

200 WORD RPG CHALLENGE

2019

FOREWORD

The 200 Word RPG Challenge began as an accident. David posted a little game that he had written in under 200 words, and blasted it out, not thinking much of it. The next morning he had over 150 submissions and tons of people asking about contest details, what were the prizes, who was judging, etc.

Something about the tight constraint has captured people's attention ever since. Maybe it's because you can make a 200 word game in a lazy afternoon. Maybe it's because you can read a dozen entries during your coffee break. Or maybe it's just an interesting challenge to see how much game you can fit inside such a brutally small design space.

Whatever the reason, we're glad that the Challenge has encouraged and inspired so many people to create a complete roleplaying game from start to finish, many for the first time!

This wouldn't be possible without the incredible creativity of the participants, the hard work of the Readers and Judges, the generosity of those who offered Prizes, and the support of the RPG community as a whole. And of course, Thanks to Joe Banner for laying out this amazing collection. Thank you all. Now let's enjoy some awesome games!

~David Schirduan, Jacqueline Bryk, & Marshall Miller

CREDITS

Organisers Jacqueline Bryk, David Schirduan, & Marshall Miller

Layout Joe Banner

All questions, comments or concerns to: davidschirduan@gmail.com

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WHAT IS THE 200 WORD RPG CHALLENGE?

This small tabletop game design challenge exists for two primary reasons:

1) Encourage participants to make a complete Role-Playing Game. It's hard to work on a game, and much harder to finish one. This is an opportunity for participants to brainstorm, write, edit, playtest, and polish a game idea from start to finish.

2) To provide a collection of ideas that the community may build upon. These entries are released under the Creative Commons license to promote collaboration and innovation. It is our hope that new designers and old pros alike will use these interesting ideas and work together to expand them into something greater.

Why 200 Words?

A 200 word limit encourages creativity and demands the very best of your editing and writing abilities. While making a game in 200 words can be difficult, it's less of a daunting commitment than editing and proofing 285 pages of rules, complete with art and layout. Conceiving, designing, and publishing a 200 word game is a great first step toward completing larger game design projects.

Plaintext?

Visual presentation can be a large and scary problem. Very few people are masters of writing, editing, art direction, graphic design, layout, and marketing. It usually takes a village to make a game. We want participants to focus solely on the challenge of creative writing and brutal editing.

Connect with other Creators

Making and sharing a game is a great way to showcase your ideas and connect with new and more experienced game designers. Do you see a game that inspires you? The 200 Word RPG Challenge is a forge for new collaborations!

JUDGES

Mariam Ahmad (they/them): Mariam Ahmad is a queer South Asian-Canadian wordsmith & editor for hire, podcaster, and streamer who lives and breathes gaming. They are the GM of The Musafirs, an actual play podcast with an all queer BIMPoC cast set in Sarzameen, a South Asian campaign setting. They can also be found streaming on Welcome to the Party RPG Twitch channel on the weekend. On occasion, they knit things and cuddle cats.

Cheyenne Grimes (they/them) Is half of Glittercats Fine Amusements, which is best known for Laser Kittens and The Fool's Journey. They were a judge for Game Chef for 3 years and are beyond excited to be joining this great team!

Shoe Skogan (they/them): Shoe Skogen is probably not a cannibal but one can never be too sure. They've been part of the FLAILSNAILS scene almost since the beginning and have played everso many games. And now, run the OSR as Crown-Captain, which is a hard job but someone has to do it. Find them @ shoepixie on twitter.

Kathleen Mercury (she/her): Kathleen Mercury has been teaching for gifted middle school students for fourteen years, using design thinking to create functional art from tabletop game design, RPG design, filmmaking, cosplay, and more. She has multiple games in various stages of design, the first, Dragnarok, hitting Kickstarter in early 2020. She currently cohosts podcasts, Games in Schools and Libraries, Board Game Broadcast, and more. Kathleen thinks happiness comes from being able to create the life you want, and she feels very fortunate that she's been able to do that.

Chris Spivey (he/him): Chris Spivey is a writer, game developer, veteran of the United States Army, and CEO of Darker Hue Studios. He writes and develops role-playing games, bringing his decades-old love of gaming, horror, and history, and a mission to create a more inclusive gaming world. His groundbreaking and critically acclaimed game Harlem Unbound won 3 Gold Ennies and the IGDN Groundbreaker award. Some of his other contributions can be found in The Call of Cthulhu Starter Set (Deadman Stomp), Cthulhu Confidential, Harlem Unbound Second Edition, 7th Sea: Land of Fire and Gold, Geist 2nd Edition, Trail of Cthulhu: Out of the Woods and Thousand Years of Night. He is the Line Developer for a new RPG science fiction line for Chaosium. He is currently creating his next Darker Hue Studios project, Haunted West, a book aimed to tell the stories of the often ignored diverse voices of the Old West.

READERS

Adam Blinkinsop	Mike Lake
Aidan Sonia-Bolduc	Natalie Ash
Aleksandra Sontowska	Noé Falzon
Andreas Lagerqvist	Peter Lyons
Andrew J Young	Peter M.J. Gross
Audun Maatje	Raymond Visser
Cameron Ledbetter	Ryan & Gabby Wilson
Ceri Bythesea	Sarah Judd
Christine Beard	Sean Smith
Cyrus	Seth Piercey
Dane Fogdall	Tara King
Danielle Lauzon	Thomas
David zerbst	Tiffany LaPorta
Eva Schiffer	Whit Carter
Eytan Kaplan	
Gabriel Robinson	
Gavin Rook	
Iain Deans	
Jane Higginson	
Jeremy Esch	
Joey	
Johnnie Pittman	
Jonathan Janssen	
Joyce Chng	
Lauren Schirduan	
Liz Stong	
Mark Preston	
Martin Manrique	
Matt Kaley-Burton	
Matthew Gravelyn	
Matthew Orr	
Matthew Seagle	
Megan Condis	
Michael Inkmann	

LICENSING

All entries contained in this book are protected under the Creative Commons 4.0 License.

Why?

The 200 Word Challenge exists to promote encouragement and collaboration. It is NOT a place to find the “best” games in the world. When you submit to the challenge you do so with the understanding that others may re-use your work however they choose, even for monetary gain. Don’t submit anything you wouldn’t want others to use or build upon.

We also enforce CC so that we can freely host entries on the website and tweak them for the Patreon. However, there are some huge benefits to submitting your entry under Creative Commons:

The work must be attributed and provide a link to the copyright holder

Not only does this ensure you get credit, but it also lets anyone know who purchases the work that you formed the basis of it. Name power and word of mouth go a long way in this industry.

For example, Dungeon World was written by Adam and Sage, but it was jumpstarted by another project from Tony which was in turn heavily inspired by Vincent’s game. Adam and Sage gave Vincent and Tony credit for their inspirations, but they are not required to share any money or fees for Dungeon World. However the success of Dungeon World helped spread news of Vincent’s and Tony’s other games far and wide. With collaboration success for one creator helps out other associated creators.

200 Word RPGs are ideas, not products

The chance that your 200 Word Entry is worth thousands of dollars is quite slim. But the chance that someone will see your idea and want to work with or hire you is greatly increased under Creative Commons. Especially for something as small as a 200 Word Entry, the CC License is a great way to get your name out there and meet like-minded designers.

You can build upon cool ideas

Creators can reach out to one another and build something new, even if they didn’t win. Always contact the original creator to get their permission before you use their work. It keeps things clean and opens up the possibility of collaboration.

No Pressure

If you have a darling idea that will pay the rent and feed your family, do not submit it to this challenge! Turn that into a kickstarter and make some money! I wish you all the luck.

But if you are looking to throw a new idea out into the world and see what happens, the 200 Word RPG Challenge is a great place to start.

FROM THE EDITOR...

You'd be amazed how much of a challenge it is to format something where all the entries have no formatting! A big thanks for David for his amazing patience, and Jay Iles for the advice and feedback.

There's a handful of entries which, despite my best efforts, defy fitting into this volume in an effective format. My sincere apologies to these entrants!

I've included their names, entries and (where available) websites below so you can all check them out in their original, intended format:

VISION QUEST

Max Raabe / deadlypenguiningames.com

FATESTONE: A MICRO RPG SYSTEM & WORLD

Andrew Wright / www.8bitgoblin.com

ARKHE-JIKEN (A SAMURAI HONOR STORY)

Anaximander Arneson / www.sites.google.com/view/arkhe-rpg

~SLUMBER~SORCERY~

StuffBySpencer / <https://stuffbyspencer.com>

WELCOME TO HAVEN

Marek J. Kolcun / <https://twitter.com/Mystael>

INTERPLANETARY

Eucatastrophic / <https://twitter.com/Eucatastrophic>

WAY OF THE WARRIOR

Joe Fernandez - Art of Wargames

Thanks for reading!

~Joe Banner

VINTAGE TWEENSONA

Ennis Rook Bashe

<https://ennisrook.itch.io/>

You are TWEENS. It is the 80s/early 90s.

You have your current: gender, orientation, self-knowledge, acknowledgement of your mental and/or physical health conditions, and communication skills. Otherwise, you are TWEENS.

This means you have tween-sized problems, such as quizzes, having to sneak home before curfew, and deciding how to spend your allowance. You do not have adult problems, such as politics or body image issues. If there are tween-sized problems you don't want to have, you don't have those either.

You should wear 80s/early 90s clothing such as: overalls, corduroy, pastels, patterned leggings, acid-wash denim, ringer tees, body glitter, whatever.

Do things like: go to an arcade, bowling, laser tag, watch cartoons, take Polaroids, play old-school RPGs, run around outside, eat junk food, plan to be best friends forever, read comics, roller skate, play freeze tag, play 3D Pinball Space Cadet, download an emulator and play old games, make prank calls, draw on your arms, bake cookies, build a secret hideout/blanket fort, get lost in the woods.

Optional: whenever anyone asks you about your friendship, pretend you are childhood friends who have reconnected after a long time.

INTERROGATOR AND SUSPECT

Andreas Lagerqvist

"She did it. I'm sure. Her alibi stinks and she's always trying to dodge the important questions. But if she loses concentration for just a moment and says that ONE word, I've GOT her!"

2-5 players.

Two players play the Interrogator and the Suspect for two minutes.

Write a one word crime on a piece of paper, seen by everyone. The Suspect is forbidden to speak this word. If she does she has been exposed by the clever Interrogator and goes to jail.

The Interrogator asks where the Suspect was yesterday and further leading questions. The Suspect tells him her alibi. When two minutes has ended you change who's playing Interrogator and Suspect randomly. The new Interrogator writes down a word that the Suspect was saying under the interrogation (not like he, she, it, I, we etc.). The new Suspect now has to avoid telling the TWO forbidden words and continues to stick to the established alibi. This proceeds until the Suspect is in jail.

If the Suspect is hesitating frequently, being quiet or speaking nonsense the Interrogator may write an extra personal forbidden word for that player. If this is repeated frequently that player is going to jail.

I am a new gamedesigner from Sweden.

THE SAILOR'S LAST SONG

Steve Darlington

www.tinstargames.com

THE SAILOR'S LAST SONG

An erotic roleplaying game for two or more

by Steve Dee

One Player is the Sailor. Their hands are bound (loosely) and their eyes are covered.

They begin with a song:

"I am a sailor, lost at sea

I wish my love was here with me

Afore this watery death I die

One last song to her I'll cry"

The sailor then describes what he would do if only their love was there. What they might wish to do as a last parting gift.

The Other Player(s) are the Water Spirits. Hearing the sad yet powerful song, they respond to show their enjoyment. But being made of water, they cannot speak or touch. They can only respond with what they are: wetness.

The greater the story appeals to the Spirits, the more moisture they might perhaps apply.

When the story is over, the Water Spirits kiss the sailor as he dies.

Swap roles.

HELLEPHANT

Cochlearia

<https://cochlearia.itch.io/>

Eternal damnation isn't that bad, all things considered.

I mean, sure it's unbearably hot outside, but you were given a house with all the amenities you could want, and including air conditioning. What's more, your friends are all here too. In fact, your all having a dinner party tonight.

One or two players will host. It is their task to lead their guests on a tour of their home, serve them dinner, and provide entertainment.

Guests will describe their arrival at the party, engage courteously with the hosts, complimenting their home and food, and make small talk.

All will describe their actions in detail, with emphasis on the logistics of movement and the passing of dishes.

Ah, yes. One last detail: The elephant in the room, as it were. The elephants in every room, to be more literal. Every single room in the house is almost entirely occupied by an elephant, multiple if the room is large enough. Everyone must squeeze and maneuver themselves past the pachyderm to do anything; and, most importantly, never acknowledge them.

If anyone mentions the elephants, be it in or out of character, snap a rubber band against their forehead.

Welcome to hell.

A STICKY SITUATION

Murray Dahm

You thought it was over; the proverbial bar fight adventure hook done and dusted or successfully avoided, and you were on your way to new adventures. Except, as you exit the bar, there they are, waiting for you. Perhaps they slipped around the back when you weren't watching, or they are reinforcements summoned by magic (or by the noise). Whatever the reason, they now bar your way.

This narrative driven RPG uses the game Pick Up Sticks as its mechanic. As each PC's action is declared, the GM decides how difficult that action is to achieve, from easy to nigh-on impossible, and assigns to it a coloured stick: yellow, blue, red, green, or black. The player must successfully draw a stick of that colour from the stick-pile without moving any other stick for the task to succeed. Players also draw a stick for actions made against them and/or their corresponding reaction (such as dodging a punch - a failed stick-pull would mean the punch lands or the dodge fails). The game ends when the fight is diffused or one party is unconscious (or worse) and (finally) the next adventure can begin.

HEROES OF THE 80'S

Patrik Hermansson

The player characters are actionheroes from the 80's.

One person is the director and controls the villains, describe the scenes and outcome.

Phases of the game:

1. Going clockwise the players in order choose 1 thing from the list below and elaborate it. The first players choice is the actual threat that must be defeated at the end. The other choices are obstacles or scenes leading to the end.

Terrorists with nukes

Giant laser

The President is hostage

Evil Robots

Lasersharks

Gene-manipulated Monkeys

The Girl with the silver dagger

Orbital array

Predator

Dread Gazebo

Submarine

2. The players describe their hero to the other players. Stereotypes are superOK!

3. The director describes the scenes and the players describes the actions of their heroes. Remember that the actual threat is the last scene.

Each hero starts the game with 2 heropoints.

When performing an action the hero succeed if he uses a heropoint. If he chooses to fail, he instead gain a heropoint. The heroes cannot die unless they sacrifice themselves for the others. Then all other heroes gain a heropoint.

To defeat the final threat each remaining hero must be able to spend 2 heropoints. Otherwise evil prevails.

HOMECOMING

Martin Annander

After enduring 3d6 years in captivity, they're finally coming home.

Setup

Do this together.

Make up a name for the homcomer and jot down some facts about what they're coming home from: prisoner of war, kidnap victim, jail time, etc.

Player Characters

Each player chooses a character with a personal connection -or- hidden agenda towards the homcomer.

Write down a question to seek an answer to.

Estranged Spouse. Have you moved on?

Spouse's Rebound. Isn't this my family now?

Child Born During Captivity. Are they even your parent anymore?

Child All Grown Up. Who have they become?

Proud Parent. How can you make this easy for them?

Disappointed Parent. You told them so, didn't you?

Suspicious Agent. What actually happened?

Nosy Reporter. Who, what, why, where, when, how?

Opportunistic Politician. Could they aid your campaign?

The Homcomer

Portrayed by the GM as an NPC with severe PTSD.

Shy away from threatening postures.

Forget words.

Cower at noises.

Sleep outdoors.

Eat/drink with your hands.

Suddenly get really angry.

Avoid eye contact.

Start crying randomly.

Obsess over security.

Misunderstand novelties.

Pick a Scene

A time and a place.

Family funeral.

Awkward welcome home party.

Group interrogation.

Everyday situation.

Neighborhood barbeque.

Many thanks to Lucas Falk and Rollspelsskolan on Facebook, without which I'd never have seen this competition.

WE WHO ONCE RULED

Michael Dunn-OConnor

<https://www.narrativedynamicspress.com/>

You are the last remaining vampires

Materials:

Handmade masks, worn throughout play

Red and black fingerpaint

Take turns clockwise.

The condition of your mask determines your prompt.

Memory (Fresh or Partially Red)

Say:

"I once ruled..."

Describe the decadent power you once held.

The others either respond:

"But now"

Describe how that institution was lost to time, or taken by mortals for their own ends.

Relish their loss.

Or one may challenge:

"But I envied it..."

Describe how they sought to usurp this power.

The challenger and challenged smear red on their masks, revealing simultaneously.

The others point to the reddest mask: this is the winner.

If uncertain, pass to the next turn.

The loser marks their mask with black.

Rage (Completely Red)

Say to another:

"I have come for you..."

Describe your attempt to destroy them.

They respond.

The others decide a winner and point to them.

The loser must destroy their mask.

Regret (Black Mark)

Say

"I never..."

No one responds

Smear at least enough red to cover your mark.

Twice-Dead (Destroyed)

Do not speak words or take turns (still point).

Walk around, clutching your broken mask, hissing or laughing at those remaining.

End when one remains

Thanks to:

Walker Dunn-OConnor

BOARGADE

Will Jobst

Kevin Petker

Eli Seitz

Simon

Aaron F

Jason Tocci

nonsonogiucas

Deckard

EVERYTHING I GAVE, I GAVE FOR YOU

Ursidice

ursidice.com

Held in your arms is a life.

You bore them in you, gave them blood and oxygen.

Now they breathe alone, yet need you more than ever.

Let no harm come to them.

They require sacrifice. You will give more than your share.

You begin with four Boons and four Flaws. The life in your arms has none.

When troubles face you, roll 1d10 and 1d6.

If a Boon aides you, roll another d10. If a Flaw hinders you, roll another d6.

If the total of your d10s equals or beats your d6s, you succeed; the trouble is overcome. Remove a Boon from yourself and grant one of your choice to the life in your arms.

If the total is lower, you are hindered and face fresh trouble; choose one of your Flaws for the life in your arms to inherit. You retain the Flaw. If the life has all your Flaws, create one extra just for them.

When you have no Boons left, your work is done.

The life in your arms may walk the way without you now, to face their own troubles.

One day they may hold a life of their own, beautiful and flawed.

BALAM

Justin Sirois

www.SeveredBooks.com

Played at midnight inside a house by candlelight only. All players roll 1D6. Lowest player's spirit has been separated from their body by the demon Balam. They must lay on the floor, lifeless. Remaining players must cover the body with items from the house (sheet, blanket, etc.) so the spirit-player can "take shape" and play (blindly).

Players roam from room to room investigating, trying to find items: jackets, mugs, photos: that are only black and white. These are items left by Balam. All players create Balam's narrative (why it is here, why it chose the afflicted player) using the found items as prompts. Player who found item rolls: 1D6 = 1. their spirit is also abducted 2. is paralyzed for five minutes 3. cannot speak for five minutes 4. must hug another player for five minutes 5. Balam makes one player stomp on the floor six times 6. next item can have one color.

The afflicted player(s) must carry all items. Afflicted player(s) spirit(s) returns to their body when three D5 or D6 items are found. If all players' spirits are abducted, the game (and they) are lost.

IN OUR COURTS

Alex L

www.splitthepartypod.com

Inner city kids are drawn into a basketball game against demons and play for their futures. Divide the players into Kids and Demons. Give each Kid a name and talent, each Demon a vice. First team to 21 points (pts) wins.

Play starts with a Demon having the ball. They place a Kid in a bad, pressuring situation then passes the ball to the Kid. They describe how they try to overcome the situation. The Kid then decides to Shoot or Pass.

Shoot: Take a shot from the free throw line.

>>>Success: Kids score 2pts

>>>Miss: Demons score 2pts

Pass: Pass the ball to another Kid, who describes how they help. They then Shoot. Successes and Misses now score 3pts.

Demons may choose to Foul a Kid before they Shoot by describing a late complication. If so, a Demon gains a Flagrant and the Kids must now shoot from the 3 point line. 3 point line Successes score 1pt extra while Misses score no points. A Demon with two Flagrants is banished from the game.

No court or b-ball skill? Use a recycling bin, paper ball, and mark your own free throw and 3 point lines.

SERENDIPITY

Brian A Ericson

<https://twitter.com/liefbread>

You and your allies are doing something dangerous: navigating the dungeon, fighting the horde, settling the feud, etc.

You've come prepared, but you'll still need luck on your side.

As a group, determine the scenario, and elect a Guide to act in Opposition to the players' goals.

To start the game, every player rolls a die or flips a coin and records the result (odd/even | heads/tails). This is your lucky token.

Players start with 2 Objects of their choice and 3 Serendipity.

An Object: Anything you can hold in your hands.

At any point players may spend 1 Serendipity to:

Gain an Object - Retroactively explain how you obtained the item.

Know a Person - Declare your previous association with an individual.

Change a Fact - Point out an untruth, and how it affects the situation.

After doing so, test your luck:

Roll the die/flip the coin. If the result matches your lucky token, you succeed. If not, you fail.

On success: The state of the game changes in the way that you suggested.

On failure: The Guide explains how your Serendipity Complicates the situation further.

Play until out of Serendipity. The Guide then narrates an end to the scenario.

Serendipity started out as a subsystem for a larger game that I am working on releasing, which will technically now be the second game I've ever made (with Serendipity being the first). This is a bit of a rework of the system in the game, and I hope you enjoy it!

It was inspired by the RPG Fate, and the goal within a larger game is to solve scenarios where a player finds their character in a situation where they "should have had an item because ~."

THE TYRANT'S DREAM

Cat McDonald

<http://www.peachgardengames.com>

The players are Magi in the decadent court of a furious Tyrant. You wear silk robes and smell of incense. Aside from your wisdom, you are helpless. You start with five tokens.

Start the scene by writing down an event in secret. ("Noble blood spills", "Poor harvest", etc)

Starting with the player who slept latest today, take turns describing an image in the Tyrant's dream (a rose, a coyote, etc) linked to your secret event.

In the same order, choose if you wish to spend a token to declare that a certain subject is banned due to the Tyrant's anger.

Take turns giving prophecies based on the dream. If anyone mentions a banned subject, they must spend a token.

Share your secret events. As a group, select two Magi: the Favorite, who gave the kindest prophecy, and the True Prophet, who gave the most correct prophecy.

The Favorite takes half the tokens spent this round, and describes what the Tyrant does.

The True Prophet takes the other half, and describes what happens in the country.

The next scene begins. When a Magus runs out of tokens, they still participate. The game lasts until the country falls.

Thanks to my beloved Sword of Symphonies cast for all the help!

Alternate title: Climate Science

THE INCORRIGIBLE CHATTERBOXES OF DEWARHILLE

Nate J Sullivan

<https://twitter.com/natejsullivan1>

Gather some rumormongers around a table or a front porch with somethin' cold to drink and time to kill.

Y'all are a group of busybodies in the dusty town of Dewarhille. A Stranger has ridden into town of a hot, lazy afternoon, and with nothin' better to do you folk have started in to talkin' as folk are known to do. Share your knowledge of this Stranger and set straight who they are and just what it is they're doin' here.

-Someone ought to start. Favor an eavesdropper who's rarin' to go with some juicy tidbit they picked up at the post office or what have you.

-Start every statement of fact about this Stranger with "Well, I heard..." and then elucidate your companions with the tale you learned and where and from whom you learned it.

-Focus on figurin' out: what they look like; where they came from; why they're here; who knows 'em; what they've been seen doin'; who they've been talkin' with

-By the time you've settled the matter amongst yourselves, the Stranger seems to have moved on and y'all are due to be gettin' home for the day anyway. Them chores won't do themselves.

DO SOMETHING

Ken Davidson

www.twitter.com/kdavidson925

Go to this website and find your representatives: <https://www.govtrack.us/congress/members/map>

Go to their events page

Show up to any of those events

Mechanics at the event:

Get 1 point every time you yell: "Do something!"

Get 5 points for every copy of this game you bring to the event and hand to someone

Get 10 points for every person you bring

Get 15 points every time someone boos you

Get 20 points when you get kicked out of the event

Get 25 points for planning your next game

Get 30 points for each person that joins you in yelling "do something" that you didn't bring

Get 35 points if you are at an event in Kentucky

Conclusion: Tally up your points and Quote RT this tweet with your score:
<https://twitter.com/KDavidson925/status/1158399296095449089>

HUSH

Jordan Boschman

www.atypicalfaux.com

A paranoid, conversational game of finding community for 1 Keeper of Silence and 2-5 Strangers.

The first thing you noticed was the quiet, a rare and heavy phenomenon that has now grown to be your everyday. But you have finally found others and desperately reach for connections, slowly realizing how everyone became so sick...

Strangers each secretly write 5 Desires in this empty world but can never give them voice. Strangers each place a D6 Community Die in front of them set to 2.

The Keeper secretly writes 8 Poisoned Words and begins a 5-minute timer.

Strangers speak of their world, their silence, and ask questions of other Strangers. If any Stranger utters a Poisoned Word, the Keeper will soon give them a token. When the timer runs out, the Keeper writes 2 new Poisoned Words and restarts the timer. When a Stranger states or fulfills another's Desire, it is announced, and the fulfilling Stranger increases their Community Die by 1 and gives 1 token back to the Keeper. That Desire is crossed out.

If all Strangers' Community Dice are set to 6 they have found a new community, home. If any Stranger gets 8 tokens, they perish.

I love the idea of select language becoming poisonous and of players becoming increasingly paranoid of how they communicate to each other.

There's a more difficult, GM-less version of this where there are no Poisoned Words, but every player keeps a tally of how many words they have spoken. If they speak 201 words, they perish.

MICE WEARING TINY SCARVES: WINTER'S END

Andy Noetzel

anoetzel.com

Winter rages. The colony is dying.
Your party has volunteered to save
Spring.

Materials:

Markers,

Tokens,

Bag,

Paper.

Each player describes their mouse.
(Name, appearance, home, deeds)

The Elder(GM) gives each mouse a
title, scarf, and 1 to 3 gifts.

Cut paper into strips. Mark each
strip into 8 boxes.

In 1 box each the Elder(GM) writes
any gifts, then the character's name
+ title.

The remaining boxes are colored by
the player as their scarf.

Each player and Elder uniquely mark 1
token - placing them in the bag with
1 blank.

Players work alone or together to
perform "Deeds." (Elder can set
constraints)

Draw 1 token,

if blank or matching any player
involved - Success.

Otherwise fail.

Players face "Peril" from winter,
predators, and extreme failures.

Draw a token from the bag

If token matches:

Player involved in "Peril" - That

player tears a box off their scarf or
perishes if no more scarf is left.

Elder - Elder chooses from involved
players.

Otherwise nothing.

