

1

Opening

On the first day of the New Year, 500 years of grace, the Green Knight enters the feasting hall of Camelot. He is gigantic, no less than 7 feet (213 cm) tall, long hair green like algae, green beard resembling moss. Even his skin seems like something rotting. Riding a stallion dressed in green caparion, waving a heavy battle axe in his right hand as if it would be a wooden sword for kids. He jumps down from the horse and cries out:

“Who is the commander of this court?”

Arthur stands out and being courteous as he is, he invites the strange knight to the feast.

But the Green Knight retorts: “I have not come to eat. I come in peace to test your reputation. I offer this axe to any of you to deal me one blow... on the condition that I can counter that blow in one year and one day.”

All of you are horrified by such a proposal. One good strike would kill him. Yet, as none shall take the challenge, the Green Knight starts to call you chickens and weaklings. Offended by his mockery, you stand up and grasp the axe.

“One strike,” he reminds you, “which I will counter in one year and a day. Do you promise to honor this condition?”

“I swear,” you say.

The man bows before you and removes his hair so the axe doesn't slip. You cut off his head with one mighty strike.

Then the whole court gasps because the Green Knight stands up and grabs his head which speaks to you: “See you in one year and one day in the Green Chapel.”

Then he mounts his horse and leaves.

You search through all maps and ask everyone at the court but no one has ever heard about such a place. But despite not knowing where to search for the Green Chapel, you are faithful to your promise and you start your journey to find the Green Knight who will deliver his Dolorous Stroke.

Where do you want to start your journey?

20. Merlin

Merlin is Arthur's first advisor and a mighty wizard. Such a wise man could know about the mysterious Green Chapel. Even though he might be more than 100 years old, he is lately flirting with the Lady of the Lake called Nimue.

30. House of the Bishop of Canterbury

Bishop is the highest representative of the pope in Albion (England). He also owns the biggest library on the island. One of his books might contain a mention of the Green Chapel.

40. Land of Maidens

Mysterious otherworld, kingdom of fairies and old gods of Albion. Who else should know the answer to the mystery of the Green Knight if not other mysterious creatures?

50. Corbenic castle

It is said that Pelles, the king living in the Corbenic castle, is the finest astrologer in the Avalon. Maybe the stars will hold some answers you are looking for.

60. Morgana Le Fay

Morgana is a half-sister of King Arthur. She was a part of the court but then she had a misunderstanding with the queen so she fled to her own castle. People whisper she was a pupil of Merlin and that she knows about everything that is happening in the country.

The journey is long so you and your companions are sharing stories of your great adventures. *Share an adventurous story from your life with your companions.*

Group 1

10

Morgana Le Fay uncovered

Morgana's castle Tintagel is surrounded by the water moat, but the drawbridge is down and allows you to enter. You reach it knowing she is a treacherous being scheming against Arthur's court.

The yard is empty, but Morgana welcomes you personally – a beautiful lady with hair as dark as crow feathers.

You immediately attack her and capture her, asking her to reveal all her secrets to you. She quickly gives up and takes you to her chambers. "Behold," she gestures towards a huge gobelin with an embroidered map, pointing at the Keyword 3: Garth hill.

You lean closer, but she uses the moment of your inattention to flee. You want to follow her, but she grabs a candlestick on a wall and pulls it.

Iron bars fall down from the ceiling and separate you from her. Morgana throws at you a glance full of anger. "You will never get out of here alive, treacherous knight."

In the next moment, you are surrounded by darkness.

To get out of the castle, 3 of you have to close their eyes and be led by the fourth-one to the 64.

20

Merlin and Nimue

As you arrive at the lake, you see a beautiful lady, half naked, weaving a wreath of meadow flowers.

“Graceful Maiden,” you call out, “where is the wise old man called Merlin?”

She jumps out, freaked out by your appearance, and for a minute, it looks like she is ready to flee. But then she retains her composure and points to the middle of the forest.

“He is picking mushrooms,” she says.

Answer the following riddle:

There are ten fish in an enclosed tank.

Two of them sank, four swam away, and three died.

How many fish are there now?

