

# Let's You and Him Flyte

*A game of argument, apocalypse, anglo-saxons, and apotheosis (90 minutes, 5-9 players)*

The armies of the fyrd have fallen in battle, and the shire burns from weald to wold. The gods have fought and perished as one, seers proclaim through tears and gnashing teeth. Woden and his valcyres have ridden their last, and the sky fills with dark winds and strange thunders. The world is ending—on this, sources agree.

At the mead-hall of Gevering, Queen Linda has called a folkmoot, to gather and hold council on these trying times. But the time for action is past, and only a handful of survivors have made it out of the storm and through those fabled wooden doors. You are road-weary, battered and beaten down by the fates, but the stores hold more than enough for one last feast.

There are no weapons allowed in the mead-hall—if you have differences to settle, it will be with your words. If there is a tomorrow, whether or not you live to see it, it will need new heroes and gods. And so each of you has decided to propose how the world may yet be reborn...if you can convince anyone else.

## How to settle your differences:

It is customary, at great feasts, for warriors to engage in **verbal combat**. Not all of you were raised as warriors, but tonight, everyone who survived is a hero. **The principle rule here is the improv concept of “yes and”**: your opponent’s barbs may not be true, but accept them and move forward. (And, similarly, try not to offer suggestions that simply shut the volley down). You win a contest if your opponent falters, is unable to reply, etc.

### **Feel free to make stuff up, especially lore!**

The winner of such a contest is usually determined by consensus, audience cheers/boos, or applause. In difficult cases, you may choose an observer to name the winner (or ask the **Godi**).

To start a contest, you may formally challenge an opponent to flyte, beot, etc. Or you may simply open with an insult, compliment, etc. and wait for them to respond in the same ritualized form. **The options are as follows (to the right):**

**Flyte (“insult”)**: The traditional contest of poets and gods. Two rivals flyte by insulting each other’s deeds, abilities, or character. These are frequently shallow, hyperbolic, and petty, though they may have a grain of truth to them. You win if your opponent stumbles or delivers a weak or unsuitable insult. **Example:**

“Rothard is too loud to sneak up on a dragon; it would hear your boasts from a mile away”  
“But Eowig is even less stealthy! The dragon would smell your body odor at ten miles”

**Beot (“boast”)**: The traditional contest of warriors and heroes. Two rivals beot by bragging about the extra lengths they will go to accomplish a task, or by exaggerating their own talents and achievements. These may be somewhat exaggerated, though it is poor form to beot about a deed you have no intention of attempting. **Example:**

“No sword can kill the dragon: so I, mighty Rothard, will strangle it with my bare hands.”  
“Eowig doesn’t need hands: I will just lift my arms, and suffocate it with my mighty odor!”

**Roose (“flatter”)**: For those seeking to de-escalate. Two rivals roose by excessively complimenting each other into letting them have their way. Roosing is rarely sincere, but compliments should be believable, even if delivered poorly. **Example!**

“Rothard has rescued so many orphans! Surely this dragon is not as worthy of your time as they are? Let the poor, child-less Eowig handle this one”  
“Ah, but Eowig is renowned for her generosity. Wouldn’t you offer Rothard the chance to win this small sliver of your own glory?”

## Setup:

- ❖ One player is the godi (GM). They should make sure to read all the rules. The godi is impartial, speaking to the will of the gods themselves; they can resolve disputes, & keep players on track
- ❖ Set up 2-3 tables, or a discord with 2-3 two video rooms (one should be empty until the endgame). This isn't important to gameplay, but it will allow the game to have two conversations at once (for side conversations, etc.)
- ❖ You'll also want a history channel or whiteboard, to record who will perform what deeds, and how. This serves both as a reference, and a guide to see which heroes have done their share
- ❖ Grab drinks or food (if you'd like). The game is a celebration!

## Gameplay:

1. Introduce the rules. Distribute characters either randomly or by choice; if anyone dislikes their character, they can trade or create a new one.
2. Decide what kind of hero you would like to boast about. This can be an idealized version of yourself, but if you don't see your character doing deeds of heroism, you can name someone else—your future child, an imaginary friend, a pet dragon, etc. (If you have extra time, draw their portrait!)

