements. Begin the feast itself with a series of toasts. Encourage Thorvald and Tyr to make them.

While typically no actual food is served, encourage Fulla to describe the meal.

Once the meal is finished, Fulla may excuse some or all from the table. Until Fulla gives the word, none may leave the immediate feast area.

Once Fulla ends the meal, inform all that they may move freely about the area and enter into private discussions.

Once the energy ebbs, inform Fulla that she can end the scene and send everyone to bed when she's ready. This scene is usually the longest of the three, so be sure to give plenty of time for plans to develop and action to happen. After Fulla announces that all are to go to bed, seat everyone at the table and ask gently for quiet.

Night Scenes

Once the dinner and after-dinner scenes are concluded, there is a special optional scene for "night business." Ask if anyone has any business to attend to during the night. Night business can include secret conversations, rendez-vous, trysts or other short, directed moments. If no one takes a night scene, move on to the last act. If there is business, ask the player what he or she plans to do. If it's appropriate for night activity in the house, then let the players play out them out in turn. Bring the player (or players if more than one is required) out in front of the group. Ask all others to be good audience members and sit and watch. Each night scene is played out one at a time. Do not let the scenes bleed into one another. Once all business is concluded, the third act, *Sjaund*, begins.

Act Three: *Sjaund*

The last act begins the next morning and commences with a *sjaund* led by Gefjon. *Sjaund* is a ritual toast with ale that signifies the end of the funeral and the beginning of division of inheritance. Allow Gefjon to say a few words before the toast. Only after *sjaund* is drunk can the will be read.

Reading the Will

Ansgar possesses the will and it is his job to read it. Encourage Ansgar to read the entire Latin will aloud to the assembled characters. This will usually have quite an effect on the assembled.

Once the will is read, let the action play out to its conclusion. Either there will be a blood bath or the families will come to a grudging agreement.

As the third act plays out, if the energy is high, encourage the players to keep going until they're satisfied. If the energy has dropped, gather all together at the table and quietly end the scenario.

Epilogues

After the conclusion of the acts, gather everyone (living and dead) back at the table and invite each player in turn to describe an epilogue for his or her character. Encourage each player to imagine what happens to his or her character after the conclusion of these events. It's often best to frame the epilogue in terms of what happened to the character during play. For example, "You're wealthy now, but your son is dead. How do you live out your days?"

Epilogues delivered, end the game and thank the players for playing. Ask them to return all materials and not to read the additional cards in their envelopes, as it spoils replay.

Inheriting

Anyone in the family can inherit. By custom, after the *sjaund*, Thorvald would become the new head of the household as he's grandfather's only surviving direct relation. However, Grandfather's will subverts this tradition by imposing his wishes from the grave. Since Thorvald loves him and hopes to join him in Valhalla one day, he is loathe to defy him.

If Thorvald should die prematurely, Fulla becomes the heir to their holdings. Should Fulla and Thorvald both perish prematurely, Ring becomes heir, unless Daxo has been reinstated.

If Ring and Rán are married and Ring dies, Rán becomes heir to Thorvald's properties. And in that case, Tyr and Gefjon, should they still be alive, will be responsible for finding her another husband.

If Daxo's sentence is lifted and Thorvald and Fulla both die or are exiled, he becomes head of the household. If Fulla remains, she is technically still in control of the holdings but can declare Daxo heir.

Special Character Rules

The following are special rules for the characters. When invoked, the character's say on the matter is final and must be abided by to the best of the other players' abilities. If this creates conflict or cause for violence, that is up to the players to resolve.

The facilitator is the final arbiter on how the special rules are invoked and resolved.

Ansgar

Ansgar may perform all of the rituals appropriate to his station: he may bless, baptize, marry and hold mass. He may take another into the faith, though he may not excommunicate; that's above his station. Any ritual he performs is considered sacrosanct.

Aurvandil

Aurvandil has no special rules.

Daxo

Daxo has no special rules.

Fulla

Fulla is in charge of the hospitality of the house.

- She begins and ends the feast. If you're not eating during the game, have Fulla describe the content of the feast.
- She may invite or ban any guest from her table as she pleases.
- After the feast, Fulla decides when the scheming stops and declares that everyone must go to bed. This begins the Night Scenes.
- Once per game, she may pull Thorvald into a private conversation that he may not refuse and may not be eavesdropped upon.
- She also has medicine and poison (see next section).

Gefjon

Gefjon expresses the will of Odin and the gods.

- She leads the funeral rites for which she has seven brands. She may hand them to whomever she pleases.
- She officially declares the funeral over (the next morning) with the *sjaund*.
- She can declare animal or human sacrifice.
- She can marry a couple under the auspices of Frigga (and she can declare that the married couple must consummate under her watchful gaze).
- She also has medicine and poison (see next section). Unlike Fulla and Rán, Gefjon is given her poison at the start of the scenario, along with her other envelope.

Rán

Rán can use the special rules for medicine and poison (see next section).

Ring

Ring has no special rules.

Thorvald

Thorvald has final say over the fate of all inhabitants and guests of his house.

- His word is law.
- He may lift the sentence of exile, reimpose it, exile others, confine others, impose weregeld or order duels to be fought.
- If guests are offered hospitality, as is customary, Thorvald is obligated by tradition to feed and house them, and see that they come to no harm.
- He may not slay his own kin. Doing so is a crime and thus he himself would become an outlaw.

Tyr

Much like Thorvald, Tyr is in charge of his own house. His word is also law, but since he is a guest in Thorvald's house, his power only extends to his daughter and wife.

The Latin Will

The will is provided in Latin for two reasons: for verisimilitude since Grandfather was taught his letters by Father Ansgar, and to create disorientation and unease among the illiterate characters. The emotions of frustration and impotence the players feel will closely mimic those of their characters!

After reading the will in Latin, give Ansgar the English translation. If Ansgar opens and reads the will before the *sjaund*, be sure to also provide him the English translation. But after being read, the facilitator should reclaim the English translation.

Fulla and Rán can also read Latin (and thus have access to the English translation), but no one else can understand what is written there and thus cannot see the English translation.

Poison

The women all have a skill related to poison and a special secondary envelope containing their poison decks. Use it in the same manner as resolving violent action. Ask the player to describe her action, then pause for a moment, withdraw the name of her victim from the envelope and silently read the results. Then allow her to describe what happens to the victim. More often than not, the act of setting the poison will come well before the victim ingests it. Only draw the card once the victim takes the dose—it may not be who they intended!