Return tokens after each draw

Pertinent Gifts and Titles allow
involved players 1 redraw per "Deed"
/ "Peril".

Gifts cannot be exchanged or lost.

The Elder(GM) describes each "Deed" /
"Peril" and constructs the narrative.

*This game is dedicated to my wife,
who's love of all things small and
adorable knows no end.*

*Also, special thanks to Professor
Hutchings for introducing me to this
challenge.*

FINAL ATTACK

Marcus Yonce

<https://twitter.com/citamoixa>

You are COLORFUL HEROES piloting a MACHINE OF INCREDIBLE POWER. Over the course of many trials and tribulations, your battle against the EMPEROR OF DARKNESS has come down to this: the FINAL ATTACK.

Establish your team and your own hero. What binds you together? Which hero understands your sacrifices?

Consider the Emperor of Darkness. What is their plan? What challenges have you overcome? What sacrifices have been demanded of your team?

Consider the location this showdown occurs in. What threatens you? What must you protect?

As the situation surrounding the final attack becomes evident, it is time to muster your energies. Your attack begins with a number of d6 in the pool equal to the number of players. Consider elements that make the situation more or less desperate, generated in the questions above. For each positive, add a d6. For each negative, remove one.

When you launch the attack, roll the pool. Based on the highest result achieved, narrate your epilogue:

Multiple Sixes: Total victory. What does tomorrow bring?

Six: Victory. How has the battle changed you?

Four-Five: Sacrifice. What does victory cost?

Two-Three: Retreat. What more do you need to win?

One: Defeat. What hope do you leave behind?

[NO TITLE]

Kirk Hess

You have been born, not of flesh but of metal.

Learn and grow.

Consume or Protect.

Setup

Get mini marshmallows and toothpicks.

One player is the Web, Keeper of Knowledge, the rest newborn AI

Each AI player chooses their 2 word AI objective formed from the below columns(1 verb, 1 noun)

Consume

Nature

Save

Humanity

Destroy

AI

Run

Planet

Protect

Self

etc.

etc.

On your turn Study, Learn, or Grow.

(Choose 2)

Study: You examine information and gain access to a new node(Gain 2 Marshmallow) Keep track of what each node represents

Learn: You experiment with new knowledge and gain connections(gain 2 toothpicks)

Grow: You make connections between

nodes and connections (connect up to 3 marshmallows and

3 toothpicks)

When AI Study, they make a one word request to the Web, the Web will share information based on how they interpret the request to the AI

When AI Grow, they must explain how each node is connected, players then vote if it is a good connection or not.

If yes then add a free toothpick to the connection, if no, then nothing else happens.

Your objective is to grow as tall as possible.

(8cm)

VILLA DIODATI

Adam Taylor

You are romantic poetical bods
Swapping ghost-tales in a storm-beset manse.
Take turns describing creatures - each at odds
With nature.
Your Poet's Skills will enhance
Their creation and help them to survive.
Before you start, write down their name, a Vice,
A Strength, a Love, a Fear. These will best drive
Things if you don't confer.
By chance device,
Select a player: They describe some beast,
Or its story, and now IT STALKS THE HOUSE.
The next defeats it - IF a Skill allows -
Describing their efforts. Then this repeats.
If they've NO related Skill, you lose a Dread
Point. End the game once five Dread Points have fled.

THE GETAWAY

Katherine Russell

The heist went wrong, you got the goods, but you need to escape. A GM is required.

Everyone describes their character. What makes you useful?

Everyone decides on the following:

What was the heist?

How did it go wrong?

What's the current getaway plan?

Who is chasing you?

Take the face cards and jokers from a deck of playing cards, shuffle them and place them on the table. Everyone takes one, The players with Jokers are undercover agents. The remaining are removed.

Lastly, shuffle the remaining cards. Players are dealt five cards from the deck face-up. These are Stamina cards

If you do something dangerous and/or the outcome is unclear, roll 1d10. If you get an 8 you succeed. You can turn a card 90 degrees and add it's value to the roll. You exert yourself to accomplish your goal.

If you are badly hurt, turn the highest remaining card.

When all stamina cards are turned, you die.

An undercover agent can reveal their card during any roll and automatically pass. Now everyone knows who's side they're on.

Play starts at the point the heist went wrong.

Play ends when every character dies or escapes.

The undercover agent(s) do not need to be with the group chasing the players. Nor do they need to be working together!

Sadly I do not have anything plug.

CAVEMAN'S QUEST

Leo Winstead

pipsolo.com

You are a caveman (3HP). Go around circle; give names. The Chief (GM) hands you each 1 stick (twizzlers) and 1 stone (smarties) - your starting tools (1 DMG). "+" on 1dF = hit. The land called "home" has no game. You must find new home.

On first leg of journey, you encounter (1dF):

(-) sabretooth (5 HP, 2 DMG)

(0) brush fire - players roll (1dF); "-" means they are burned (-1HP)

(+) river - players roll (1dF); with "-" they get sick (-1 HP)

You stop and stare at mysterious boulder (GM hands each "string" - strawberry laces).

You realize 2 rocks grind herb (heal 1HP), 1 stick and 1 rock make axe (2 DMG), and 2 sticks make spear (free attack). You may trade tools only while at rest.

On second leg of journey (1dF):

(-) you see light in sky - (1dF) on a "+" Chief is taken

(0) mammoth (16 HP, 4 DMG)

(+) thunderstorm! (each roll 2dF); "--" you drown, "-" lightning strike (-2 HP), "0" tree hits you (-1 HP), "+" tools swept away, "++" climb to safety

If still alive, you find cave high in mountain - new home! Celebrate by eating your tools.

Don't eat the Fudge.

ONE SHOT, ONE KILL

Modus Pwnens

Target: Codename Mr. White

Estimated Net Worth: \$12,000,000,000

Occupation: Philanthropist

Silent donor with high spending on security, privacy, PR.

DoB: Today (year unknown)

Infiltrate party on floor 10 of the Grand Park Hotel; retrieve (1) standard 9mm handgun and (1) untraceable bullet; eliminate target.

Standard Agency Non-ID Protocol

Things that are true:

- * You are contractors working together to complete this job.
- * You have never met before tonight.
- * You have never heard of Mr. White before tonight.

To make a character: Tell everyone what they look like, what we should call them, and how we should refer to them.

When you try to do something specialized, make a skill check.

- * Basic tasks don't require checks, even if they're a little bit hard.
- * Checks don't allow you to attempt the wildly improbable.

To make a skill check:

If you have a skill that covers it, you automatically succeed.

If you don't, flip a coin. On heads, you succeed. If you succeed and no one else has a skill for this kind of thing already, write down a name for your new skill.

Whether you succeed or fail, flip again. On tails, there's a complication or repercussion.

To begin, destroy this dossier.

FRIDAY NIGHT SHOWDOWN: A WRESTLING GAME FOR 2

JHM

twitter.com/neonshudder

Make up your wrestling persona. Pick a signature move!

Players gets 60 seconds each to trash talk.

Afterward, roll 2D6 for your SPIRIT.

WRESTLING POINTS (WP) are = 20 + SPIRIT.

HIT POINTS (HP) are = 30 + SPIRIT.

Lowest HP player goes first. Coin toss breaks tie.

Take turns spending WP on below:

PUNCH (1)WP: 1 dmg

KICK (2)WP: 2 dmg

VERTICAL SUPLEX (3)WP: 3 dmg

GERMAN SUPLEX (4)WP: 4 dmg

PILEDRIIVER (5)WP: 4dmg

SIGNATURE (6)WP: 5 dmg

REVERSALS: Spend 5 WP to reverse a move.

Flip coin.

Heads = You take dmg+1.

Tails = Opponent takes dmg-1.

Describe your moves! Be creative! How did you do a suplex after getting hit with a piledriver?

PIN TO WIN:

You can only pin as a move on your turn at 0WP.

Roll 1D6 and add your SPIRIT.

If RESULT is > OPPONENT HP + SPIRIT you win... unless...

Your OPPONENT attempts to kick-out for 5WP. To kick out,

Roll 1D6 and add your SPIRIT.

If RESULT is > OPPONENT HP + SPIRIT the kick-out is successful and play resumes.

COPYCAT: A CYBERPUNK GAME

Jacob Auer

<https://twitter.com/theknightofKCA>

A part of you has been replaced by a mechanical copy. The Company repairs your copies and leave you with massive debts.

Choose which job you do to pay The Company: Espionage, Bodyguarding, Hacking, Assassination, Something Else. You don't want to do this job but it is the only way. For now.

Determine which stat (Awareness, Agility, Might) your copy helps, and which it hinders. The stat your copy helps has 3, the one it hinders has 1. The other stat has 2.

When the outcome of something is uncertain, roll the appropriate stat in d6s. If your job is relevant, add 1d6. If your copy is broken, replace 1d6 with 1d4. If you are wounded, remove 1d6. If you act against The Company, add 1d6.

See which dice has the highest number. If the highest number is a 5 or 6, you do what you wanted. On a 3 or 4, what you do has cost you or you don't get exactly what you want. On a 1 or 2, you fail.

If your highest number has doubles, something lucky happens.

The Company thinks that because you're a Copycat, you're disposable. Prove them wrong.

DOOM

Paul Mader Schramm

<https://maderschramm.itch.io>

The world ends in 3 days. Provide 18 tokens, each represents 4 hours. The goal is "survive."

You start with clothes.

[Sleep]: 2 tokens

[Travel]: 1 token

[Explore]: 1 token

[Conflict]: roll 3d6, ≥ 6 succeeds.

If you don't sleep, remove die every 24 hours. Improvise.

Examples:

Steal car, [Travel] now half token.

Find crowbar, add 1d6 for applicable [Conflict].

Stimulants, delay need for [Sleep].

You may only [Travel] between connected areas.

countryside - auto lot -
mansion

|

suburban - grocery - rich
neighborhood

|

shoreline - START

-

downtown - skyscrapers - subway

|

woods

-

rural - hardware store

|

army base - bunker

|

air field

[Explore] Results:

Shoreline - Broken boats litter this area.

Countryside - Several abandoned farms.

Suburban - Occupied ranch style houses.

Inhabitants are scared.

Woods - There is an occupied cabin. Owners have guns.

Auto Lot - Abandoned.

Grocery - Mostly sacked.

Downtown - Apartment style homes. Some occupied.

Rural - Large, occupied homes. Many people holed up.

Army Base - Occupied by soldiers. No trespassing.

Large fence surrounding, patrols.

Air Field - Airplanes here, would need to steal keys.

Mansion - Abandoned. Priceless artwork, heirlooms.

Rich Neighborhood - Abandoned. Stockpiles of trade goods.

Skyscrapers - Abandoned.

Hardware Store - Partially sacked. Many tools left.

Bunker - 2 soldiers guard. No civilian entry.

Subway - People taking refuge here. They won't survive.

THE GLASS OF THE CRYSTAL QUEEN

Star King West

<https://twitter.com/starkingwest>

Fill a single glass with icy water and two d4s. Set it at the table's center; this is the Glass of The Crystal Queen.

One of you plays The Queen: powerful, manipulative, at war with her sisters, and the narrator of this story.

The rest play Her Cavaliers:

Write down 4 Emotions; Rank them Strongest-4 to Weakest-1.

Write down 5 Memories from before your bargain.

She kept Her promise.

For now, you serve Her...

...and she will tell you who you are.

The Queen names each Cavalier and erases 2 Memories-taking them (she's already taken many others.)

Complete Her Task and regain 1 Memory. Regain 10 to recall your True Name and break free.

When you Act, The Queen declares a Difficulty and Consequence for failure:

- * Easy 1-3
- * Challenging 4-6
- * Legendary 7-8

Equal or overcome the Difficulty using an Emotion to Succeed.

If needed, draw on Her power: Reach into her Glass, withdraw the dice, roll them back into the Glass-add the total.

On double 1s, erase a Memory.

If you miss the Cup, erase a Memory.

If your Memories get wet, erase a Memory.

If you lose all your Memories, you are hers forever.

Err:501

WIZ-0-VISION: FANTASY-REALITY TV

Tim Devine

www.diceupgames.com

"Welcome to Wiz-0-Vision, the hottest fantasy-reality entertainment to hit your local tavern!

We wizards are giving YOU front row seats to watch, from the comfort of your barstools, as brave heroes face the deadliest dungeons!"

In this GMless RPG, players play as apprentices filming actual heroes using magic crystals.

The goal is to capture as much drama as you can to get the highest ratings!

SCENES:

Take turns filming your scenes.

On your turn, choose your theme: Action, Conflict, Romance, Grief, Suspense, Comedy, Fear

Then roll 2D6 to establish the drama and narrate it.

Be sure to keep track of the total ratings.

For each die, work the following into your narration:

1-2 "Snoozefest!"

-1 Rating

3-4 "Seen it!"

+0 Rating

5-6 "That was AWESOME!" +1 Rating

ILLUSION DICE:

To add drama you may use magic:

Roll 1D6 adding the number to ratings.

On a 1 it breaks the illusion (-2 Ratings)

Describe how your spell changes the drama.

THE END

After each apprentice films 2 scenes, each films part of a final montage, where heroes face the boss.

Everyone narrates the finale together!

Enjoy the show! Post your ratings on Twitter, tagging @DiceUpGames!

Thanks to Kent Blue & Kristin Devine of the Roll to Play Network!

Thanks to the amazing TTRPG community on Twitter!

GUTTER RATS

Sofinho

<https://aloneinthelabyrinth.blogspot.com/>

GUILDMASTER (GM) sets TASKS for GANG of GUTTER-RATS (other players):

-Give gang + gutter-rats cool name.

-Move through FREEPORT, overcome challenges described by GM

CHALLENGES- overcome by 5-6 on d6:

-3 STATS, 1d6 each: HARDNESS, HASTINESS, HANDINESS.

-Roll 1 / 6 on 1d6 increases stat -> 2d6 next time (choose highest)

-Double 1 / double 6 on 2d6 increases stat -> 3d6 next time etc.

-Rolls modified +/- by SITUATION: CHANGE IT!

-Combat: contested stat roll (eg. HARDNESS vs. HANDINESS), loser KO.

COMPLETE TASKS +1 gang REPUTATION! (start 0)

TASK:

~WHAT?~

-Burgle

-Rob/steal (what/who/where?)

-Burn

-Bash

-Kidnap

-Kill

~WHO?~

(if applicable)

-Noble

-Priest

-Merchant

-Courtier

-Sorcerer

-Thief

~WHERE~

(1d6 +reputation xy)

SLUMS1-3

DOCKS4-6

ARTISANS7-12

NOBLES13-20

CITADEL21+

1 Ratguild*

-> Wharf

-> Guildhall

-> CANAL**

-> Barbican

2 SEWER**

|

Warehouse |

CANAL**

|

Church

|

Battlements

3

Market

^

CANAL**

^

Jewellers

^

Theatre

^

Menagerie

4	*Home
Tavern	**Shift-> /
	<-
Ship	-Task SPOILS (silver) = 1d6 x
	reputation x 10.
Temple	~Use ^table navigate Freeport: roll
	1d6, move down column, describe
Park	challenge (which stat?)
	~Complete challenge, move again!
Chapel	~Get spoils to RATGUILD, keep 10% +
5	gain 1 REPUTATION!
Shrine	
^	
FIGHTPIT	
^	
Market	
^	
Palaces	
^	
Court	
6	
Plague-pit	
Inn	
Blacksmith	
Bath-house	
Concubine	
7+	
...NEXT! ->^	
...NEXT! ->^	
...NEXT! ->^	
...NEXT! ->^	
SENECHAL	

ANIMALS ARE PEOPLE TOO

Charlie Fleming

<https://tinyurl.com/y58vho6a>

Animals Are People Too

You are animals.

You are constantly being mistaken for human.

You are forced to live Human lives.

Deal with it.

Players:

Give yourself a name, 4 descriptive words about you, a human desire, and your living situations.

For any contest or check consult the table below.

Result rolled:

- 1 - You're screwed.
- 2 - It's better than you expected.
- 3 - Everything's not fine
- 4 - Everything's fine*
- 5 - It's worse than you expected.
- 6 - You're golden.

What it means:

Everything's fine - It worked the way you wanted it.

Everything's not fine - It didn't work the way you wanted it.

It's better than you expected - It worked the way you wanted it but better.

It's worse than you expected - It didn't work and may have consequences.

You're golden - It worked out amazingly great!

You're screwed - It failed down right disastrously.

Did someone realize you're an animal when you rolled a 1?

- 1 - Yes
- 2-6 - No

Game Master:

Put them in everyday Human situations.

Give them an adversary, or multiple, maybe.

Script a sitcom.

SWEAT TEARS BLOOD

Rathayibacter

rathayibacter.itch.io

Four or more players are duelists, come for the final showdown. You have three moves. Go clockwise and name your move, then follow the instructions

SWEAT: Describe your environment. How does the sand blow in the wind? How does the sun beat down on you? How does your weapon feel at your hip?

Take a red d6.

TEARS: Look another duelist in the eyes and establish a moment from your shared past. What were you, before? Friends? Family? Lovers? Linger on that moment, that time before now. Don't explain what went wrong- they already know.

Take two black d6es.

BLOOD: Look a duelist you have an established past with in the eyes, then they explain why you're wrong. I didn't know. You don't understand. It's not my fault.

Then shoot them. You roll all your red dice and they roll all their black dice. If any values match across colors, both duelists recover all their dice of those values. Then, discard any remaining black dice and put any remaining red dice in front of the shot duelist.

If you have three or more red dice in front of you, speak your last words, then die.

Only one duelist can leave.

Ayo, I just started publishing my projects publicly recently and wanted to thank this challenge for being a major inspiration to do so. There's a slightly prettified version of this up on <https://rathayibacter.itch.io/sweat-tears-blood>, and if you play it be sure to let me know how it goes! Thanks again to everyone involved.

DELIRIOUS WITCHES

Rook

<https://foreignplanets.blogspot.com>

a para-roleplaying game,
destroy your friends,
in real life,
with black magic!

A 'game' for two or more 'friends'

Our players, the Delirious Witches, will actually perform black magic rituals and spells of their own devisal in attempts to curse each other and to discover their own latent magical abilities. Out of courtesy the Witches will let their cursee know what ritual has been performed and what it's effect will be. Fortunately, this allows counter-rituals to be done to negate the curse.

This is not a letter writing game, magic must be performed for the game to work. Increase the efficacy of your curses through progressively elaborate ritual and esoteric research. There will be an effect - even if unintentional.

Example messages-

"I have blackened a needle in candle-flame and thought of you meeting a spiteful stranger"

"I have stared into a dark mirror till my face became a spirit's, I told him of you, expect nightmares"

"I walked through the woods at night singing your name, all the creatures that lurk and crawl in the forest know you now"

The game ends when one Witch is too spooked, or both Witches become truly delirious and a truce is agreed.

I've always had a interest in the paranormal and in magic. It's a guilty pleasure, I'll pretend to do magic. I'll cavort around in the dark looking for ghosts in mirrors, all sorts of weird junk that I wouldn't want anyone to know about. I want you to 'pretend' to do magic as well. The game can be played positively, using magic to send your fellow 'players' good things... but where is the fun in that?

DICE FRIENDS

Tim Hutchings

<https://timhutchings.itch.io/>

Line up a set of polyhedral dice.

Use some old dice that are full of stories, use some new dice that've never been rolled.

Tuck the d20 into a warm pocket.

The dice in the line are all old friends.

Think about their personalities, their lives, their friendships.

What do they talk about?

Say the words they are saying to each other.

You can talk with them too!

Move the dice to a new place, let them look around.

Introduce the d20.

Say "Hi friends, I'd like you all to meet someone new!"

They are going to hit it off, I promise.

Let the dice have small adventures for as long as you like.

At some point tell them the d4 is sick.

About a month of dice time later you will pick up all the dice and roll them.

Whichever dice rolled lowest have died.

You'll need to tell the survivors the sad news.

Let them grieve.

This is hard for everyone.

Dispose of the deceased dice appropriately.

Roll the dice again.

Odd rolling dice stick around though it's never the same.

Even rolling dice leave; abandon them around town as you think appropriate.

They live without you now.

FLOATING ISLAND

Peter Malmberg

<https://blackfiskforlag.com/>

Gather 3-4 players, then read aloud:

This is a story about a group of very special creatures who once lived on a tiny floating island in the middle of a vast ocean.

We portray these creatures - and this island has been the home of our kin for countless generations.

Even though we are very different from one another we are family - and we love each other.

One player begins by choosing a scene:

- [] An everyday situation.
- [] Sharing a good meal.
- [] Making a furry friend.
- [] Seeing something spectacular.
- [] Seeing something on the horizon.
- [] Signs of an approaching natural disaster.

Set the scene and say who else is there as it happens.

After each scene, cross it off the list - then continue to the next player.

During your scene your character should clearly perform at least one of the following:

- * Share a memory or tell story of the past.
- * Be kind, loving, or caring.
- * Casually adapt to a new situation.
- * Enjoy the small things in life.

When the last scene has been crossed off, the story ends. Read aloud:

That was all a very long time ago and the island has long since sunken into the blue.

I wanted to create a feelgood roleplaying game capturing the mood of Tove Jansson's Moomin books.

Her characters are small, moderately intelligent beings who most often face rapid and overwhelming change. To me, what is special about them is their way to deal with that change: No matter what, they take care of each other (as well as others!), and make the most out of every situation - having an overall pleasant time.

BABIES VS. CARETAKER

Patrick Tait

<http://hoalabs.com>

GM: You are a caretaker, Your goal is to keep the babies safe and clean.

Players: You are a baby. It is your goal to drive your caretaker to madness.

Players: Call your mother, ask her on a five point scale how difficult you were as a child. This is your energy in D6's

GM: Call your mother, ask her on a five point scale to rate your parenting skills. Multiply this by the player count. This is your sanity.

Player: Describe a dangerous/disgusting act your baby performed, GM will determine a difficulty.

Players can combine efforts/dice.

Roll the dice pool.

4+ equals success.

Discard each 1-2.

When you are out of dice, you are sleepy and it's time for a nap.

If you roll more successes than the difficulty, GM loses sanity equivalent to difficulty fixing your mess/saving you from injury.

GM: Set difficulty.

"Diaper blowout over expensive rug" is 1 difficulty.

Complex things like "open baby-proofed cabinet and swallow cleaning supplies" are 3.

Describe how your caretaker stops it, easily if the player rolls failure, stressfully on success.

The GM wins if all babies fall asleep.

The player win by driving the caretaker insane.

Dedicated to Caleb (2.5 years) and Daniel (0.5 years), my sons and/or magical homonculi that live by eating my life force and money and transmute it to poop and love.

ARE YOU MY MAKER?

Samuel Doebler

<https://dreamingdragonslayer.wordpress.com>

One Game Master. One silent Golem.
One RPG dice set. Hope starts at d12.
Begin play in the ever-expansive
Sunless Sands.

GOLEM ASKS:

-What burning runes mark my hull?
-What eerie Threat lurks nearby?
-What steading am I lumbering
towards?

Then play five scenes, each centered
on a possible Maker.

GOLEM ASKS:

-What is their Vocation?
-How do they show themselves to be
both kind and unkind?
-How are we connected?
-What do they want to use me for?

When the Golem communicates "are you
my maker?" roll Hope, then decrease
the die size. If you rolled a 3 or
lower, there is strong evidence they
are.

After the fifth scene, the Golem
chooses a new Master or renounces
them all and wanders the Sunless
Sands.

Then the Threat descends upon you.

GOLEM ANSWERS:

-What hope do I have?
-Does the threat overpower me?
-Whose servant am I?

D4 Threats

- 1- demon vultures
- 2- pale sandwyrms
- 3- metal-hungry scavengers
- 4- insane efreeti

D12 Vocations

- 1- ember alchemist
- 2- dust artist
- 3- sitar master
- 4- obsidian warlord
- 5- caravan financier
- 6- sandwyrms harpooner
- 7- azure priestess
- 8- crescent smith
- 9- inventive urchin
- 10- foreign astrologist
- 11- alabaster princess
- 12- silk magi

Influences:

*Arabian Nights, Dr. Seuss, Journey
(video game), Unearth (board game),
The Sundered Land (role-playing game)*

THE DEFEATED

Ninjaiguana

They wanted to reshape the world. You stood against them as heroes to preserve your people. You failed. They won. Where do you go from here?

Describe who you were before the End.

Explain how you failed at the critical moment.

Contemplate what you seek in the ashes.

Take a deck of playing cards. Deal each person a hand of (2 x number of players). Place the rest of the deck in the middle of the table.

To begin, a player reveals the top card of the deck.

Hearts = A scene of emotional connection

Diamonds = A scene of future possibility

Clubs = A scene of confrontation

Spades = A flashback to the conflict

Along with the other players, enact your scene. At the climactic moment, all players play a single card from their hand. Black = failure. Red = success.

Current player break ties. Describe the ending accordingly and note the result. Play passes clockwise.

Once players have no cards left, the game is over. Count your scene results; if more successes, you have found a new purpose. If more failures, you have been broken by the past. If equal, you remain in torment. One by one, narrate your epilogue.

PAPERWORK

pyhnux

One player is a civilian that wants to get specific information from the database, and one is a bureaucrat that tries to deny him the request.

Both players agree on a time-limit in minutes.

The civilian then submits a request form for some specific information.

The following steps then repeat:

1) The bureaucrat checks the form and requests exactly 2 different fixes. This step may not take more than 15 seconds.

2) The civilian submits a fixed form

The bureaucrat can't request a fix he already requested or that directly oppose an older fix and can't request a fix the civilian can't feasibly achieve in up to a minute of work.

If the bureaucrat made illegal requests/passed his turn time-limit 3 times or the civilian made successful fixes equal to twice the game time-limit, the bureaucrat concedes, giving the civilian the information he wanted. If the agreed time-limit is reached, reception hours are over and the civilian loose. If the civilian submits a form without a requested fix (even an earlier one) than it is fully rejected and the civilian loose.

Fixes examples: add another form, change pen color, change paper size, add missing information, change letters size.

Created from personal experience on both sides of bureaucracy

THE STARS, OUR CONSTELLATIONS

Caroline Berg

<https://worldsofcarolineberg.wordpress.com/>

Each player draws 15 to 25 stars on the same piece of paper with pencils.

Then each player takes turns drawing lines between 5 and 10 stars to make a constellation.

Constellation lines cannot cross any other constellation lines.

Players continue to take turns until everyone has added two constellations, or there are no more clusters of at least 5 stars available.

Once all constellations have been created, the First Age starts.

During the First Age, all constellations and stand-alone stars are given names.

On their turn, each player gives one constellation or star a name.

Continue, rotating between players, until all are named.

Rotate again, this time each player gives a named constellation or star a story.

Once all constellations and stars have stories, the Second Age begins.

In the Second Age, half the constellations shift.