When you have your answer, turn the card around.

There are still 10 fish left in the tank.

If you answered correctly, go to 21.

Otherwise, continue to 22.

21

You smell something fishy and not only because you are near the lake. Nimue is not telling the truth. Would be nice to capture her, but how?

Go to the 24.

22

You follow the direction given to you by Nimue. The forest is dense, full of shadows and noises. As you scream Merlin's name, the bushes suddenly grow closer. Before you can do anything, you are imprisoned in a wooden cage.

From the air, you hear Nimue's laughter: "You will never get out of here, knights. Say your prayers and die."

Drawing your swords, you start to fight the branches which are sneaking around like wooden snakes but it is a tough battle for liberation.

To get out of the wooden prison, you have to crawl 30 metres on the ground. Then continue on 23.

23

Nimue was lying to you, it is clear now. But how to get your revenge? You have to capture her and make her tell you what she did with Merlin.

You spy on her from the edge of the forest as she is walking ankle deep in the bank. No use to run after her, neither call to her, she would quickly dive in. But there might be another way.

Go to 24.

24

You've spent enough time in Merlin's presence to learn a trick or two. There is this magic formula which can entrap running enemies. But do you remember it?

*Open www.randomwordgenerator.com
and generate 20 random words from it.*

Now, turn it into a poem with these conditions:

- It has to rhyme (AABB, ABAB, or ABBA)*
- You can add a maximum of 30 of your own words.*
 - It has to resemble a "trapping spell"*

If you succeed, post your "spell" in the Facebook group and go to 25.

If you failed, go to 26.

25

As you chant the spell, air around Nimue shivers and closes her in a shining ball which doesn't allow her to escape. The Lady of the Lake screams with anger but she realises she lost.

You approach her, demanding to know: "What have you done with Merlin?"

"Nothing bad. He asked for it."

"Take me to him."

"He doesn't want to be seen."

"Take me to him, or else..."

At the end, she gives up. Canceling the spell, you quickly grab her fragile body, bind her hands, and let her take you to the cave hidden deep in the forest. There is a huge boulder blocking the entrance.

"Merlin?" you yell.

"What?" you hear an angry retort.

"It is me. I will free you in a blink of an eye."

"Don't you dare!" he responds. "I am happy here. Enough of the annoying politics. I am retired. Arthur can rule as he wishes."

"Then help me at least."

"Whatever you need, the answer is no."

"Help me, or I will tell Arthur where to find you."

"All right. But you have to promise you won't tell a living soul."

You promise and then explain your situation. Merlin heard about the Green Chapel. Even though he doesn't know its precise location, he gives you at least a small clue:

CLUE 1: Wales.

Continue with your journey to one of followings:

30. House of the Bishop of Canterbury

40. Land of Maidens

50. Corbenic castle

60. Morgana Le Fay

As the journey is long, you tell stories of your great failures. *Share a failure story from your life (and what you've learnt from it) with your companions.*

26

You babble one line after another, but altogether it doesn't make sense. In the meantime, Nimue disappears.

You can't lose any more time here, so you abandon hope that Merlin will help you and choose another direction.

30. House of the Bishop of Canterbury

40. Land of Maidens

50. Corbenic castle

60. Morgana Le Fay

As the journey is long, you tell stories of your great failures. *Share a failure story from your life (and what you've learnt from it) with your companions.*

Group 3

30

House of Bishop

There is a tradition. Anytime pilgrims travel to Canterbury, they are competing in telling the best story.

Each one of you chooses a story – true, false, yours, someone else’s (but not someone’s from this project), funny, sad, whatever you like. Tell it to each other and vote for the winning story. Film the best story and publish it in the Facebook group.

Go to 33.

31

As you are not that good at reading, it takes you the whole day to find something that captures your interest. The Chronicle of Red Dragon, telling the story of Uther Pendragon, mentions a “Green Lineage”.

You found the **CLUE 2: Hautdesert**.

You thank the Bishop and return to your journey.

