

The Duel

Two friends duel. Will they survive? Will their friendship?

Requirements: 2 players. 1-2 hours.

The rules say when to take turns. The rest of the time, collaborate to tell the story, building on each others' contributions.

Context

Decide a setting (place, time). Create two friends. Who are they? How did they meet? What holds their friendship together?

Frame a difficult situation they went through together. Take turns to say what the other did that you admired, and what they did that made you grateful.

Take turns to say how you fell out. Be ruthlessly partisan, and feel free to dispute the facts.

Duel

Describe the arena and weapons.

Take turns to describe:

- Your appearance and demeanour
- How you feel inside.
- Your actions at the start of the duel, before anyone is seriously hurt.

Roll a die. You are...

5-6: Mostly uninjured.

3-4: Seriously hurt.

1-2 Fatally injured.

Take turns to describe your actions at the duel's peak. Stop when your die rolls have come true.

Aftermath

Talk to each other in character, even if you are fatally injured. Will you reconcile, or double down? If you both survived, will your friendship survive?