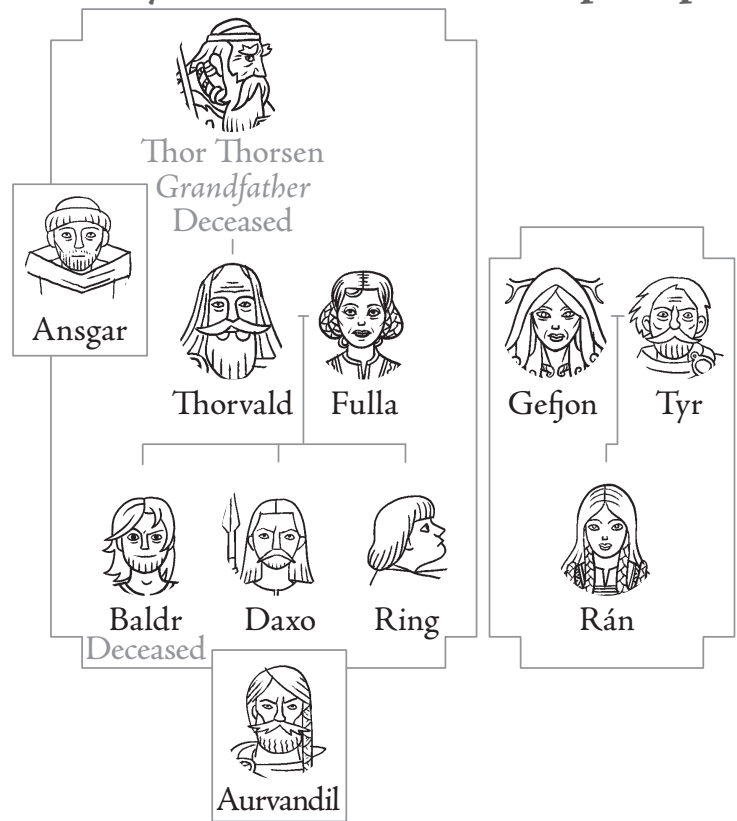
The incapacitated may be subsequently slain by any with the will do so without need to draw a card.

Medicine

Anyone who is maimed or otherwise badly injured will die slowly unless one of the skilled characters treats them. To do so, remove a medicine card from the medicine chest and bind it to the wound. Doing so will prevent death from this injury but will not otherwise heal the maimed or restore a limb. Also, this does not affect a character who is killed outright by a wound.

If sickened by poison (and not killed outright), medicine may also be used to tend to the ill and nurse them back to health. The character remains sick and incapacitated, but they will not die from the poisoning.

Family Tree and Relationship Map





Violence and Poisons Results

For the print and play version, the cards have been omitted. Instead, use the following matrix to resolve uses of violence and poison between the players. Instead of the card draw mechanic, once violence is initiated, the facilitator should pause the action briefly and whisper the result into the ear of the acting player. Read the chart from left to right: instigator on the left hand column and then the victim to the right. From there, that player then describes in grand fashion what transpires to the rest of the players.

Never show this matrix to the players (not even at the conclusion of play). Burn after reading.

Violence Matrix

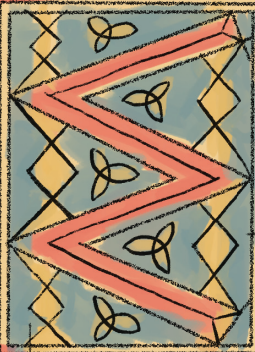
Violence	Victim								
Instigator	Thorvald	Fulla	Ring	Daxo	Tyr	Gefjon	Rán	Ansgar	Aurvandil
Thorvald	—	Fulla slain	Both maimed	Thorvald slain	Tyr slain, Thorvald maimed	Gefjon slain	Rán slain	Ansgar slain	Thorvald slain
Fulla	Fulla slain	—	Fulla slain	Fulla slain	Fulla slain	Fulla slain	Rán slain	Ansgar slain	Fulla slain
Ring	Both maimed	Fulla slain	—	Ring maimed	Ring slain	Gefjon slain	Rán slain	Ansgar slain	Ring slain
Daxo	Thorvald slain	Fulla slain	Ring maimed	—	Daxo maimed	Gefjon slain	Rán disfigured	Ansgar slain	Daxo maimed
Tyr	Tyr slain, Thorvald maimed	Fulla slain	Ring slain	Daxo maimed	—	Gefjon maimed	Rán slain	Ansgar slain	Tyr slain
Gefjon	Gefjon slain	Fulla slain	Gefjon slain	Gefjon slain	Gefjon maimed	—	Rán disfigured	Ansgar slain	Gefjon slain
Rán	Rán slain	Rán slain	Rán slain	Rán slain	Rán disfigured	Rán disfigured	—	Ansgar slain	Aurvandil slain
Ansgar	Ansgar slain	Ansgar slain	Ansgar slain	Ansgar maimed	Ansgar slain	Ansgar slain	Ansgar slain	—	Ansgar slain
Aurvandil	Thorvald slain	Fulla slain	Ring slain	Daxo maimed	Tyr slain	Gefjon maimed	Aurvandil slain	Ansgar slain	—

Poison Matrix

Poison	Thorvald	Fulla	Ring	Daxo	Tyr	Gefjon	Rán	Ansgar	Aurvandil
Fulla	Thorvald convulses and dies	—	Stumbles and dies	Staggers and dies	Dies peacefully	Gefjon goes blind	Rán made comatose	Ansgar goes blind	Aurvandil violently ill
Gefjon	Thorvald goes blind	Fulla dies a horrible choking death	Ring paralyzed	Daxo goes mad, shouts the details of his most recent secret and must forever tell the truth when asked	Tyr flies into berserk rage	—	Rán is rendered mute	Ansgar goes blind	Aurvandil made violently ill
Rán	Thorvald violently ill	Fulla dies choking	Ring resists the effects	Daxo made ill and incapacitated	Tyr flies into berserk rage	Gefjon shrieks, convulses and dies	Rán slain	Ansgar turns blue and dies	Aurvandil is temporarily ill

Never show this matrix to the players. Burn after reading.