Continue with your journey to one of followings:

20. Merlin’s cave

40. Land of Maidens

50. Corbenic castle

60. Morgana Le Fay

As the journey is long, you tell stories of your great loves. *Share a love story from your life with your companions.*

32

Since you can barely spell, you would rather battle ten thousand enemies than read another page of the bishop's boring paper treasure. After the whole day filled with frustration, you throw the last book out of the window, run to your horse and leave without saying goodbye.

Continue with your journey to one of followings:

20. Merlin's cave

40. Land of Maidens

50. Corbenic castle

60. Morgana Le Fay

As the journey is long, you tell stories of your great loves. *Share a love story from your life with your companions.*

33

Albion's forests are dense and dark and full of horrors. So it happens that you step over an enchanted root and get completely lost. In desperation, one of you suggests climbing the tree and looking around.

One of you should climb to 34 on the top of the tree.

34

From up here, you can see all around. There is a small light in the corner over there, it looks like a small cottage in the woods, and over there, there is a big fire and sounds of singing are coming from there.

Collect your friends and then decide:

If you want to proceed to the small cottage, go to 35.

If you will head for the big fire and the singing, go to 36.

35

You climb down the tree, collect your friends, and rush through the forest in the direction where you saw a small light. To your surprise, when you reach the meadow, you see a house made completely out of gingerbread. Out of curiosity, you snap its roof tile and bite it and your tongue is embalmed in the taste of honey and cinnamon. You let out a loud moan of delight.

The doors swing wide open and an old ugly hag steps outside, saying: “Who is peeling my gingerbread here?”

“Me,” you say.

When she sees big ugly knights in full armor, with axes, swords, shields and spears, she screams “Save yourself who can!”, jumps on the broom and flies away through the window, leaving behind her cuddly black cat.

You shudder, pet the cat and want to start the feast, but you find out your hands cannot come closer to your mouth. The hag threw a curse on this place. But it can come close to the others – you can feed each other.

*You can eat 1 pack of bombons, but under one condition:
you have to throw them into each other's mouth.*

You sleep on the gingerbread bed, cuddling the cat, and when the morning approaches, you quickly find your way and continue to Canterbury. *Go to 38.*

36

You climb down the tree and rush through the forest in the direction where you saw a big fire. Soon you can simply follow your ear led by the sound of loud singing. To your horror you rush straight into the den of robbers. Hairy, smelly, filthy, nasty, but also very very drunk. They are staring at four knights who rode into their merry midnight glee.

Now you have to act quickly. There are too many of them and they would stomp you into the ground by sheer numbers, but if you can sing stronger than them, you will persuade their drunken minds there is the whole of Arthur's army and make them flee.

*Choose a song full of bravery and sing it as mighty as you can.
Scare the robbers off by your acting as well.
Film it and post it to the Facebook group.*

Then, go to 37.

37

Robbers scream and rush away in panic, falling one over another. In their minds, you look like demons made of metal who came to rip the flesh off their bones. They leave you their drinks and food so you feast and sleep soundly till the morning. Then you quickly find your way and continue to Canterbury.

Go to 38.

38

The bishop welcomes you generously, lets you feast and rest after a long journey. When you explain your situation, he nods and says:

“I have never heard of the Green Chapel, but my library is full of books. Maybe they have an answer to your question.”

Go to

<https://en.wikipedia.org/wiki/Europe>

You have 10 clicks to get on the page

https://en.wikipedia.org/wiki/King_Arthur

If you succeed, go to 31.

Otherwise, go to 32.

Group 4

40

Lands of Maidens

One cannot simply enter the Land of Maidens. They have to take off their shoes. What more, they have to walk backwards, otherwise they will never reach it.

Continue like this (barefoot, walking backwards) until you cross the threshold of the Land of Maiden on 41.

41

The threshold is being guarded by a very old and grumpy leprechaun with big eyes and ginger hair. He rides an overgrown beetle, holds a horn of mead the size of a thimble, and curses: “None shall pass unless they answer my riddle. Answer my riddle or die!” he screams, and starts with riddling:

Find your answer and then turn around:

*“A vessel have I, that is round as a pear,
moist in the middle, surrounded with hair;
and often it happens that water flows there.”*

42

“Aye, you are right,” said the leprechaun. “You are lucky, I let you live this time.”

