Justinas Žilinskas · Reinis Pētersons

Two Knights

A Role Playing Game!

THE RULES

You will need an ordinary 1-6 dice. When a challenge in the story is encountered, first, roll the dice to select which of the knights will try to deal with it. Odd numbers (1, 3, 5) selects Youngomir, even numbers (2, 4, 6) selects Oldorman. Next, roll the dice to get +points to add to the existing stats of your selected knight. Then, see if the result is enough to beat the challenge so you both can move on.
If it is not, start over with the knight selection.

EXAMPLE CHALLENGE

To get a ring back from a thieving magpie, at least 5 wisdom is needed. You roll the dice to select the knight and get 1. It's Youngomir! He has 0 wisdom by default, but you roll the dice and get +4. Now he has 4 wisdom (0+4=4). However, 4 is still short of 5, so he fails. So you roll to select who will try again, and get 6. This time it's Oldorman! Then, you roll +4. As he already had 3 wisdom, now he has 7 (3+4=7). Victory! Now you both can move on!

Who's going to save the dwellers of the Dark Valley from cunning and terrible Mountain Troll? Here comes two rescuers – two knights! Youngomir is quick and strong as a wolf, but Oldorman, despite of his years, is still tough as a nail!

YOUNGOMIR		OLDORMAN	
Strength	3	Strenght	1
Agility	3	Agility	1
Wisdom	0	Wisdom	3
Experience	1	Experience	5

Find more Tiny Books from Baltic Authors:
WWW.TINYBOOKS.EU

Supported by BALTIC CULTURE FUND

vaikuzeme.lt
LATVIAN LITERATURE
Eesti Lastekirjanduse Keskus
Estonian Children's Literature Centre
Lithuanian Culture Institute
CHILD PSYCHOLOGY CENTER

The river full of hungry purple crocodiles blocked knigts' passage. "We can do it!" shouted Youngomir. "We'll see..." murmured Oldorman.

RIVER OF CROCODILES

Agility – 7, Strength – 8.
Two rolls per attempt (agility / strength).

VICTORY! Finally, the river was free to pass. Who's made it? Record you results!

Here comes the Riddle Dragon! Even the strongest couldn't move him out the way, only the ones who can solve his riddles!!

RIDDLE DRAGON

Wisdom – 8, Experience – 7.
Two rolls per attempt (Wisdom/Experience).

VICTORY! Wise knights you are! Here's a magic sword that will give you more strength: +2. Don't forget to add it when you'll roll strength next time!
Who was victorious? Record your results!

Finally – the Troll's Cave! Ah, what a smelly place! "Perhaps we need to teach this Troll a lesson together?" Oldorman looked at the Youngomir.

THE TROLL

Wisdom – 12, Experience – 13,
Agility – 12, Strength – 16.
Amendment to the rules: final challenge must be done together! Both Knights roll the dice together for each stats, and results are added up! 4 stats, 8 rolls per challenge attempt.
Record your results!

"Blarptweauuh!" shrieked the Troll and fell.
"I thought my strength won't be enough", said Youngomir.
"And I wasn't sure whether my wisdom would have saved the day..." sighed Oldorman. "But we did it together!"

VICTORY!

DISCUSS:
What was the key to their final success? Could the knights defeat the troll each only on their own?