

My Human of Walking

A fantasy game about morality for 3 to 8 players

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Premise: A brave group of adventurers have begun an epic quest to defeat the Dread Sorcerer! Yet one of them is not who they appear to be, for they are an intelligent magical weapon puppeteering an unwilling human host. What action will the heroes take when this becomes known?

Players will be portraying fantasy heroes, where we will hear of their quest through a series of talks around the campfire. Through a series of scenes spanning the course of their journey, the player will collaboratively flesh out the setting, their characters and establish relationships. Those bonds should be challenged by the revelation at the end of the game that one of them is not who they seem. This will lead to an argument about morality in the face of danger.

Setup: Get 4 to 8 participants. The facilitator will be one of those participants. Fantasy Adventurer Costuming is optional.

Create a circle of pillows for sitting. This will symbolize the various campfires they will build during their adventure. (If you use a real campfire, pillows are optional if there are comfortable alternatives.)

Print out Alignment Slips. Each player will draw an Alignment Slip, with the moral outlook of their adventurer. One slip will say that they are the Magical Weapon that pretends to be human. The default is to keep this information secret.

Print out Adventurer Slips. Each player will randomly draw an Adventurer Slip, giving them a basic backstory and concept of who they shall portray, as well as what weapon they yield.

Print out the Scene Cards. Each player will take turns reading one of the scene cards that gives the background and objective for each scene.

Facilitator Script:

“Hello! I will be facilitating this game and playing alongside of you. Let’s introduce ourselves, saying our name and our favorite fantasy story.

This is a game about being fantasy adventure heroes, but rather than hitting people or rolling dice, we will be telling the story of an epic quest. These pillows represent the campfire that the heroes will gather around, telling stories of the days events. Each scene will have a time jump, so that we can cover the start of the quest until the very end in one session. At the end, the heroes will learn that one of their number is not a person, but a magical weapon possessing a person. How the heroes deal with that will be the moral dilemma at the climax of the game.

Before we begin, there are a few rules for our physical and emotional safety.

No Violence. While the players are portraying warriors, adept at using violence to solve their problems, this is purely a game of storytelling and vigorous discussion. To that end, physical

contact between players should be negotiated before game. Within the fiction of the game, the players don't want to get the attention from their enemies that coming to blows would cause.

Cut. If the scene is progressing in a way that is unacceptable, say "Cut." The scene will stop, and players will out of game stop to find a better way to handle what is going on.

Open Door. The players are always free to leave should it become necessary, without judgment from their peers. Trust that your fellow players know what is best for them.

Everyone who wants to must be allowed to talk.

Players are more important than this (or any) game.

Are there any questions?

The game is set in a relatively low-magic fantasy setting. You will flesh out the setting collaboratively during play. While magic is real, the players will not be able to just use magic to just solve the moral dilemmas at the core of the game.

We need characters. Using these slips of paper, we will first choose what Adventurer you will play. This is a rough outline for the hero you shall portray.

Next, you will pick your Alignment. This slip of paper will tell you roughly the moral outlook of your character. One of these Alignments is that of the Magical Weapon. If you pick that, you are secretly a magical weapon possessing a hapless human, posing as the adventurer you previously picked.

While fantasy adventure can be humorous, the core of this game is a moral dilemma, so please make sure that you play characters who can seriously participate in a discussion about morality and ethics.

These are the scene cards. Each player will take a turn reading one of the scene cards, which gives the background and objective for each scene. There may be more scene cards than players, and that's okay! During each scene, you will create a shared fiction, telling stories that involve the other players. Do so respectfully, building off of what the other players have stated rather than rejecting it. Each scene has an objective. When a player believes that objective has been met, they may place their hand over their heart. If all the players have done so, someone may say "Scene" to formally end the scene.

Let's take a short break before the game begins. At which point, someone else will read the first scene card, and game will begin.

SCENE CARDS

Scene One: Begins with a Single Step

It is the first night of this epic adventure! You have just left the Temple of Illumina, where the Philosopher Witches of Nura issued the call for brave champions willing to face the Dread Sorcerer. You know that as you progress, the challenges shall grow, but for now, you need to get to know your fellow Champions of Light. This scene ends when everyone has introduced themselves and their weapons, their reason for going on the quest.

Scene Two: The Honeymoon Is Over

The journey has lasted a week. The bonds of friendship are starting to form, yet not without trouble. You have faced several threats as you begin this epic journey, and you have yet to mesh as a proper team. This scene ends when everyone has shared one story of the past week's adventures in which you show how one hero helped you, and one hero did not.

Scene Three: Secrets and Lies

You have passed into the realm of the Sorcerer Monarch. Through the past weeks of stealth, fighting, cunning and hardships, friction has been building up within the Champions of Light. A recent magical encounter has given at least one of you reason to suspect that perhaps one among you is a traitor, false, or otherwise not who they claim to be. The scene ends at the awkward silence after the consensus is reached that the topic can not be resolved, yet can not be ignored either.

Scene Four: The Only Right Thing To Do

On the eve before their final assault on the Sorcerer Monarch, the fact that one of the heroes around this fire has lied about who they are can no longer be ignored. New information has come to light, and it is now impossible to feign ignorance. In this scene, the players must make their final decisions of what to do in this situation. The scene ends when that decision has been made.

Epilogue: What We Left Behind

The epic final battle is over. What stories do the bards tell of that final conflict against the forces of evil? As a group, decide on whether after the previous night's events, the Champions of Light were able to defeat the Sorcerer Monarch. Then, going around the circle, narrate what happened to your character, how are they remembered? This scene ends when everyone has concluded their character's saga.

Debrief: Back to Reality.

That's a wrap! Let's give ourselves a round of applause! To help us get back into the mindset of ourselves rather than our characters, we will go around the circle, saying our names as players. Now, we will say one thing about our character that we want to be more like, and one thing that we don't want to be more like. Now, we shall give one appreciation for something another player did that made this game a better experience for us. We're done. The game ends when we help put the pillows away.

Adventurer Slips

Have one per player available to choose from.

A KNIGHT WITH A SWORD

A BARBARIAN WITH A HAMMER

A RANGER WITH A BOW

A SOLDIER WITH A SPEAR

A HEALER WITH A STAFF

A THIEF WITH A DAGGER

A DRUID WITH AN AXE

AN ACROBAT WITH A WHIP

Alignment Slips

Have one per player, including the Magical Weapon. The selection of Alignments will determine the tone of the game, so be careful when choosing which ones to use. You may have more than one player with the same alignment, as no player will take that though the game is more interesting when there are diverse opinions at place.

Lawful Good – Law and order keep the world working. There is right and wrong in the world, and the difference is not hard to make. You strive to be a good person and help others.

Neutral Good – You try to balance following rules with personal freedom. There are shades of grey. You don't have all the answers, but you still strive to be a good person and help others.

Chaotic Good – Personal freedom is more important than rules. If people aren't free to live as they wish, they might as well be dead. You strive to be a good person and help others.

Lawful Neutral – Law and order keep the world working. Follow the rules; things work out. You place your own survival above that of others.

True Neutral – You try to balance following rules with personal freedom. Everything is shades of grey. You don't have all of the answers. You place your own survival above that of others.

Chaotic Neutral – Personal freedom is more important than rules. And rules exist to be broken. You place your own survival above that of others.

Magical Weapon – You were created to defeat the Dread Sorcerer, possessing the human who found you. You use them as a unwitting tool, allowing you to pose as the human you are not.