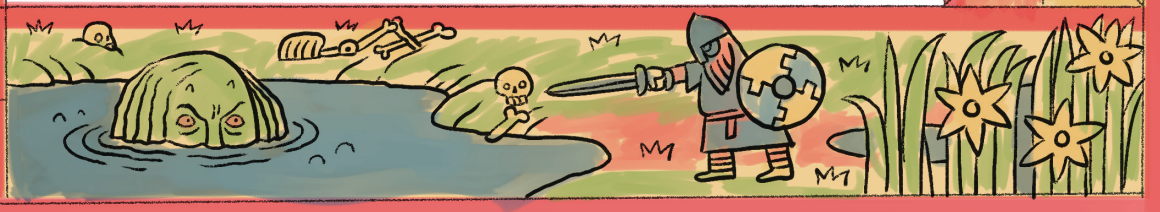
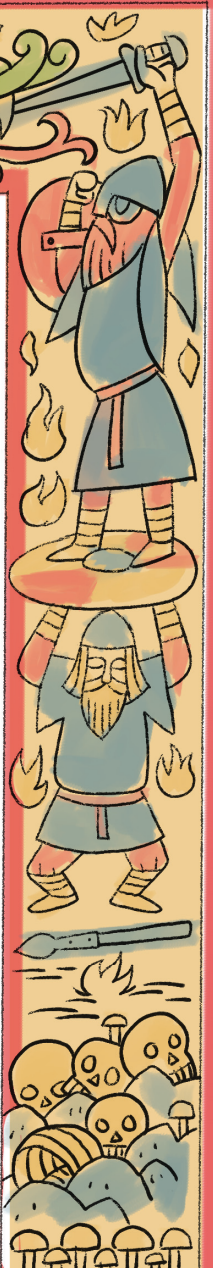




GO, NOMINATUS. THOR THORHEN, UT.
 INSTRUOR. A PATRE. ANSGAR, IN ITUO.
 TESTAMENTUM. MEUM. EX MORTE.
 DISPENSANDUM: SIC. FACIO. MANU. MEA.
 ETI. IN. LINGUA. ROMANORUM. DE. PATRE.
 ANSGAR. DICEBAM: IN. MENTE. HANA.
 MEDITANS. MORTEM. SCRIBO: SIC. IN ITUO.
 HEREDES

- THORVALD. FILLO. BOVES:
- TYR. FILLO. ADOPTIVO, QUEM. AD. IGNEM. PYRAMQUE.
 COLUI, EXUI:
- BALDR. NEPOTE. NAVIS. SPLENDIDISSIMA, LONGORMR:
- RING. NEPOTE. VILLA. LONGA, LYNEHAL, ET. PAHTU:
- DAXO. NEPOTE. ARMA, PLOTRA, CARPENTA:
- PATRI. ANSGAR, UT. IBI. ECCLESIAM. AEDIFICET, PAHTU.
- AUTRALI. PROPE. ANGULUM. FLUMINI:
- ET. AD. THORVALD. ET. RING. ET. DAXO. ET. BALDR, ARGA.
 PLENA. GEMMIS. ET. NUMMIS. RELINQUO:

NOLO. UT. RING. THORVALDHEN. HERES. MAGIATUR. NIH. IY.
 RAN. TYRHODOTTIR. UXOREM. DUCET:
 SI. DAXO. PECCATO. POENUM. LUET, PARTEM. SIU. ET. FRATRIY.
 MAIORI. ACCISET:
 POLTREMO, DE. GEHENNA. NOVA, SIMILIS. NOYTRAI. GUM.
 ANSGAR. MULTAS. HORAS. COLLOQUEBAR: BAPTISATIO. SIU.
 DE. INFERNO. OMNES. SERVABIT: TIMEO. NE. THORVALD.
 FILIUS. ET. TYRADOPTIVUS. AD. VALNALLAM. NON.
 ASCENDANT, SED. SIC. SIC. EGO: ITA. VOLUNTAS.
 MORTUUS. GEMINOS. SACREMENTA. DEO, PATRE. ANSGAR.
 TESTATO, JURARE: ITA. NON. PERPETUO. CRUCIABUNTUR.
 ET. IUNGENT. ME. AD. CONVIVIUM. ODINI: VOLUNTAS.
 MORIBUNDUS. MEUS:



I, Thor Thorsen, in the form instructed to me by Father Ansgar, do here set forth my will to be executed upon my death. I do so in my own hand—though in the letters of Rome, as taught to me by Father Ansgar. I do so of my own mind as I contemplate my death.

I bequeath the following:

—My herd of oxen to my son Thorvald.

—My herd of horses to my nephew Tyr.

—My proudest ship—Long Snake—to my grandson Baldr.

—My long house—Lysnehal—and pastures to my grandson Ring.

—My armory, wagons and carts to my grandson Daxo.

—The southern pasture, near the bend in the river, to Ansgar, so that he may build a church there.

—And to Thorwald, Ring, Daxo and Baldr I do bequeath to each of them a chest of gold and gems.

—

It is my will that young Rán Tyrsdottir and Ring Thorvaldsen shall be wed in order for Ring to claim his share of my will.

Should Daxo atone for his crime he will take his rightful share—and that of his elder brother, too.

Lastly, I have spoken many long hours to Ansgar about his new Hell, not unlike our own. He says it can be avoided by taking his baptism. I know that I go to Valhalla, but I fear for my son Thorvald and my adopted nephew, Tyr. Thus it is my last wish that they swear the faith to Father Ansgar so they may avoid falling to eternal torment and are sure to join me at Odin's table. It is my dying wish.

Will English translation.

For Ansgar and other characters with the *Letters* skill only.

