

# YOU ARE RAFNAR ARNORSSON

It is 1000 A.D. Your father, Arnor Rafnarsson, Prince of Borgarnes, has died in his sleep. As the ruler of the Borgarnes peninsula in western Iceland, he was a powerful man - and now someone must fill the void he has left. Someone like you.

## Proudly claim your STRENGTHS:

↑ You are your father's **youngest and favorite child**. You genuinely love your brother and sister but know they are not prepared to take the high seat of Borgarnes.

↑ You are a **ferocious warrior**. You have raided foreign coastlines and covered yourself with glory.

↑ You are **tremendously intimidating**. Well-muscled and hot-tempered, few dare to oppose you.

## You know a few FAMILY SECRETS that may sway the law-givers. Use these carefully:

⌘ You know for a fact that your brother **Gísli is a bald-faced coward**. He has never gone raiding and once paid gold to a man who challenged him, to avoid the duel. When revealed, these sorts of scandals frequently lead to insults, which lead to blood feuds.

⌘ Your sister makes a great show of her devotion to Freya, but **Halldís is a Christian**, unlike every decent person and her entire family. It is quite possible that, were it to become known, she would be outlawed and banished, if not slain by Ásatrú zealots.

## You may not lie about your WEAKNESSES, although you can stand mute or justify them if you wish:

⌘ **You a member of the secretive magical cult** - a *kunnigurmaðr*. When discovered, kunnigur-men are hated and feared as remorseless killers on the battlefield and workers of *seiðmagnan* - strong, evil magic.

⌘ **You are in love with Mór, your father's Irish slave**, who by law now belongs to your brother Gísli. To love a lowly *thrall* is an insult to your father's memory, and marrying Mór would cause you to be thrown out of the family. But love is blind, and you would give your life to be by her side.

# YOU ARE GÍSLI ARNORSSON

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## Proudly claim your STRENGTHS:

↑ **You are your father's eldest child.** You genuinely love your brother and sister but know they are not prepared to take the high seat of Borgarnes.

↑ **You are educated and have traveled the world.** You have been to Rome and can read Latin. You have seen many things and are full of ideas.

↑ **You are well-loved by the people of Borgarnes.** The shepherds and fishermen gladly welcome you into their modest halls.

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## You know a few FAMILY SECRETS that may sway the law-givers. Use these carefully:

⊗ Your brother **Rafnar is in love with an Irish slave** - Mór, who was your father's and now belongs to you. This will be humiliating to the entire family should it become known. These sorts of scandals frequently lead to insults, which in turn lead to blood feuds.

⊗ Although it fills you with dread, you have discovered that your sister **Halldís poisoned your father.** Why, you cannot say, but it is an undeniable fact. If you make this public, it is likely that she will be executed in the drowning pool at Thingvellir.

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## You may not lie about your WEAKNESSES, although you can stand mute or justify them if you wish:

⊗ **You are adopted** - your biological parents rule in distant Skaftafell, and you were sent to be raised by Arnor as his own child to cement an alliance, a practice known as *Fóstbræðralag*. Although you know no father but Arnor, and mourn his death as a son, not everyone views your claim to his lands as legitimate.

⊗ Some say that you shrink from battle, and there are mutterings that you are, in fact, *ergi* - unmanly. To be completely honest, this is largely true - **you are a coward.**

# YOU ARE HALLDÍS ARNORSDOTTIR

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## Proudly claim your STRENGTHS:

↑ **You are your father's only daughter and know the ways of your people.** You genuinely love your brothers but know they are not prepared to take the high seat of Borgarnes.

↑ **You are a shield maiden and fearless warrior.** On the battlefield a ferocious *skjaldmey* is more than equal to any man.

↑ **You are a great skaldic poet and eloquent public speaker.** You are widely known for your heart-rending recitations of the classic *drápa*.

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## You know a few FAMILY SECRETS that may sway the law-givers. Use these carefully:

⌘ Your brother **Gísli is adopted**. His true parents are the rulers of Skaftafell, and he was sent to your father as a hostage to cement an alliance. This is a secret few know, and would place his claim to the high seat in doubt - but it would also wreck the alliance between Borgarnes and Skaftafell forever.

⌘ Your brother **Rafnar is a kunnigur cultist** - he willingly consorts with evil spirits and practices dark magic. Were this revealed, he would likely be outlawed and banished forever, if not slain at the Law Rock of Thingvellir.

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## You may not lie about your WEAKNESSES, although you can stand mute or justify them if you wish:

⌘ **You are secretly a Christian** - unlike everyone in your family, who stubbornly worship the old, fading Gods. Few in Borgarnes have any respect for the new faith, and in some places there is open hostility to those who have converted and no longer make sacrifices to Odin, Þor, and Freya - deadly hostility.