You step over him and enter the Land of Maidens.

Go to 45.

If you answered “Eye”, go to 42.

If you answered otherwise, go to 43.

43

“Wrong!” scream the leprechaun, dancing with happiness, casting his shadow all around. “But I am in a good mood, I give you one more shot.” And he continues with riddling:

Find your answer and then turn around:

*“I have one and you have one.
So do the woods, fields, streams and seas, fish, beasts and crops
and everything else in this revolving world.”*

44

“How can you be so dumb? You don’t deserve to live!” he screams and charges his beetle to bite your ankle, but spills his mead at the same time. Seeing such a waste, he falls on his knees, licking the ground, trying to save what he can, and you peacefully step over him and enter the Land of Maidens.

Go to 45.

If you answered “Shadow”, go to 42.

If you answered otherwise, go to 44.

45

As you enter the Land of Maidens, you are stunned by the happiness of all merry folks around who are dancing and singing in the open field under the high castle in the joyful celebration of life. And there, on the other side of meadow, there is a throne from willow branches and the beautiful queen of fairies on it, sitting and singing with all her merry subordinates.

As you head in her direction, you have no other option but to join the glee of all the elves, pixies, imps, gremlins, hobgoblins, undines, dryads, dwarfs, and other unholy creatures.

Put on this song:

<https://www.youtube.com/watch?v=Mi9nYi19xx0&list=PL89DF-4057D3887A9D&index=5>

Film how you dance to it. Share it in the Facebook group, and then go to 46.

46

Covered in sweat, you finally dance your way through the sabbat and stand before the beautiful queen. Gasping, you fall on your knees and speak about all your adventures so far as well as the reason why you came to find her.

She listens attentively, and then grins in a devilish smile: “If you seek my help,” she says, “you will have to first show me that you appreciate the beauty of my nature court.”

Create a land-art cherishing the glory of her land. Post the picture of it in the Facebook group and then turn to 47.

47

“I have no knowledge about the location of the Chapel of Green,” she says, “but I have heard about the Green Knight. It is said he is - “

Her speech ends abruptly as an unexpected ruckus booms on the verge of the meadow. Bunch of armed men in black steel raid the celebration, slaughtering all in their way. Swimming in blood, they are approaching the Fairy queen.

If you wish to run, go to 48.

If you will stand the ground and defend the queen, go to 49.

48

There is no shame in leaving unholy creatures life fairies to their unholy enemies. You are abandoning the queen, running away from the fairy land and returning to your journey.

Where will it take you?

20. Merlin's cave

30. House of the Bishop of Canterbury

50. Corbenic castle

60. Morgana Le Fay

As the journey is long, you tell stories of your biggest successes. *Share a success story from your life with your companions.*

49

You brandish your sword and stand the ground.

Ten knights covered in black steel approach you and the first one of them says:
“Step aside as we are here for the Queen and not for you.”

When you refuse to move, they attack you with a battlecry.

If you are to survive this battle, you have to recite the poem on the other page in one breath. You have as many attempts as you want.

Whoever fails this challenge can continue the journey but cannot help others with the next challenges anymore.

Go to 2.

Nujabes – Battlecry

Sharp like an edge of a magic sword
The mental blade cut through flesh and bone
Though my mind's at peace, the world out of order
Missing the inner heat, life gets colder
Oh yes, I have to find my path
No less, walk on earth, water, and fire
The elements compose a magnum opus
The ultimate reward is honor, not awards
At odds with the times in wars with no lords

Some days, some nights
Some live, some die
In the way of the knight
Some fight, some bleed
Sun up to sun down
The sons of a battlecry

The blue yonder where
The sky meets the sea
And eye meets no eye
And boy meets world
And became a man to serve the world
To save the day, the night, and the girl too

Some days, some nights
Some live, some die
In the way of the knight
Some fight, some bleed
Sun up to sun down
The sons of a battlecry

2

When you slaughter the last invader, the queen embraces you and covers you with kisses.

