



MAGNE

Optimistic, rootless, privileged

HUS NJORD

(The elements, wild nature, selfless)

When you attended Trudvang the world opened at your feet. It was as if there were, like, a lot of options wherever you looked, and it was an amazing feeling. Back home people are, like, really Freya-like. They want everybody to feel good, they want to be open-minded and all of that, and you want it too, but, like, maybe it's just not only in House Freya where you do that best? Nanna has already chosen House Freya 4 life, and it's really weird because it didn't fit her. It's not because it's wrong, she's just not like the rest of the family. But she just up and decided that she was after all. It's just so sad to limit yourself like that.

To really get the feeling of where you belong you've gone from House to House each semester since you began. But it's been a bit tough. You began in Frigg because you figured that the whole contemplation shabang was something you'd cultivate. They were just so quiet all the time, and you aren't that excited about books. Then, you tried Idunn because you're happy to use your body, but you are simply not detail oriented enough, and the whole growing herbs in the greenhouse thing made it a reeeally long half a year. After that you tried Týr because it had those "inner peace and community" things and you were quite sure that it was your thing because of all the space. But it had the stuff with the animals, and it was really a bummer mucking out and all of that. Then, you tried Thor and it was actually pretty neat. Mostly because you were good at the athletic stuff and played ball, wrestled and those things, and a lot of the others were really nice. It's just, everything was always a competition. Honestly, that's just not for you. And now you're in Njord. And you were certain that the stuff with the fresh air would be good for you and because it was so different would be awesome. But the thing about the wilderness

is it's something like trekking, making campfires and sleeping in tents ALL THE TIME. Are you kidding me? It's so long until summer....

HOUSES

Even though calculation isn't one of your strongest suits, you can recognize that at the speed you lay from land you will get through all nine Houses before you are done at Trudvang in two years' time. But if you do it would be as a nomad. You will never have settled in. You'd like to, though. Or, well, only if it's the right place, and you have not found it yet, that's for sure, but what would you do if you are done at Trudvang and have never found out what House you belong to, and who you really are?

THE MAGICAL PENTATHLON

Normally, you aren't that much into competition, not really when it's one on one, but when it's as a team, wow that's intense! And sure, everybody at Trudvang are, like, totally negative and bummed out right now, but it'll pass! I mean, come on! It could be so awesome to join. You just need to find some others, because it's really hard to be a team if you're only one person. Nanna will end up saying yes. You just need to keep asking. She's also particularly good at that... duel... thing and school stuff. You're not. It might be the most difficult due to the reality of you being bad at most of the school stuff. But you've also been really busy figuring out who you are and that should be more important than runes and elixirs. At least you have experience with a bunch of stuff. You are good at listening, so after the Týr part of your life you know, for example, how to use a weapon of iron and bone to defeat a mare, after Frigg you know exactly when The Great Jötnar War began, who were generals, and after Idunn you know plenty about fertilizer. For example: dragon fertilizer can overpower some of the smaller and vulnerable plants, and, well, if you would fertilize mint with it then the growth rate would just explode. You might not know a lot about specific things, but you know a lot about all kinds of things. But what can you use that for?

THE OTHERS

Lauge is super sweet. He has a beautiful smile, and he makes you happy when you are with him. He just gets misunderstood a lot by others. He frequently makes fun, in a way not all understand. Well, you know that he doesn't mean anything evil with what he says, but sometimes you'd wish there were a delay between thought and speech.

Even though **Nanna** is your sister sometimes you'd wish that you weren't twins at least. Everybody always compares you to one another, and it just sucks when she's much better at anything. On the other hand, it's always nice to have someone you can rely 100% on.

Ene is good at everything. It's wildly fascinating to see. When you were in House together, she sometimes asked if you should run together for exercise, which you of course agreed to, but she always asked what you wanted in return, and when you couldn't come up with suggestions she stopped asking to run together. It was quite sad. You didn't know what you did wrong. You miss the time you two spent together, just you and her. Even when you didn't talk so much.

Solveig keeps everyone at arms' length. It's a shame, because she seems like a person who has a lot of exciting opinions for a lot of things. You love to listen to people talking passionately about things. You could very well imagine yourself just sitting there, watching her talk. Her mouth is pretty as well, and her lips... You don't exactly know if you dare talk with her – she sometimes bites someone's head off. But like your pa always says, you always catch more bees with honey.

PLAYER TIPS

Strap on the optimistic yes-hat. Maybe Magne might not agree all the time, but you need to have each other's backs, not push each other down. You are the way to ensure that some of the more negatively minded roles get some resistance.

It's important to you that the group is together. With blood, sweat, tears and blackmail. No matter what the group needs to be together.

If you'd like to, there definitely is an opportunity to begin some entanglements – romantically speaking – by making it difficult for Magne to choose what horse to bet on.

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 2 - MAGNE