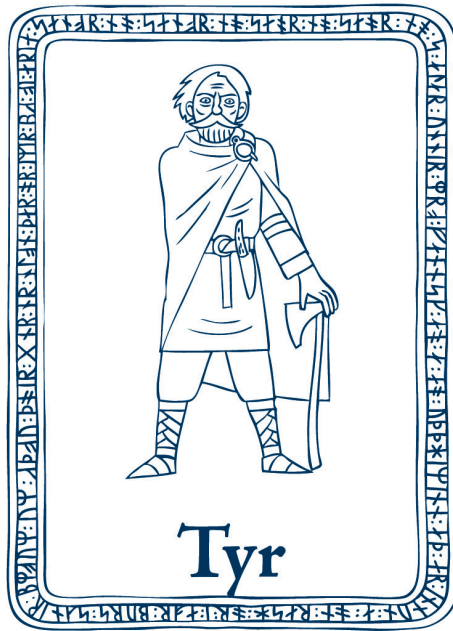
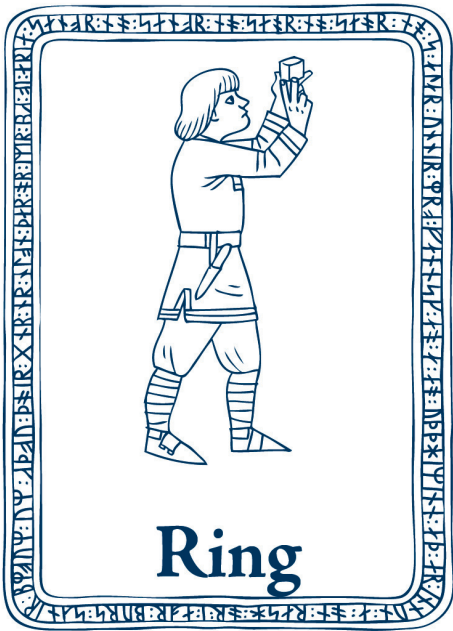
Gefjon's Staves

Create seven staves for the funeral ritual on the beach.

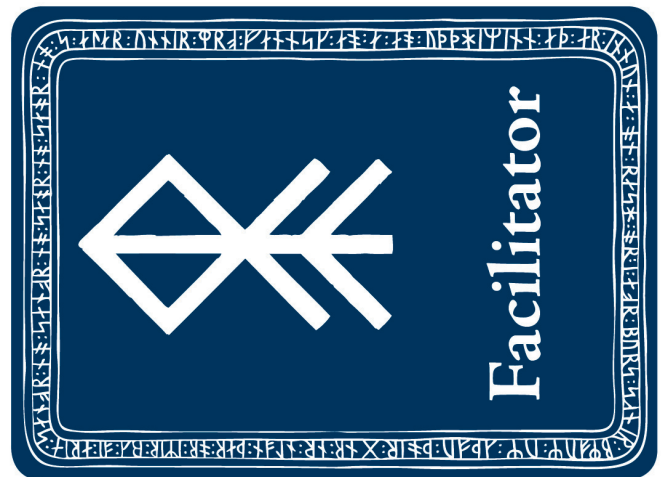




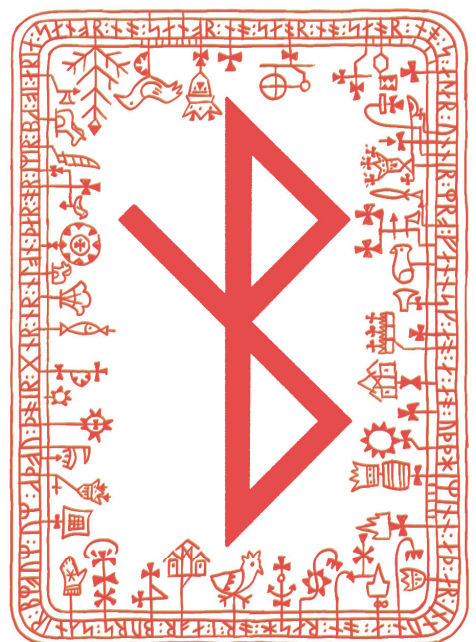
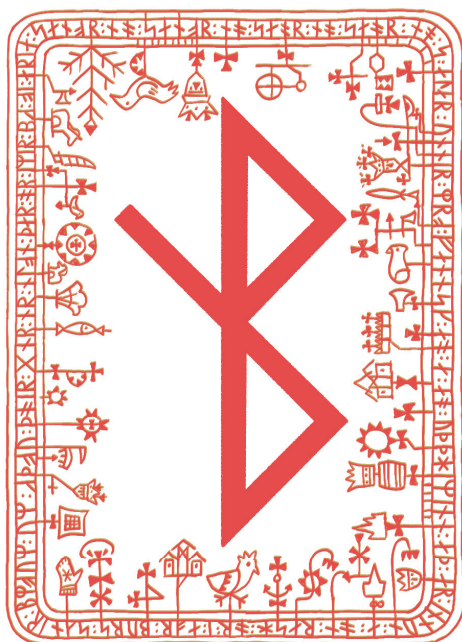
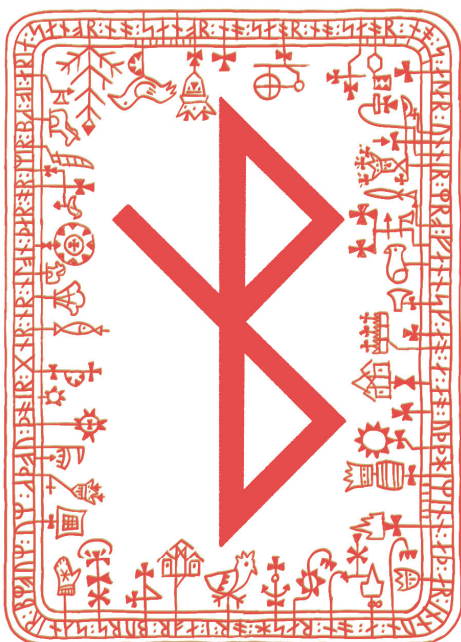
Name tags



