



A ROLEPLAYING
GAME

BY

KARL OTTO KRISTOFFERSEN

CHRISTOPHER RAKKESTAD

WHAT IS THIS?

A small roleplaying game, where you portray the legendary Viking poet Egil Skallagrimsson as an old man. Haunted by dark memories, you are seated by a fireplace to confess regrets of the past.

WHO CAN PLAY?

EGIL is designed as a creative process, and an individual exercise. You can still share the experience and enjoy the crazy outcomes by playing simultaneously with multiple participants.

WHY ROLEPLAY EGIL?

It is a time-efficient exercise in:

- Creative writing during time constraint
- Utilizing dice as a narrative tool
- Practice fictional positioning

WHO WAS EGIL SKALLAGRIMSSON?

The controversial bard lived and died in the 900's, as written in Egil's Saga. He was ugly, quarrelsome and full of himself. At the age of seven, he killed for the first time, beating an older boy to death. As a young man, he cracked open a farmer's jaw only to vomit down his throat. At the time Egil was thirsty for mead, and the farmer could offer nothing but sour milk. And so he drank. Egil travelled all around the known world and fought in several battles. He quarrelled with Ladies and Lords, and fell out of grace many a time. Repeatedly, Egil avoided death sentences by enchanting stakeholders with carefully composed poetry.

METHOD OF EGIL'S POETRY

The poetry of Egil Skallagrimsson was usually written from his own perspective. It was infamously vulgar, atmospheric and brutal. Just like the man himself.

Egil wrote methodically in verses and lines. He was among the first to use end rhymes.

As a part of the confession, you will write one to three verses of poetry, containing four to six lines. You can choose one of three structures. Symmetrical, asymmetrical or limerick.

- Symmetrical: AAB AAB AAC AAC
- Asymmetrical: AAB AAC AAB AAC
- Limerick: AAB AAB AC AC AAB

HOW TO PLAY?

The game consist of four phases, with a time cap of 10 minutes. The immersion of Egil requires a chair, a table, your phone with a stopwatch and an application for streaming music.

Your creative tools will be a pen (Egil's QUILL), a blank piece of paper (Egil's PARCHMENT) and a fistful of RPG dice (D4, D6, D8, D10, D12 and D20, Egil's RUNESTONES).

PHASE 1 CHECK IN:

Start your timer, play atmospheric Viking music and sit down on your chair. Grab your QUILL and RUNESTONES, and close your eyes. Breathe. Relax. Allow full immersion and whisper to yourself "I am Egil, I am Egil". Whenever you are ready, open your eyes.

You are EGIL!

PHASE 2 CONFESSION:

Let the RUNESTONES fall decisively to the table, and interpret the outcome properly. Recollect the dark memories, and create spectacular poetry with QUILL to PARCHMENT.

PHASE 3 ATONEMENT:

Before the time is up, rise. Grab the PARCHMENT with firm hands. Read your poetic confession aloud, to speak the unspoken in atonement. Feel the power of confession embrace your heart and soul. If you play in a group, wait until the time is up and rise in orderly fashion.

PHASE 4 CHECK OUT:

Sit down, and close your eyes. Breathe. When you are ready, open your eyes again and stop the timer. Turn off the music. You are yourself again. The journey is over, for now.



SECRETS IN RUNESTONES

Bring forth the fragments of Egils dark memories. Interpret the RUNESTONES and forge your confession. Quickly, the hourglass is running out!

WHEN DID IT HAPPEN? (D4)

- 1 DAWN
- 2 NOON
- 3 DUSK
- 4 MIDNIGHT

WHERE DID IT HAPPEN? (D6)

- 1 AT A MARKETPLACE IN HOLMGARD
- 2 ABOARD A SHIP IN THE NORTH SEA
- 3 IN A CHURCH AT THE ORKNEY ISLANDS
- 4 BY GOLDEN ACRES IN MESOPOTAMIA
- 5 NATIONAL PARLIAMENT OF ICELAND
- 6 FERTILE OASIS OF MIKLAGARD

WHO WERE INVOLVED? (D8)