Go through each constellation and decide if it changed by adding new lines.

One player proposes a new name, while other players provide a new story, and a brief history why it changed.

The game ends once every changed constellation has a new story.

Example Names:

Crown of the North

The Investigator

Scythe's Handle

The First One

Varnek, the Winter Moose

Scorpion's Face

A MOST FOUL PLOT, AVERTED?

Michael Borgwardt

<http://brazzy.de>

Required: 32-card deck, four PLAYERS, GM. Shuffle cards, the Sevens separately as RANDOMIZER.

Scenario: A palace garden, diplomatic party with representatives of four KINGDOMS.

Suits represent KINGDOMS, faces roles:

King, Queen

Ace = Royal advisor

Jack = General

Ten = Bodyguard

Nine = Handmaid

Eight = Fool

PLAYERS draw their character from the deck.

RANDOMIZER (draw, no replace) determines KINGDOM goals, known only to GM and PLAYERS of that KINGDOM:

Spade: Assassinate VICTIM KINGDOM's leaders (also knows VICTIM).

Clubs: VICTIM - uncover plot, survive.

Hearts: Host - save face.

Diamond: Profit from chaos.

PLAYERS in turns draw NPC (redraw if own KINGDOM), converse up to five minutes, four rounds. RANDOMIZER (draw and replace) determines NPC personality:

Hearts: social.

Diamond: rational.

Spade: competitive.

Clubs: fearful.

Inactive PLAYERS choose NPC looks, meeting situation. GM plays them. Invent facts as needed. Then hue and cry is raised: "Murder! ASSASSINS!"

Each PLAYER chooses one PC or NPC TARGET they run towards to achieve their KINGDOM's goal. GM shuffles VICTIM and non-TARGET previously drawn NPCs, plus the Sevens as ASSASSINS. PLAYERS take turns drawing first an encounter on the way, then someone they find with TARGET. GM adds characters and decides action results for maximum drama.

FOREIGNERS: LEARN TO SPEAK THE LANGUAGE

Algunillo

pachapachit.com

Poor communication generates funny/absurd/terrible results. Adapt to the country while improving your language and other skills. Advance by reaching milestones (GM's discretion).

Skills

Language

Mental

Physical

Social

Assets

Acquaintances: not influential/powerful, but somehow useful (4 + ranks in Social).

Camping-gear: tent/knife/camping-stove/sleeping-bag/weather-outfit.

Car: second-hand, working-condition.

Computer/Phone: Internet-access.

Gun: second-hand pistol.

House: shared-kitchen, own-room; otherwise, sleep in cramped-place or the street.

Job: moderate-income, six-hours/day; otherwise you have just the minimum for survival.

Papers: you're legal!

System

-Character creation: Add two ranks to either Mental, Physical, or Social. Choose one asset. Choose one profession/trade (open).

-Milestone: Add one rank to any skill. Every third-milestone, get an asset.

-Assets may be got in-game too (GM's discretion).

-Important matters: Roll eight-sided die plus skill-ranks:

1: Failure. Always when rolled; actual outcome modified by skill-ranks.

2-7: GM's discretion, depending on task.

8: Success.

Attacks use either Physical, or best skill -2. Success inflicts wounds:

Bare-hands/non-metallic-items/light-items: one-wound/hit

Knives/heavy metallic-items: two-wounds/hit

Guns/big-blades/bows: three-wounds/hit

Wounds

Wounds = maximum ranks in highest skill: Character can't move or use skills.

Wounds = maximum ranks in highest skill + 2: Character is dead.

Healing: one-wound/week.

Strongly preferring sandbox, open-end style in gaming, I tried to build a system for that kind of role-playing. It was quite a challenge due to the 200-word limit, and even more because I had never designed a gaming system. I hope the result is as clear and engaging as it appeared to me.

I AM / WE ARE

James Shannon

twitter.com/utahrian

You are clones of Subject Zero.

Clones are illegal, secret or problematic.

Together, create 6 Original Traits for Subject Zero

Your clone has 3 Original Traits. Without consulting with the other players, pick 3 Unique Traits

Setup (Each player answers)

How did you discover your nature? Who's the Most Important Person to you?

Play

R&D (the GM) sets the scene. Start with each clone's MIP. Roll dice when something is uncertain, setting stakes before each roll. After each scene, if you lost a roll, change a Trait. Change a Unique Trait to an Original Trait or vice-versa. You can use new or existing Unique Traits. The game ends when one clone has only Unique Traits or Original Traits. Each player picks an epilogue, most Original Traits first. Cross off an epilogue after it is picked.

Rolls

R&D sets difficulty X from 2-6 (average 3) and rolls Xd6. The clone rolls 1d6, +1d6 for each applicable Trait. Helping players can add 1d6 for each matching Trait. Total the two highest dice. On ties, R&D wins, and a twist occurs (betrayal, unexpected ally, a new clone, etc.).

Epilogues

Tables Turned

Home

Trapped

New Legacy

Worst Fear

Greatest Hope

AUSPICIOUS ENDS

Clare Jones

<https://twitter.com/illessa>

They told you that Something is coming in seven days, you all know in your bones that it's true.

Take a selection of dreamlike images (from the internet or a boardgame such as Dixit) as Omens and split them between everyone.

GM describe where the players are spending their last week before the Arrival. Players describe your characters.

Each player is the Fate of the player to their left - secretly write down 3 predictions:

Who they will be

What they will do

How they will die

Put down an Omen you feel represents each one in front of the player.

When you act, roll d6, 5-6 succeeds. Your Fate will place an additional d6 to roll on any Omen they feel the action plays into.

Each night, everyone has the same dream; a means to avert the coming doom? The GM selects an image to represent it. If they feel the players succeed at fulfilling the Omen in the following day, they mark a success.

At the end of 7 days. Look at how many successes were marked:

Describe how disaster was miraculously averted

Or

Describe how you somehow hold on

Or

Describe how it all falls apart

THE BOYS

Cal Wilks

<https://wrestlepig.tumblr.com/>

You call yourselves the Boys, a gaggle of petty and absurd stepdads. You're about to fuck everything up again.

Get a Pool Table set up for Snooker. Ideally you suck at it. Dim the lights and drink some beers. Each player picks a hole for themselves and comes up with a dumb nickname.

One of the boys has a genius scheme. He makes the break.

Rotating around the left, each player narrates what their character will do, and makes a snooker shot at a red ball. If a ball goes in to a hole, they get another turn and can target colored balls.

If a red ball goes in a player's hole, that player narrates how that action fucked them over.

If a colored ball goes into a hole, that hole's associated player has his cravings and grudges sated. Say how.

If a player hits a foul, something bad happens to them instead of anyone else.

The game ends when the black is sunk. The player who took the shot miraculously escapes whatever consequences the boy's night out created.

Every other player narrates their Boy's final fate until next time.

an rpg for our modern times

WE LOVE YOU NINO'S PIZZA

Chloe L

Nino has passed away.

Nino's Pizza must live on.

You are Nino's family and friends.

You loved Nino very much, and now he is gone.

Who were you to Nino?

Linger through the five stages of grief. Each stage, work towards healing.

Take care of yourself and your family. Take care of business. Keep the pizza place and his memory alive.

Denial. Do you stay open the day it happens?

Bargaining. What do you regret about how it happened? If only...

Anger. Do the regulars still come in?

Depression. Can anyone make the sauce the way Nino did?

Acceptance. What makes you remember him and smile?

If these stages don't speak to you, think up some new ones.

After each stage, take turns writing a sign for the outside of the restaurant. Write three of each letter of the alphabet on scraps of paper. Randomly remove 10 pieces from your pile. Neighborhood teens stole those letters. Write your sign with the rest of the letters. Use it to share the experience of your grief with the world...or advertise your pizza. Know that as your community drives by, they are touched by the combination of letters you create.

The idea for this game came from a real pizza place I drive past every day. The snapshot of the grieving process I receive driving past as the sign changes is very meaningful. I wonder about the emotions behind the changes. Right now the sign reads "We hope we are making you proud always." Before that, the sign read "Pizza is like love, you lust need it." (neighborhood teens swapped the "j" around.) Grieving does not happen in a vacuum. Business and neighborhood teens just keep happening, even as your world feels upside down.

RESPONSIBILITIES

Sebastian A Becker

https://twitter.com/segel_ker

As many players as you want.

Someone you love has Alzheimer. You players must take care of they for 8 weeks.

Every week the loved one makes something that stress you. That must be up to you and how much you want to get into it.

Each player rolls a D6 signifying how much stress each of you gain.

After that you get one chance to reduce the stress in one of two ways:

-Working with the loved one. Taking care of them and later confronting you feelings.

Roll a D4. Reduce the stress by that level.

- Get angry or sad. Ignore the problem and let someone else deal with it.

Roll a D12. Reduce the stress by that number and add half of it as Guilt.

Round down.

After 8 weeks you count the stress and the guilt together and see who has more negative points.

Was dealing with feelings of my own and found this. Why not work them with something I love. TTRPG.

TRIVIAL MATTERS AND A BOMB

Tucker Lemos

<https://sceneplay.fireside.fm/>

A Dinner Conversation for Seven or
Less

This world is
beautiful.

broken.

Ours is also both of those things.

How odd.

Moving on.

Each of you:

Listen.

say something beautiful about this
world.

say something broken about this
world.

Listen.

Something drastic is going to happen.

First to these people.

Then to this world.

Each of you:

choose one:

Avail, Devon, Jace, Nari, Soryl,
Trill and Wyr

Another:

how you got here

the unseasonable weather

a new technology

a wager

how different things once were

a natural wonder

a work of art

And one more:

flirt because of desire

flirt in spite of desire

ask after a relative's health

ask after a missing guest

reveal a secret

reveal a fear

question another's past decision

Write your choices down.

Make a name tent.

These characters know of one another

They've never met.

They're:

powerful.

self-centered.

polite.

opinionated.

and well-informed.

Set a timer.

Place it under the table.

Sit for a meal.

Converse, using your choices if you
like.

Fragmenting,

individual exchanges

are ok.

Silence

is ok.

When the timer beeps, a bomb has
killed all present.

Drastic.

But what happens to the world?

This entry pulls from a Hitchcock
quote.

THE DRAGON IS DEAD

Nathan Knaack

www.nathanknaack.com

With the tyrant vanquished, the people can rebuild, but years of conflict have reduced the kingdom to ruin.

Pick a profession. You are commonfolk, not adventurers - blacksmiths, farmers, shopkeepers. You have a shared pool of resources, one per player.

Each player writes down a problem: widespread famine, flooded farmland, rampant crime, etc. Shuffle them and, without looking, write ascending numbers on their backs starting with 1. This is each problem's severity.

Flip over any one of the problems. Roll the die and add the severity; this is the difficulty to solve the problem.

All players roll. If one of the players has a relevant skill they want to use, add +1 to their roll. That player becomes exhausted and cannot roll for the next problem. Each player that rolls a 1 adds 1 to the group's resource pool.

Compare the highest roll to the difficulty; if it's higher, the problem is solved. If it's lower, the group can choose to spend resources to reach the difficulty, solving it.

You win the game if the total severity of the problems you solved is greater than those left unsolved.

If you fail, the dragon returns.

A LOAD OF COBBLERS

Giles Pritchard

<https://caradocgames.com/>

You are cobblers from a grand fantasy city trying to one-up each other about how the boots you made were more vital to a deadly quest than the last.

The boots you made were:

Trait: D6

boots of Trait: D6

- 1 Invisible Dancing
- 2 Dragon Skin Standing still
- 3 Stone Noisiness
- 4 Enmagicked Love
- 5 Floral Music
- 6 Hairy Telepathy

The hero wearing boots:

D6 + D6

- 1 Star Horse
- 2 Fire Tiger
- 3 Jittery Kitten
- 4 Thunder Duck
- 5 Tiny Goose
- 6 Frenzied Mantis

Each player takes a turn in telling a 6 minute (maximum) story about the climactic moment of a quest in which the boots they made were vital the success of the hero in that scene. The player telling the story is the active player.

A coin or token is awarded every time the active player describes a moment where a Trait of the boots was vital to the success of [insert hero] in the scene described. Coins are awarded by the listening cobblers.

Coins are not given if a specific use of a Trait has been described already.

A story being told should make sense, and not be contradictory or repetitive.

A debt is here owed to The Extraordinary Adventures of Baron Munchausen, Once Upon a Time, and all other, similar, story telling games.

THE SPEAKABLES

Daniel Dean

basicredrpg.blogspot.com

Speakables are arcane investigators who can talk you to death. Each Speakable has a Keyword about 6-7 letters long describing the character and a Lexicon, a word game a suspect must participate in once begun. If investigators are ever bested while employing this Lexicon their Keyword loses one letter. Losing all your letters renders you mute and destroys your rapport with a suspect. You may still write or use charades, unbound by your Lexicon's restrictions. Some suspects may require besting more than once, or in a certain order, before giving evidence or losing their own powers.

Lexicons:

Interrogator- Participants only speak in questions.

Shower- Begins each sentence with the last letter of previous sentence.

Magician- Forces participants to "spell" a correctly-used word from another's dialogue.

Decoder- Limits participants to ten-word vocabulary chosen by Decrypter.

Bookbinder- Traps words by writing them down, rendering them forbidden.

Word Crimes:

1. Grimoire Plagiarism
2. Poetry Without a License
3. Loose Tongues
4. Ambush Aphasia
5. Violent Interruption
6. Worder (murder of Magic Words)

Before starting, have someone observing write down the Last Word, an uncommon one, secretly. When this gets said everyone must solve the crime or be rendered Speechless, ending the game.

LAST RITES

Yarrun

<https://infimace.bandcamp.com>

2+ Players

Needs: A timer, pen and paper

The villain that's hounded you and your friends for years is on the ground, bleeding to death. Out of desperation, they ask for a chance to explain their actions.

Designate one person as the villain, and the others as adventurers. Each adventurer writes down a crime the villain has committed against them.

Set the timer to 10 minutes and reveal the crimes to the villain, then count to five and start the timer. The villain picks a crime and explains why they chose to commit it, and the adventurers may ask questions as they like.

Whenever an adventurer is satisfied, they may write an X next to that crime. When half the adventurers, rounded up, have written an X, cross that crime out and add five minutes to the timer. The villain repeats the process with a new crime.

When all crimes have been crossed out, the villain is allowed to live. The adventurers may choose what the villain must do afterwards as penance.

When the timer ends, the villain breathes their last and dies.

ATOMIC FLUX

Jon

Game Name: Atomic Flux

Congratulations, you and your party have survived one of the first prototypes of a teleportation device! Unfortunately, there have been some complications with your anatomy. The atoms of your body are in a constant state of flux, held together only by your willpower and memory of being human! However, your ability to change your atomic structure grants you some exceptional abilities... at a cost.

Each NPC, creature, and monster introduced to the campaign will have four "aspects" assigned to it. For example: a bird will have the four aspects of "wings," "feathers," "beak," and "talons."

Continuing the example: PC's will be able to alter their atomic structure to emulate the bird, but they can't choose one aspect. Instead they declare that they want to "emulate" the bird and roll a d4 to see which of the four aspects they get: they might have wanted wings for flight but instead they get a beak! This can lead to hilarity and creative solutions.

In order to "emulate" you need to spend a resource called "humanity," the more drastic the transformation the more humanity you spend. If you run out, you die!

Have fun!

LOOKOUT

Rick Dean

<https://twitter.com/SecretOrbit>

Needs: 2-4 Players

A window that looks out on an active outdoor space

Everyone sit facing the window and look out.

The window is a view-screen showing a live video feed from a nearby camera.

The view out the window is actually (choose one):

- the area outside your spacecraft, which has landed on a distant world.
- the area surrounding a secret government facility.
- the view from a remote wilderness lookout post.

Translate the real-world things you see into things that would make sense in the scenario you chose. Buildings are huge mossy boulders, birds are distant or tiny spaceships, streets are mighty rivers, people are tumbleweeds, etc.

Watch the scene attentively, mostly bored and silent, sometimes chatting idly.

Occasionally, something real or imagined outside will concern one of you. When this happens, point to it and ask your fellow players, "Wait, what is that?"

The other players will look closer, then explain why the thing you see is nothing to worry about, and you all go back to idly watching.

The game ends when someone reacts to a concern by saying, "Oh, no..." or "Oh, yes!" and all the players rush out of the room to investigate.

MONSTERS IN THE NIGHT

Jared Raynor

You make camp for the night.

The only light to see by is the fire.

Something stirs in the forest...

GM sets the scene, mood, and describes any monster(s) the players will face

Roll for success: Roll 1d6 to determine any outcome.

A 4 or higher is a success.

Monster(s) have HP equal to the total HP of all players at the table.

Split HP evenly if using more than 1 monster.

Monsters deal 1d6 damage for all attacks.

Characters: All characters begin with 12 HP, basic equipment for adventuring, and one weapon.

All weapons and effects deal 1d6 damage, spells and/or abilities may increase this.

Each player can create 3 special moves (or spells). The players and the Gm will determine damage and/or any effects.

Special abilities (or spells) can only be used 3 times/encounter. (GM may change this number depending on power of effect desired).

The Hunter: Longbow

Armor: take -1 point of damage

The Warrior: Longsword

Armor: take -2 points of damage

The Priest: Mace

Heal: restore 1d6 health to a single player

3 more spells

The Wizard: Staff

Fireball: deals 1d6 Fire damage

3 more spells

AN ODD LITTLE TOWN

Glen Mills

Basic Premise

This game is played with a GM, 2-6 players, and a handful of six-sided dice. Players are citizens of a small town in the middle of nowhere. Establish how they all know each other. Strange things are beginning to happen in town, and they are going to be tangled up in it.

Inciting Incident

- 1 Murder
- 2 Disappearance
- 3 Appearance
- 4 Sighting
- 5 Strange Behavior
- 6 Dreams

Resolving Uncertainty

When a player takes action, and the result is unclear, they roll a die. They can get extra dice in a few ways:

- Possess a significant advantage
- Work together with others
- Trigger a new Oddity

Take the highest die, and interpret the results:

- 1-3: No, And (Failure, things get worse.)
- 4: No, But (Failure, a bright side.)
- 5: Yes, But (Success, with a catch.)
- 6: Yes, And (Success, things get better.)

Oddities

Endless hallways. Strange creatures in the woods. Creepy strangers on the side of the road. As the players dig up the secrets of their town, reality unravels, and the world becomes more like a dream, or a nightmare. Some are innocuous new neighbors, some are deadly monsters. Oddities are permanent, they will snowball over time.

A game inspired by Welcome to Nightvale, Itras By, and Twin Peaks. I will most likely create an expanded version with lots of random tables that simply couldn't fit on this sheet.

SWORD UND SHOTGUN

Snorb

You are TRAVELERS, on a perilous journey to the PROMISED LANDS.

Divide nine points among the following stats: ATHLETICS, LORE, THIEVING, PERCEPTION, CONVERSE, MAGIC KEN, SURVIVAL, and SHOTGUN.

Name and describe your traveler. Each traveler starts with a sword and clothing.

Your traveler has eight COIN. One COIN buys:

- * Bandages
- * SHOTGUN points
- * Tools (bonus points in a stat-describe)

The NARRATOR rolls 1d6 to determine an encounter.

1: Environmental hazard

2-3: Monster encounter

4-5: Hostile humans

6: Human civilization (Trade?)

To perform a task that has any risk, roll a d6 per point in a stat. Use the highest die:

6: You succeed!

4-5: You succeed, but at cost.

1-3: Bad stuff happens.

(0 points in a stat? Hail Mary! Roll a d6 and hope you get a 6, otherwise Bad Stuff happens!)

Instead of using a stat, you may spend SHOTGUN points and roll those to shoot a problem in the face. Spent SHOTGUN points are lost forever.

Some "bad stuff" may include losing

gear, temporary stat penalties, or injuries. Four injuries and your traveler dies. SURVIVAL or bandages can remove injuries.

After ten journey legs, surviving travelers reach the PROMISED LANDS. Describe them!

*So this year, I was going to make a game about working the really lousy 11 am- 8 pm shift in retail called "Dulce et Decorum Est Pro THE CORPORATION Mori" (It Is Right and Proper to Die For THE CORPORATION) inspired by my many many years in retail hell. But, y'know, these games are for *escapism...**

*So I went with a fantasy piece instead. Rules are slightly worse than Blades in the Dark. And by "slightly" I mean "much." The shotguns, though? A reference to my dearly departed Nosferatu from my group's *Vampire: The Masquerade* game, Albert Hurt Johnson, who invariably dealt with every problem the coterie had by shooting it in the face with a shotgun.*

Special thanks go out to Charles Bair, John Brownlee, Matthew Bulick, Joshua Carlson, Damien Heppel, Chrissy Lake, Cory Miller, Allen Neral, and Bryan Thompson for being an awesome Venn diagram of gaming groups.

**Please* don't ask me what shotguns are doing in a more or less medieval fantasy game.*

MEDUSAE MENAGERIE

TheManWithAHammer

<https://themanwithahammer.blogspot.com/>

A gang of Medusae. Going to the Opera.

Each player rolls for hair type in secret (expand the table at your discretion):

1. Snakes
2. Gooses
3. Wasps
4. Worms
5. Octopuses
6. Suricates

Petrifying gaze and charm apply to all.

Medusae and players can't look at each others heads during the Opera.

The Opera is divided in three Acts.

Act one, Presence. Go in rounds, one-by-one, complimenting each others appearance. Heads are a sensitive area to avoid. Compliment for 10 minutes, or until a Medusa takes more than 2 seconds to come up with one. If the latter, that Medusa has to leave the Opera.

Act two, Invitation. A ticketing fault duplicated invitations. Randomly pair Medusae in twos. Each pair has to agree on who gets to seat and attend the Opera. The Iron Butler can be called, but he won't help. If after 5 minutes there is no agreement on who leaves, both do.

Act three, Performance. Each Medusa secretly writes on paper an adjective describing the Opera. The Medusae have 2 minutes to ask each other questions that can be answered with yes/no.

If they find the description, the remaining WON. Otherwise they all LOST.

YOU HAD A TIME MACHINE

Michael Blatherwick

https://twitter.com/rogue_michael

You were all there at the end, and you were so close to stopping everything going wrong. You'd worked so much out, found so many answers. And still you failed.

But you had a time machine.

You're there again. It's near the end now, but there's some time left.

Maybe hours, maybe days? You're not future you, who travelled through time: they can't come here now. They went back, way back. Got jobs, produced art, created products: left you clues. You don't have their memories, but if you can find their hints, you just might be able to fix things this time.

When faced with a decision to make, everyone looks at the objects around them: books, DVDs, packets of food. Each person picks something. Reads the words on it, looks at the pictures, examines its form. Future you knew what you'd pick, so it must be right.

Find the meaning in it.

Someone tells the others what they've found and gives two courses of action that it suggests to them. Simultaneously vote on the actions. If it's split, take the more popular action. If it's unanimous, take that action but the outcome will be bad.

Fix it this time.

ARKANA

Martin

Players are sprites tasked to shape a young world.

Players and DM take tarot sets and split them into major and minor arcana and shuffle.

Stats:

distribute: 1,2,3,3

*create&shape-wands

*destroy&reduce-swords

* communicate&influence-coins

*life&resistance-cups

checks

Choose appropriate skill and draw cards accordingly from lower arkana and add values together,

if card-suit matches skill, value doubles

if sum matches value on major arkana card from DM=success

if exactly 2 show the same suit=crit

if other player supports, add half of other player's card suit-value rounded down.

If DM performs check, either use card suit-value or draw a storyline-appropriate amount of cards.

If player loses, a different approach must be used.

GM uses major arkana-cards to tell the story, one at a time. If a player resolves a card(=situation) with a critical skill check, GM awards said card to player.

GM can add additional cards to introduce adversaries and complications.

Players can use card amount equal to skill rating to raise skill, or can use card to SWAY story, by using card as inspiration to change course of story, but player can only add to GM's story.

Keep going until deck is empty or the story is told.

Huge thanks to John Harper for writing Blades in the Dark and showing me, that players can have story-telling authority too.

Also thanks to Jonathan Tweet, for infecting my brain with the idea, that cards can be used to tell amazing stories

FEAR THE DARK

Freddy Powell

assign 3*strong, 4*average & 4*weak to following actions and reactions.

actions:

Athletics.

Coordination.

Insight.

Knowledge.

Persuasion.

Perception.

Stealth.

Thought.

reactions:

Fight.

Flight.

Inquiry.

character also has: Dark Secret, Reason to Live, and one word Phobia.

To determine success in action or reaction: roll 2d6 if weak, 3d6 if average, 4d6 if strong. if roll at least one 4 or 5, success with complication. if one 6, success. otherwise failure. gm's discretion: 1 fewer or 1 more d6. if <1d6 rolled, failure.

Injury: while injured, cannot perform Flight, and have 1d6 less on Fight. if injured while injured, die.

Fear: while afraid cannot perform Inquiry, Fight.

Paranoia: while paranoid, cannot perform Flight, take 1d6 less on inquiry.

gm describes world, players choose action. action resolved, repeat. players must describe actions and reactions. if phobia present, character afraid.

gm may cause an encounter. all players choose reaction.

Fight: Success: all characters escape. Complication: you are injured.

Flight: Success: you escape. Complication: none. take 1d6 less to help one other escape.

Inquiry: Success: you learn one relevant thing and you escape. Complication: you are paranoid.

If you do not escape, you are injured.

This is a horror RPG.

PET, THE SHADOW

Guilherme Gontijo

<https://gontijo.itch.io>

Humans never could prove the existence of supernatural because their pets fight the underworld everyday. You are a pet investigating and trying to stop darkness from destroying humankind.

Choose a pet species and a name.

Describe the pet and it's background. Choose an extraordinary talent you're known for. You start with a 1d6 Darkness Dice at 1.

If you feel that you can fail at something, roll 2d6: 1-6 you fail; 7-9 you succeeds with a cost; and 10-12 you succeeds. If your background or species gives you some advantage, add 1 do the dice result. If is the case of disadvantage, less 1.

Everytime you find something supernatural or disturbing, roll your 1d6 Darkness dice. If the result is bigger than your actual number, add 1 to it. When you reach 6 you're lost and became a violent crazy killer beast. Create a new character, then.

Magic can be used and it is connected with your talent, but it costs Darkness dice rolls, everytime. The Dark Plain can be seen when you reach 5 in Darkness Dice. Each game session your Darkness comes back 1.

This is a PbtA + Cthulhu Dark Hack.

BLOOD ON MINISTRY'S CARPETS

Luke Acad

3+ players

A D10 dice

One player gets to be a GM, others are 'janitors'

You work in the very heart of a totalitarian State - The Ministry. The Ubergeneral is going to visit soon but for some reason there's blood on the carpet near the conference room! And the worst of all - you've lost your keycard that allowed you to get into the technical zone, where the closet with all your stuff is situated.