“My heroes,” she cries, “I tell you everything. These were the evil servants of the Morgana, the witch, who envies me my beauty and wants to seize me as her prisoner. And it is also she who is in connection with the Green Knight. Together, they are plotting how to put the court of King Arthur in disgrace.”

You revealed the *Secret 1*. Knowing this, you return to your journey.

Anytime you have an opportunity to choose 60 to travel to Morgana Le Fay, travel instead to 10.

Where will you go now?

20. Merlin's cave

30. House of the Bishop of Canterbury

50. Corbenic castle

10. Morgana Le Fay

As the journey is long, you tell stories of your biggest successes. *Share a story from your life with your companions.*

Group 5

50

Corbenic Castle

There is little beauty in the Corbenic castle. Black, decaying monstrosity, partly falling apart, standing on the edge of a big cold lake. A single boat with a single fisherman is strolling in its waves. The old man with a net screams at you:

“Do you want me to take you to the castle? I shall take you if you’re gonna help me with the fishing.”

If you’re gonna accept his offer, turn to 51.

If you prefer to ride around the lake – which might take longer, but will be much safer as you won’t risk falling inside the cold water and drowning, turn to 52.

51

Reluctantly, you board the ship, and the old man immediately starts to command you, apparently not giving a single damn that you are knights and he is a mere commoner. Two of you have to paddle, others are throwing and pulling fishing nets, the old man himself is navigating and blabbering, blabbering, blabbering as if he hasn't talked with a living soul for years.

You notice he has very bad knees – when standing, he needs two fine sticks to support his weight.

“God punished me for touching the sword which wasn't meant for me. Now I have to wait for the arrival of the chosen one who will find a holy grail in his heart.”

You don't understand a word of what he is saying and frankly, you don't care much. Something is pulling the net down. A catch. Using all your strength, you pull and pull but the fish is too strong. Others jump out and suddenly all of you are fighting with the beastly fish which got into your net.

The whole group needs to do 60 pushups within 2 minutes. (Meaning, one of you can make 40, other 10, others 8 and the last one 2, if needed. But the time limit stays.)

If you succeed, go to 53.

If you fail, go to 54.

52

You reach the gate of the castle much sooner than the fisherman's boat.

"Take me to your king," you order the guard at the gate but he points at the fisherman behind you, saying: "Here you go."

You gasp when you realize you refused the ride from the king. You fall on your knees but he chases you away, saying: "Are you calling yourself a chivalrous knight if you are refusing to help the old man? Off you go and never come back."

Where do you wish to continue?

20. Merlin's cave

30. House of the Bishop of Canterbury

40. Land of Maidens

60. Morgana Le Fay

As the journey is long, you tell stories of your great dreams. *Share your life dream with your companions.*

53

You are pulling with all your strength, but so is the beast. Finally, the old net won't hold and rips in half. You fall on your backs but the fisherman falls out of the boat to the dark cold waters of the lake.

"Help!" he cries out, "I don't know how to swim."

You sigh and jump in to save him.

Choose one of you who has to jump into the river. (If the weather is too bad, ignore this instruction, as you will be running outside for a while.)

Then go to 55.

54

However strong you are, the beast is stronger. With mighty pull, it trips the boat over and all of you fall to the lake. Turns out that the fisherman doesn't know how to swim so you have to help him to get to the shore.

All of you jump into the river. (If the weather is too bad, ignore this instruction, as you will be running outside for a while)

Then go to 55.

55

At the heel of the castle, there is a small army of servants rushing forward. “My king,” they howl and wrap the fisherman in fur. Quickly, you come to understand – the old fisherman is King Pelles.

You fall on your knees but he just orders his vassals to take you to the guest rooms. When you warm yourself up, you are invited to the feasting hall. There, you see a little boy with golden hair running all around – a boy who strongly reminds you of somebody.

He invites you to play with him on brave sailors fighting the evil pirates who kidnapped the beautiful princess.

If you want to get information from him, you should better play. Play your imagination game as if you would be kids, and enjoy yourself. When you rescue the princess (or finish the story in another way), go to 56.

If you dont wanna play, take a seat at the table and feed yourself on 57.