Name tags continued

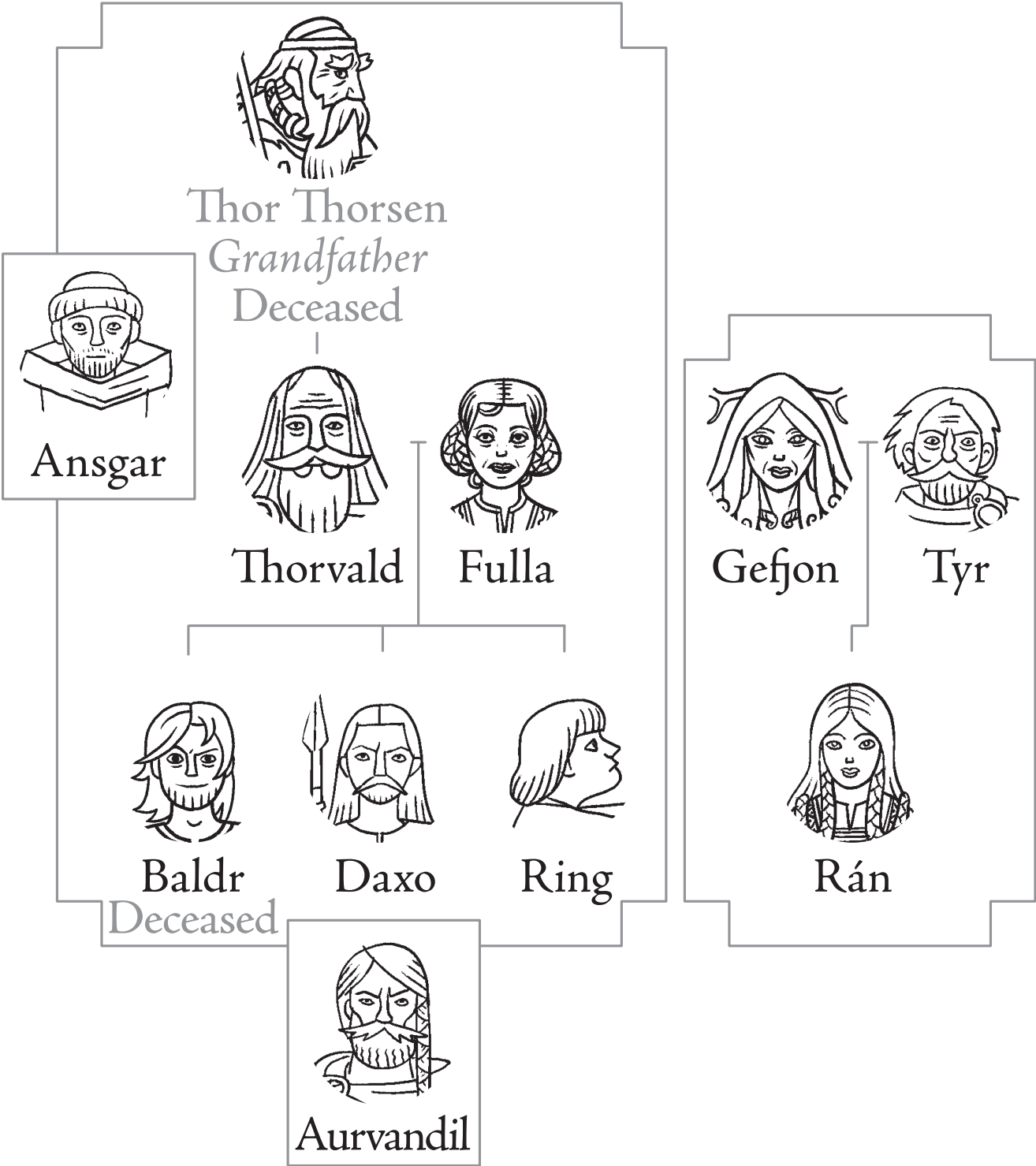


Medicine Cards



Family Tree and Relationship Map

Distribute to players



Characters



Distribute these to the players as per the instructions on page 3.

Ansgar

Priest, Age 32

History

Ansgar has been a part of Thorvald's household for 14 years now—ever since he came north from Frankland to convert the Danes.

Now Ansgar is the same age as Baldr when he was slain by Daxo. Baldr was a bloody-minded, traditional Dane. He didn't like Ansgar at all. And he would have never converted. It's far better that Daxo slew him when he did. If he hadn't, Ansgar was certain Baldr would have killed him.

Since the fateful night of Baldr's death nearly 10 years ago, Ansgar has managed to ingratiate himself to Thorvald by using his experience as a clerk to great benefit. Ansgar takes care of all of the books for the illiterate barbarian. While this has earned him a place in Thorvald's court, it has not been enough to win Thorvald's conversion. The old viking is a devout pagan—devoted to thunderous Thor. He is supported in his benighted beliefs by the witch Gefjon.

Fulla and Daxo have both converted and will be powerful allies when the time comes. The difficulty lays in that Daxo has been exiled from the house. If Ansgar can win his reacceptance to the family, he's certain he can win Thorvald's conversion.

Beliefs and Goals

Gefjon must be muzzled for this family to be saved.

If I convert Thorvald, the whole family will convert.

The Light of Christ can absolve Daxo's crime; the family must forgive him to win salvation for all.

Instincts

Always quote scripture.

Always offer to help with the books.

Relationships

Thorvald—Patron, master of the house. A tolerable lout.

Fulla—Thorvald's wife. Ansgar's patron, ally and confidante.
Converted Christian.

Daxo—Thorvald's second son now exiled for the murder of Baldr.
Suffering, Christlike, for his conversion. *Converted Christian.*

Ring—Thorvald's third son. A stubborn, wilful and dull boy.

Gefjon—A sorceress and dangerous enemy.

Rán—Gefjon's daughter, unlike her mother, she is mild and thoughtful.

Baldr—Thorvald's eldest son. Arrogant and proud, he was murdered by Daxo.

Aurvandil—Daxo's new traveling companion. A warrior, mercenary and opportunist. He's clearly smitten with Rán.

Skills

Theology, letters (Latin), numbers, languages (Greek, Frankish, Danish)

Possessions

Cassock, surplice, stole, gold crucifix, holy water, Bible, a manuscript of the tale "Beowulf," a bag packed for travel and a mule

Special Rules

Ansgar may perform any ritual appropriate to his faith, including funerals, marriages and baptisms.

He may baptize the willing by pouring water over their heads, converting them to Christianity.

Should someone die unbaptized but in service of Christ, Ansgar may declare them a martyr and to have been baptized in blood.

Game Play

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Acting Out

Act out your actions in a dramatic fashion, appropriate to your character and the world of the 10th century. Limp, hunches, affectations are welcome. As are accents, recitations and grand speeches.

Speaking in Turns

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Aurvandil

Wandering Warrior, Age 26

History

Aurvandil is a warrior—a viking—through and through. He is also a scoundrel. He loves battle only slightly more than he loves gold and beautiful women.

He befriended Daxo during his exile and the two quickly became friends. Aurvandil was sympathetic to the exile's plight and eagerly abetted Daxo's fantasies of revenge.

It was at his urging that Daxo returned to his home to demand his inheritance upon hearing news of Grandfather's death. If Daxo becomes a rich lord, Aurvandil will profit as well.

However, upon arrival in Thorvald's court, Aurvandil fell instantly and madly in love with the beautiful young Rán. This is the one kink in his plan—Daxo has claimed that she shall be his own wife. Somehow, Aurvandil must ensure that his patron earns his material wealth but he himself captures the love heart!