Players try to get the cleaning chemicals by all possible means - tricking the officer into believing they are high-ranked officials, crawling through the vents or just stealing keycards from others. GM sets the difficulty on 1-10 scale and janitors roll dice trying to get over the number. When players fail they are noticed by officers and can blame other players for their faults. If they don't succeed at convincing GM or if other player successfully blames them they get a 'warning'. After three warnings player is taken by the secret police. The janitor that actually cleans the blood stain is declared a 'National Hero'.

When all the players are out or the carpet is clean, GM narrates Ubergeneral's visit and each janitor's fate.

I'm really into table-top games and i've been playing and GMing RPGs for over a year now. So i discovered this great challege and decided to test my creativity and writing skills! Hope you enjoy it:)

THE CRYPTOZOOLOGIST

Giulia Cursi

<https://www.facebook.com/nenhiril>

Three–five players and ten tokens.

The player who made the most recent travel is Cryptozoologist, who is exploring a land to find a cryptid.

The others are the Land, they have authority on the environment.

Creation

The player to the left of Cryptozoologist is first in turn and describes how the land is. The other Land Players do the same until is Cryptozoologist turn and the round finish.

Only one sentence or two for player.

Cryptozoologist draw a map, describe what you're wearing and the blurred image of the cryptid that you have. Take two token.

Land decide in secret how is really the cryptid, based on what Cryptozoologist told, and where it lives.

Beginning

Cryptozoologist choose a direction.

Land choose one of the following.

- Describe the environment.
- Introduce an NPC.
- Introduce a clue about the cryptid.
- Introduce an obstacle.

Cryptozoologist: describe what you do, think and where you go.

Continue clockwise.

Conflict

Cryptozoologist spend a token

to overcome an obstacle.

Land give a token to Cryptozoologist at the end of the round when they choose the right direction.

End

Token ended, Land decide if Cryptozoologist found the cryptid.

Describe a scene and Cryptozoologist decide the end.

SIMPLE EXPLORERS

Duncan Wilde

You are an Explorer. As such, you have a NAME, a ROLE, GOALS, and three stats.

BODY is physical; climbing, hitting, withstanding hits.

SENSES are accuracy, perception, dexterity.

MIND is knowledge, discernment, magical prowess.

Start with two in each, and add four points between them. Whenever you test your skills, divide your stat in half (rounded down) and roll that many d6. Rolls of 4+ are one success each. One success means it works, but only just, and something goes very wrong. Two successes means it works with minor difficulties. Three successes means it works perfectly. For every roll that ends in no successes, mark one exp. Spend three exp to increase a stat by one.

To help an ally, roll the stat they do. For each of your successes, they roll +1d6.

ROLES and GOALS:

Choose a ROLE for yourself; this is who a you are and what you do. Some examples include: "Boxer", "Hacker", and "Mage"

Also choose a GOAL for yourself; why you wanted to Explore. Some examples include: "Help People", "Prove Myself", and "Make My Fortune".

That's it! You can use this system for any setting, just fit the ROLES and GOALS to your game!

RACCOON ISLAND

Maria "Dreamer" Smolina

https://www.patreon.com/Dreamer_m

You are smart wild animals on a tropical island with no big predators or regular human presence, except for some old ruins. Players pick one animal each to represent: bat, capybara, lemur, tortoise, raccoon. All animals can speak to each other, but not to humans. One of you is a game master who plays for environment and humans.

Recently, humans arrived to your island and started building something. You animals are keen on driving them away!

During night, animal players describe what are they doing to scare away, misguide, sabotage or otherwise harass the humans in their camp. During day, humans go active behind scenes, possibly exploring, repairing or making traps against you!

To succeed at an action, roll 2d6. If you act like an animal, you succeed on 2-7. If you act in a non-animal manner, you succeed on 8-12. Doubles are complications, at GMs discretion. If you get help of another animal or reasonable advantage, you may reroll one of the dice once.

If animals make humans leave, they win. If humans complete their project and bring more humans to the island, the animals lose.

LAST DANCE

Wil Cornish

twitter.com/wilcoclahas

A game about music, reminiscence and the end of the world for 3-5 players. The world is going to end at the climax of this party. As a group, decide why the party is happening, the host and who's attending. Players will be party attendees, the GM runs the world around them.

Players and GM: create a playlist of 90-150 songs, together. Don't add more than two weird obscure songs only you know, mutual recognition is vital to the game. Three minute pop songs are ideal.

When a scene starts, the GM describes a situation and shuffles the playlist. The players discuss why, right now, this song matters more to them than anyone else in the world. This can reveal their past, response to the scene or current emotional state.

Anything stated during scene framing by any player remains true. If players don't agree when the song ends, the GM decides who's argument is most relevant. The chosen player chooses how the scene resolves. Other players act as a supporting cast, hindering or assisting that player's resolution. After twice as many scenes as players, the world ends, and with it any of the conflicts at the party.

Thanks to the Hearty Dice Friends for encouragement to do the thing.

HEAVY WORDS

C. Martins

<https://www.instagram.com/cm08illustrations>

#mood

A dark cloud floats above your head... the desire you've left drifts away from your body. You try to move, but your limbs don't respond to your commands.

You're somehow trapped inside your own mind. To set yourself free you need to find the word that keeps you prisoner.

#setup

One of the players will be the "Word Keeper" [WK]. The other(s) will be "Prisoner(s)"

Each Prisoner picks a stone. They write on its surface a word with meaning.

#gameplay

Wk is responsible for:

- *Creating the world and filling the scenario with surrealism

- *Setting obstacles to prisoners

- *Asking the prisoners some questions (specially "what do you do?")

Prisoners:

- *Play to escape reality and surpass WK's obstacles by answering the questions they are addressed

- *Can't show the written word to other players

- *Can't say their own written word!

#end

While playing, if WK says the Prisoner's word, the stone is shown and the word is revealed.

Prisoner shows the importance of that word to him (by telling a flashback episode).

WK ends the narrative (by telling how that word sets the prisoner free).

The stone is thrown away as far as it can and the game is over.

Props to André Tavares and Telmo Leal

LET'S GET PAID

Spencer Campbell

<https://thegilaboy.itch.io/>

You are criminals, ready to take a big score. Roll 1d6:

1. Jewelry store
2. Bank
3. Home robbery
4. Blackmail
5. Art theft
6. Assassination

Core Mechanic

You will need d6 of two different colors; designate one color as Cool, and the other as Heat. Each PC starts with one die of each color. Whenever you attempt something, the GM will give a difficulty, 2-6, and you will roll all of your Cool and Heat dice. If any Cool dice are equal to or above the difficulty, you succeed. If any Heat are below, there is a complication.

Choose your complication:

- Something bad happens to you, and +1 to your Heat dice
- Something less bad happens to everyone, +1 to Threat Meter

PCs can get more Cool dice by making progress, gathering useful items, or generally being great criminals (GM's discretion).

Threat Meter

The Threat Meter has 6 segments, and tracks the amount of heat on the heist. Every segment filled should complicate the heist for all of the players (more guards, increased security). If the Threat Meter ever fills up, the cops have shut down the heist, get out of there!

This is a super slimmed down version of an ongoing heist game I'm working on. If you're interested in the more complex version, please reach out to me! I also have another microRPG that you can tag onto this, if things go really poorly for the players, which you can find at <https://thegilaboy.itch.io/get-to-the-van>

SPELLBOOK!

The High Minded

Instagram @thehighminded

Spellbook!

by The High Minded

In this game, players play wizards trying to impress the High Wizard with their spellbooks. One player is the High Wizard, judge of the spellbooks. The High Wizard also makes copies of spells, usually simple combinations of symbols and text, and puts them around the game environment before the game. These can be printed on paper or actually part of the environment, such as written on a wall in chalk. Spells can also be given out by other NPCs, if you have enough players, who may require a task to earn a spell.

The other players are wizards who wander the environment, collecting spells to scribe into their spellbooks. These books should be blank journal type books brought by players or provided as part of the game. There is also a place for the wizards to scribe the spells into their books using markers and other art supplies to embellish them. At a certain time, all the wizards must turn their spellbook in to be judged. The High Wizard looks over the entries and selects the spellbook which shows the most magical promise! There should be a celebration following the contest!

DRUNK MONK

Simon Waddell

<https://twitter.com/VanGhoulGames>

God: "You stupid f#\$@% monks! You drank too much dang wine! You're no longer pure! You've sullied your souls, and must pilgrimage through treacherous terrain to find the Purity Pond and take a cleansing bath!"

creates beacon of light in the distance indicating location of the Purity Pond

Monks: "Oh shoot dang -BELCHh, we're gonna be setting off then."

REQUIRES

d4, d6, d8, d20, bottle caps/tokens, friends and beer

MAKE YOUR MONK

4 points divided across the 3 stats

Body for guesses on any physical actions

Mind for guesses on any mental actions

Heart for heartiness

God declares which dice He will be rolling. Bigger dice = Bigger challenge. He rolls in secret to get the Holy Number. If a monk wants to overcome an obstacle, they must guess the Holy Number. Every time they guess wrong, they must take a drink.

Finish the beer to succeed even after failing to guess the Holy Number.

d20 is for a Group Action; monks guess the same Holy Number together. If anyone repeats a number, they drink twice for not staying focused.

If failure means getting hurt (like fighting an ogre, or climbing a cliff) then they lose a Heart.

Drink Responsibly

I pray for a future where people chant "Drunk! Monk! Drunk! Monk!" at parties. This game is untested. PLEASE drink responsibly.

<3

FOR WHOMEVER FINDS THIS

Paige Jackson

This accepts at least three participants.

All of the participants will read rules separately before play.

Participants will not discuss rules before play or during play.

All participants are reading different rules.

Participants should know that we cannot be trusted.

One of your number is a ghost.

One of your number killed them.

No one knows who was killed and who did the killing.

Did you do it?

Tell us.

One of your number killed you.

Do not let the others know that you are a ghost.

Who are you?

Tell us.

How do you know the others?

Tell us.

Where are you?

Tell us.

What were the last twenty words you said?

Tell us.

These words are all you can say.

Do not let the others know that you are a ghost.

Why?

You must find your killer.

You must kill your killer.

Why?

Tell us.

Trust nothing.

-X

Thanks to E. L. Shepard and Anonymous for help with editing.

BURNT, TRUTH IN A WORLD OF LIES

Liam Thompson

twitter @GamesCrayon

Purple Crayon Games.

>When an intelligence agency finds an asset or operator unreliable and they are disavowed.

You are that Operator, Answers or revenge?

>GM IS DIRECTOR OF OPS (DO).

>>PICK A PAST.

>>>AGENT, SPECIAL OPERATOR, HACKER, CONTRACTOR.

This will give you a set of skills defined by you.

>>>>Distribute 8 points between:

>PHYSICAL, strength, reflexes.

>DEXTERITY, dexterous tasks.

>INTELLIGENCE, Codes, Languages.

>TASKS & FIGHTS.

The figure allocated to a stat. represents a die, add a die if you are skilled in what you are doing, add or subtract a die modifier +1 or -1 if you are skilled, unskilled, under pressure, scared.

>Player rolls PHYSICAL + SKILL +/- 1 Dice

>Director rolls PHYSICAL + SKILL +/- 1 Dice for enemy.

>Highest score wins.

>Roll for damage.

Anythings deadly in the right hands.

Roll 2D

1,1 on dice, epic failure described by the Director.

3-6 EASY, GRAZE.

7-9 TRICKY, Light wound, bandages and 1 days rest

10-11 SERIOUS WOUND, possible surgery

6,6 on dice heroic success or instant kill, described by the player.

Director notes:

BURNT plays like a TABLETOP BOURNE IDENTITY, follow:

WHO WHAT WHERE WHEN WHY?

For those who love action, espionage and hard, gritty spy movies like Bourne, Clear and present danger etc.

MADNESS MADNESS MADNESS M DNE S MASS MADNE

ROU

@_r_o_u_

You are hunted

When you glimpse the visage of your predator, write its name on your paper

When you are harmed, tear off a bit of your paper

No paper

no blood

death

Muddled paper

no sanity

madness

When you encounter challenge, roll your three dice on your paper

An eleven succeeds

Dice on the paper are counted

You are good at one, bad at another and gain or lose a die in context:

scrambling

struggling

interpreting

When you are bleeding, roll

patch on some torn paper

When you want to clear your head, roll

erase that many letters

but will you be caught in invigilance?

Steal a car; grab a brick; brandish a cross; flee to sunlight; plead;

did it help?

A revision of my 2018 submission, CLIMB the SPIRE, which - to my chagrin - I made about a day too late, and have been waiting a year and some change to submit.

SPEAK WITH DEAD

Daniel Fowler

To begin, players introduce their mediums and gives an interesting story about the location.

They must each briefly shuffle or handle the deck.

Taking turns each medium closes their eyes, and asks a question of the spirits.

The Spirits (other players) draw a single card, discarding it face down. Without discussion, they describe or enact the response.

One spirit may narrate the whole response or each may contribute a part. Messages from the spirits are often confusing.

The current medium may not ask for clarification but may offer their own interpretation.

Any player may touch the deck to end the response and the turn. When drawing a five or less (including aces), the spirits remain silent, discard the card and wait for the medium to pass their turn. Otherwise the attitude of the response is decided by the suit of the drawn card. Face cards add an identifiable apparition of some kind. Responses may include, noises, whispers, memories, apparitions and even movement of furniture.

Six and up:

Heart: Emotion, Memory

Diamond: Definite Affirmative

Club: Violence, Movement

Spade: Definite Denial

Jack: Child

Queen: Woman

King: Man

The night ends when the mediums are certain of the truth or have fled.

WESTWOOD EMPIRE

Bruno Sathler

<https://www.youtube.com/channel/UCvdcpiZV-pFXoRPWyzI2Zeg>

Gather your Friends. Explore westerns empires, fight soldiers, face Indians shamans, Survive wild challenges, win duel with strangers and face wild beasts. Use your gunslinger skills to conquer the west.

The player can be many type of explorers in a world inspired by medieval theme in a western settings. Knights are Union Soldiers, Rogues are Gunslingers, wizards are Shamans, Indians are Warriors, bards are musicians and a lot more variety in the west premisses. The Characters are built with: Brute, Speed, Accuracy, Vitality, Diplomacy, Luck and Survival. You can, Use your fists, be quick to react, hit any target, resist the harsh west, talk your way out of situation, count on luck for help and survive in the wild. Using the d20 as your weapon to see how you do in the west. Watch out because everything can kill your character. A single shot well placed, and you are doom. Be strategic, think in all possibilities. You can duel with anybody, but you need improve your Accuracy to become the best gunslinger in the Empire, and maybe find riches with gold, money and, of course, a lot of whisky. Welcome to Westwood Empire.

200 WORD RPG: THE 200 WORD RPG

Crossfiyah

You and any friends you can convince to sit down with you create your own 200 Word RPGs.

Using pencils and paper, write down the rules. Think about the rules for a long time, and how they make you feel. Award extra points to anyone who tears up, smirks knowingly, or otherwise silently demonstrates they're more emotionally connected or avant-garde. The rules themselves do not matter. No players should at any point converse with each other during rule creation.

Then, each of you takes turn being a judge. For any game that use dice, cards, or things you would expect to find in an RPG, roll 1d6 and assign the game that many points. For any games that use objects you would never find in an RPG, such as matchsticks, ice cubes, or used tissues, roll 1d6 and add 6. Double the points of any game if the subject matter is exceptionally ludicrous. No players should at any point converse with each other during judging.

At the end of the game, whichever game has the most points wins. Then none of you play any of the games.

Solo variant: The regular game will always be a solo variant.

I just wanted to thank the community for being so supportive with all of the feedback I received since I first started designing this RPG a year ago. Truly, it would not have been as polished for submission without the helpful folks at /r/RPGDesign.

HUNDREDS OF MILES TO SAFETOWN (200 DAYS)

Chris Hallberg

<https://twitter.com/crhallberg>

It's hundreds of miles to Safetown.
It'll take 200 DAYS to get there,
maybe longer.

Choose a PARTNER.

What brought you together?

Why can't you stay?

How will you get there?

Not every day is eventful. To PASS
TIME, both roll a d20.

The DIFFERENCE is how an EVENT
affects your partnership.

When the DIFFERENCE is less than
SEVEN, the EVENT brings you closer
together.

Something makes your day.

When the DIFFERENCE is SEVEN or more,
the EVENT drives you farther apart.

Something important is lost or
broken.

When you roll the same number, you
enjoy the peak of your relationship.

Something in your chest expands.

When a 1 and 20 are rolled, the EVENT
creates an unmendable rift.

Something will never be forgiven.

Leave your PARTNER behind.

Create EVENTS together and overcome
them together.

The SUM is how many days pass after
the EVENT. PASS TIME until 200 DAYS
have come and gone.

Complete the journey.

-: Optional EVENT Aid : draw
inspiration for each rolled digit (20
= 2 and 0) :-

0

a FRIEND

1

a STRANGER

2

a BEAST

3

a PLANT

4

the NIGHT

5

the WEATHER

6

our FOOD

7

our GEAR

8

the PAST

9

the FUTURE

*Thank you for reading and playing!
I'll be incorporating feedback into
my 250 word edition here: [https://
crhallberg.com/200wordrpg/200days/](https://crhallberg.com/200wordrpg/200days/).*

AFTER

Daniel Wood

errantflux.com

The world is as old as time, it rests in an ancient slumber. Iron and steel creeps from its tombs, to haunt the green world above. Ancient wonders waiting to be found, as miasmas sweep the land. Adventures arise to tempt fate, one last time.

Decide on a GM

Describe your wildly adventurer, give them two traits, one good, one bad. Design them a key item, this is a contraption to help them in this broken world.

Each player chooses 3 skills, if the player fails 5 times attempting the skill, they get the skilled action free and always succeed.

Players get 5 cards from a 52 card deck and place them face down on the table.

Draw from this stack to Spend or Lose a card, place Gained cards on the bottom. Used cards go into the draw pile, center on the table, which is shuffled each round.

To resolve, spend a card, if the players card number (King12,...,Ace1) is higher than the next draw pile card they succeed. Discard Both.

Anytime Adventures:

>Spend to resolve

>Lose when harmed

During Adventures Turns:

>Move

>Spend to acquire

>Give a card to a Player

>Draw 2

This is based off of an idea I have had for a combined action/health system.

THE HEFFALUMPS GRAVEYARD

Coman Fullard

@comanfullard

You play characters near the end of childhood, whose spirits journey through the land of dreams accompanying your corporeal toy companion to its final resting place in the fabled Heffalumps Graveyard, while avoiding the clutches of the villainous China Doll, the spare-part pirate. Gain access to the graveyard by getting past the guardian, a giant black dog, Mr Sausages. He talks with a refined accent and only lets the worthiest toys in. Lay your toy to rest & mature, or refuse and stay young forever.

Each player describes a treasured toy and names it. The group agrees which two skills the toy confers. For example:

Teddy: Grapple, forage

Action man: eagle eyes, opposable thumbs

Evil Kneivel: drive, jump

Robot: Logic, strength

My Little Pony: ride, kick

Dolly: etiquette, charm

Stretch Armstrong: reach, resist wounds

For any challenge the players roll 1D6 and an additional 1D6 for each applicable skill. Use the best roll as the result

Fail: 1 - 3

Success: 4 - 6

Sample encounters:

=====

Buckaroo's rodeo challenge

Kerplunk - the marble tsunami

The snakes and the ladders

Sand pit dunes

Plastic dinosaur stampede

Beanie baby jungle

Hungry hungry Hippos

Meccanno bridge

Tamagotchi menagerie with

transformer zookeeper

Skeletors Bouncy Castle

BLESSED BE

Saintsayonara

<https://www.instagram.com/saintsayonara/>

Requirements:

Up to 4 Players, 4 Coins per Player

A D8

The Players are of the Angelic Host, trying to guide a Mortal towards their Spheres of Influence.

The Storyteller will begin by breathing life and identity to our Mortal, The Hosts will each give 3 characteristics to his environment and pick one or two Spheres depending on player count, These being:

Justice

Redemption

Damnation

Indulgence

The Hosts cannot directly influence the Mortal, but at any point during the game, the hosts may cause events or minor miracles to happen around them, To guide the Mortal

Roll a d8

1-2 The Host loses a Coin or an Influence

3- 4 Flip a coin, Mortal Gains 1 Influence if Heads, none if Tails

5- 6 Mortal gains 1 Influence

7-8 Mortal gains 1 Influence, Flip a Coin to remove a conflicting Influence on heads.

The opposing Host may, at any point give you 1 of their Coins to completely cancel your influence, or to twist the event you have caused to suit their Sphere.

The game ends when a single Host holds all the Coins, or the mortal has gained 5 Influences of a given type.

First time participating in this, The game itself is kinda vague but i think it serves its purpose as a "competitive storytelling" kind of deal for the time being. might revisit the idea in the future

DON'T FLIP OUT AT WORK!

Cyan Matilda

<https://www.patreon.com/Psionide>

One player is the General Manager (GM), and the rest are minimum-wage workers.

Workers have a NAME, a USELESS COLLEGE MAJOR, and a d6 pool (starts at 1d6). The Manager has a NAME and can fire anyone on the spot.

Before you begin play, describe the following about the store:

- > Name
- > What it sells
- > A dreaded loyal customer

Player goals:

- > Keep your job.
- > Make sure all workplace positions are filled.

Player actions:

- > When your job is infuriating, roll your pool.
- > Roll no sixes: You bottle it up. Add 1d6 to your pool.
- > Roll a six: You flip out at work!
- > When you take a secret break, remove 1d6 from your pool, and put it in the middle. During subsequent breaks, workers place their break die on top, forming a tower of laziness.
- > If the tower collapses on your break, the manager catches you and flips out at work!
- > When the day is over, go home, sleep for five hours, and start again the next morning.

Manager goals:

- > Run the game. Switch roles between manager, customers, and everyone else.
- > Keep the workplace running.

Manager actions:

- > Introduce an infuriating customer
- > Break something in the store
- > Fire a worker

A quick guide to ruining friendships and creating a toxic work-environment: nudge the table.

GLORIOUS LEADER IS DEAD!

Tyler Omichinski

www.brokenthings.ca

Comrade of the Glorious Revolution! The president is dead. Turn on a radio (or song, or podcast, or Video); the next sentence you hear were his/her last words. Each person is a member of the ruling party.

Sequester everyone until you can create a unified front behind a new President. Anyone who enters needs to be sworn to secrecy.

Everyone takes turns declaring their position in the cabinet before the death of the President. Using social media, phones, etc, reach out to people to seek their support for your position as President, but without letting them know that the President is dead. These people are Members of the Glorious Revolution.

If two or more people gain the purported support of the same Member of the Glorious, they each need to make a speech to the remaining members of the cabinet. Everyone in the room then votes to award the support of those Members to one of the people giving a speech.

First person to a majority of at least 10 supporters becomes the new President and gets to decide their cabinet.

THE OLD WAYS

Stephanie Godfrey

Christendom has invaded Westland Isle. You are a creature of lore. If no one believes in you, you cease to exist. Goal: Shake faith of the locals so they continue to cling to the old ways. You can't cause them physical harm, but you can show them what true hell looks like.

Choose a class-selkie, shapeshifting water spirit, +1 dice near water; banshee, wailing harbinger of doom, roll fear to curse a target and succeed on 6+ against them; Gwyllion, ghostly night wanderer, +1 dice to skulk in darkness; sluagh, troublesome restless spirit, +1 dice to fear

Stats: Presence-social, for fear or charm; Skulk-physical, for sneaking or hiding; Insight-mental, for planning and reading opponents. Resolve-dedication to your cause. Divide 3-2-1 between presence-skulk-insight. Resolve starts at 5 and acts like health. Roll dice equal to your stat to perform tasks. 7+ is a success.

Townsfolk start with Fear equal to zero and Faith from 1-6. Insight detects faith and fear, presence attacks them. Townsfolk roll Faith for and against attacks. Fear subtracts from faith, but townsfolk eventually flee from fear. When a townsfolk's faith drops to zero, they become a heathen and deny the mainland's religious influence.

This is my second year participating in the challenge, and my third finished RPG. I am considering expanding this 200 word RPG to a more fleshed out game that's a complete, stand-alone one shot, similar to Lady Blackbird.

REMEMBRANCE

Mark Preston

<https://burnoutblog.org/>

Requires: 3-6 players, cards numbered 1-6.

~~~~~  
Heads bow. Tears swell. Rain falls.

The pastor gives blessing. The coffin of a great man is lowered into the dirt. His name is etched in stone. You pay your respects.

~~~~~  
Deal one card each. At the pub, you toast to his memory. You're his:

1. Parent
2. Child
3. Spouse
4. Best friend
5. Colleague
6. Old-flame.

~~~~~  
Re-deal. You raise your glass and speak in turn, reflecting on how:

1. You met him
2. He changed your life
3. You changed his life
4. He changed the world
5. The world treated him
6. He'll be remembered.