56

The boy likes you. He reveals to you he is called Galahad and is a son of Lancelot du Lac who visits him every year on his birthday.

Soon, his mother appears. Turns out she is Elaine, the daughter of King Pelles. When you ask her why she is not married to Lancelot, she admits she tricked him to lay with her – she gave him a potion which made him believe that she is Guinevere, wife of King Arthur, and you learn to know that Lancelot is madly in love with the queen.

You revealed the Secret 2. Now go to 57.

57

When you explain your challenge to the king, he bows his head. “You saved my life, so I will do what I can. But stars are barely giving clear answers. You will need to decipher the meaning of their message.”

After spending a long time in his observatory, you receive the following message.

Jrrg julhi, brx glg lw! Nhbzrug qxpehu 6 lv Ehuflodn!

Try to decipher its meaning and then continue on your journey.

Where do you wish to continue?

20. Merlin’s cave

30. House of the Bishop of Canterbury

40. Land of Maidens

60. Morgana Le Fay

As the journey is long, you tell stories of your great dreams. *Share your life dream with your companions.*

*Ok, let me help you.
This cipher is known as Caesar cipher.
Check the internet.*

Group 1

60

Morgana Le Fay

Morgana's castle Tintagel is surrounded by a water moat, but the drawbridge is down and allows you to enter. The yard is empty, but Morgana welcomes you personally – a beautiful lady with hair as dark as crow feathers.

After you explain to her what you need, she promises to give you the answers. “But first, you have to eat, as your journey must have been long and full of hardships.”

She serves you the finest wine and the best venison. You enjoy her company so much you don't even know when you pass out.

You wake up in a dark cell, stripped of all armour, weapons and gear. After a long time, you hear Morgana's voice from the other side of the door: “I got you, you little misbehave, and I shall never release you unless you lay with me.”

You gasp. Should you stain your honor by lying with a woman, and what more, a treacherous witch? And what if your lord, King Arthur, finds out you slept with his half-sister? Yet it seems to be the only way out.

What will you do?

If you sleep with Morgana, go to 61.

If you refuse her offer, go to 62.

61

It is not such a desister, to lay with a woman, you think when you accept the terms of your release... but that is before you find out Morgana is super lazy and extremely demanding.

All of you, make 100 squats.

When your duty is over and she seems to be finally satisfied, you look at her asking how it is with the Green Knight.

“That holds no importance for you,” she says, “as you are my slave from now on. Rest till the morning, darling.”

Horrified by such a vision, you attack her and demand the answers. She gives up and takes you to the huge gobelin on which the map is embroidered. Morgana points at *Clue 3: Garth hill*.

You lean closer, but she uses the moment of your inattention and starts to flee. Before you manage to follow her, she grabs a candlestick on a wall and pulls it down. Iron bars fall down from the ceiling and separate you from her. Morgana throws at you a glance full of anger. “You will never get out of here alive, treacherous knight.”

In the next moment, you are surrounded by darkness.

To get out of the castle, three of you have to close their eyes and be led by the fourth one to the 64.

62

“But you have to sleep with me!” she screams. “I have always loved you! You are the knight of my dreams!”

You spot an opportunity. If you flatter her enough, she might be deceived and let you out.

Come up with 10 unique “historical-like” pick up lines which presents you as a courteous knight. Post them in the Facebook group and then turn to 63.

63

Deceived by your flattery, Morgana opens the door so you can embrace her in your arms, but you immediately seize her. “Now tell me the truth, evil witch!” you scream. “What do you know about the Green Knight?”

“Spare me, my beloved, I will tell you everything,” she promises. “Let me show you on the map where to find that devilish creature.”

She takes you up to her chambers.

“Behold,” she gestures towards a huge gobelin with an embroidered map, pointing at Clue 3: Garth hill.

You lean closer, but she uses the moment of your inattention and starts to flee. Before you manage to follow her, she grabs a candlestick on a wall and pulls it down. Iron bars fall down from the ceiling and separate you from her. Morgana throws at you a glance full of anger. “You will never get out of here alive, treacherous knight.”

