

What's going on at the thing?

Roll 1d4+1 times

d10 + d20	Happening
2	[Name] wants to get voted the new king and nobody doubts it.
3	[Name] and his armoured henchmen try to break the thing up! A great tumult ensues.
4	[Name] and [Name] are making a holmgang! The winner may wed the fair (and rich) [femname]
5	[Name] and [Name] are making a holmgang! Nobody knows why, but both are fiercely determined.
6	[Name] demands weregild from [name] for killing his (d3) henchman/slave/horse.
7	Foreign traders are there to sell exotic goods.
8	[Name] spends a lot of money to rally warriors to his cause. [Name] opposes his efforts.
9	[Name] spends a lot of money to rally warriors to his cause. [Name] supports his efforts.
10	[Name] and [Name] declare the blood feud between their families has ended. Gifts are exchanged and there is much joy... and mead.
11	[Name] wants to marry his distant cousin, [femname], but needs the things allowance.
12	[Name] married his distant cousin, [femname], without the things allowance and stands on trial.
13	[Name] has killed [Name] and claims self defence, while the (d3) brother/father/uncle demands weregild.
14	[Name] has killed [Name] and the (d3) brother/father/ uncle demands him to be declared an outlaw.
15	[Name] has come under protection of [Name] to counter accusations that lead him to be outlawed.
16	[Name] has been burned in his house and nobody knows who did this foul deed.
17	[Name] and [Name] declare a blood feud between their families after the law speakers moderation wasn't accepted.
18	[Name] tries to rally warriors for a raid with his longships.
19	[Femname] claims the possessions of [name] as her Birthright. [Name] opposes this.
20	[Femname] is looking for a husband. [Name] really seems to have the best cards.
21	[Femname] is looking for a husband. [Name] threatens everybody who wants to apply...
22	The law speaker declares [Name] as outlawed for his deeds, who in turns demands a trial by fire/combat.
23	The law speaker declares [Name] in absentia as outlawed for his deeds.
24	The law speaker declares a trial by fire/combat on [Name].
25	[Name] and [Name] are determined to make a holmgang, even though the law speaker tries to moderate.
26	The law speaker moderates a compromise between [name] against [name], which both gladly accept.
27	The law speaker moderates a compromise between [name] against [name], which leaves both really unsatisfied.
28	The law speaker rules in favour of [name] against [name], who silently complies with the terms.
29	The law speaker rules in favour of [name] against [name], who promptly leaves the thing in anger.
30	[Name] and [Name] both want to get voted the new king and tensions run high.

Name (male)

d16	First	Second	Byname first	Byname second
1	Athal	alfr	Axe	splitter
2	Bjor	barthr	Helm	eater
3	Dag	björn	Sword	biter
4	Ein	diarfr	Hand	mangler
5	Far	fuss	Fire	hair
6	Gand	hjalmr	Horse	kisser
7	Gaut	ill	Spear	man
8	Geir	ingr	Ship	friend
9	Gunn	ir	[Name]son	child
10	Hak	mundr	Bow	breaker
11	Hild	ol	Ox	stealer
12	Kol	on	Giant	priest
13	Thor	stein	Orc	smith
14	Vig	styrr	Troll	skald
15	Vil	ulf	House	chief
16	Yng	varr	Rune	crow

Femname (female)

d16	First	Second	Byname first	Byname second
1	Aesi	a	Gold	hair
2	Alf	björg	Foul	mead
3	Berg	dis	Fair	ale
4	Dag	fasta	Big	bosom
5	Eth	frithr	Fire	witch
6	Ey	gauta	Sweet	face
7	Frey	gerthr	Full	bloom
8	Grim	gunnr	Old	bride
9	Hall	heithr	[Name]sdottir	
10	Ingi	hildr	[Name]sdottir	
11	Jo	laug	[Name]sdottir	
12	Kol	leif	[Name]sdottir	
13	Odd	ljot	[Name]sdottir	
14	Ragn	maer	[Name]sdottir	
15	Sal	thora	[Name]sdottir	
16	Thjoth	veig	[Name]sdottir	

First, roll on the main table for some action that happens while the PCs are at the thing. Then roll random names for the participating parties. If there are a lot of NPCs known to the PCs in attendance, you could assign them a chance to be involved or just choose them to be involved.

The name tables need three or four rolls of a d16. The two first rows create a composite name – e.g. like Vilstyrr. The two next rolls determine his byname, e.g. Bowpriest. Voila. If the 9 is rolled just roll again on the first two columns for his fathers name. Females are more often identified by her fathers name, followed by -sdottir. If a females first byname roll is 8 or under, then roll a d8 for the second part.

The depicted misogyny is grounded in history. In a more lightweight normal fantasy campaign, roll randomly for the sex of the participants of fights, legal struggles, etc. and give the female warriors the same bynames as the men - well, apart from [name]son, of course. Lastly, this is the work of someone who knows not much more than a few icelandic sagas and how to access wikipedia and the internet. So any inaccuracies have to be ignored for game fun. Roll on!