⌘ Although it is a grave sin, **you hastened your father's death with poison**. Not only was he suffering, but in his feverish madness he confided that he intended to murder the Christians in Borgarnes once he had returned to health. You have saved many lives by ending one.

# YOU ARE A LAWSPEAKER

It is 1000 A.D. The great Arnor Rafnarsson, Prince of Borgarnes, has died in his sleep. As the ruler of the Borgarnes peninsula in western Iceland, he was a powerful man - and now someone must fill the void he has left. His children all claim that honor.

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⌘ You have learned the law by heart and recite it every year before the assembled leaders of Iceland. You are responsible for the preservation and clarification of legal tradition, and **it is ultimately up to you to decide who must rule Borgarnes** now that Arnor Rafnarsson has died. Each of his children - Rafnar, Halldís, and Gísli - is here to argue the issue before you.

⌘ **You must first hear the children's arguments.** Then you must decide by vote who will take the high seat that Arnor has left.

⌘ **Listen to the counsel of the assembled host** - particularly the old crone Drífa, who speaks with the spirits; the dead man's brother, Stormr Vestursson; and Hafni Friðsson, who was Arnor's best friend and neighbor. Remember that only Lawspeakers are absolutely impartial - each of the others has an agenda of their own. In the end you will get a single vote.

# YOU ARE DRÍFA, A CRONE

It is 1000 A.D. The great Arnor Rafnarsson, Prince of Borgarnes, has died in his sleep. As the ruler of the Borgarnes peninsula in western Iceland, he was a powerful man - and now someone must fill the void he has left. His children all claim that honor.

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⌘ **You are widely feared as a powerful soothsayer.** You sit on the graves of the dead and learn their secrets. You must counsel the Lawspeakers and convince them to choose the child least likely to offend the gods and land spirits of Borgarnes.

⌘ This is particularly important because Arnor's ghost has informed you that **one of his children in fact poisoned him** - the blackest betrayal and an act of monstrous, unforgivable evil.

⌘ **In this hall you can smell a sorcerer.** To put such a person in the high seat of Borgarnes would be very beneficial, particularly in placating the angry *Landvættur* who protest encroachments by Christianity. But which one of the three practices secret magic?

⌘ In the end you will get a single vote.

# YOU ARE HAFNI FRIDSSON, PRINCE OF AKRANES

It is 1000 A.D. The great Arnor Rafnarsson, Prince of Borgarnes, has died in his sleep. As the ruler of the Borgarnes peninsula in western Iceland, he was a powerful man - and now someone must fill the void he has left. His children all claim that honor.

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⌘ You were Arnor Rafnarsson's friend and companion. It is good and right that **one of his children should rule Borgarnes** in his place - if one proves worthy. You must advise the Lawspeakers and convince them to choose the child best suited to enrich and protect to your old friend's lands.

⌘ Choosing wisely is particularly important, because you have learned that **one of his children is secretly a Christian**. If a Christian becomes Prince of Borgarnes, there will be a civil war and unending bloodshed.

⌘ Times are changing. The day of the savage warrior fades; you pray that with the new dawn will come an age of scholars, poets, and diplomats. And yet **the high seat of Borgarnes is no place for a coward**.

⌘ In the end you will get a single vote.

# YOU ARE STORMR VESTURSSON, A MEDDLING NEIGHBOR

It is 1000 A.D. The great Arnor Rafnarsson, Prince of Borgarnes, has died in his sleep. As the ruler of the Borgarnes peninsula in western Iceland, he was a powerful man - and now someone must fill the void he has left. His children all claim that honor.

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⌘ You are Arnor Rafnarsson's brother, uncle to his three children. Although it is proper that one of your nephews or your niece should take Arnor's place, they are young and inexperienced in the complexities of statecraft. **It would be best if the one chosen were easy for you to influence and manipulate.**

⌘ You care nothing for the sordid deeds of the past - murder and sorcery are all one to you and entirely irrelevant. But **rumors swirl that one of the three children is a coward**, and this is interesting. Putting this child in the high seat would ensure your domination, but which one is it? Gísli has traveled the world but is no warrior, Halldís oversteps her womanly bounds, and Rafnar boasts entirely too much for a man with nothing to hide.

⌘ **An impulsive, hard-headed child might prove impossible to control.** You worry that such a person in the high seat of Borgarnes might bring shame and ruin onto your brother's lands.

⌘ In the end you will get a single vote.