



If you do not win, you are nothing. When there is something at stake, that is where you find your best motivation. Is a subject difficult? Find out who does it best, and do better. You have always been like that. Perhaps it comes from having grown up with many siblings, where there was always someone older and larger, or louder. You have always fought and competed, and it gives you a quite special rush when you accomplish what you have set out to do.

It does not even have to be a struggle against others, it can also just be setting out to get a better grade than last time, or to get top grades three times in a row. As long as there is a goal. Sometimes it makes others a bit tired of you. They cannot always be bothered to see who can eat the most chicken nuggets in the refectory, or race to the edge of the forest, or see who can hold their breath underwater in the lake the longest. You have never really been good at understanding that some people are just friends; with you it is more of an exchange. You help someone with runes, they help you with Transmutation. That thing of just sitting around talking is just not you. Without a purpose, you become restless. The fear that weakness will come sneaking up on you if you are not constantly vigilant is always there in the back of your head. The future must remember your deeds. You want to be one of the people who end up on collectible cards.

And yet, you cannot help looking at others laughing together, or comforting each other. No one does that for you. And it is not like you cannot take care of yourself. It just gets a little lonely sometimes. The next step in your five year plan is to get one of the prestigious spots in the international wizarding society, and as your father says, you will have to have a balanced profile. Right now it skews far too individualistic, so you will have to find some team activity, even though that is not you at all. Being dependent on others to deliver as much as you do? That is just anxiety-provoking.

## HOUSE THOR

You like that it is o.k. to be competitive in House Thor. But sometimes it seems like you are more so than the others. As if you take everything more seriously. Where you play to win, it seems like your house-mates mostly do it because they want to have fun. You can hear them sigh at you behind your back, and of course, you don't care. Not even a little bit.

## THE MAGICAL PENTATHLON

Of course it is silly. Everyone knows it. And yet, it is an opportunity. First, it is a short-term team activity, so you do not have to take part for very long. Second, you are sure that you are best at all the activities, so you can sort of see the others as filler. Third, it would be a first if Trudvang could win it's first Magical Pentathlon, and with you on the team. That would look great on your profile. Now, you just need Magne to ask you to join, and that might be more of a problem.



## THE OTHERS

Magne has not been talking about anything but the Pentathlon for the last month. He was once in House Thor, and would have a lot of potential if he would only stop shifting his focus (and changing house) and start taking things seriously. Also, he is one of the few people who have never asked you for anything. You used to run track together because you needed someone to push you, but every time you asked him what he wanted in return, he said that he just liked running with you. But no one wants to be with you just for you. Right? In any case, you broke off the training to avoid being in his debt. But now that he is in House Njord, you sometimes catch yourself looking after him in the dining hall. He always smiles at you, and it makes you feel a strange, warm feeling inside.

**Nanna** is Magne's sister, and you cannot tell at all. She takes things seriously, she is grave, she is beautiful, and in fact just annoyingly perfect all around. Perhaps a bit negative, though. You have never really talked with her, but she is one of the people that you keep an eye on in Charms, as she might be better than you. But not for long.

**Lauge** is a part of House Loke, so everyone knows he is not to be trusted. On the other hand, he is good at a lot of things. Especially Transmutation, of course, and that might come in handy in The Magical Pentathlon.

**Solveig** does not smile much, but that might be because everyone is always asking her to. Which is a strange thing to say to people. No one tells you to. Maybe because they know you can wrestle them to the ground. Maybe you should offer to teach her a bit of wrestling in return for Elixirs lessons?

## PLAYER TIPS

Here is some good advice on what to do in the scenario.

Tell the others that they are doing it wrong. Especially early on, it can create some conflict which may make for great play

Demand that the others take it seriously. This is not The Magical Friendship Match!

Be awkward around emotional relationships. It might make for cool situations if you end up comforting someone but have no idea how to do that.

# TRUDVANG'S NINE HOUSES



**IDUN**  
Athletic  
Industrious  
Persistence  
Perfection



**FRIG**  
Knowledge  
Foresight  
Protector  
Household



**LOKE**  
Trickster  
Changeability  
Inventive  
Creative



**BALDER**  
Beauty  
Artistic  
Innovation  
Abstract



**FREJA**  
Fertility  
open mind  
tolerance  
love



**THOR**  
Brute strength  
Rashness  
Stubbornness  
Bravery



**NJORD**  
The Elements  
Wild Nature  
Selfless  
Meditation



**TYR**  
Animals  
Community  
Defence  
Self-sacrifice



**ODIN**  
Traditions  
Conservativ  
Individualist  
Status Quo



## PROPHESY 1 - ENE





## PROPHESY 2 - ENE