Beliefs

I love Daxo like a brother. I will do whatever must be done to ensure he gets what's his (so that I too may be rich).

Rán is more beautiful than spun gold, I love her madly and will make her my wife by any means.

To come out the winner in this family dance for wealth, power and love I must convince the old berserk, Týr, of my finer qualities.

Instincts

If challenged, call for a duel.

If treated kindly, act with generosity.

Always look for trouble.

Relationships

Thorvald—Daxo's father.

Fulla—Daxo's mother

Daxo—Friend and patron.

Týr—Daxo's uncle, a sad old man, a failed berserk and Rán's father.

Gefjon—Rán's mother. A crazy witch.

Rán—Beloved and most exquisite woman ever seen.

Ansgar—Thorvald's priest. He could be useful; he could be an impediment.

Ring—Daxo's younger brother. Naive and inexperienced.

Baldr—Daxo's eldest brother whom Daxo murdered.

Skills

Battle, fighting, etiquette, poetry

Possessions

Coat of mail, a shining helmet, a scarlet cloak, sword, axe, spear, shield, Turkish leather boots and an empty wallet

Game Play

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Daxo

Exiled Son, Age 29

History

Ten years ago, when he was a young man of 19 years, Daxo slew his elder brother, Baldr. Baldr had discovered Daxo and their mother, Fulla, at prayer in a makeshift Christian chapel in the out buildings of their manor. Baldr flew into a rage. How dare they lie to his father, Thorvald, their benefactor and protector! He grabbed Fulla by the hair and began to drag her through the snow. “Does father know about this? Let’s tell him together.” Fulla pleaded with Baldr to stop. And without a thought, Daxo leapt on his older brother and dashed out his brains with a rock.

Thorvald quickly discovered the crime, but Fulla and Daxo could not defend themselves. They could not reveal why Baldr attacked in the first place. Thorvald could not bear to lose two sons on one day, so he exiled his second son in accordance with the law.

Since then, Daxo has lived as an outlaw and outcast—learning the art of the skald and selling his sword to the Bey of Byzantium with is dear friend Aurvandil. He heard news of Grandfather’s demise, and Aurvandil convinced him that now was the time to return and speak for what is rightfully his.

Daxo has returned to the family to claim his inheritance, marry Rán, merge their two families into a great clan and to convert his father, for making Thorvald see Christ’s light is the only way Daxo can be forgiven for his crime.

Beliefs

Baldr is dead. I am the rightful heir and I shall take what is mine from Grandfather’s estate.

I will marry Rán and bring our two families together.

I must protect my mother at all costs.

Instincts

Do not reveal in open company that I’ve taken the faith.

Always be close to mother.

Give a trick or a poem to lighten the mood.

Skills

Fighting, battle, etiquette, religion, riding, sailing, sleight of hand, poetry and oratory

Relationships

Thorvald—Stubborn father.

Fulla—Beleaguered and bereaved mother.

Ring—Naive younger brother; usurper.

Tyr—Kindly uncle, Rán’s father.

Gefjon—Stern aunt, Rán’s mother.

Rán—Beloved and to be betrothed.

Ansgar—My priest, father’s advisor and mother’s secret confessor.

Aurvandil— Good friend, right hand and indefatigable warrior.

Baldr— Arrogant, foolish elder brother. Who had to be killed, lest he turn father against mother.

Possessions

Sword *Mistilteinn*, cloak, rucksack (full of sundry supplies), well-worn boots, a reliquary containing a piece of the True Cross, spear, shield, sword, coat of mail and peaked helmet

Game Play

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Fulla

Matriarch, Age 46

History

Fulla considers herself the mother of tragedy. Outwardly, she is a strong woman of fine bearing, but inwardly she is collapsing.

Over 10 years ago, under Ansgar's tutelage, she converted to Christianity. Her loyal son, Daxo, soon followed her example. They kept this secret together—and the secret kept them bonded. But one night, Baldr, her eldest son, found them at prayer and flew into a murderous rage. Daxo killed his elder brother to protect her. She has kept these secrets for 10 long years to protect what remains of her family.

Fulla believes it was she who murdered Baldr. When Daxo was exiled, her heart broke a second time. She had lost two sons. It was then she realized that the only solution was to induce Thorvald to convert to Christianity. Then they could confess together and be absolved of their sins. But she has never had the nerve to undertake the arduous task. If he does not convert, it is likely that he and Daxo will become embroiled in a blood feud that will devour generations.

Beliefs

Christ is my savior; His light guides me through these dark times.

I am guilty of a great sin: Daxo murdered Baldr to protect me. Now I must shield him from Thorvald's wrath and gain him the forgiveness he deserves.

My husband must never know my that my conversion caused the death of our eldest son.

Instincts

Always cover my tracks.

Take counsel with Ansgar.

Skills

Medicine, letters, law, stewardship, etiquette, flute and song

Possessions

Fine dresses, lovely shoes, a Bible, medicine and bandages, a flute, quills, inks and paper

Relationships

Thorvald—Dear husband, loving but short-sighted and stubborn.

Ring—Youngest son; dreamer.

Daxo—Favorite son; murdered Baldr to protect me.

Tyr—Thorvald's friend, Rán's father.

Gefjon—Tyr's wife, Rán's mother, mad priestess.

Rán—Naive young lady who needs to learn the truth of this world, to be wed to Ring.

Ansgar—My confidante and confessor.

Baldr—Beloved eldest son, murdered by Daxo.

Grandfather—Though all call him "Grandfather," Thor Thorsen was Thorvald's father. He was kind and generous with Thorvald in his later years. He was always respectful and polite with Fulla.

Special Rules

Fulla can appeal to the laws of hospitality to banish or admit a guest to her home.

Fulla can speak to her husband in private once (no matter the circumstance).

Fulla begins and ends the feast. Ending the feast triggers the night scenes.

Fulla can use her medicine to treat the maimed or injured and prevent their death. Though, it is not within her power to restore them to full health.

Game Play

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Gefjon

Priestess, Age 40

History

Gefjon is a priestess of the groves—a *seidkona*. She tends a sacred grove and offers sacrifices to the Norns and Odin for wisdom and favor. She is a wild woman, steeped in tradition and drenched in the blood of a thousand sacrifices.