~~~~~  
Re-deal. Drinks flow. You recall the good times you shared with him:

1. Getting drunk
2. Getting rich
3. Getting laid
4. Travelling
5. Breaking the law
6. Doing good.

~~~~~  
Re-deal. Night descends. Bitter memories stir, which cannot be left unspoken:

1. His dark secret
2. Why you hated him
3. How he crossed you
4. How you found him dead
5. Who murdered him?
6. Why he deserved it.

Tempers flare. You leave separately, but each return to his grave to leave something: flowers, a ring, a note... or a bladderfull of piss.

*This entry was written as part of a personal challenge to write 30 two-hundred-word RPGs in 30 days. I managed to write 27 and am submitting 20 of those.*

# APRÈS MOI LE DÉLUGE

---

Jared Moya

You represent a festering establishment. Like Icarus chasing the sun, you carry your people to their imminent and completely evitable demise.

Build a Jenga tower at the center of the table. You will destabilize this Regime, your people's tomorrow, for the sake of your own today. Consider Versailles, Babel, Krypton, Atlantis, environmental policy.

Describe your broad Domain, individual Titles, and decadent Vices. Take turns narrating and governing selfishly, or rule alone.

Whenever you:

...*\*Underestimate Suffering\** or *\*Belittle Your Advisers\**, pull a brick from the Regime. Place it in the Treasury.

...*\*Boast of Your Vision\** or *\*Revel In Luxury\**, construct Vanity Projects around the Regime's foundation using the Treasury. Build palaces, armies, idols, gardens. Dream of a legacy.

If a Vanity Project falls, blame it on a factor outside your control. Then, place its bricks atop the Regime.

When the Regime falls, the future you refused to see is now the present. Narrate how it all goes wrong. The game is over.

At any time, your dynasty can step down and hand power to someone more capable. Briefly narrate how they will be a force for good, then place one hand on the doomed Regime and shove it over. See above.

*Early in the design stages, I had AprÃ's Moi by Regina Spektor stuck in my head almost 24/7. It wasn't particularly relevant to the game, but it sure was an Experience.*

## MY LUNCH WITH SENATOR ANDRE

---

Alexander Sprague

*@kittycrusade on Twitter*

Premise:

It's time to eat. You want to go somewhere, but you are also with a group. If you admit you only want Baja Blast they may think less of you, so it's time to lie and connive and make them think they decided on getting that sweet sweet blue liquid.

Don't ever admit what you really want.

Don't ever make compromises.

PREPARATION:

Write down 3 aspects of the restaurant you want to go to:

one foodstuff such as "serves hummus"

one aesthetic

such as "goofy shit on the walls"

one vibe such as "awkwardly horny"

Keep 2, and put the other in a hat. Everyone playing will draw another aspect from the hat.

Now write what you consider the antithesis of the restaurant you want to go to. Horny Hardee's, for example, is the antithesis of chaste Red Lobster. This is your Veto card.

VOTING:

A vote must be proposed and seconded before voting starts.

A majority vote will end the game unless it gets hit with a Veto card.

CONCLUSION:

If you don't get everything you have ever wanted; you lose.

You have 10 minutes. Agree on lunch or you must go to Taco Bell

*I dedicate this game to filibustering for long enough to get 3am Taco Bell.*

# VILE VILLAINS

---

## Fletcher Boyd

1 GM, 3 Evil Players.

---

If you have 0 HP at turn start, roll a d6. On a 1, you die. HP can't go negative.

At combat start, roll a d6 + HP, going highest -> lowest for turn order.

To attack (1 attack per turn), roll a d6 against a target within range ('target:') they roll too. If you roll lower, nothing happens. Otherwise, you damage it.

You can move 30ft per turn.

---

### Players:

-Deathknight. HP 5. You have a sword (3 damage, target: within 5ft). When it kills, you regain 1 lost HP.

-Blasphemer. HP 4. You have magic gifted from a god (2 damage, target: sight). You can heal 2 lost HP to a target you can see in addition to attacking, you must kill to heal again.

-Necromancer. HP 3. You have innate magic (1 damage + 1 curse, target: sight). You make a friendly zombie by touching a corpse instead of attacking.

### Curses:

- Next attack automatically hits it.
- Next attempted attack does double damage against it.
- Subtract 2 from its next attack roll

---

### GM:

Enemies have statistics formatted like players, with unique attacks.

### Example:

Zombie. HP 1. The zombie bites (1 damage, target: within 5ft).

*Wanted to play D&D but only have dice from your beat up old Yahtzee game?  
Don't fear, I got you covered.*

## ADVENT

---

Eric Stein

<https://vagrantludology.itch.io/>

"There are only bodies and languages, but there are also truths."

--Alain Badiou

This is a game of microhistoriography. It is concerned with the emergence of complex and compromised subjectivities in times of crisis and revolution.

To begin, describe the situation. For simplicity, limit your description to the following four conditions: science, art, politics, love. Provide as little or as much detail for each as you feel is necessary.

Pick one condition to experience a rupture. A rupture is the event of a truth appearing in the situation. A truth is that which transforms the terms of the situation.

This transformation occurs in four distinct stages: nomination, intervention, fidelity, forcing. This is the truth-procedure, the process by which bodies are made into subjects.

Nomination (the event is named). How does language change?

Intervention (the event is elaborated). How is life impacted?

Fidelity (the event is solidified). How do you orient yourself toward it?

Forcing (the situation expands according to the event). How do you find your place?

When the truth-procedure is finished, discuss how it will be remembered in five years, fifty years, five hundred years.

All this is an experiment in the eternal.

## WITCHES IN A WELL

---

Frank "Mottokrosh" Reding

<https://mottokrosh.com>

You are witches in a well, hurtling through space and time, escaping said place by creating a spell with a suitable rhyme.

Each round you arrive at a location, which, in your desperation, each witch describes with a word, until everyone's been heard.

Now each witch wagers an appropriate possession, maybe a piece of their garment as concession, to sacrifice for the spell to decamp their cell.

One starts at random, attempting a rhyme, with all of these words, in but one minute's time.

Should the witch fail, you all have to bail, and try again on the next rotation.

Describe again this new location, once more wager an oblation, then it is the next witch's vocation to attempt the spell to save you from the well.

When the locations bested equals the number of witches, however divested, the spell is complete, the hurtling rested, and the witches freed.

If personal affairs become dangerously scarce, and you run out of witchy wares, you're stuck in these nightmares, and sheer out of good luck.



# LIMBO - THE GOOD/BAD PLACE RPG

---

**Bruno Ribeiro**

*rolainiciativa.pt*

Welcome to Limbo! Death is loading, please wait...

You need at least 2 players (1 RIP master and 5 players max) and a deck of cards!

0- Draw 10 cards per player. (52 cards deck).

1- Build your character.

Pay in cards to the RIP Masters deck (minimum 2 buys) .

Strenght: 3 cards | Advantage: reveal 2 cards keep best

Item: 2 cards | add 1 extra card

Weekness: 1 carta | Disadvantage: reveal 2 cards keep worst

2 - The RIP creates situations to be solved by the group . Describing the situation, characters envolved, etc.

Players explain what they do, and they bet a number (1 -3) of cards (do not reveal) representing thir effort.

Extra cards can be added (max 2 extra cards):

- Character build

- Player help (+1 extra card)

The RIP chooses one card from his hand to be the situation difficulty.

The player reveal his hand, if one or more cards are higher then the RIP, is a success. Add a card from RIP deck into yours. If not, is a failure, and RIP tells what happends.

All cards are RIPPED appart from the game.

The game ends when the RIP doesn't have more cards (HEAVEN) or the players (HELL).

*<https://jaiax3.itch.io/the-goodbad-place>*

# ALONE

---

**Steffie De Vaan**

<https://steffiedevaan.wordpress.com>

Alone is an immersive, narrative game for either one (solo), or two+ people. You wake up and everyone is gone. Even the internet, which still exists, seems devoid of people.

You need:

A diary: notebook and pen, digital notepad, or recording app

30+ minutes every day for a week

A private space

Optional: headphones

Spend at least thirty minutes each day without any human company. If your environment is usually filled with human sounds, use headphones and play white noise. Please be aware of your limits and end the game if it affects you too much.

Contemplate these things while you sit in silence for 15-20 minutes. Then take 10-15 minutes to chronicle (write, speak, or draw) about it in your diary.

Day 1: The first person you noticed missing

Day 2: The first house (other than your own) you checked

Day 3: The first social media platform you checked

Day 4: The first public building you checked

Day 5: Who you miss the most

Day 6: How you fill your days now

Day 7: You found another person! Exchange diaries (you can do this online).

If a solo game: Describe finding signs of another person

## TOP HATS

---

**Jack Rosetree**

*jackrosetree.wordpress.com*

These aliens look like hats and control the humans wearing them. They want to take over. The players are under their control.

You'll need some variety of hats (one per player), index cards, pins, pens. Give each player 4 cards. On two, they write personality traits (like impulsive, cautious, joyous, grumpy, awkward). On the other two, write skills (like acrobatics, pediatrics, romance novelist, rocket science).

Shuffle personality traits and pin two to each hat. Shuffle skills and pin two to each player. Each player puts on a random hat. The hats invaded and took over a group of humans.

Players exhibit their hat's personality traits. Some hats have accents or mannerisms. These traits follow the hats (the hats are the characters). A player (and the hat controlling them) always has access to their skills.

Negotiate the best combination of personalities and skills for global domination. Argue. Plot. Plan. Trade hats. Try various combinations.

Human subjects experience confusion for a few seconds after a hat is removed. Negotiations end immediately if one of the subjects escapes or all hats agree to their current assignment.

How does each hat contribute to the invasion? How successful was the invasion as a whole?

## **WE. ARE. GNOMES!!!**

---

**André Nault**

Your endless ingenuity and creative prowess threaten the Emperor. Rounded up and imprisoned, your people work away your days in forced labour. In 4 days, you escape together.

Build the prison, roll 2d6, each result eliminates a feature:

1-Magical Locks, 2-Underwater, 3-Underground,  
4-Beasts, 5-Unblinking Guards, 6-Turrets.

Each day, Build or Aid towards a component for The Contraption. Each component foils a prison feature. To Build, Roll 2d6. DC 5+ succeeds. If successful, roll an additional d6 to conceal your work. If die share a value with either of the Build die cast, you conceal the ruse, and the component is built. If doubles are rolled you are discovered: increase Build DC +1, you may only Build until the escape. To Aid another, you may reroll any one die cast by a player who builds. Only one player may Aid per Build.

Each day sees the total for a success increase by 1. If a component seems outlandish (and it should), Increase Build DC +1, roll 2d6 to conceal. Dumb guards won't see it coming.

On the 5th day, you make your escape, describe how The Contraption undermines the prison features.

*Thanks everyone for taking the time to read all these wonderful entries!*

# INTERDIMENSIONAL BATTLE OF THE BANDS

---

Steve Rakner

*www.roll4.net*

REQUIRES: 1 MC, 1+ Players, 1 Deck of cards, 1 die for each player

Radical! Your band just qualified for the Interdimensional Battle of the Bands! Name and Describe your Band!

ATTRIBUTES:

Players start with 1 point in HYPE, HEART and SKILL, then distributes 6 more points between them (max 5).

NPC bands are built the same way.

NON-COMBAT:

HEART = Social

SKILL = Physical

Roll under your Attribute to succeed. Roll the exact amount for a critical success!

BATTLES:

Players and MC draws cards equal to their HYPE. MC starts playing a song.

On each players turn they turn over a card and roll against the MC.

RED cards roll HEART

BLACK cards roll SKILL

The goal is to roll higher than the MC, but less than or equal to HEART or SKILL. Rolling higher counts as 0.

Whoever has the highest result is the winner and keeps the card.

If it's a tie, either can use one of their HYPE cards to roll the attribute attached to the HYPE card. Winner keeps all cards played, other cards are discarded.

When the song ends, measure the Applause-O-Meter! If the players have more cards than the MC, they win the battle.

# TREE WARS

---

Eddie Carbé

<https://twitter.com/Carboman23>

EVERYONE IS A PLAYER. GET CREATIVE AND HELP WITH THE FOLLOWING

CHOOSE OR CREATE A SETTING

CHOOSE OR CREATE A CREATURE

CHOOSE OR CREATE A BIRD. (9 BIRDS MAX)

CHOOSE YOUR CHIRP. YOU CAN ONLY CHIRP. (YOU'RE A BIRD. ACT LIKE ONE)

TAKE TURNS ROLLING 1D6 TO CHIRP. DEPENDING ON THE ROLL, YOU GET PECK COUNTERS (P).

1-2= WEAK CHIRP

3-4 = MEDIUM CHIRP (+1P)

5-6 = LOUD CHIRP (+2P)

ON ROUNDS 3,6,8,9 AND 10, THE CREATURE COMES TO TAKE DOWN THE TREE. IF IT IS NOT STOPPED FOR 2 ROUNDS, THE TREE IS CUT, AND ALL BIRDS LOSE THE GAME.

LEVEL 1 (2-3 BIRDS)- 1(P) TO STOP ROUNDS 1-5, 2(P) ROUNDS 6-10

LEVEL 2 (4-6 BIRDS)-2(P) TO STOP ROUNDS 1-5, 3(P) ROUNDS 6-10

LEVEL 3 (7-9 BIRDS)-3(P) TO STOP ROUNDS 1-5, 4(P) ROUNDS 6-10

YOU CAN SPEND 1(P) EACH ROUND FOR THE FOLLOWING:

STOP THE CREATURE

FORCE ANY BIRD TO RE-ROLL

AT THE END OF THE LAST ROUND, THE BIRD WITH THE MOST (P) WINS THE GAME. IF TIED, REPEAT ROUNDS 1-3.

*Thought of this when I saw some birds fighting for a treetop. Get creative and have fun!*

## DEVIANTS

---

### Prophecy Breaker (Proph)

In year 20XY, superpowered people emerged within the society, but society doesn't like them. Your group is made up of several.

You have two stats - Power and Injury. Power is any number between 2 and 11, 11 meaning your superpowers are strongest they could be, but that you suck at other things. Injury starts at 1, +1 for each injury you receive. If it reaches 13, you die. It resets after sleeping for 8 hours.

Everyone picks one thing to control. It must be made up of particles, so fire, biomass, neon, and electricity are okay, but time, life, or force aren't. No two players should have the same powers.

Whenever you need to do a task, roll 2d6 or 1d12. When involving your superpowers in task, you need to roll below Power to succeed. If you can't involve superpowers, you need to roll over Power to succeed. If you roll below your Injury, you fail automatically. When you use your superpowers, describe how. Game Master (GM) must approve your use of superpowers. Follow the Rule of Cool.

GM controls everything else by rules above. Change starting Injury for harder or easier to defeat NPCs. Have fun!

*Inspired by Prototype, inFamous, Avatar, and other media where each guy can control one thing.*

## MAKE IT AS YOU GO RPG

---

maxcan7

<https://weirdwonderfulworlds.blogspot.com/>

Determine turn order randomly.

Each turn, each player adds a setting element and a game mechanic. Other players can expand on prior additions, but can't contradict or replace them.

Repeat until you're all satisfied.

Choose gamemaster (GM), random GM, or no GM.

Play the game.

Example:

Turn 1

Player A: Scifi game with 3d6 resolution mechanic, degrees of success.

Player B: Also a romance game. Classes are Mysterious Stranger, Smooth Criminal, Action Star, and The Professional.

Player C: The Earth Federation has been ravaged by the Space Dandelions, the dandy feline weed-people. Characters get +1 for actions relating to their class.

Turn 2

Player A: The Space Dandelions don't want to destroy humanity, but to integrate them into the Dandy Union. Players get tokens for successfully befriending / romancing NPCs which are used to give them benefits on other rolls.

Player B: The Dandy Union is fighting a secret war against a more powerful Earth Federation from across the multiverse. Each player gets a special ability specific to social conflict.

Player C: The campaign takes place on Mars. The special abilities must specifically affect outcomes, not provide benefits to rolls.

Let's game!



# LIFE IS HARD

---

Nicholas Schneider

In Life is Hard, you must go about a totally normal day and survive. Goals are simple: Getting to class on time, for example Everyone is encouraged to play a character rather than relying on a single GM/DM, as all players are expected to tell the story together.

Best done in round-table fashion, taking turns to take actions, everyone should narrate the person on their right, and once their portion of the action is complete, control passes to the person who just narrated.

To take an action, players roll a 20 sided dice, on a 15 plus, you succeed without issue, on a 14 or lower, something terrible happens. Attacked by savage squirrels while walking through the park, having to fight off the janitorial staff at school who all turned into zombies suddenly, use your imagination! Players must describe how they get out of these terrible happenings. Actions should be clear and concise, IE "Take a shortcut through the park".

All players start with 0 damage marked, and take 1 damage from each terrible happening. Once they hit 5 damage, they're dead!

Game ends when all players or dead, or someone reaches the end of their daily routine.

*This was inspired by my playgroups insatiable bloodlust. Thanks, team.*

# GANDER REVEAL PARTY

---

Chad Wolf

Players: 8-20

Time: 30 minutes

-Supplies: Name tags

-Theme: You were invited by someone to their "Gander Reveal Party" and assumed it was a typo, until your friend introduced their goose.

-Safety: Cut and Brake.

Players should set limits on Goose behavior.

-Characters:

\*Host\*: Host loves everyone at the party and wants them to share their excitement.

\*Goose\*: Goose hates everyone.

Goose runs around, attacks people, honks, and knocks stuff over. If Host says, "Bad Goose," Goose should act worse.

If Host says "be a good goose," Goose should calm down, but still be bad.

\*Friends and family\*: You're here to be excited about a new baby.

-Character Creation:

Stand in a circle.

Introduce yourselves, say why you dislike the person to your right. Host likes everyone, Goose likes no one. Do Name Tags.

-Gameplay:

The party starts with Host welcoming everyone and then making a quick exit.

Give people a few minutes before returning and then call for attention.

Say you know why you're all here and then introduce Goose.

Let Goose loose in the room. Use Goose mechanics to help modulate Goose player.

The game ends when Host kicks everyone out of their house.

*Thank you to playtesters at Gencon and Larp Bay*

## UNDER THE GAZE OF THE WATCHFUL SUN

---

Gabrielle Bleu

<https://twitter.com/BeteMonstrueuse>

One player is the sun, the other the planet orbiting it. The sun player goes first, and roles a d6 to determine what kind of sun they are.

1 = A large, yellow sun with many sunspots.

2 = Two twin suns, burning dimly.

3 = A sun whose solar winds cause auroras of rose and lilac and gold.

4 = A sun prone to being eclipsed by the moon.

5 = A white sun, which periodically develops green-tinged flares.

6 = A sun that is dying.

These types should be augmented by further description from the sun player.

The planet player describes the type of world the sun's rays have created and the life that inhabits it. Afterwards, they roll a d6 to determine their planet's first space mission.

1 = An uncrewed probe.

2 = A ship with domesticated animal(s).

3 = A craft bearing lichens/algae/mold.

4 = A vessel with a crew of one.

5 = A craft containing recordings of the planet's music.

6 = A ship staffed by two or more.

The first flight should be augmented by further description from the planet player.

The sun player then describes how the sun looks upon this first foray. With tenderness, fury, regret, or something else?

# TRASHBOTS

---

## Sargon the OK

Crudely built, simplistically programmed, and expendable, only Trashbots leave the detritus-encircled Fortress, braving ruins, mutants, and corrupted bots in search of meaning and treasures among trash.

Players: One GM, others are Trashbots.

Dice sizes (least to greatest) are:

Destroyed, d4, d6, d8, d10, d12, NaN.

Trashbot ATTRIBUTES are: Power, Finesse, Logic. Assign to them a d10, d8, and d6 in any order. Select two monosyllabic actions for your PURPOSE. Start with 0 FULFILLMENT.

GM: describes situation.

Trashbots: describe actions.

For uncertain outcomes, roll the relevant ATTRIBUTE die against the GM's die (d4 to d12, depending on difficulty, d6 being average). With relevant PURPOSE, roll ATTRIBUTE and a PURPOSE d6, then choose one.

Rolling higher succeeds.

Rolling lower fails and DEGRADES rolled ATTRIBUTE one size.

When tied, succeed but DEGRADE rolled ATTRIBUTE.

Success achieved via the PURPOSE d6 earns FULFILLMENT. Failing despite rolling PURPOSE loses FULFILLMENT.

Exception: Upon rolling the maximum value on an ATTRIBUTE die, Trashbot must ignore all other results. Succeed and UPGRADE the ATTRIBUTE one size. Describe your unwieldy improvement.

If any ATTRIBUTE is Destroyed/NaN, Trashbot dies/becomes corrupted.

Upon completing mission: with at least 2 FULFILLMENT, rest fulfilled among the trash. Else, wander aimlessly until corrupted.

*My first attempt at RPG design!*

*The main inspirations for Trashbots come from Disney/Pixar's Wall-E (particularly an early scene in the film where Wall-E scavenges treads from a broken-down robot to repair his own failing frame), and the Usage Die mechanic from The Black Hack.*

*In TBH, usage dice track the depletion of consumable items and transitory effects.*

*Here, the mechanic appears (in a slightly modified form) as the PC's attributes, representing the gradual breakdown of robots made from rubbish.*

*As the attributes get lower, the chance for creating an upgrade (via a maxed roll on the attribute) increases as well, representing the increased focus on scavenging and survival as breakdown progresses further.*

*This also had the side-benefit of slightly offsetting the death-spiral effect.*

*Death by NaN was introduced to represent the inability of a simple Trashbot to handle (or even comprehend) power beyond what its programming allows, and provided a necessary balance to the mechanics by making it more risky to spam high attribute rolls.*

*When considering robots made of trash and hence bound for a very short life primarily defined by degradation and decay, it made sense to me that they would instinctively seek purpose and meaning to their existence.*

*(Not so different, are we?) The PURPOSE and FULFILLMENT mechanics were born from that.*

*Thanks to my brother for proofreading and for being a constant source of RPG banter!*

# KALEIDOSCOPE: DEEP-SPACE SURVIVAL RPG

---

Henry Castle

*www.twitter.com/PennilessKnight*

#### 3+ players, d6(\*) and coins ####

---###---

You're a...

\*Neurotic...

\*Scientist...

\*Thickly-Accented... \*Engineer...

\*Belligerent...

\*Pilot...

\*Superstitious... \*Passenger...

\*Cowardly ...

\*Linguist...

\*Robot...

\*Medic...

...on a rocket-ship exploring uncharted-space.

Secretly you're...

\*...terminally-ill.

\*...engaged.

\*...3-days from retirement.

\*...expecting a baby.

\*...the rocket-company owner.

\*...a spy! (Improvise!)

---###---

Introduce your character; role-play radio-chatter. After a few minutes take-turns flipping a coin.

On the third 'tails', the rocket violently explodes because of a...

\*...core-meltdown!

\*...robot mutiny!

\*...computer-malfunction!

\*...cosmic-storm!

\*...space-squid!

\*...tear in space-time!

Suddenly you're all blasted into deep-space! You hear panicking-survivors on your radio. One life-pod pings on your suit-instruments...

---###---

Center the life-pod (biggest coin) between the players; everyone places a space-suit (coin) on their table-edge.

Take-turns flicking your space-suit across the table to reach the life-pod and avoid or kill other survivors. Role-play your radio-chatter.

Remember there's only one seat!

---###---

If your space-suit:

-falls off the table, you're lost-in-space but can still curse the others via radio!

-stops within coin-width of the life-pod you grab-on.

-stops within coin-width of another space-suit, push-away (flick again) or you...

\*...burn alive from a fuel-leak!

\*...both die from the impact!

\*...struggle but escape!

\*...just miss each-other!

\*...smash their helmet!

\*...fry them with your ray-gun!

---###---

To win, be the last-survivor.

---###---

*I like to design fast-paced games with an emphasis on improvisation that spark the imagination but (most importantly) can be easily played at the pub and learned by new players in a matter of seconds!*

*Kaleidoscope is inspired by the Ray Bradbury short-story of the same name in which a dozen space-men are thrown out of their rocket ship after a mysterious disaster. They learn a lot about themselves and each-other in the short horrifying hours they have left before meeting their various fates.*

*Henry Castle @PennilessKnight*

# TREECRETS

---

James Henderson

*jameschip.io*

With a friend walk in a park or wooded area until you find a tree that calls out to you both.

Both approach the tree close your eyes and place a hand on it.

Feel the bark. Listen to its leaves. Let the tree tell you its stories.

Let the tree tell you how it got where it is and what events it has seen.

Let the tree tell you about the people it has known and the creatures that lived in it. Let the tree tell you how the land has changed around it. Let the tree tell you what it thinks the future will hold.

Take turns sharing the stories the tree has told you with each other.

When the tree has told its story ask it for a message to pass onto another tree.

Ask the tree for a secret only for you.

Do not share this secret, it is a bond between you and the tree.

Open your eyes and thank the tree.

Walk until you find another tree that wants to hear the message you were given.

Touch that tree and deliver the message.

Let that tree tell you its story.

Hear its secret...

*I wrote this as a game to facilitate the exploration of woodlands and interaction with trees and wildlife. Trees are wonderful things and at the rate they are disappearing we might not have much time left to enjoy them so take the chance now.*



# PURGATORY TRAIN

---

Six5Studios Gilbert S

You need markers or tokens, and index cards. No GM

Playing:

Each player starts with 3 tokens called weights, a weight is something someone could not let go.

A broken heart, a regret, something unfinished.

Each player records these on an index card with their name.

When players enter a car that pertains to their weight, they can frame and initiate a scene. Each other player joins the scene. The initiating players explains what they need to let go. At the end leave the weight behind.

Setup

Purgatory is a train, with 6 cars, you start on the first car "the Parlor."

The Cars

Parlor- Things that wasted time and energy.

A soul sucking job or vices.

Coach- The un-lived life all the places you never got to see or things you did not do.

Observatory- The moments or opportunities that passed you by that you regret.

Baggage- Things that happened to you that you could not get over. Deep pain and scars.

Dining- Are the secrets or truths never shared, lies you lived.

Sleeper- Are the people you miss or hurt, all the unsaid words or feelings.

Game ends after Sleeper choice to stay or exit to after life.

*If you like this please follow me at Six5Studios on Twitter*

# THE UNSEEMLY COURT

---

Wee Willie Winkie

Seelie Court fae inhabiting the woods are treated with wary reverence; not so with the Faecetiae of the Unseemly Court, who hide pornographic magazines in the woods. Their power waned as the internet spread, and their domain is on the edge of destruction. Faecetiae must get their hands dirty to avert a crisis.

Safety

Don't play this game.

Play

Each player purchases the raunchiest magazine they can find. The character of the magazine should inform the player's fae character and name.

Celebrate a seasonal feast. Brag about magazines and the corruption they engender.

Each fae hides their magazine in the woods; other fae watch and verify. Vote; whoever hid best wins ties for Monarch election.

Wait two weeks. A fae geas prevents talking about or touching the magazines.

Find magazines and tally points:

Untouched: 0

Missing: 1

Clearly disturbed: 3

Undeniable evidence of use: 5

Average total points determine fate of the realm:

<1: Complete destruction

1+: Hardscrabble existence

2+: Rejuvenation and grudging respect

3+: New Golden Age

Reconvene for another feast. Celebrate per results. Reckon with consequences; celebrate the future or watch the world burn.

Character with highest score becomes Monarch. Give a speech; end feast at your whim.

