

THE WISE MAN

By Ivan Lania

A story game for 2 players; you will need this sheet, the Goddess sheet, a piece of paper, a pen, and 1 six-sided dice. Each of you, pick your sheet, sit in front of each other, and follow these instructions step by step. **You will play the Wise Man.**

SET UP

You are a Wise Man, a learnt loremaster. You've been struggling against the Dark Lord, a force of evil on the path to world domination. You could not fight the Dark Lord on your own, so you picked an Apprentice and trained them into a hero (or heroine), someone who could thwart the powers of darkness. Tell the Goddess of Fate what's the Wise Man's name, what sort of person he is (a wizard, a scientist, an old general, a philosopher, anything else) and how he looks like; then describe your Apprentice in the same way. Then, listen as your playmate describes the Goddess of Fate and the Dark Lord. Finally, describe the place where the Wise Man is, watching the fight between the Apprentice

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SET UP

You are the Goddess of Fate, a female incarnation of destiny; you can scry the past and the present and you know that a Dark Lord, a mighty force of evil, is threatening the world – but you do not know who will win the war. Listen to your playmate as he describes the Wise Man and his Apprentice opposing the Dark Lord, then, taking his descriptions into account, tell him how the Goddess looks like and who is the Dark Lord (and how he looks like). Finally, listen to the Wise Man as he describes the place he is in, then tell how the Goddess reaches him there: they will watch together the battles between the Hero and the Dark Lord.



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and the Dark Lord.

SCENES IN THE PRESENT

Listen as the Goddess of Fate describes the situation, then tell (as if you were watching from a balcony or gazing into a crystal ball) the Hero's words and actions as they fight against the forces of evil: always state what the Apprentice says and does and what they are aiming for. Listen to the Goddess's reply and keep on with the exchange. Once you feel the Apprentice has lost too much or is about to lose too much, take up the die and roll it.

- With an even number, tell how the Apprentice gloriously defeats their enemies, ignoring or reversing one of your teachings. Note the teaching down.
- With an odd number, tell how the Apprentice is nearly defeated because they upheld to one of your teachings, but gets away by sheer luck. No



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SCENES IN THE PRESENT

Speaking as if you were watching from a balcony or gazing into a crystal ball, describe a place, a time and a situation where the Apprentice is fighting the Dark Lord's forces; you can ask the Wise Man what are the Apprentice's equipments and companions, but all other background information are yours alone to decide. Then, describe the evil forces' actions against the Apprentice (and their companions), always making clear what their aim is; listen to the Apprentice's reaction and decide whether they can keep a stalemate or suffer a defeat (he gets injured, a companion is captured, etc.); continue the exchange and strike harder and harder, until the Wise Man rolls the dice.

After the Wise Man's narration, play a Past Scene.

SCENES IN THE PAST

Speak as if you were the Goddess, address the Wise Man and ask, mockingly, why he believed in the tea-

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te the teaching down on the paper.

After this narration, play a Past Scene.

SCENES IN THE PAST

Listen to the Goddess's question and tell her about an event from your past: explain why, that event made you believe in the teaching the Apprentice has just ignored or uphold. Bow your head and listen to the Goddess's scolding.

After each Past Scene, play a Present Scene. After the third pair of scenes, play out the Epilogue.

THE EPILOGUE

Check the die results in the Present Scenes:

- 3 odds: tell the Goddess how the Apprentice defects you and joins the Dark Lord, then answer the Goddess. Tear the teachings into pieces
- 2 odds: listen to the Goddess, then explain how

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ching the Apprentice has just ignored or unwisely upheld; then listen to the Wise Man's answer. With an even result, explain that the Wise Man's thoughts made sense, but his Apprentice has just understood that problem better; with an odd result, outline that the Wise Man's ideas were wrong to begin with, due to his ignorance or arrogance.

After each Past Scene, play a Present Scene; develop the Present Scenes into a three-act climax, such as a battle against mooks, a confrontation with the Dark Lord, and the final showdown. After the third pair of scenes, play out the Epilogue.

THE EPILOGUE

Check the dice results in the Present Scenes:

- 3 odds: listen to the Wise Man's narration, then ask him sarcastically what he did wrong to end up like that.
- 2 odds: tell how the Dark Lord kills the Apprenti-



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you die shamefully. Give her the teachings to be tore apart.

- 2 evens: listen to the Goddess; if you cannot accept it, tell how you join the Apprentice in their last fight and die heroically at their side. Keep the teachings as a memento
- 3 whites: tell how the Apprentice defeats the Dark Lord, following your most important teaching; then answer the Goddess. Give her the teachings as a memento.

Shake your hands to end the game.

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ce and triumphs. Tear the teachings apart.

- 2 evens: tell how the Apprentice defeats the Dark Lord, but rejects their incompetent mentor.
- 3 evens: listen to the Wise Man's narration, then ask him admiringly how he learnt that final teaching. Keep the teachings as a memento.

Shake your hands to end the game.

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