She and Tyr eloped and were married when he was in his prime. What better a mate for a wild priestess than a berserk? Well, Tyr failed as a berserk and was cursed to live out the rest of his days as a cripple. And Gefjon was cursed with bearing this burden as well. It hardened her but made her stronger.

When Baldr was killed by Daxo nearly 10 years ago, Gefjon encouraged Thorvald to execute him for the murder. Such was as Odin wished. But Thorvald kept his own counsel in this matter and left Daxo alive, consigning him to exile. Gefjon has never forgotten that crime left unpunished.

But now, Thorvald wants something from her: her daughter's hand for his youngest son Ring. Gefjon is certainly not going to let Thorvald get his way until all accounts are settled....

Beliefs

My daughter will marry whom I choose.

I laugh at any fool who defies the Norns or who fails to heed Odin's will.

I will do what Thorvald could not and see that Daxo is punished for kinslaying as is proper.

Instincts

In times of crisis, sacrifice to the Norns or Odin.

Always punish criminals.

Relationships

Thorvald—Tyr's most beloved friend. A wise old Dane who has grown soft in his riches and pleasures.

Fulla—Thorvald's wife. A preening wench of suspect character.

Daxo—Baldr's murderer, He Who Walks Upon His Own Grave.

Ring—Thorvald's third son, Rán's supposed betrothed.

Rán—My impetuous daughter.

Tyr—My soft-hearted husband.

Ansgar—Thorvald's advisor, a worm-tongued Christian priest

Baldr—Beloved nephew, murdered by Daxo.

Skills

Herbalism, poisons, astrology, runes, midwifery, speaking the ugly truth, and rituals

Possessions

Vestments, herbs and poisons, ritual knives and paraphernalia

Special Rules

Gefjon can perform *blóts*, rituals, in the name of Odin, Frigg and the other Aesir. The rituals include the casting of the prayers for

Grandfather and the *sjaund*, the ritual toast that signifies the end of the funeral and the beginning of division of inheritance. She can also conduct funerals, weddings, divinations and sentences for judgements under the law. Lastly, she can demand a marriage be consummated in her presence.

Rituals often call for a sacrifice—sometimes animal, sometimes human—depending on their magnitude. Gefjon declares the necessity for any ritual, but in the case of death sentences, Tyr or Thorvald must first pass judgement before she can (legally) administer the sentence.

Gefjon also has a store of medicine with which she can prevent the injured or maimed from dying (as she once did for her husband Tyr). Among her medicine, she also has the formulations for poison, should the will of Loki or Hell demand such a course.

Game Play

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Rán

Daughter, Age 22

History

Rán grew up in close proximity to the Thorvaldsen boys. Her father, Tyr, is best of friends with their father, Thorvald. The families are so close that she calls Thorvald “uncle.”

She always felt that there was a sense of destiny regarding this proximity—felt her fate was tied to Baldr. She loved the older boy with all of the ardor of her youthful heart, even if she never expressed it.

When he was taken from her by Daxo, her own heart was taken as well. How could she ever love again?

Now she is a sought-after prize; Grandfather’s death is merely a pretense to gather the family together so her inept father may marry her off to Thorvald’s whelp, Ring. He’s handsome enough, but he’s not half the man that Baldr was.

Rán loves her father, fears her mother and adores her aunt. In this time of trial, she seeks to evince her father’s wisdom, her mother’s power and her aunt’s grace—but she must choose her own path now.

Beliefs

I shall never love another like I loved Baldr.

Daxo is a murderer and a coward; only a valorous man can win my heart.

I shall choose my own destiny and not be a pawn in the games of my parents.

Instincts

Always comport myself with dignity.

Defer to mother.

Always act for romance.

Relationships

Thorvald—Uncle, Baldr’s father.

Fulla—Aunt, Thorvald’s wife; my tutor for letters, stewardship and etiquette.

Daxo— Baldr’s murderer.

Ring—Thorvald’s third son, supposedly my betrothed.

Gefjon—Wise mother

Tyr—Weak-willed father

Ansgar—Thorvald’s advisor, a Christian priest

Aurvandil—Daxo’s thug

Baldr— Childhood sweetheart, murdered by Daxo

Skills

Letters, song, etiquette, medicine, riding, stewardship

Possessions

Fine dress, shoes, medicine, herbs, a mirror, a long knife with an ivory handle

Special Rules

Rán can use her medicine to treat the maimed or injured and prevent their death. Though, it is not within her power to restore them to full health.

Game Play

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Convincing One Another

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The Audience and Listening

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Ring

Youngest Son, Age 23

History

Before his noble death, Grandfather promised Ring that his will contained provisions for his three grandchildren. However, since Baldr was killed and Daxo exiled for the murder, Ring has become the heir to the entirety of the family's fortunes.

Though he has been kept close at home, Ring dreams of sailing across the great western ocean and discovering far-off lands. Discovering a new world beyond Iceland would make him the most famous Dane of all time.

When he inherits Grandfather's fortune, he will mount an expedition to the west, past Iceland. With three shares of the will coming to him, he should have enough to afford many ships, stores and men for the journey.

Beliefs

The inheritance, and Rán's dowry, are my right! With that gold can I mount a grand expedition to sail to the edge of the world.

I can never forgive Daxo for murdering beloved Baldr.

Rán's heart will only be mine if I earn fame and glory.

Instincts

Always act cordially toward Rán.

Never pass up a chance for glory.

Always ply travelers for information.

Skills

Sailing, fighting, law, sagas, speech-making

Relationships

Thorvald—Beloved father.

Fulla—Thoughtful mother.

Daxo—Elder brother; murderer and exile.

Tyr—Kindly uncle, Rán's father.

Gefjon—Stern aunt, Rán's mother.

Rán—Beloved and betrothed.

Ansgar—Father's advisor; Christian priest.

Aurvandil—Daxo's thug friend.

Baldr—Favorite and eldest brother, murdered by Daxo.

Possessions

Fine clothes, a bag packed ready to travel, a coat of mail, sword, knife, and spear, maps of the edge of the world

Game Play

Each player should endeavor to embody their character as best they can throughout the scenario. Attempt to accomplish your goals and play out your beliefs. Make compromises and alliances, or be prepared to undertake subterfuge or violence to have your way.

Acting Out

Act out your actions in a dramatic fashion, appropriate to your character and the world of the 10th century. Limps, hunches, affectations are welcome. As are accents, recitations and grand speeches.

