



Helpful, clever, awkward

HUS LOKE
(trickster, changeability,
inventive, creative)

Why do people never just straight up say what they mean? Why must everything be a guessing game? No wonder you mess up or make others uncomfortable! But it's not on purpose! Really.

You just want to help, mind your own business, and screw up as little as possible. Fortunately, you're pretty good at everything that has to do with school and homework, and usually you're also better than, well, the others. Not, like, to brag or something; you just like to know stuff and be skilled at things. And it is a good way to get on with people you may have offended too; helping with their homework in Transfiguration or cramming for History of Magic.

As part of House Loki, passions can run high from time to time, to be honest. Not only because some expect the worst of a house dedicated to one of Jötunn blood, but also because Loki's people always get the wildest ideas that fluctuate between good and bad, too much, not enough, and just right. It also means that everything is not always conducted fairly, and that's not OK. There must be justice, otherwise nothing matters. It can really anger you when someone is deliberately vicious or cheating. There must be room for fun and games, of course, but no one should get hurt because of it. Some people could use being reminded of that.

HOUSE LOKI

It is almost a cliché with people from House Loki, but your favourite subject is Transfiguration. The ability to transform one thing into something different shows how everyone has the potential to be more than meets the eye. Knowing that you are not trapped in one form eternally is nice. If you could help others reach their true form – that would be perfect.

No one in House Loki really knows you. Or, they may invite you to join, but it is mostly as an afterthought. The closest you have to a real friend is Magne, and one of the only Houses he hasn't been a part of is Loki. If your friend doesn't belong in Loki, do you?

The Magical Pentathlon

Everybody's heard of the Magical Pentathlon. As in, everybody. Nobody at school seems to think it's completely awesome; personally, you think it sounds like fun. It's about knowing and being skilled at stuff, and you know and are skilled at a lot!

It would be awesome if people didn't die, like that time in 1995. It worries you when Magne talks about the competition, because back then they also said that no one would die. But maybe it is different this time. Like, of course it is different this time. Right? Not that anyone would ask you to join, everyone but Magne thinks you are stupid, but you almost hope someone will ask you. Almost.

Þ R N Ð P F Y X

THE OTHERS

Magne always seems happy and like it's really easy for him to fit in everywhere. You'd really like to be like that. You wish he had chosen House Loki as his next house so you wouldn't have to be so alone. It would be nice to at least be two. But he probably wouldn't stay there anyway.

Nanna is Magne's sister. You are a little scared of her because she always talks about Ragnarok and impermanence and wears black clothes. Still, you wish you dared speak with her. She has the most beautiful golden hair, and you sometimes fantasize about letting your fingers run through it. But you probably shouldn't do that. You are almost certain it would be too weird. She seems to give you a chance to not say anything stupid. Of course, that only makes it that much easier to choke on your words, but you appreciate that she doesn't just hate you.

Ene is good at everything except having friends. She has connections. In short, she is better than you at pushing people away. At least you only say stupid things unintentionally. Ene does it on purpose. You apologise afterwards; she doesn't care.

Solveig seems lonely, but like it is something she has chosen herself. She also seems quite angry, quite often. Maybe you should suggest she tried to smile more. Smile and the world smiles with you, as the saying goes.

PLAYER TIPS

Some advice for what you might want to do in-game:

Unintentionally say the wrong thing. It is fun and gives the others something to react to.

Ask questions. You don't always understand what people mean so you can put the spotlight on intrigues and secret infatuations by asking about them directly.

Be positive about the Pentathlon. A lot of the other players will be negative towards it, and you are one of those who think it is awesome.

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



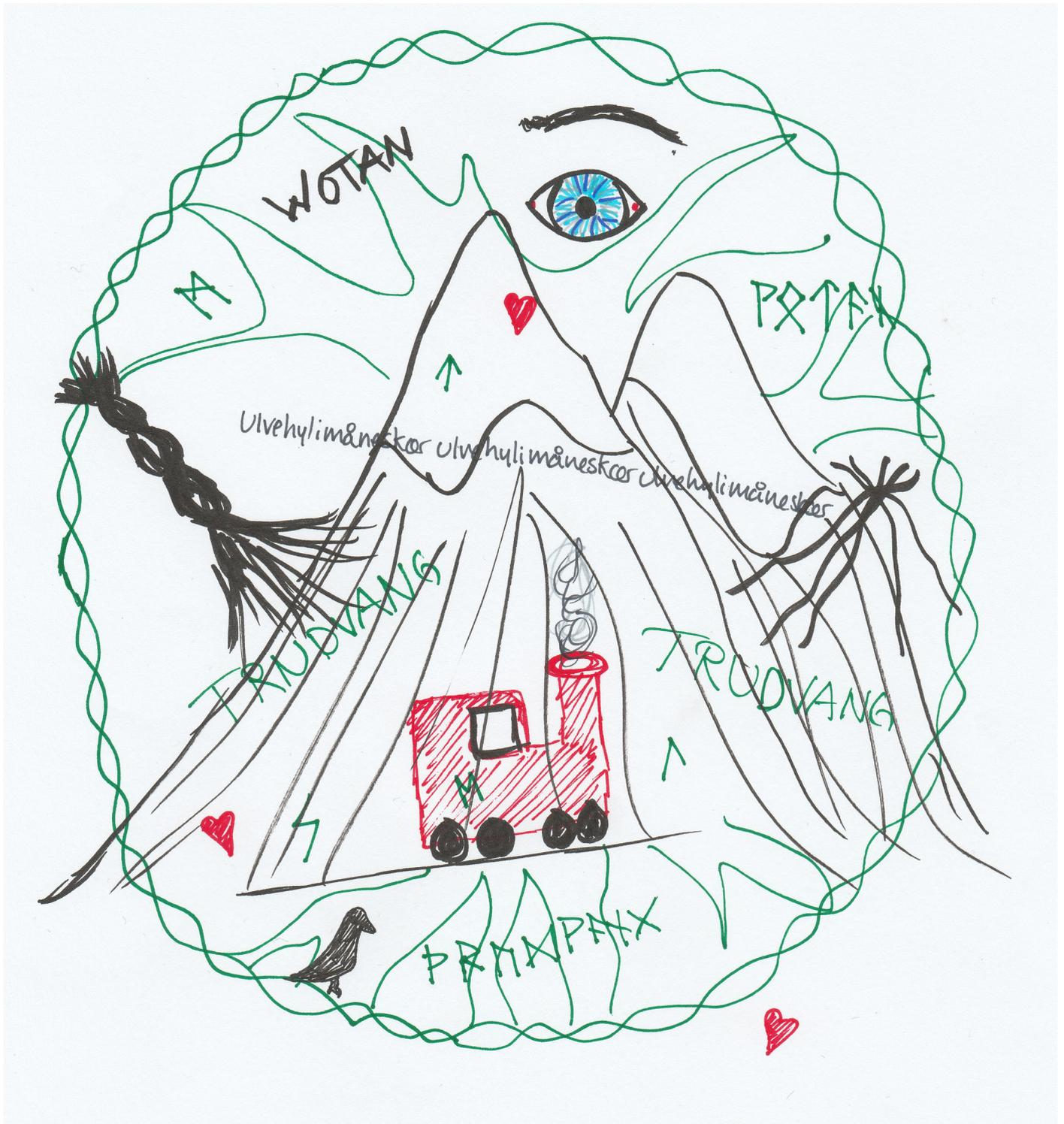
TYR
Animals
Community
Defence
Self-sacrifice



ODIN
Traditions
Conservativ
Individualist
Status Quo



PROPHECY 1 - LAUGE





PROPHECY 2 - LAUGE