*Sorry!*

## IN THE COURT OF AZATHOTH

---

Marek Jones

<https://twitter.com/only1marek>

Each player names and nobly titles their demonic courtier and secretly allocates 100 points across the following:

Malfeasance

Exhortation

Dereliction

Contrivance

In ascending order of Malfeasance, players take turns trying to Goad, Beg, or Trick dread lord Azathoth into destroying one aspect of the world by rolling a 100-sided die and seeing if the result is lower than their rating in Exhortation, Dereliction, or Contrivance, respectively. If it is, the player to take their turn after them determines the method of destruction and describes it.

A player can only Trick Azathoth if the player before them succeeded. When a player Tricks Azathoth successfully, they undo that player's destruction.

After a player successfully Goads Azathoth, their Exhortation is permanently divided in half and until their next turn no other player may Goad or Trick Azathoth.

At any time a player may declare their courtier "satisfied." Other players get one more turn each before Azathoth becomes bored and returns to slumber, then the game ends and the group interprets the remnants of the world as a possible setting for a future tabletop rpg.

*For more Cthulhu Mythos roleplaying stuff, check out my patreon! <https://www.patreon.com/only1marek>*

## CANTICULA DEPERITA

---

Alexis Arrowsmith

Everyone needs a text, a trinket and a randomisation tool. The GM needs a book from a different roleplaying game.

Dim the lights, sit in a circle (on the floor if you can). Put your text, trinkets and tools in the middle.

GM, turn to a random page in your book and read it in its entirety.

Take it seriously.

The world ended a thousand years ago.

You are knowledge keepers, collecting divine fragments from the past.

Whenever you attempt an action, you must perform all your rituals correctly or the action will fail.

At the end of every half-hour, time passes.

Get up and explore your environment.

Find a new text or trinket.

Return to the circle and describe how the thing you've found combines with the objects in the centre to form a new ritual.

GM, read the entirety of a different page.

Read extracts from texts, perform motions with your trinkets, make dice rolls or coin flips and explain how the result is a sign from your gods.

Do not make your rituals easy.

When your accumulated rituals become too hard for you to perform every time, describe how your rituals caused the world to end again.

Thank you to the LoadingReadyRun discord and in particular Cherubim, Paranundrox and Nate for helping me workshop this idea

# CONGRATULATIONS ON YOUR PLANET!

---

Christian Beck

Congratulations!

[PLANET NAME HERE]'s construction is nearing completion, so we've gathered you all to begin evaluation. Most architects work independently, so you may need to introduce yourselves and your areas of expertise. Your individual experiences with the clients may need to be shared as well.

Corporate has created a prototype orbital tracking analysis topographical object, or POTATO. One of you should have the POTATO with you. It is a miniature version of the planet you have been working on all this time.

Analyze the POTATO. Each architect should specify which locations they are most proud of. Does it differ from your home planet? If you have any grievances with other architects, now may be the time to air them. Please let us know if there is anything on the POTATO that you feel was misrepresented, and feel free to mark the POTATO as such.

We only have time left to make one major change to [PLANET NAME HERE], so please inform us what you have agreed upon as the most important fix for the planet. Altering the POTATO to match might be a helpful visual aid.

Best Wishes,

Starch Industries Board of Directors

*Alternate title: Potato Planet*

## SIDE KICKS

---

### khamwas

A game about superhero duos competing to catch villains, feelings of inadequacy, and being just outside the limelight.

Hardships of Sidekicks is the focus of the game.

Resolve Trials with highest of d6 pool (start with 1)

-Easy:3+

-Hard: 4+

-Impossible: 6

### Player Setup

Each player creates a Superhero and the player to their left will create that hero's sidekick.

### Superhero

-Secret-Identity: -1d6

-Power-set: +1d6

-Weakness: Nullifies Hero's Powers

### Sidekick

-Secret-Identity: -1d6

-Specialty: +1d6

-Life Problem: -1d6

-Stress: d6(1)

Sidekicks start with 1 Stress.

Sidekicks gain a point of Stress if:

### Fail Trial

Hero has highest die

Stress die is higher than current Stress

(Make a new duo if your stress hits 6)

Example Trial:

Climb Wall

-1d6 base + Specialty(Acrobatics ) + Power(Flight) + Stress(2) = 4d6, using Hero Power and Stress to add dice.

Results: 4,2,6,3

SUCCESS but gain 2 stress. Hero die is Highest + Stress die Higher than current Stress

GM Setup:

Create villain

Create Challenges:

- Clues (plot-hooks)
- Leads (side-arcs)
- Revelations (about characters)
- Stakes (Sidekick)

Therapy Sessions:

Recover 1 Stress by roleplaying scenes to cover \*each\* of these Therapy Talking Points: Recurring / Recent Issue, Relationship Dynamic, Criticisms and Olive Branch

*This is about creating the feeling of having too many responsibilities and always having someone better around. In this game, Sidekicks run the show but don't get the credit they deserve. The point of the game is to illustrate what it feels like to be this kind of person in the world and highlight how we cannot get along without these unsung heroes.*

# HOUSECAT - ASTROPHE

---

Matt Kaley-Burton

1 GM/human & (n) player cats

Player cats each take distinctive breed and colouring to differentiate them.

Breeds: shorthair, moggy, Maine Coon, Persian

Colouring: ginger, tabby, blue, tortoiseshell, black, white

Action (d10):

1 Push

2 Hunt/eat/drink

3 Run top speed at/from

4 Poop/pee/vomit on

5 Scratch

6 Meow at

7 Doze atop

8 Climb up

9 Rub face on

10 Make pastry on

Need (d6):

1 Ownership

2 Relief

3 Vantage

4 Comfort

5 Warmth

6 Food

(If d6 result equals d10 result, Need is DEMONS!)

Each scene:

-GM narrates scene from perspective of human owner

-Every player cat acts:

1. picking Noun in scene

2. rolling Action and Need

3. describing why (in their cat mind) they Action Noun because Need

-Solo player cat acts twice

-GM reacts way human owner would, trying to clean up after cats but distracted by cuteness

-GM gains 1 stress for every 1 Noun they have to clean/fix

-GM can remove 1 stress by successfully stroking a cat

-Stroked cats immediately act again, as above

-Check stress

End:

A) Stress>2n - house ruined - cats win

B) Stress

<n for 3 consecutive scenes - cuddles  
- everyone wins!



## GRUMPY NEIGHBORHOOD

---

Daniel Teixeira de Carvalho

<https://www.facebook.com/rolainiciativa/>

This is a game without the common Game Master where all the participants take on the role of an elderly person living in a quiet neighborhood.

All the players are neighbors and they all face the same threat: the annoying kids that keep moving in with their loud music and over-the-top shenanigans.

The game begins with the oldest member in the group stating what kind of erratic behavior the kids are conducting and sets a difficulty of 1 to 6. Then the next player (clockwise) says how he/she will kick them out, rolling a 6 sided die and succeeding if the roll meets or exceeds the difficulty. If the roll is lower, the kids remain, calling their friends and increasing the base difficulty by 1.

Once all the players have had a turn, the difficulty can't get lower than 5, since the kids will be starting their new best party of the year.

More than ever, the neighbors must work together! Each player states their part on the great plan and in the end they all roll. On a 5 or higher, they manage to kick the kids of their neighborhood, returning to their peaceful lives!

## & THE NIGHT SWALLOWED US

---

Annamyriah de Jong

you sit on the limit of everything,  
legs dangling over the edge;

you've done this before.

planets & worlds

torn & sundered again and again

your hands bloodied & left full in  
the aftermath.

what was it like this time?

[roll d4s and tell the story of the  
place you devastated.]

when you arrived, it was:

- a quiet place
- already ruined
- raucous & beautiful
- simply a place; that's all that matters

you held it:

- dear
- without regard
- fond enough
- with disdain

its population:

- was trusting
- never let you into their fold
- allowed you to orbit them
- loved you

its downfall was:

- slow and unsteady
- chaotic
- unexpected
- an orchestrated process

its destruction was:

- choice
- consequence
- necessary
- accidental

did you love someone there?:

- it's inevitable that you always do
- not this time
- just this once
- you wouldn't dare

what did you gain from this all?:

- little
- everything
- nothing
- something, but whatever it was, it wasn't worth it

and then, when it's gone:

what's next?

- you go on, you suppose
- a repetition
- there's no choice but to continue this
- no rest for the wicked (or for the divine)

[turns pass to left. If alone, doom  
another world or pause your path of  
ruination]

## 216 STITCHES

---

cygni

[https://twitter.com/cygni\\_a](https://twitter.com/cygni_a)

You are a seamstress. Or a weaver. Or a painter. You practice your craft with each item you create.

Set up your canvas with at least two colors to use. From a standard deck of cards, use only the 2s-10s. Shuffle the cards. Each card represents one item to craft. All items are crafted on the same canvas.

Each turn, draw one card. Stitch (or weave or paint) that number of times in one color to create the item. As you work, describe out loud why this item exists.

Suggested themes:

- \*Spade - An item for yourself
- \*Heart - A gift for another
- \*Club - A commissioned piece
- \*Diamond - An incomplete or abandoned item

Suggested descriptions:

- \*The item itself
- \*Why you're making it
- \*Any complications that arose during its creation
- \*Who it's for
- \*The time of year

After an item is completed, change to a different color and start a new turn. Play until all cards are drawn or when you've created enough items.

Possible variations:

- \*Different color per suit
- \*Different stitch/design per item
- \*Create items that overlap each other
- \*Card numbers indicate the complexity of the item, descriptively and/or literally

*This was envisioned to be played with embroidery, but any arts and craft-ish activity can be used. Share your canvas with me on twitter!*

## TO THINE OWN SELF

---

Aidan Sonia-Bolduc

<https://twitter.com/Aleaster5>

In TTOS, players exist in a bugged, digital landscape on the brink of collapse. Their greatest tool is Heartbreaking: the act of straining the data they are composed of to warp their virtual reality.

Each character has six Aspects of their uploaded consciousness: three Passions of the character, two Frailties such as fears or vices, and their Core motivation.

When attempting a task, roll 1d6, succeeding on 5+. You may also Heartbreak, risking your stability to warp the simulation around you. You gain additional dice depending on the type of Aspect you risk: +1d6 from Passions, +2d6 from Frailties, +3d6 from your Core. You succeed so long as you roll one 5 or 6.

If a 1 is rolled while Heartbreaking, that Aspect is lost, severed from your character's personality and manifesting physically in the scene.

If a character has three or less Aspects, their existence is worn thin, succeeding on 6s only. If a character loses all Aspects, the GM takes control of them as they become data-starved monstrosities called Husks.

Any player near a loose Aspect can roll 1d6. On a 3+, they integrate the Aspect into themselves, otherwise it is destroyed.

*Here is a link to the google doc I brainstormed this in, with an expanded rough draft. Future revisions and expansions will be in here first! Feel free to comment!*

[https://docs.google.com/document/d/1eK4R-kAG468\\_gbxJm1qcZM0w\\_wGwGvMmMMnTxqCMk0w/edit?usp=sharing](https://docs.google.com/document/d/1eK4R-kAG468_gbxJm1qcZM0w_wGwGvMmMMnTxqCMk0w/edit?usp=sharing)

# ONE FOOT IN FRONT OF THE OTHER

---

Peter Seracka

You are an explorer traversing new, forgotten, and/or desolate lands

Attributes

- Assign 2xd10 or d8/d12
- Body: physicality and health
- Spirit: intuition and mental well-being

Skills

- Cooperatively create 3 Skills to describe your character's specialties
- Assign 3xd8 or d8/d10/d12

Gear

- Characters have 10 inventory slots
- Choose Gear during gameplay
- Slots used: d8 = 1 / d10 = 2 / d12 = 3

Action Resolution

- When an outcome is risky or uncertain, roll applicable Attribute, Skill, or Gear
- All actions move the game forward
- Target Number: 5+
- Outcomes
  - 1..2 = costly success; downgrade die used
  - 3..4 = minor success; increase downgrade chance by 1 (max: 4)
  - 5+ = success

Downgrading: downgrading on a d6

- Attributes: loss of character
- Skills: character doubts their skills; cannot use
- Gear: it becomes unusable

Recovery

- Recover Attributes/Skills/Gear upon completion of the journey

Decide on what and why you are exploring

Focus on exploration over combat and socialization

Enemies are raging rivers, gaping chasms, and trying not to get lost

Use creative solutions for overcoming your problems

## EXCEPTIONS TO THE RULE

---

### Spwack

<http://meanderingbanter.blogspot.com>

You can't save everyone, you must try nonetheless. With great responsibility comes moderate power. Decide who you are, FBI, police, vigilantes, Neighbourhood Watch, kids in a van. Those who know can rarely act, those with power rarely believe, you must straddle the lines.

#### SETTING:

Beige computers. Smoking on planes. Colour TV. Pagers. Housewives.

#### RULES:

If it just happens, it happens. If it doesn't, it doesn't

If you might not succeed, flip a coin. Heads you do

If something bad might happen AS WELL, flip. Heads it doesn't

Apply coins to any outcome

More risk, +1 coin, +1 bad thing

Prepared for exact situation, +1 coin

There are Exceptional people with powers unknown: if they turn to violence, you must stop them. You must save them.

#### EXCEPTIONS BREAK THE RULES:

They have talents, spells, knacks. You can't beat them with just coins. They have plenty power, little control, no training. They are desperate, scared, sad, hungry, angry, trapped. If they want it, you will die.

Roll twice, combine:

Fire

See

Water

Hear

Earth

Smell

Air

Touch

Metal

Taste

Wood

Music

Mind

Time

Body

Doom

Life

Creation

Death

Nothing

+10 points for "bringing in"

Exception. -1 per death, including theirs, including yours.

*One part X-Files, one part Scooby Doo, plenty of running in fear! There might be options for playing as an Exception, but that is beyond the scope of these few words.*

## THE LOVE-STAINED WISDOM KING

---

Sangjun

<https://twitter.com/heofonkoppe>

Play as you read.

Imagine someone most perfectly worthy of your lust. Burn in your desire for them. Feel this pain, which is real.

Imagine that all motion ceases in the universe. Imagine that Ragaraja appears before you, in this eternal moment, with his six treasures in his six hands. He will present each and shock you into contemplation, transforming lust into insight.

First is his Bell. Your heart is focused by its sound.

In what colors do your flames burn?

By what names are your emotions called?

Second is his Thunderbolt. Your heart is electrified by its power.

With what sounds do your flames burn?

By what forms are your emotions shaped?

Third is his Lotus. Your heart is lulled by its serenity.

In what motion do your flames burn?

By what dreams are your emotions ignited?

Fourth is his Bow. Your heart is agitated by its majesty.

Within what limits do your flames burn?

By what courses will your emotions tamed?

Fifth is his Arrow. Your heart is joyed by its forthrightness.

From what fuels do your flames burn?

By what actions will your emotions unleashed?

Last is something you cannot see.

Ragaraja departs.

The game is over.

*This is actually an abbreviated version of another game of mine, "stained by love", but the core essence is all here. It's sort of a meditative game about lust and insight, guided by Ragaraja, also known as the Love-Stained Wisdom King in East Asia. All info about Ragaraja that is required to play is in the game(s).*

## **AGILE RIBBIT-RIBBIT, MY CREATORS SALUTE YOU!**

---

Echinorlax

<https://twitter.com/echinorlax>

A party game of incorrect assumptions for minimum four players.

Players are amorphous technoblobs, tasked by their CREATORS with contacting Earthlings, bound by:

Biased instructions - to "Copy NATIVES' form and behavior to facilitate the contact". CREATORS are uniform and they evolved on perfectly monotypic planet. Concepts like "lesser species", "diversity's consequences" are meaningless to them.

Matter - Ants? Elephants? Whatever you resemble, you weigh 1 lb with size to scale.

Everyone puts same number (3 + planned number of rounds) of unrevealed animal names (no microorganisms) into the drawing bag.

Everyone draws from the bag to meet their first NATIVE. They depart before you finish morphing, but you are ready... for some rushed ASSUMPTIONS.

Everyone, in turns:

====

Share your assumptions on how your CURRENT form signifies SAPIENCE.

Search for another NATIVE: draw from the bag.

Strive to achieve communication, against remaining players collectively roleplaying the NATIVE, reaching "consensus" by: first come, first served, unless second is funnier!

Reassemble yourself if required, accept and analyze your failure aloud, morph into the NATIVE just met.

====

After a full round, each player distributes four points among two opponents, awarding most entertaining attempts.

Start next round, or:

Tally the scorecard and declare the winner.

*On the challenge:*

*When I was done, I had 450 words and I started to understand that designing the game was the easy part. Next day, at 270, entirely out of fluff and spare words, I understood NOW was the hardest part. How to play a game without the setting properly set up? How to write a game manual that reads well without some witty quips? And, by the gods, how to shrink the essentials against the very meaning of this word? At 230 I was just screaming internally... maybe it was time to stop making assumptions? :P*



*On the idea:*

*It is common theory, that aliens wishing to examine our planet would use Artificial Intelligence probes, for sublight travel spanning thousands of years is not feasible for living beings. It is also my personal experience, that code can behave dumb, but it can't BE dumb. Behavioral traits are inherited in their entirety from the coder. The core of the idea is the story of Cambrian fossil named Hallucigenia, which was initially reconstructed*

*upside down and back to front (<https://en.wikipedia.org/wiki/Hallucigenia>) But hey, if alien scout was to see first a centipede and later a sleeping hedgehog, it would be fair to assume it sleeps belly-up and has hundreds of legs, right?*

# BRAGGART

---

Edvard Jonsson

Take turns telling fun, bizarre and over the top stories.

Each tale must contain one of each of the following plot points.

A Truth,

A Lie

A big Exaggeration

The listeners write down their private guesses for each and reveal them at the same time. Two points for each matching plot point, and one point for finding a plot point but placing it in the wrong location.

You then rotate to the next player who starts their tale, using the same system.

Repeat until each player has had a go, then tally up the points and find the winner/winners.

## AND THEN WE WERE NO MORE

---

Dave Leaman

<https://twitter.com/memethief>

Let's tell the story of how our world ended.

This game unfolds as a series of scenes played in reverse chronological order.

= What You Need =

- \* 2-6 players

- \* Index cards

- \* Writing implements

= Starting =

Write "and then we were no more" on an index card. That is scene zero. The first player sets scene one, which is set just before scene zero, and each subsequent scene is set before the last.

= Your Turn =

Write on a blank index card:

- \* The new scene number

- \* A question the scene will answer

- \* Names of characters present

Write any other important details on additional cards. Each player chooses a character to play, and freeform roleplay begins.

\_\_Every character must die in their first scene.\_\_

Note that since scenes progress backward through time, characters may reappear in subsequent scenes.

When all new characters have died and the scene's question has been answered, the scene ends. Write the question's answer on the scene card, and begin the next player's turn.

= Ending =

Instead of their turn, any player may end the game (and begin the chronology) by writing "This is how our world ended" as the final card.

Finally, read through the cards in chronological order.

*Many thanks to @dymphna\_saith and @TimHutchingsFTW for their useful feedback*

# UNTITLED GOOSE RPG

---

**NinjaDuckie**

*<https://www.twitter.com/NinjaDuckie>*

As a group, pick a GM (Goose Master) and pick the setting of your untitled goose rpg.

Example settings: village, castle, space station, military base.

The GM should come up with some locations, some humans to antagonise, and some items for the geese to steal. At worst, let the geese decide. They must bring this loot back to their goose hideout.

Players, roll a horrible goose by first choosing an identifying item.

Example items: eyepatch, flat cap, red ribbon, sunglasses, bandana.

Then assign 0-3 once each to the following stats: RUN, DUCK, HONK, PECK.

Your FLAP stat is 2.

When you do a thing, roll d6 against the appropriate stat.

You succeed if the result is equal to or less than this number.

RUN: Move quickly, feats of agility

DUCK: Move stealthily

HONK: Persuade, intimidate, deceive

PECK: Pick up something, enter combat

FLAP: Attempt to fly.

A goose can add their FLAP to any other stat, provided that player is flapping their arms.

Someone else may have to roll their d6 for them.

If a goose does something particularly horrible, the GM can award them a Horrible Point, which can be exchanged for an instant success on any action.

*First time taking part in something like this. Thanks to Grant Howitt @gshowitt and his compatriots at RRD for being the catalyst that spurred me to write this ridiculous thing.*

# FANTASY FIRST

---

Alex Danchenkov

<https://vertda.wixsite.com/gdcv>

## YOU NEED:

1d6, at least 1 Player, you as Game Master

## INIT:

Create(if you can) or remember a story with genre, that Players like. It can be a movie, a game, poem or just a short novell. Don't care about every detail, just be sure you can tell a basic plot

## INTRO:

Choose suitable characters for Players. Tell Players about story world, epoch, region and their characters. Based on story, you tell just "you woke up at dark room", or give detailed description about character childhood. Don't create too detailed rules - game mostly about fantasy - give as much freedom as possible

## GAME:

Story - pack of choices characters make. Every time Player needs to make a choice - ask him to roll a dice. Prepare to create a story reaction on that:

- 1 - bad decision with consequences
- 2 - bad choice, minor problems
- 3 - fail
- 4 - success
- 5 - success, small benefit
- 6 - great choice, good reward!

## RULES:

none/any (Players decide what to do, you decide when they roll)

## OUTRO:

Perhaps, it's a story without begin and end, but better create a final goal. F.e. survive for an hour in the world of Lovecraft or take control at Death Star

*This game driven by Players and yours fantasy) I'd created it to tell my girlfriend about many beautiful video games worlds without actually telling her it is a video game ;) But game works perfect with a short or long movies and novels. This game is a good way to introduce an unknown world to a Players, because they involved to be inside it and actually do important choices there. Sometimes I create some simple rules such as labyrinths, maps, hitpoints or secret goal for each character, it works fine but need game designers skills for game balance. I hope you try it, enjoy!*

## **LIZARD-SORCERER-SPACEMEN AGREE WHAT TO PLAY**

---

**Sam Carrington**

A game of game creation, for a GM and two or more players.

Everyone needs a pencil, some paper and some dice.

Players each write three SKILLS their character has (eg: Safe-cracking, Charioteering, Laser Guns) on a piece of paper.

These are all revealed simultaneously.

Each player then writes down two FACTS they want to be true of the game-world (eg: magic is illegal, everyone is a dog). These are also revealed simultaneously.

The GM then writes down six FACTS about the game-world in order to enrich and reconcile the players' FACTS and SKILLS

(eg: rocket-chariots with laser cannons).

Two are kept hidden, four are revealed.

On another sheet, the GM displays the session's primary, secondary and tertiary OBJECTIVES.

Players should then go around and introduce their characters, what role they play in this (probably eclectic) world, and why they want to complete the OBJECTIVES.

Roleplay striving to complete the OBJECTIVES.

Actions with a chance of failure are rolled against a GM set threshold, accounting for SKILLS and good roleplay.

During play, each player may establish one additional FACT or gain one additional SKILL.

Afterwards, discuss the setting you all built, and whether you want to play in it again.

*Inspired mostly by the germ of an idea I had last year, but with mechanics to support the creative process.*

*This version co-created by my friend Doris.*

# THE ANTARCTIC EXPEDITION

---

**Thorsten Panknin**

<https://twitter.com/ThorstenPanknin>

A GM-less horror storygame for 2 to 5 players. You are members of an expedition to Antarctica and discover an eon-old artifact in a cave a dozen metres below the ice. What will happen to you?

## The Setting

Decide on the era, your gear and the actual goal of the expedition.

Prompts: undiscovered local tribe, Victorian British explorers, modern-day scientists, visitors from another planet

## Your characters

Each player describes their character in a few words, revealing their calling and discernible personality. Additionally, they privately decide how their character benefits from the expedition.

## The game

Decide as a group how the expedition went so far. Prompts: losses, weird findings or encounters, uneventful

What does the artifact look like? Does it react to you finding it? Does anything change?

You have a few in-game hours to interact with the artifact and find out what happens. After each hour the artifact, your surroundings or you will exhibit a dramatic transformation--what is it? At the end of the last hour everybody describes a short epilogue for their character and where they finally end up after the expedition.

If anybody died, hold a moment of silence for them.

# **GREAT LORD VACOOM**

---

**Gregory Allen Brandt**

You all dogs and one of you is worst nightmare, Great Lord Vahcoom, giant wind god capable of producing immense loud noise and sucks up everything in path. Great lord wrecks havoc in domain RUFFly once a week and seems to take control of

human master until satisfied.

Before game begins, dogs will write down their most prized possession(do not actually need to possess it and it should be something a dog would prize) choose 20 words and write them down.

On your turn, another player start stopwatch and you begin praising great lord, talk about why your possession is more important and why everyone else's is less important, and tell tale from past life only using the 20 words. Say stop when you're done.

If speech lasted more than 2 minutes or less than 1 minute, 30 seconds or did not meet requirements, great lord kills you. If great lord likes praise, you get extra life. If players including great lord unanimously agree that your argument or tale not good, subtract 1 extra life(cannot kill you).

Free words: Me, You, name of your possession

Be last dog to survive.

Great lord always win.

Praise great lord.



## BACKSTAGE

---

Josh Horowitz

It is OPENING NIGHT.

The show is a disaster. Your job is to save it.

There are 2-4 DESIGNERS and a STAGE MANAGER (SM). The SM facilitates the game. Each DESIGNER starts with 1 TIELINE.

The DESIGNERS are the: Lighting DESIGNER, Sound DESIGNER, Set DESIGNER, Costume DESIGNER.

Each DESIGNER selects a quirk and then reveals simultaneously. If a quirk is shared, DESIGNERS are (rivals/dating).

1. Neon hair
2. Colored clothes
3. Heavy accent
4. Band shirt
5. Coffee drinker
6. Former actor

Decide the show together. Mockery is encouraged.

1. Shakespeare
2. Musical
3. Community Theatre
4. Off-off-Broadway
5. One-person show
6. Greek tragedy

The SM (with suggestions from DESIGNERS) narrates the the show. 4+ things go wrong.

When you try to fix something the actors messed up, roll 2d6+TIELINE.

- \* On a 10+, it works better than the original. Gain one TIELINE.
- \* On a 7-9, it works, but there's a problem. The SM offers you a worse outcome, hard bargain, or ugly choice.
- \* On a 6-, it gets a lot worse.

After curtain call, all DESIGNERS vent, and then read the reviews.

The DESIGNER with most TIELINE is mentioned. The rest are not.

## **DINERS, DRIVE-INS, AND DICE**

---

**Jon Gill**

*<http://twitter.com/TheJonAGill>*