### **These initial steps should take, at most, 15-30 minutes**

3. All survivors present at the mead-hall take turns introducing themselves, and their chosen hero (if it's someone other than themselves). Starting with the Queen (if she is present)
4. Take turns suggesting an **issue** that needs to be solved, monsters to fight, etc. Each character will have a few problems they are concerned about, but **feel free to think of your own issues as well.**
5. Someone explains **why/how they (or their hero) will solve that issue.** This can be a short tale, a battle plan, or just a one-sentence answer. This should not go unchallenged, if possible.
6. **A challenge is made** to that boast! Engage in some verbal sparring (see first page).
7. A winner is chosen, and a bit of conversation follows, until another problem is brought up.

### **This phase of the game should last approximately 40-60 minutes**

8. When you feel your hero has accomplished a suitable future legacy (after an hour or so), read the "endgame" rules page (this should be posted somewhere in a spoiler'd channel, etc.)

## The Warrior's Code:

### **1. No weapons in the mead-hall.**

While you sit and drink together, you will fight only in the ritualized verbal forms, and be friendly (or at least civil) otherwise.

### **2. Look to the future.**

The world you knew has ended, and whatever crimes you committed to survive no longer matter. Hopefully, you can let past grievances and differences stay in the past. (Although some of you may have more difficulty with this than others)

### **3. Leave no boast unchallenged.**

There is no shame in losing an argument; flying poorly is far more heroic than not trying at all. Be ready to argue, and ready to lose.

### **4. Side chatter is encouraged.**

Fighting is exhausting! Relax by gossiping, complaining, or making a new friend. Take your conversation elsewhere, if it becomes distracting.

### **5. Celebrate!**

Grab a drink, or a snack, whenever you'd like. Offer frequent toasts. Who knows if we'll all still be here tomorrow morning?

## Characters:

<p><b>Cwene (“Queen”) Linda the Patient</b> Grace, etiquette, unwavering resolve. The mead-hall, and its inhabitants, have survived because of your efforts. You will protect the last sanctuary, and keep the peace, for as long as you are able. <i>A good ruler neither fears violence, nor seeks it out.</i></p> <p><b>Issues:</b> What sort of government will rule the new world, and who will be its champion? Who will inherit King Bertram’s magic sword?</p>	<p><b>Thane Oleifr (“Oliver”) Dragonsbane</b> A once-legendary knight. When disaster struck, you took everyone you could under your guard, and made for the safety of the mead-hall. But your glory days are long past, and you fear this was your last fight. <i>If you could, you would be free of the difficult decisions of leadership and old age.</i></p> <p><b>Issues:</b> Who will build the mightiest castle of the next age, behind whose walls we can hide? Who will put an end to the Great Bandit Lord?</p>	<p><b>Aeldreya (“Audrey”) Lawspeaker</b> A traveling legal scholar and judge-for-hire. As the Reeve of Gevering, you are shire’s legal and moral expert. Even outside of the courts, you have advice to offer on almost any dispute. <i>You will do what is just, no matter the cost.</i></p> <p><b>Issues:</b> What is to become of the ancient border feud against the West-Folk? Who will lead memorials for the many dead?</p>
<p><b>Harold Weyn-wright</b> A talented but poor carpenter, your life as a landless cottar has meant trading to feed your family. You understand the importance of honesty and fair dealings with others. <i>No one is truly alone; you will survive by trusting and working with others.</i></p> <p><b>Issues:</b> Who will search the world, for survivors from other kingdoms? How far will they travel? Who will put out the many fires that still burn across the kingdom?</p>	<p><b>Mildrytha (“Mildred”) the Fugitive</b> One bad harvest meant two decades spent indentured to a cruel and uncaring thane. When disaster hit, you stole a knife and took your freedom. You’re sure that nothing will go back to the way it was. <i>Never again will anything hold you back.</i></p> <p><b>Issues:</b> Who will stop tyrants and warlords from seizing power, in the next age? How will all the suddenly-free land in the kingdom be distributed?</p>	<p><b>Egbert the Proud</b> A successful carl from a long line of freedmen, you lived the life of a yeoman farmer with hard work and dignity. If everyone applied themselves to their station like you did, the world wouldn’t be in this trouble. <i>Hard work is its own virtue, and its own reward.</i></p> <p><b>Issues:</b> Who will feed the kingdom’s survivors until crops can again be planted? What will be the our new currency? Who will mint it, and how?</p>
<p><b>Rowena Goode-scop</b> As Thyle, you were both court poet and a royal historian, recording the deeds of the past and bringing them back to life. Alone of everyone here, your life’s work might still be as relevant as ever. <i>Nothing is more dangerous than a quick mind and a clever tongue.</i></p> <p><b>Issues:</b> What will be the greatest art form of the new age, and who will be a celebrity? Will anyone save the elves? The dwarves?</p>	<p><b>Ceadda (“Chad”) the Younger</b> A would-be-warrior, who missed out on a chance at battle to take care of your ailing family. And now it’s too late — your friends are gone, and with them your chance to join the other heroes in the afterlife. <i>You will become the mighty warrior you were always meant to.</i></p> <p><b>Issues:</b> How will the rampaging fire giants be outsmarted, driven back to their distant home? Who will slay the next age’s first dragon?</p>	<p><b>The Godi (GM)</b> Who you were no longer matters, because you were also a godi—a part-time priest, and the last one left to speak for whatever gods may still exist. Alone of the survivors, you have full faith that the world will survive its ordeals. <i>You’re here to solve disputes, not pick sides.</i></p> <p><b>Issues:</b> Who will protect us here in this hall, and how? Do any gods still live, and can they be rescued?</p>