- 1 LOST LOVE
- 2 RENEGADE
- 3 RELIGIOUS AUTHORITY
- 4 MIGHTY WARRIOR
- 5 RICH MERCHANT
- 6 A BASTARD
- 7 RANDOM VICTIM
- 8 RIVAL SKALD

WHAT KIND OF SITUATION? (D10)

- 1 DUEL
- 2 DRUNK FIGHT
- 3 SURPRISE
- 4 HUNT
- 5 BARGAIN
- 6 PLUNDERING
- 7 DIPLOMATIC SITUATION
- 8 COMBAT
- 9 SURVIVAL
- 10 SEX

WHY DID IT HAPPEN? (D12)

- 1 REVENGE
- 2 GREED
- 3 ROMANCE
- 4 JUSTICE
- 5 RUMOUR
- 6 DESPERATION
- 7 ORDERS
- 8 FORCED BY SOMEONE
- 9 A FAT REWARD
- 10 HONOUR
- 11 BY CHANCE
- 12 A SECRET MISSION

HOW DID IT HAPPEN? (D20)

- 1 HEAD FROM TORSO
- 2 RIPPED APART
- 3 STABBED IN THE HEART
- 4 SKULL CRUSH
- 5 FISTS
- 6 KICKED BY A HORSE
- 7 CHOKEHOLD
- 8 POISONING
- 9 THROWN OVERBOARD
- 10 CRUCIFIED
- 11 BERSERKER RAGE
- 12 RIP OUT CHUNKS OF HAIR
- 13 LIMBS FROM TORSO
- 14 REMOVE TEETH
- 15 BOW AND ARROW
- 16 VOMITING
- 17 STAB THE EYES
- 18 HANGING
- 19 SOMEONE SAVED YOU
- 20 RIP OUT INTESTINES

WORDS THAT RHYME

- Sword, fjord, bored, chord, horde, hoard, lord
- Blood, flood, mud, stud, wood, stood
- Gut, but, cut, nut, shut, hut
- Knife, fife, life, wife, strife, midwife
- Spear, deer, clear, beer, sphere, year, gear
- Monk, drunk, chunk, hunk, punk, sunk
- Priest, beast, yeast, feast, decreased, released
- Armour, charmer, farmer, burner, corner
- Death, breath, width, wraith, bathe
- Shield, yield, wield, healed, field, concealed
- Wine, line, fine, mine, decline, shine, shrine
- Gold, bold, cold, blindfold, hold, scold, told,
- Song, long, strong, throng, wrong, prolong
- Word, bird, heard, slurred, absurd, unheard

EXAMPLE

Method: SYMMETRICAL

Runestones: NOON, ORKNEY ISLES, RELIGIOUS AUTHORITY, DIPLOMATIC SITUATION, ROMANCE, STABBED IN THE HEART

*"I fell in love with an Orkney girl,
the most beautiful in the world,
her father was a holy man,
and I dared ask him for her hand.*

*No filthy heathen would get his daughter,
as he shouted I burst out in laughter,
she was already quite a slut,
with my bastard growing in her gut."*

FINAL COMMENTS

This is an attempt to create a small and atmospheric roleplaying game, where you challenge your creativity and learn a few things. The gonzo violent approach is supposed to be cartoonish and fun.

The game was crafted over the course of 2 weeks for "R.I.S.K", the annual Norwegian Indie RPG Creation Contest. "EGIL" won best design & text, received the most votes from the community and ranked second place in total.

For the original version we drew the visuals ourself. For this version we utilize stock art from www.kisspng.com, and a painting of the madman himself from Wikipedia, under the Creative Commons License.

The unbelievable historical person, the man, the myth, the legend Egil Skallagrimsson, inspired this game.

You can find more information about him and other spectacular stories of the Viking Era in the Saga-literature. The game is also inspired by the comic Conan the Barbarian, and the Norwegian Soga om Olav Sleggja.

Safe journeys, EGIL ...

KARL OTTO KRISTOFFERSEN

karlokri@hotmail.com

CHRISTOPHER RAKKESTAD

chrimentzen.3d@gmail.com