In the next moment, you are surrounded by darkness.

To get out of the castle, three of you have to close their eyes and be led by the fourth one to the 64.

64

By a sheer miracle, you find your way out of the darkness, surviving the attacks of many devilish creatures. You stumble out of the castle covered in blood, both yours and your enemies'. The castle shivers and disappears out of the human world in the moment you leave it.

Knowing Morgana is the mischievous mind behind the scheme, you continue with your journey.

Where do you wish to continue?

20. Merlin's cave

30. House of the Bishop of Canterbury

40. Land of Maidens

50. Corbenic castle

As the journey is long, you tell stories of your happy moment in life. *Share a happy story from your life with your companions.*

Group 6

70

The Green Chapel

You finally discovered where the Green Chapel is. The yeomanship of sir Bertilak “Bredbeddle” de Hautdesert. Waste land in Wales’ highlands.

There is still a long journey ahead of you and you know that if you want to get there in time, you better get moving.

Facing the imminent end of your life, you ponder the fear of death. You also think about all the fears you experienced in life, and wonder when the fear was helpful to you and when it was only stopping you from reaching greatness.

Share with your companions what you are afraid of. Think about the recurring fears in your life and how they are influencing you. What could you be if you faced them?

Go to 71.

71

When you reach the foot of Garth hill, just a few minutes away from your death, you take a moment to stop. You look around yourself and realise how beautiful everything is. The cold sun, the chilly wind, the sharp grass... Everything is so pleasant to you now when you don't care anymore about the discomfort of life, since the discomfort of life is always better than the emptiness of death.

Take 10 minutes in complete silence and simply enjoy the beauty of the world.

Then go to 72.

72

The Green Chapel is actually a natural grotto covered in moss, with a waterfall reflecting the sun rays which are breaking into strange green colours showering everything around. And there he is, the Green Knight, grinning as a happy joker, his head happily back on his neck.

“So you have come,” he welcomes you. “I am pleased to see you again. Any last wish before I take my strike?”

“Yes,” you answer. “I wish to know why all of this?”

“To test the honor of knights of the Round Table. You see, Arthur’s court did not treat my lady, Morgan le Fay, in the most pleasant way. Guinevere was jealous of her beauty and chased her out by spreading awful gossip. Morgana wanted to know if the whole court was already spoiled, filled with dishonor and cowardice, and therefore destined for certain doom. So she stole the scabbard of Excalibur, the sword of King Arthur. Do you know that whoever holds the scabbard is invulnerable? You chopped off my head but it easily came back, you see? And now I will take my blow to see if there is at least one honorable knight ready to face death. Don’t flinch, ok? I wouldn’t want to kill you by accident...”

As you fall on your knees, ready to keep your promise and die with honor, you wonder if you can muster the courage you need to truly face the inevitable... to face death without flinching... to die in greatness...

It is up to you to decide if you flinch. Your companions heard your recurring fear in life. Now you have the opportunity to face the fear.

Your companions will come up with a challenge for you to take and to face whatever you are afraid of. Keep the challenge realistic, possible to do today, and which would not possess the threat of being hurt. In case your challenge would be of the physical basis, approach your leaders first to discuss with them how to proceed.

In a moment you successfully finish your challenge, go to organizer of the game and ask them for the last piece of your story.

Group 7

Epilogue

You close your eyes and take a deep breath.

You hear a swift whoosh and feel a pinch of pain.

And you are still breathing.

You touched your neck – there is a trickle of blood in a place the edge has bitten you, but it is nothing but a scratch. You look at the Green Knight with eyes full of surprise.

“I didn’t flinch,” you say.

“You didn’t,” the knight agrees. “Well, maybe I am just not good with chopping wood,” he smirks. “And maybe you have proved that Knights of the Round Table still have some guts and this damned world is not completely doomed. Well done, sir knight. Well done and I bless you with your life.”

*“Cowardice was undoubtedly one of the most terrible vices
- thus spoke Yeshua Ha-Nozri.
‘No, philosopher, I disagree with you:
it is the most terrible vice!’”*

Mikhail Bulgakov, Master & Margarita