## **The Endgame:**

At some point in the evening, you will feel your hero has a sufficient future legacy, a few deeds and missions to accomplish.

You may roleplay this however you like. Announcing “I think I’ve had enough to drink” for the night is the easiest way. If you’ve been championing a future hero, you may instead choose to turn in for the night, to be immediately followed by a new arrival knocking on the heavy doors of the mead hall. Feel free to improvise this differently, if you’d like to, or ask the Godi for help.

**Your hero now has a legacy—and it’s time to choose their final destiny, to pass truly into legend.**

**Put an asterisk on your name tag or display name.** Fully-realized heroes don’t need to solve any more problems, or compete with mortals.

Instead, the heroes’ final goal is to find a final way to help build a new world. Perhaps you will become one of the new gods, or simply perform one task so crucial it will be remembered forever.

**For the evening to end, each hero must take responsibility for preserving one domain.** Think of this as a “final heroic deed.” Domains are not trophies, or powers: they are obligations and sacrifices, to be met with duty and a heavy heart. You are agreeing, for instance, to spend a significant part of eternity dragging the sun across the sky, squeezing rain from the heavens, leading souls to the afterlife, etc.

**Join the “Endgame” table/channel. The Godi can join you at this table, and help make decisions.** The godi knows this, and can help resolve any disputes amongst the heroes as well. If there is competition over domains, heroes may flyte, beot, or roose with each other, though they are not expected to have the same appetite for argument. Heroes are also encouraged to sit at a separate table.

Some examples of final heroic deeds:

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| -Becoming (or guiding) the sun                              | -Becoming (or guiding) the moon                        |
| -Becoming a source of magic for the new world               | -Refilling and protecting the oceans                   |
| -Taking responsibility for the rain, wind, thunder, or snow | -Turning the wheel of the seasons                      |
| -Re-teaching humanity how to smith, write, etc.             | -Introducing new crops and agriculture to the world    |
| -Creating or protecting a new afterlife                     | -Shepherding the souls of the dead to their final rest |

Or feel free to come up with your own—they don’t all need to be dramatic

**When everyone has a final destiny, take turns announcing them.**

And then it is time, finally, for the future heroes to go to bed, and the game ends.

**Inspirations:** *Beowulf, Lokasenna, Sandman, King of Dragon Pass*