Speaking in Turns

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Thorvald

Father, Age 48

History

Thorvald is a viking chieftain. His reputation marks him as neither an exemplary ruler nor a poor one. However, Thorvald considers himself to be quite successful. He was the youngest son in a grand family and, therefore, was destined to get nothing when his father died. So he struck out on his own to make his fortune. He went a-viking, accumulated treasure, married well, fathered three sons, built an estate and, most important, outlived every one of his siblings.

As the sole survivor of his extended family, Grandfather's death means that Thorvald stands to increase his domain by a significant amount. And if he can arrange the wedding of Ring and Rán, his family will be one of the wealthiest in all of Jutland.

Thorvald attributes his success to the favor of his patron, Thor. The old viking is prompt to offer sacrifices, not only on the high holy days, but every Thor's day. In fact, he's planning to make quite an offering once the will is read and the betrothal is arranged.

The one knot of sadness in Thorvald's heart is the loss of his eldest son, Baldr, and the subsequent exile of his second son, Daxo. Ten years ago, Daxo killed Baldr in a fit of madness. Tyr's wife, Gefjon, is a seeress. At the time, she demanded Daxo pay for his crime with his life. It was Odin's will. But Thorvald argued against that course, saying that it is forbidden to take the life of one's own kin. And to slay Daxo after Baldr's murder would have been washing away blood with blood. Thorvald felt his patron Thor would have been more forgiving—he understands the maddening rage that so often takes men's minds. So he sent his son into exile rather than seeing him dead.

Daxo was always the more practical son. Ring, who stands to inherit the family's holdings, is an idealist and a dreamer. The young fool wants to leave on an expedition to find new lands—when Thorvald's lands are rich enough!

Thorvald wants none of this. If Ring should die there, the family will be bereft of heirs and will fail. It is a fool's gambit. Thorvald shall set Ring's course!

Beliefs

Daxo defied the ancient laws of the gods and men and brought kinstrife to our home. I did not slay my son as is proper, but I will ensure that he remains dead to this family.

Mighty Thor watches over my family's fortunes. We must honor him in accordance with the old ways or be cursed to wither to nothing.

Rán is a fine young woman, and I already dote on her like a daughter. I must convince her that Ring will make a worthy husband.

I hope to one day sit by Grandfather's side in Valhalla, so I shall see his final wishes done.

Instincts

Always ask Thor's blessing.

Let Ansgar handle the accounts.

Skills

Sailing, battle, fighting, poetry, dancing, speech-making, law

Possessions

A fine manor and estate on the Limfjord, a herd of oxen, a coat of mail, fine clothes, a sword

Relationships

Fulla—Dear wife. She's more beautiful than a dove, more cunning than a snake.

Ring—Youngest son, dreamer who needs to be brought to earth; he's to marry Rán.

Daxo—Second son; a murderer, now exiled.

Tyr—Dearest friend (like a brother), Rán's father.

Gefjon—Tyr's wife, Rán's mother; respected priestess.

Rán—Niece, to be wed to Ring.

Ansgar—My accountant.

Baldr—Beloved eldest son, murdered by Daxo.

Grandfather—Though all call him "Grandfather," this man was Thorvald's father. He was absent when Thorvald was young, and never supported him when Thorvald set out on his own, but they've shared many good years together since. His parting is a cause for sadness.

Special Rules

Thorvald has final say over the fate of all inhabitants and guests of his house. His word is law, though his guests are protected by the laws of hospitality.

He may lift the sentence of exile, reimpose it, exile others, confine others, impose weregeld or order duels to be fought. He may not slay his own kin. Doing so is a crime and would render him an outlaw.

Game Play

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Acting Out

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Tyr

Uncle, Age 51

History

Tyr's old and tired. His life has been long and full of great swings in fortune.

When he was young, the battle madness would overtake him; he was unstoppable in the rain of swords. During this time, he and Thorvald undertook many profitable expeditions and raids together.

When he was young and mad, he stole Gefjon from her sacred grove and eloped with her. They consummated a torrid, passionate affair and married under Gefjon's own auspices.

Later, in a great sea battle, Tyr was maimed and lost his right arm. Miraculously, thanks to the intervention of his wife Gefjon, he survived. But he lost his fever to fight along with the limb.

Laying down his sword, Tyr took up the business of raising horses. He's now the foremost horsebreeder in Jutland. However, he is haunted by the stigma of his missing limb—he failed to join his brothers in Valhalla. His wife, Gefjon, has warned him that should he fail to die in battle, he will spend eternity in Hel.

But Tyr has more immediate concerns. His daughter, Rán, is long overdue to be married. He dreamed that she would marry fair Baldr, but Daxo slew him. Daxo was rightly exiled for this crime, but this leaves Thorvald's youngest, Ring, as the only available suitor—and it seems his daughter does not find him palatable. Will his daughter see reason?

Tyr and Grandfather were great friends. It was by Tyr's own hand that Grandfather was dispatched to Valhalla. The old berserk hopes in his heart that this funeral will bring peace, not sequels.

Beliefs

I am a failure and have shamed my wife before Odin by not dying in battle.

Thorvald is a great friend and has helped me through tough times. Now I must do the same for him by joining our two families—my daughter, his son.

Though Daxo's crime was heinous, he was a good man. Grandfather's death is the time to reconcile, not feud.

Instincts

Always keep an eye on Rán.

Consult Gefjon before acting.

Always be ready to face death.

Relationships

Thorvald—Friend, cousin and peer.

Fulla—Thorvald's esteemed wife.

Daxo—Thorvald's second son, murderer and exile...but worthy young man.

Ring—Thorvald's naive third son.

Gefjon—Wife, priestess, saviour and fury.

Rán—Beloved daughter.

Ansgar—Thorvald's advisor, a Christian priest.

Baldr—Beloved nephew, murdered by Daxo.

Special Rules

Maimed—Tyr is missing his right arm.

Tyr's word is law under his roof. Since he is a guest at Thorvald's for the time being, his power only extends to his wife and daughter.

Skills

Sailing, battle, fighting, poetry, riding, horse breeding, mending, appraisal, speech-making, law

Possessions

Many fine horses, fine clothing, sword, horse brush, and my old dog, Snorre

Game Play

Each player should endeavor to embody their character as best they can throughout the scenario. Attempt to accomplish your goals and play out your beliefs. Make compromises and alliances, or be prepared to undertake subterfuge or violence to have your way.

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