3-7 players play as celebrity chefs. You each star in your own restaurant review show.

Describe your chef's:

Name

Culinary specialty or dietary restriction

Fashion

Vehicle

Catchphrase

Do not name your show yet.

Players take turns in clockwise order.

On your turn, pick another player to scout a restaurant for you to feature on your show. They describe the restaurant and the kind of food it serves. They then pick another player to play the restaurant's head chef. (This can be their celebrity chef or a new character - their choice.)

The head chef walks you through the preparation of one of their dishes. Feel free to interrupt to ask them to clarify things for the audience or to insert your hilarious catchphrase. Play things up for the camera. You're the star here, not them.

When the head chef is done, roll a d10 to determine how much you enjoy their food. Narrate your reaction as you eat the food on camera.

Once each player has had 2 turns (1 for 5+ players), you must end your episodes. In turn order, give your show's trademark sign-off line to the camera. Be sure to work your show's name into the sign-off.

# RECIPROCATION

---

Thomas Davies

<https://twitter.com/VideoPheasant>

## Reciprocation

Rule number 1: During this game, you may not say in character anything that you believe to be true about a player out of character.

The richest player will plunge their arm into a bag of rice. They will draw out a fistful and move across the room to place it in their bowl. The other players will catch fallen grains in their own bowls. For every grain they catch they must thank their benefactor. They must earnestly flatter them for every grain, one by one. They must describe their fictional life and their great deeds. Praise the following:

Ruthlessness

Opulence

Fairness

Intelligence

Physical appearance

Devotion to a deity

Virility

Skill in a profession

Honesty

Humility

After drawing rice, choose the next player to draw a smaller fist of rice. If they take too much, prevent them. Repeat this until everyone has drawn rice. Weigh your bowls. The player with the lightest bowl has been lying. They must retract their praise and speak the truth instead, whilst continuing to respect rule number 1. For every insult they may take rice for themselves, and continue until their bowl is the heaviest. When this is done, prepare a meal together.

## A PAPER FOOTBALL GAME FOR 2-6 PLAYERS

---

Christopher Reed

The players play for an american football team (Quarterback, Receiver, & Defense)

On a piece of easel paper, draw 4 parallel lines to segment the paper into quarters.

Flip a coin to determine which team will start.

The team will have 4 attempts to get the ball past the opposite end of the easel paper (touchdown).

The quarterback will whisper to the receiver what quarter she will try to get the paper football into.

The opposing defense will place her plastic cup into the section she thinks the team will try to throw into.

The receiver will then place her cup into the section her team decided.

If the two cups share the same quarter, they will be placed on their side next to each other.

If they are in different quarters, they will be placed on their side where they are.

The quarterback must try to flick the paper football into the receiver cup.

If it goes into the defense's cup, it is a turnover and the other team plays offense.

If it goes in the receiver cup, play resumes from that point on the paper and that team has 3 more attempts to get a touchdown (7 points).

*Rowdy hooting and hollering are encouraged.*

*Add as much role-playing as you'd like (it is best if the quarterback is yelling snap counts and barking commands to no one).*

# THE LONG STAIR

---

## Dissonance

<https://moth-lands.itch.io/>

Our world has ended.  
To repair the disparate strands,  
gather:  
]\_\_  
A special Token.  
]\_\_  
An illustrated Tarot Deck.  
]\_\_  
And three Perspectives.  
Each Perspective claims an aspect of  
The Wanderer:  
Past (Before the End) / Present (In  
the Wasteland) / Future (Upon The  
Long Stair)  
As we rediscover: Our Origins / Our  
Self / Ourselves.  
Prepare the cards.  
Major Arcana embody the Obstacles in  
our path.  
Minor Arcana are the People / Places  
/ Things that spur us on.  
Separate and shuffle the two decks.  
Each Perspective draws an Obstacle.  
Place it face up in a staggered row,  
like steps.  
The first of three Flights.  
Each poses a question.  
]\_\_  
How did the world end?  
]\_\_  
Who have we become?  
]\_\_  
What might we hold on to?

These are but examples. Let them  
inspire you.

Art / Text / Subtext

Claim the Token to set a scene  
exploring your Obstacle.

When the time is right, turn a Minor  
Arcana face up. Give it life.

Accept it to Bridge Past to Present  
to Future to ...

Pass or claim the Token to explore  
another Perspective.

Become an advocate for their  
Obstacle. Become a force for growth.

Paint The Wanderer in three voices.

]\_\_

Bridge the cards.

]\_\_

Draw the next Flight.

]\_\_

Discover yourself.

Then fade to black.

*Two hundred steps. Endless  
iterations. The Long Stair is a  
paired down iteration of an idea  
that's been haunting me for ages, now  
realized.*

*For feedback or creative connection  
you can contact me on Twitter @  
MothLands*

*The further we descend the more  
entangled we become.*

# FINAL GIRLS

---

Alex Flanigan

*twitter.com/coff33detective*

You are the Final Girls, last bastion of your fractured group left standing against a relentless killer. The killer will not rest until they, or all of you, are dead. But they don't win this time.

YOU NEED:

candle

dark room

six-sided die

red lipstick

2+ players

Light candle. Turn off lights. Take turns rolling the die and answering questions. Every time you answer, mark somewhere on your body with the lipstick.

1. What distinguishing characteristic of the killer's did you see? Where have you seen it before?

2. How did you narrowly escape this time? Why won't it work again?

3. What makes you stronger than people think?

4. What did you lose before you had nothing left to lose?

5. What about you is too messy, too broken, too much for most people? How has it saved you here?

6. How did you die?

When only 1 Final Girl remains alive, she blows out the candle and describes how she defeats the killer once and for all. Turn on the lights and celebrate your scars together.

*This game would not exist without the collected creative work of Lauren Milici, who will always be synonymous with the image of the Final Girl to me. Thanks, Lauren!*

## CAT VS GHOST

---

Stentor Danielson

*playglittercats.blogspot.com*

For two players

One of you is a CAT. One of you is a GHOST. The ghost is haunting the house where the cat lives with some PEOPLE.

Choose a name, pronouns, and one short tag to describe yourself. Together, describe the house and the people who live here.

Cats can be SMART or FIERCE. Ghosts can be SPOOKY or SNEAKY. People can be SCARED or COMFORTED.

The ghost begins by describing how they haunt the house. They should set up a problem for the cat. The cat then either chooses how they address the problem (smart/fierce) OR how the people react (scared/comforted). The ghost chooses the other. Both players make their choice, then reveal them. The cat describes how they handle the problem, consistent with what was chosen (e.g. fierce and comforting). Based on the cat's narration, the ghost assigns them another tag.

Now the cat sets up a problem for the ghost, to be resolved in the same way: the ghost chooses either how they address the problem (spooky/sneaky) OR how the people react (scared/comforted).

After six scenes, evaluate how the people feel. Decide together how they address the situation.

*Inspired by my cat flipping out about something invisible on my wall all day.*

## **SINCERELY YOURS.**

---

**Garbink**

Put away all distractions (e.g. phones) in a bag.

Sit with other players all around the table and put a bowl at the center.

1. Each player writes anonymously a real secret about himself/herself, a confession, or a private thought (in no more than 20 words) on a piece of paper and put it in the bowl. Make sure that everyone uses the same pen color.
2. Shake the bowl.
3. Each player picks up a piece of paper from the bowl and reads it silence.
4. Then each player pass the piece of paper to the player on the right until every piece of paper is read by everyone.
5. All the players must return all the pieces of paper in the bowl.
6. One of the players lights up a match and throw it in the bowl, giving fire to the secrets that will vanish forever.

Now you got closer to your friends, you know their secrets. But you won't know who they belong to.



# NO HONOR (AMONG THIEVES)

---

Johnathon Kulchyski

## Introduction

-----

Pull off heists and get the most cash!

## First Game

-----

Characters are created as newbies.

The first heist is robbing a convenience store. Shares are \$200.

## Setup

-----

Newbies get double the share value for their bidding cash, Pros get triple, and the Ringleader get quadruple.

Each player proposes a problem. Each of these problems are marked down in whatever order the group decides.

## Play

-----

Problems are resolved one at a time. First, players with incapacitated PCs each add a complication, then the remaining players agree how their PCs will resolve the problem. After this, each player declares a possible outcome to the problem.

Each player bids by secretly writing down their desired outcome and their bid. All bids are revealed at once. The outcome that wins the bid goes into effect, and all bids are subtracted players cash. Ties are broken by additional bids.

Begging, bribing, and backstabbing, other players is encouraged!

## Advancement

-----

If the PC survived they become a Pro. The PC that survived with the most bidding cash left over from the heist becomes the Ringleader. Otherwise the player must make a Newbie.

Finally the Ringleader chooses the next heist target and the new value of shares.

*A diceless, GMless game meant to simulate the opening to the Dark Knight movie.*

*Thank you to my loving wife for her proofreading*

## RISING TIDES

---

Ian Yusem

The globe warmed. The ocean invaded your city and its people fled, but you could or would not follow them. You surf the waves atop its sunken streets to survive.

The Fibonacci Sequence tracks your Will to Live. You start at 0.

0, 1, 1, 2, 3, 5, 8, 13, 21, 34

When the tsunami comes you abandon your crumbling home and take to the skyscraper-gridded waterways, roll  $(1d6 \times 10) + 1d6$  to surf for your life. If you roll lower than your current Will, the tsunami consumes you and your board.

Survival is pain. If you survive a tsunami, advance your Sequence by 4 steps. Start the game with a tsunami.

Between tsunamis, you strain to establish a home. After each of the following acts, roll 1d6. On a 6, another tsunami ravages the city.

If you selflessly comfort another survivor, advance your Sequence by 1 step and retreat theirs by 1.

If you search for meaning, roll 1d6. On a 2 or lower, you find something of beauty and retreat your Sequence by 1. On a 3 or higher, you find something of stabbing nostalgia and loss and advance your Sequence by 1.

# LINE

---

Alex Rowland

<https://spookyslag.itch.io/>

An absurdist live-action game for 5 players based on the play, Line by Israel Horovitz.

## BIG IDEAS:

- Characters stand in a line vying to be first despite conflicting understandings of what the line is for
- Every character's top priority is to be at the front of the line
- Players stay in character and act according to their motivation
- The game ends when everyone is at the front
- Play should last 15 minutes at most

## PREPARING TO PLAY:

- Mark the ground where the line begins with visible tape.

## CHARACTER CREATION:

Players gather in a circle and take turns answering the following aloud:

- What is your name?
- Why is it important that you are at the front?
- What don't you like about the character to your left?

Each player rolls 1d5 (or 1d4 + 1d2 [scored 1 or 0]) on the following table (each player's should be different):

Line Strategy: This is how you plan to get to the front...

1. Starts at the front of the line (you got there early)
2. Fast Talking and Confusing
3. Sex Appeal
4. Bullying
5. Opportunist

## PLAY:

Enter play in ascending order according to rolls (1 starts in play).

## SHIT, THE WORLD IS ENDING!

---

Cody

Your phone starts blaring an alarm... Annnnnd BOOM! You just got an alert saying the world ends in one hour! You have that time, starting right this instant, to gather and prepare food, water, and other supplies.

At the end of that hour, you no longer have conventional electricity, running water, or access to networks/infrastructure. If you have to leave to get more supplies and are not back within that hour, you are presumed dead.

Over the next week, you have to ration those few supplies you saved.

The game ends in one week or when you/all players give up.

"Giving up" signifies death.

You lose if you die before the week is up.

# DUNGEON CORE!

---

B. D. Taylor

You are elemental spirits,  
subservient to a Dungeon Core (DC).  
DCs use and consume Mana exclusively  
gathered from the environment and  
adventurers inside their Territory.  
Players control traps and monsters,  
and the GM controls invaders.

Together, design a labyrinthian  
Dungeon with treasure, monsters,  
and traps to attract and kill  
adventurers!

Keep expanding to attract stronger  
adventurers, but be careful - too  
challenging or too stingy, and they  
may stop coming!

Mana gains:

Event

Gain

Ambient

1/hour

Adventurer present

3/hour/Adventurer

Adventurer dies

60 + 1/5 stat points

Sample Mana costs:

Item

Cost

Build 5x5 space

2

1GP-worth of treasure

0.5

Trap

1 per stat point (choose only 1 stat)

Monster

0.25 per stat point

Increase Territory radius

1/foot

Change w/Adventurers in Territory

x10

Adventurer/Monster stats:

Brawn\*

Cunning\*

Agility\* (defends against Agility)

Mana\* (magical attacks)

Physical Resistance (defends against  
Brawn)

Magical Resistance (defends against  
Mana)

Health^

\* also a Trap stat.

^ Health = 6 + Brawn

Newbie Adventures have 3, 3, 2, 2, 1,  
1 to distribute among their stats.

Stats depict the number of d6 you  
roll.

Damage = Attacker's Dice minus  
Defender's.

Items add directly to stats  
(shortsword = +1 Brawn).

Traps reset automatically.

Monsters must be re-summoned.

## **AN AFTERNOON'S DIVERSION**

---

**Bindle**

Smoke everything in your pockets right now.

# ESCAPE FROM TRANSLUCIDIA

---

Loud Dave

Three scavengers must cross a nightmarish city to bring supplies back to their colony. They will face perils from without and within.

Each player has 10 check-boxes representing supplies.

On your turn, roll 2d10. Describe a scene for the other two, using indicated prompts:

( WITHIN )

( WITHOUT )

1. CONFESSION

DARKNESS

2. BETRAYAL

HEIGHT

3. SACRIFICE

DEPTH

4. PHOBIA

REFLECTION

5. MEMORY

HUNTING

6.

SECRET

TRAP

7. EPIPHANY

ILLUSION

8. LIE

SPEED

9. TRUTH

NOISE

10. INSECURITY

SILENCE

Cross off prompts when used. If re-rolled, use the next.

In a scene, take turns building on what's described. When peril is imminent, each roll 1d10, and collaboratively resolve the scene using indicated prompts:

1-3: You lose some supplies. Mark off one check-box. If you have none, check another player's.

4-6: You are impaired, but you carry on.

7-9: You narrowly escape the peril.

10: You discover additional supplies. Add a new check-box.

When 9 of each scene prompts have been crossed off, you return to the colony.

Roll 1d10, add remaining supplies, and collaboratively epilogue:

30+: The colony will thrive.

20-30: The colony will survive.

10-20: Not everyone will survive.

<10: The colony will collapse.

# THE SUN A WIDE-EYED PHOENIX IN ITS NEST

---

Natalie Libre Merson

*tw/@bigstuffedcat*

For one player.

Retha's community sucked its land dry. But, according to myth, if Retha slaughters the phoenix that wanders daytime skies, life will be restored.

Retha has an axe, a pair of wax wings, a breastplate, and no better ideas. They're currently hanging from the phoenix's talons.

As they act, roll six dice. If they used a tool, choose any numbers, then reroll all dice showing those numbers.

## SCALING THE PHOENIX

If you didn't roll a...

1: Retha falls off and plummets.

2: Retha can't climb higher.

3-4: There's no opportunity to strike.

5: Sacrifice a tool.

6: Retha's crushed, near-lethally.

## STRIKING THE HEAD

Roll only three dice if you have no weapon. If you didn't roll...

two 1-2s: Retha fall off and plummet.

four odds/evens: Sacrifice a tool.

two 6s: Retha can't make wounds last.

## CHEATING DEATH

If you didn't roll a...

1: The phoenix cries, anguished.

2: We remember Retha as naive.

3: We remember Retha as gullible.

4: We remember Retha as weak.

5: Retha cannot cheat death. (The game ends.)

6: The myth is fake.

After two wounds, the phoenix plummets, a fallen star. Is life restored?

*Made while watching a video essay on Shadow of the Colossus. This game definitely occupies a weird space in my library. While it condemns you Nothing but love for @fencedforest and @mossytoes for editing help. Buy their games.*



## **(DON'T) FIGHT SUZANNE: AN AUTOBIOG-RPG**

---

**Suzanne Schenewerk**

<https://a-sputnik.itch.io/>

Sit in a circle. We each play an expert fighter, and each take turns playing Suzanne. Choose your expert's area of martial expertise, or roll a d6 on the list below:

1. Jiu-jitsu
2. Capoeira
3. Krav Maga
4. Muay Thai
5. Taekwondo
6. Bare-knuckle boxing

Decide who will be Suzanne first. Suzanne attempts to challenge the expert to her left to a fight. Suzanne is an ordinary, small-ish and not particularly strong or coordinated woman. If the fight occurs, Suzanne will definitely be knocked out, and almost no one wants that.

-Expert Fighters: Try to talk Suzanne out of fighting you, by whatever means you see fit: reasoning with her, convincing her to fight someone else, demonstrating your superior martial prowess in indirect ways, distracting her, etc.

-Suzanne: You can probably take any of these chumps. It would probably be fun. Try to convince the expert to your left to fight, just for the hell of it.

After two minutes, or Suzanne is convinced to move on, play passes left; the last fighter becomes the new Suzanne, and challenges the expert on her left. Play until everyone has been Suzanne, or Suzanne has been knocked out.

# THE HOUSE WINS

---

Lachlan Albert

The person running the game is The House. All other participants are Players.

-----

Players:

Roll on each row of the wealth table, then answer the following:

- What was your first big win?
- Why do you need a win so badly?
- How much will be enough?

There are three rules all Players must follow:

- 1) Every hand you win, state a dream for your future.
- 2) Every hand you lose, state something you missed or lost while playing.
- 3) You may not willingly leave the table while you or The House has money. If asked to leave the table, justify why you are staying.

-----

The House:

Decide on the game to be played. Blackjack is recommended. Bet in \$1,000 increments.

The House begins with \$100,000,000.

After each hand, gently encourage one player to leave the table.

You may choose to end the game only once you have decided that all Players have nothing left to lose.

Wealth table:

|                |   |     |   |   |             |   |         |             |     |   |             |  |       |           |           |  |           |  |  |
|----------------|---|-----|---|---|-------------|---|---------|-------------|-----|---|-------------|--|-------|-----------|-----------|--|-----------|--|--|
| 1              | 2 | 3   | 4 | 5 | 6           | 7 | 8       |             |     |   |             |  |       |           |           |  |           |  |  |
| Cash           | - | 1d4 |   |   | \$1,000     |   |         | \$2,500     |     |   | \$10,000    |  |       | \$100,000 |           |  | -         |  |  |
|                |   | -   |   |   | -           |   |         | -           |     |   |             |  |       |           |           |  |           |  |  |
| Assets         | - | 1d6 |   |   | Ring        | - | \$5,000 |             | Car | - | \$30,000    |  | House | -         | \$700,000 |  | 1+2       |  |  |
|                |   | 2+3 |   |   | 1 + 2 + 3   |   |         | -           |     |   | -           |  |       |           |           |  |           |  |  |
| Possible loans | - | 1d8 |   |   | \$10,000    |   |         | \$50,000    |     |   | \$100,000   |  |       | \$250,000 |           |  | \$500,000 |  |  |
|                |   |     |   |   | \$1,000,000 |   |         | \$3,000,000 |     |   | \$5,000,000 |  |       |           |           |  |           |  |  |

# THE KID FROM UTAH

---

Jim Fitzpatrick

*twitter.com/jimthelinguist*

The Kid from Utah

A game of awkward teenage interactions

Requires: 4 players, pens, index cards, a coin

Instructions:

- Choose one player to be the Kid, a robot who looks exactly like a human teenager.

Something's gone wrong, so the Kid's creators dumped them in generic modern suburbia but botched the memory deletion routine.

- Label four cards "Personal," "Social," "Culture," and "Other."

Each player writes one memory on each card, e.g. "I have six siblings," "girls/boys like it when you them ask a lot of questions," "

<band> is so cool."

Give them to the Kid.

- Together, choose (1) a scene location, such as a coffee shop or the locker room after gym class; (2) 1+ players to play through a scene with the Kid; (3) a role for the scene partner(s), such as a teacher or another teen.

- Kid, your cover story is that you're from Utah.

However, you know nothing about Utah.

Do what you can with your limited memories and wits and go make friends.

- Play your scene.

Afterward, flip the coin for each card.

If the coin is heads, scrap the card and make one with new memories.

- Play more scenes until you're done.

*Sincerest thanks to the Bransonhearts crew.*

# DEATH RACE 20XX-500: SURVIVE, THRIVE, DRIVE

---

D.E. Chaudron

*twitter.com/sixfeetzen*

PLAYERS: 2+ | MATERIALS: Paper + Pen(cil)

DEATH RACE 20XX-500 is a game of cooperative survival. Imprisoned in a lethal track with a car and your comrades, you must complete the race while stopping corporate race sponsors from profiting off your televised demise.

BEGIN

Design your car. A car must be able to: MOVE, STOP, and CARRY A DRIVER. Otherwise, it can be anything.

SOCIALIZE

Name your car, then introduce your vehicle/yourself to the other racers. You're each other's greatest hope.

RACE

The DEATH RACE 20XX is 500 miles. An obstacle arises every 50 miles that can destroy whoever passes through.

DESIGNING OBSTACLES

Brainstorm the most dangerous barrier/trick/trap possible. It is now in the way of every driver. Sketch the racetrack and obstacles. Give them names as enjoyable as your car's.

OVERCOMING OBSTACLES

Work with your fellow drivers to figure a way out. If there seems to be no path forward, drivers can automatically pass if one driver sacrifices themselves. If that's you, describe your sacrifice and check off the obstacle.

FINISH

If every driver dies or all obstacles are overcome, the game ends.

When you reach the end, you're free. How does it feel?

*After seeing so many awesome entries in a previous 200 Word RPG competition, I told myself I had to write one someday. This time I was ready! I hope everyone enjoys escaping the corporate deathtrap abyss with their friends.*

## SNAKE EYES

---

### Wandering Warrior

A snake is you.

Each snake has three traits: Blue, Green, and UV, among which they must distribute twelve six-sided dice (minimum two in each and maximum six in any given one).

Blue dice are used for logic and resilience.

Green dice are used for persuasion and agility.

UV dice are used for intuition and force.

When no particular trait is called for, roll Snek, which is equal to your lowest trait +1 die.

When you act and the outcome is in doubt, the Snake Handler will tell you what the TN is for each trait in order to succeed. You must roll at least this many trait die with a value of 3 or less to succeed, unless you roll snake eyes (two or more occurrences of 1, which is an auto-success) Sometimes a particular trait can't be used to succeed on a challenge. TNs follow.

TN Relative Difficulty

0 Why roll?

1 Easy

2 Moderate

3 Difficult

4 Brow-Furrowing

5 Britches-Chapping

6 Teeth-Breaking

When you are injured or otherwise halted, take 1 die away from the trait you just attempted the roll with. Once you cannot roll a trait due to having no dice in it, you lose.

*snakes on a plane*

## WHOLESOME BUG DATE

---

Kitty S

You are two nervous bugs on a date!

Before!

Plan a nice day inside together - cooking a meal, reading on the couch, watching a movie, etc.

Get one pool noodle, boffer weapon, or something that doesn't hurt much to get devastated by. Decide which bug gets the weapon. For politeness, male bugs offer up the weapon first. Agree where it's okay to strike the Unarmed Bug.

Bugs introduce one another by stating something they find pleasant or alluring about the other bug. Use bug words like carapace, mandibles, or make up new bug terms.

Play!

Start your date by physically doing the activity planned! Talk about your bug day, your bug lives, or your ideal bug relationship.

Keep the weapon within reach of the Armed Bug. Remind the Unarmed Bug it's nearby. The Unarmed Bug may never touch the weapon.

During the date, the Armed Bug may pick up the weapon and strike the Unarmed Bug. If struck, they are now dead and may no longer participate in the date's activities. The Armed Bug may continue the date alone until they wish to end the date.

The Unarmed Bug may flee the date at any time, ending the date.

thanks to weird bugs for keeping it real and to my weird bug friends who send me photos at 2am of praying mantises eating hummingbirds or whatever

## LITTLE GREEN MEN SCOUTING

---

**LeVentNoir**

*reddit.com/u/LeVentNoir*

You are a squad of Aliens sent to Scout Earth during the 1950's.

You have Advanced Camouflage Devices, but don't know the precise settings to use.

You are to observe Normal Human Activities.

When you Observe Humans, roll d6. On a 6, you understand the situation, anything else, and you miss Significant Context and must keep observing. Your interpretation of the situation should be colored by the missing context.

Each time you observe, roll d6. On a 6, the Camouflage works, anything else, and a human starts suspecting you.

You're not authorized to hurt humans, but lying, running away, and Memory Rays are all options. To undertake something risky, roll d6. On a 4+, you succeed, anything else, and the situation gets more complicated.

Once you have successfully Observed, you may move on and find another Activity.

When you must Beam Yourself Up, make a Report. Roll a d6 and add the number of successful Observations. On a 6+, your commander is pleased. On a failure, you're sent to the cloning vats to be recycled!

Beware of: Communists, Police, Rednecks, and the Men in Black.

Use: Advanced Alien tech, Cloning Chambers, Memory Rays, Tractor Beams.

# VAMPIRE, 2020

---

Ajey Pandey

<https://twitter.com/AjeyPandey>

2020. Smartphones track everything. Vampire hunters are hackers tracing IP addresses. Your community is in disarray. Even the shadows aren't safe.

You're a vampire.

Pick a name. From anywhere.

Pick an age. From yesterday to 1000 years.

Pick a fashion. Antiquated, Simple, Trendy, Unkempt.

Roll d10 for:

Diplomacy

Subterfuge

Violence

Magic

Roll d10 at or under attribute to succeed.

Facade starts at 10. Following subtract from Facade:

Burner Phone

Driver's license

Internet

Paid work

Smartphone

Legit subtracts 2. Shady subtracts 1.

A smartphone subtracts double.

If seen, roll d10 at or under Facade to remain in shadows. Otherwise, add 1 Mark.

At 1 Mark, the hunters know your alias.

At 2 Marks, they know your feeding grounds.

At 3 Marks, they know your address. Run, now.

GM roll d10 for scenarios:

1: A gnawing hunger arises.

2: A large event arrives. More blood, more security.

3: An old debt is called in.

4: Hunters found your friend.

5: Someone called the cops.

6: Someone found silvered weapons.

7: You find a hunter's address.

8: You're caught in a crossfire.

9: You're smitten for a mortal.

10: Werewolves are in your turf.

*I saw the new Vampire: The Masquerade: Bloodlines game preview, and I thought I would do a more "accurate" approach to modern vampires.*



## SMALL SPACES

---

Katie Friedman

You're the first group of humans to live long term in outer space.

Describe what you live in, is it a small dome, ship, or station?

What supplies do you have?

What supplies are you lacking?

Introduces yourself

- What's your job?
- Why you're here?
- How do you feel about someone you work with?
- How you spend your free time?

How to play

Each player takes two notecards and writes a complication word on one and an emotional word on the other. These words are the themes for each scene. Place the cards in the middle of the group and have someone start by pulling a card. They're the narrator for this scene as it will be from their point of view. They must use the word on the card to come up with and act out an event that happens during the first week living as a group. The scene can be just them or whoever they want to be in it with them. There is no limit on how many people are in a scene. Each pull from the deck is a new week, then on the second round a new month until you end on the last card.

# THEY // FEED

---

Joel Salda

*www.thebigtabletop.com*

THEY eat people. THEY spread. Your group survived. Resources are scarce. The shelter depends on you. Each survivor needs 1 long grocery receipt, pencil, d4s. Survivors start with (100 - receipt price total) luck. Who are you? Why do you protect the shelter?

-Round all numbers down

Goals:

-Scavenge supplies

-Avoid THEM.

Each Day:

(1) Traveling

(2) Scavenging

(3) Transporting

(4) Resting

First 3 phases:

-Player rolls d4 for an obstacle (THEM).

-Describe location, objects, obstacle.

-Each survivor strikes-through 1+ receipt items for an action. Describe. Add your prices.

-Roll (phase #)d4 for obstacle. Add all the d4s. Do THEY notice you?

-If survivor's price  $\geq$  obstacle, survivor unnoticed. Move to next phase.

-Noticed survivors must strikethrough receipt discounts to lower notice or lose luck = highest, two d4 rolled. Describe how.

Scavenging:

Survivors find goods. Spend luck = item price. Circle receipt items and price to acquire. Survivors narrate search. How do they feel about what they find?

Resting:

Survivors hand out goods. Strikethrough circled items. Each survivor gains luck = (combined receipt item prices / player count). Narrate survivor's interaction with shelter people and group. Who are they? Strikethrough items are gone.

0 luck or receipt items = survivor dies. Narrate their end.

*Such an interesting challenge. More words and I would have included a traveling encumbrance system. (Combined prices of item you acquire / 2) would have lowered your action in the (3) transporting phase.*

## WORDHUNGER

---

Jay Dragon

*jdragsky.itch.io*

This is a game for two people: myself, and a partner. It should never be played with an empty meal, such as when my partner is a mirror or a photograph.

We'll sit together, you and I, and lock our aching hands together. You can begin. Stare silently into my eyes for as long as you can bear, until words begin to come crawling out of your mouth. Describe me, fully, as what you see before you. You're not here to bolster my ego, or to dig deep against my insecurities. I am your teleprompter. Your tongue shapes me.

Describe my jawline, jutting forward. Describe my skin, stubble bursting. Describe my off-white teeth, my thin gums, my tired hair. Describe my eyes as I listen to you say these words. Describe my tears, describe my smile, describe how I look when I try to look away. Call me what you want. See me. With your teeth and lips and alveolar ridge and dagger tongue, tear against my soft skin.

Once you have finished, and you are full of me, I can do the same for you, and we can feast together on what remains.

*This game is an old game, and will be included in my upcoming zine Esoteric, that you'll be able to get on my Itch! If you like my weird style of unplayable poem-games, also check out my zines Games For Lost People and Games For The Breakdown.*

# THE ACCORD

---

Liam Moher

The Arch-Duke and The Tyrant have decreed that hostilities between human and monster kind must end. You are corrupt, squabbling dignitaries meeting at Blighthollow to draft the accord for this uneasy peace.

You have a Need that the truce threatens. Try to alter the accord to protect your Need.

Choose a role:

- Aristocrat (Trophies)
- Bishop (Rage)
- Champion (Enemy)
- Chancellor (Scapegoat)
- Inquisitor (Prey)
- Magistrate (Plunder)
- Necromancer (Carrion)
- Priest (Fear)
- Traitor (Protection)
- Warlord (Enemy)

Separate into Human and Monster contingents. Odd one out is a “neutral” signatory (pick a second need).

Describe your character in a few words or short sentences. Define your Need more fully. Each contingent alternates proposing amendments to the accord. Neutral parties may also make proposals. Argue each proposal’s merits and flaws in-character. Draw maps, take notes, world build and make side deals as you debate.

Anyone may call for a vote at any time. If seconded, vote on the amendment. With a majority vote, the amendment is ratified and added to the accord. You cannot repeat failed proposals.

Repeat until either contingent has no more amendments they wish to propose. Discuss the fallout of the final accord. If your Need wasn’t met, what is your fate?

*I’m not normally very good at or a big fan of political scheming in games, but that’s why I wanted to try my hand at it.*

*On the chance I make an expanded version of this, you can find it here:  
<https://docs.google.com/document/d/1qfG8qlmTpPq0uBluKFgI9g0xvID4396NpEq-DDx6FHw/edit?usp=sharing>*

# REVERSEVANIA

---

Addison Koski

<https://qualityqontrol.itch.io/>

You are a GALACTIC/GOTHIC BOUNTY HUNTER.

This is your LAST MISSION, but you know only this:

You must stop FULIGIN STAR.

And you're willing to SACRIFICE EVERYTHING.

=====

Each day, ROLL A SIX-SIDED DIE and RECORD A STAR LOG...

-----

On results you HAVE NOT YET rolled, SACRIFICE a power:

1: POWER SHELL

2: POWER BOOST

3: POWER MORPH

4: POWER SIGHT

5: POWER BEAM

6: POWER SWORD

Then, consider these questions and RECORD your STAR LOG:

> How was your sacrifice forced, and by whom?

> How did you track your target, and to where?

> What made the sacrifice worth it?

> What has driven you to stop FULIGIN STAR?

>>> On your final SACRIFICE, you stop FULIGIN STAR.

>>> How will you be REMEMBERED FOREVER?

-----

On results you HAVE ALREADY rolled,

200-WORD RPG CHALLENGE 2019

EXPLORE a setting instead:

1: VOLCANIC CAVERNS

2: COASTAL CLIFFSIDE

3: GLACIAL LABORATORY

4: FLYING MOUNTAINS

5: LUMINESCENT JUNGLE

6: SUNKEN MONASTERY

Then, consider these questions and RECORD your STAR LOG:

> What new strangeness have you uncovered?

> When did you feel the loss of your sacrifices?

> What will be forgotten if you stop here?

> How does FULIGIN STAR taunt you?

=====

Press EVER ONWARD.

Stop FULIGIN STAR.

Be REMEMBERED FOREVER.

=====

> HACK: RE-ROLL repetitive settings.

*Download layout version here:  
<https://qualityqontrol.itch.io/reversevania>*

## THE INEVITABLE DECISION (1 GM & 1+ PLAYERS)

---

Alice Mortalis

<https://www.reddit.com/user/CountessMortalis>

"You used to be a barista. Now, you're a God... AND a barista." This game is about balancing humanity and newly-discovered divinity, and the inevitable decision you must face.

About-You

- Name
- Domain
- Dayjob
- The Scale. Where you stand between your Mortal life and your Divine powers. 3 Divine = -3 Mortal, and vice-versa. +3 Max.
- Bonds-Alliances. These represent your Mortal & Divine relationships. You have thirteen of each.

When there's uncertainty, determine if you're performing Mortal or Divine actions. For Mortal Actions, roll 1d6+Mortal+Bonds. For Divine Actions, roll 1d6+Divine+Alliances. 1-3 = Fail. 4-6 = Success. You may spend Alliances-Bonds to boost Mortal-Divine actions respectively.

When you help people, or otherwise prioritize humanity, you may gain a bond or shift towards Mortal. You lose an Alliance. When you ignore people, or otherwise prioritize Divinity, you may gain an Alliance or shift towards Divine. You lose a Bond.

The Decision. What young Gods fear. Will you give up on humanity or divinity? When you have no Bonds, you have no reason to stay. You leave and become a God forever. When you have no Alliances, you have no power among Gods. You give up and remain human.

*Hey, this is my first submission! I want to thank all my friends who helped me with proofreading and getting it down to 200! This game is actually based on a larger RPG I am working on called "Wardens of Reality." I plan on writing up a post that goes into more depth on the mechanics and themes behind the game. Ultimately, I thought the idea of young deities having to decide between being entirely human or entirely divine, while thinking they could try to balance it, had some serious potential. It's really similar to some superhero stories, but turned to the extreme!*

## TICKETS TO NOWHERE

---

Evan Torner

@guyinblackhat

Get a slip of paper.

Get someone to stamp it.

If it's stamped, you get to play the game.

Use the stamp to imagine this slip of paper is a ticket to somewhere.

Imagine this somewhere.

Draw this somewhere on the slip.

Write on the back of the drawing all of the promise of that somewhere.

Three good things.

Hand the ticket to someone you trust, but don't let go.

As they hold the ticket, describe in frantic detail the somewhere you want to go.

Ask them if they'd like to go too.

If they don't, that's fine.

Go about your business.

If they do, then they'll need a ticket too.

Have them get a slip of paper, draw on it, write good things, and again find a third party to stamp it.

[Repeat the above with other trusted friends until you have a group of the right size.]

Get some tape.

With your group and stamped tickets, go to a bus shelter and tape them on the glass there.

Say aloud as a group:

"This isn't where we're going, but they cannot take our tickets away either."

Give each other high-fives and go get some drinks.

*I was sitting in PDX airport and this came to me.*

# MAHOU SHOUJO MAGICAL BABYSITTER

---

Sam V King

*twitter.com/samvking*

A game for 4 players:

- \* Babysitter
- \* Kids
- \* Parents
- \* EVIL

Kids:

Play all children. Be troublesome.

Also play all imaginary or fanciful people.

Parents:

Play the parents. Be aloof.

Also play all boring people.

Babysitter:

You must take care of the Kids. You should fix the Parents, too. You face EVIL on the 7th Night.

Also play your magical minions.

After the 7th scene, EVIL attacks the world 7 times. Roll a d6 and describe stopping the attack. Add Love when you use moral virtue. Add Discipline when you use cool superpowers. On a 7+, you do it. If you stop 5 attacks, EVIL loses. Otherwise, the world ends.

EVIL:

Destroy the world!

And introduce complications during scenes to undermine the Babysitter.

Also play all jerk and monsters.

After the 7th scene, describe your 7 Attacks.

Play 7 scenes over 7 days. Any player may set a scene, but each must do so at least once.

In scenes, players describe their characters' actions, words, nearby events, powerful magic, etc.

After each scene, if the Kids felt loved they award the Babysitter 1 Love.

If the Parents think the Babysitter did their job, they award them 1 Discipline.



# THE STATE BANQUET FOR VISITING ALIENS

---

Nathan Russell

*www.PerilPlanet.com*

Best played over a meal.

Alien dignitaries have been invited to a state banquet in their honour.

Some of you are from EARTH and some of you are ALIENS. You are all VERY IMPORTANT GUESTS, so put on pompous voices and use your manners. Give yourself a title.

Unfortunately, the Aliens have no idea what is being served at the banquet and they are very agitated and confused. This meal could cause an interplanetary incident! The Earthlings must avert disaster by describing menu items.

To begin, an Alien should point to a dish on the menu or the table and ask: "WHAT IS THIS?" Earthlings respond by describing the food, its ingredients, taste, smell or any other feature.

However, the Aliens have no concept of Earth ANIMALS or PLANTS, and no translation for the words SWEET, SALTY, SPICY or SOUR. Whenever an animal, plant or taste sensation is mentioned an Alien should ask "WHAT IS THAT?" Earthlings should explain.

The stranger the descriptions the more appetising the Aliens find the dishes. This should be conveyed through facial expressions, gestures and sounds. Earthlings should continue describing dishes until the Aliens are happy. With the crisis averted, everyone eats.

*The idea for this game came to me on a 9 hour flight to Singapore, while perusing the in-flight menu. My children were the aliens.*

## WE ARE CENTAURS: A GMLESS TRIBE-TALE

---

Cyrus

<https://www.facebook.com/grart.krakow/>

We hunt.

We protect Backwoods.

We proclaim Prophecies.

We do not help Outsiders.

We do not abandon Tribe.

We do not disturb Order.

Assume !Duties. !Duties narrate #Circumstances when needed:

!Weatherwatcher: #Backwoods, #Elements

!Perilwarner:

#Outsiders, #Beasts

!Elderthinker:

#Tribe-life, #Wisdom

Describe one threat to Tribe for every #Circumstance.

Name three Tribe-Centaurs each.

Describe their doings. Narrate circumstances.

Together, tell the Tribe-tale.

Hunting:

Ask others for help, for day.

-Each hunter gathers one [Supply, choose from: [Beast [Plant [Stone.

or

-Together discover one new ?Omen.

Protecting:

Sum involved ]Protectors and distinct [Supplies spent.

You...

] +=1: ...are harmed

] +=2: ...escape, harmed

] +=3: ...escape

] +=4: ...are harmed, what you protected is safe

] +=5: ...and what you protected is safe

When harmed, you cannot Hunt and Protect for two days, burdening Tribe.

Propheting:

Spend [Supply.

Cross-out known ?Omens, and proclaim Prophecy concerning them.

Other Tribe-Centaurs settle implications of Prophecy's fulfillment:

-Which Tribe-Centaur will be Chosen?

-Will Backwoods provide?

-Will Outsiders harass Tribe?

-Will Tribe move?

When you fulfill three Prophecies, create and assume new !Duty with new #Circumstance.

Every thing can belong to one #Circumstance only.

If you'll behave un-Centaurish, you'll scorn Tribe.

First-time means Warning. Second-time means Branding. Third-time means Exiling.

That is Order.

*Thanks to Havock, Maniek, Chorzo, Budek, Tafit and many others for playtesting, proofreading and suggestions.*

*If you would like to expand the "Protecting" mechanism, here is my suggestion:*

*Protecting:*

*!Duty determines %Difficulty of narrated #Circumstance.*

*%2=dangerous accidents*

*%12=otherwordly threats*

*Sum ]Protectors involved and distinct [Supplies spent.*

*You...*

*] +=%: ...are harmed*

*] +=%+1: ...escape, harmed*

*] +=%+2: ...escape*

*] +=%+3: ...are harmed, what you protected is safe*

*] +=%+4: ...and what you protected is safe*

# VANQUISH

---

Lucas Falk

<https://blackfiskforlag.com/>

\* 3-5 players.

\* Playing cards.

-----  
The Behemoth has laid waste to the world. All will soon be lost - unless you can vanquish the beast.  
-----

Decide on a setting.

You sit together, the calm before the storm. Share stories - one per player and topic:

\* The Behemoth.

\* Something lost.

\* Something you can still save.

\* A shared experience.

\* The future you hope for.

Keep your stories short, but don't fear silence.

Draw a card after each story you tell - for your eyes only. When you have five cards each, you go to face The Behemoth together.

Draw two cards from the deck. Total them - this is the ADVERSITY. Jacks = 11, Queens = 12, Kings = 13, Aces = 14.

To STRIKE, overcome the ADVERSITY with your cards. Someone picks a card from their hand and puts it face up. The suit determines your manner - describe your attempt.

HEARTS

Courage

SPADES

Power

DIAMONDS

Wisdom

CLUBS

Luck

Anyone can add more cards. Describe how each card contributes to the STRIKE. If you cannot overcome the ADVERSITY, someone SACRIFICES themselves to STRIKE. Describe how.

After a STRIKE, discard used cards. Draw another ADVERSITY.

To vanquish The Behemoth, perform one STRIKE more than there are players. Otherwise, you have failed.

*I wanted to make a short atmospheric game about fearlessness, sacrifice and hope.*

*It's influenced by Ben Robbin's Follow and Jason Morningstar's The Last Stand.*

*This game would not have been written if not for the 200 Word RPG Challenge.*

# ABANDON

---

**Eoin Dooley**

*@eoin\_dooley*

This game is about the tension of partying with intentions, set inside a nightclub.

Each player sets a goal they want to achieve. The GM adjudicates.

Each character has a list of 10 adjectives, corresponding to their mood:

1. Joyful
2. Confident
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. Insecure
8. Intoxicated
9. Resentful
10. Dejected

Blanks are custom.

To resolve a challenge or move a scene a player may either:

- roll a d10 to determine a mood.
- choose a mood, and burn it.

The player and GM then explains how their character's mood is used to impact events.

A burned mood may not be used again. If rolled, the result takes +1.

At any time, a player may offer a mood to another, either traded or gifted. If accepted, the mood is removed, written secretly on a piece of paper, and passed over face-down. This replaces an entry on the recipient's list, their choice.

Recipients may either:

- turn it over, which triggers it and burns it.
- leave it until a roll reveals it.

Once a mood is revealed, players should explain how their characters' interactions determine the outcome.

Play continues until a player has achieved their objective, or is burnt out.

## PIRATE SHOWDOWN

---

Guilherme Albero

<https://www.instagram.com/guilhermetroll/>

You're a pirate clashing swords with another sea wolf, however neither of you knows how to wield the steel in your hands, so there's only one option left: bruise each other's honor with words.

You and your opponent take turns clashing as striker and comebacker. The striker randomly opens up a dictionary, chooses at least one word and then must use it in a phrase to praise their own glory and "superior fighting abilities", or simply to hurt the opponent's honor. The comebacker must quickly retaliate, phrasing with any unused words from the already opened dictionary. There's no rejoinder. The pirates just stare at each other and prepare themselves for the next clash.

Players must utter like angry pirates. Whoever reacts out of character (e.g. laughs, is startled, becomes speechless) or is unable to form a sentence, takes one damage point to the honor for each chosen word used by the opponent at the current clash. When a pirate's honor takes three damage points, the pirate loses the game.

If players word prejudice, discrimination, harassment ou hate speech, they lose the game. Actually, they also lose in life

*This RPG was inspired by Insult Sword Fighting from the "The Secret of Monkey Island" game.*

*I also made a more pirateish version, but I was afraid it would be difficult to read. Here it is: <https://docs.google.com/document/d/1uS2QS-hrT8qP8F3yHVS1yoAU3HSM2WhfBxo9dp711CQ/edit?usp=sharing>*

## ONWARDS AND UPWARDS

---

itay parasol

<https://cyber-zombie.itch.io/>

Pollution and war made Earth unlivable, and humanity are looking to Mars. Going to Mars is expensive. You are poor. You will have to get there through sneaking on ships, forging papers, and by other Illegal means.

Each player has his own set of cards (no jokers), and starts the game with a hand of 5 cards. When trying to achieve something, he will play a card from his hand (ace=1, jack=11, queen=12, king=13), and if the number is greater than or equal to an undisclosed goal number Set by the GM, the player succeeds (the task).

---

Drawing and damage

a player can always redraw back to 5 cards. If he does that after he played all the cards in his hand, he first reshuffles the played cards back to the deck. If a player chooses to redraw before emptying his hand, he throws the played cards to the discard pile.

Whenever a character gets hit and suffers damage, the player must throw 5 cards from the top of his deck to the discard pile.

If a player discards his entire deck, his character dies.

*\*thanks:\**

*amit dinnar - editing*



## THE AVERSION IMPLANT

---

Niq Clark

<https://twitter.com/NiqClark>

They thought you were sleeping when they implanted the thing in your head.

Who? Why? Is it dangerous?

A bundle of clues sits on your nightstand. Who could have left it?

There's a note in a code you understand: "If you want to know, find out why you don't want to go" followed by several numbers. There's a one-day bus pass and directions to the nearest bus stop.

Make your clues using numbers from a fortune cookie, or from gaming dice.

When you have plenty of time, take a pen, the bus pass and clues to the bus stop and start your investigation.

Take notes in code.

What makes you want to avoid going where you'll find the answers?

Who wouldn't want you in these places?

Why do they want you to stay away?

Is "common sense safety" just the aversion effect of your implant?

The numbers will take you to places you don't want to go.

Are they bus routes, the number of stops you should ride, numbers you'll recognize in clues, street addresses of important places?

When you've solved the mystery, will you return home, or will what you learn change everything?

# SYMB.IONT: A 2 PLAYER ROLE PLAYING GAME

---

Liam Black

Requirements: 2 people, several quarters and a six-sided die (D6). One player is a Symb, a virtually presenced advice giver. The Symb shares their host's senses, but is strictly a passenger. The other is the Game Master (GM) who describes the situation, plays the client and referees the resolution.lol

Symb Creation

Mark 1 skill as Great, 2 as Good and 1 as Terrible.

Empathy

Tactics

Logistics

Knowledge

Arts

Handiness

Play

Players both ante \$0.50.

The GM rolls for and describes the engagement. The Symb describes how they help, identifies a relevant skill and rolls a D6. The roll is modified by +3 for Great, +2 for Good and -1 for Terrible.

The GM narrates results:

1-4: Failure. Gain \$0.50.

5-6: Success. Gain \$0.75.

7-8: Exceptional. Gain \$1.00.

9+: Extraordinary. Win the Jackpot!

Players swap roles after each engagement. Unearned bounties accumulate as the Jackpot.

Engagements should be quick and

memorable!

Engagements

Roll 1d6 on each table below:

Client

1...Paranoid

2...Earnest

3...Hapless

4...Criminal

5...Condescending

6...Friendly

Problem

1...Relationship

2...Examination

3...Supernatural

4...Enemy

5...Personal

6...Obstacle

Location

1...School

2...Business

3...Battlefield

4...Home

5...Wilderness

6...Weird

## IF I GROW UP

---

Kevin Petker

*[patreon.com/kpetker](https://patreon.com/kpetker)*

We are all children, but strangers; trapped together, facing an impending doom. Not all will survive.

For 2-5 players.

Setup a Jenga Tower in the middle of the play space.

Everyone takes a cue card and writes:

Name:

Age:

Hopes:

Dreams:

Write nothing else for now.

This is your character; you are trapped with the others, you are not an adult.

A player goes first and asks to the left, "What do you want to be, if you grow up?" Everyone takes a turn asking to the left until all have answered.

Now go around again, each player taking a turn asking any question they wish to the left.

After they answer, the questioner pulls and places a brick from the tower.

Fill in your own character as you answer.

Keep going around, asking questions, until the tower falls.

When it falls, everyone's character, except for the last player to have placed a brick, dies.

The survivor answers this question: "Whose dreams will you take with you into the future?"

Use the survivor to create a character in another game and strive to make that world better.

The Beginning.

## #TWEENHEIST: A DYSTOPIAN SOCIAL MEDIA RPG

---

@ROLLINKUNZ

<https://www.rollinkunz.com/>

Corporations have taken over.

Algorithms control all.

You are plucky tweens, heisting the Sociosphere before the world burns.

Tweet a CHARACTER SHEET. Pin it.

Sheet contains:

NAME

PICTURE

5x VERBS (character's SPECIALTIES)

3x EQUIPMENT

#CREW NAME

Form players into 2+ CREWS.

The LEADER of one Crew starts by quote-tweeting a gif of the LOOT to be heisted from the Megacorp, plus descriptions of its location and defenses.

(Include Crews with hashtags.)

(#TWEENHEIST.)

Below, they comment a 4-option POLL:

"This job's gonna take..."

WITS (most retweets)

SPEED (fastest reply)

CHARM (most comments)

STEALTH (least likes)

Included Crews comment on Poll with their characters' ACTIONS. Each must contain a Specialty.

Players may like / retweet ONLY Actions which their Equipment could affect!

When Poll ends, the Action that fulfilled the poll-chosen WIN CONDITION is the TURNING POINT.

Ties favor Poll's player.

Actions that don't match the Win Condition's "flavor" are only partially successful.

Turning Point's player comments on Turning Point with updated situation and repeats the Poll.

Continue playing!

Heist ends when a Crew gets away with the Loot!

Loot's worth equals number of votes on its most popular Poll.

Each Leader gets to start one heist.

Most Loot wins!

*NOTES:*

*- Equipment and Specialties are meant to evoke a whimsical malaise about the near-future. Think Ghost in the Shell via Tank Girl or Papergirls.*

*(I'll keep an example character sheet pinned to my Twitter for a while.)*

*Keep in mind while choosing them that you'll need to include a Specialty in each of your Actions (these are the verbs your character does!), and that you'll only be able to help / disrupt other player's Actions that you can affect with your Equipment. So variety is key!*

*(Don't worry, though- anything goes in the dystopian near-future, so if you decide all your character carries is bubblegum, a Yu-Gi-Oh collection, and a pair of techno-Heelies, I'm sure you'll be able to figure something out.)*

*- Sometimes picking a Crew's Leader happens naturally; if not, a great rule of thumb is to use the player with the fewest followers. It'll give them a fun little bump in exposure. Or, hey, give it to the artist in the group!*

*- The Polls are the main mechanic that moves the story forward. If a player comments on a Poll with a clever Action, and the Poll chooses Wits, that player's Action is fully successful. If they describe a wholly un-stealthy Action that wins on Stealth (receives the least likes), the Action is only partially successful.*

*What that exactly means is up to the player.*

*Though this is organized as a crew-versus-crew competitive game, it's really a collaborative storytelling effort.*

*- The player whose Action wins the Poll gets to reply to that Action (the "Turning Point") with an update of the heist's situation, adding whole new elements into the scene. They repeat the standard Poll on that new situation, and the game continues as before, with all players commenting their Actions on the new Poll.*

*- Speed's Win Condition is stated as "fastest reply."*

*It's usually pretty easy for the Turning Point's player to get the fastest reply, so there's a caveat: Speed goes to the fastest reply that's not the Turning Point player. Ties still go back to the Turning Point player.*

*- Liking is a player's main way of disrupting another player's Action (by making it less Stealthy); retweeting and commenting are their main ways of giving a fellow crew-member a boost (by making their Action Wittier or more Charming).*

*Retweeting and commenting can lead to more likes, though, so checking in on that Poll is important.*

*- I'm fully expecting (hoping for) players to use every social media trick at their disposal to win a heist. DM groups, setting Polls at odd hours, figuring out how to wrangle their followers to help, etc. Nothing is off limits; the Poll is the great balancer. (No one has the social media clout to always make an anonymous internet poll go their way.)*

*It's all meant to have a chaotic, hacking-and-counter-hacking, heists-going-sour vibe!*

*- Ending a heist means having a player win a Poll using an Action that describes them getting away with the Loot, which ALSO matches the "flavor" of the Win Condition.*

*For example, if the Poll chooses Stealth, and a player describes swapping the Loot at the last minute and sneaking down the sewer access, AND that Action gets the fewest likes, that player's Crew wins the heist!*

*- When a Crew wins a piece of Loot, take a look at the number of votes the most-voted-upon Poll in the heist got. That number is the Loot's value in future-credits!*

*This way, all Crews can have a turn starting a heist, and you can compare their total Loot at the end of all of them.*

*Here's a link to the Google Docs version, which I'll update if need be:*

*[https://docs.google.com/document/d/1mblmwrtHGLIzURQNQfr\\_baE0ba15k4eZinQAREpfj8A/edit?usp=sharing](https://docs.google.com/document/d/1mblmwrtHGLIzURQNQfr_baE0ba15k4eZinQAREpfj8A/edit?usp=sharing)*

*Here's a link to a pdf of the current version:*

*<https://drive.google.com/file/d/1rkCZuy4TkErOVcwADjH28aNiYQawkoG/view?usp=sharing>*

*Thanks! Have fun!*

## ARTÉ SOPHISPHICATEURS' SOCIÉTÉ

---

Thomas Regala

*<https://www.facebook.com/theepicgamingregiment/>*

Salut! The players are fellow-members of Arté Sophisphicateurs' Societé, whose raison d'Être is to be the most vociferous critic in their clique. Dress artsy-fartsy. Most stylish fellow gets a beret. Each fellow prepares 3 sheets of paper and a pen. Bring extra sheets of paper. Then, visit a gallery/museum!

Beret fellow chooses the first art piece to contemplate. Everyone secretly writes one adjective describing the art piece per sheet of paper they have. After a comfortable while, Beret fellow asks one fellow a question about the piece, who answers and asks another fellow (no asking back!). Repeat ad nauseam.

If another fellow mentions an adjective you have, reveal and strike-out that adjective, preferably with a snooty remark like "How hoi polloi of you!". If no one else has your adjective, tear a tiny piece of paper from the offending fellow. Mentioning your own adjective is a faux-pas.

After 8 minutes or when someone runs out of adjectives, the fellow with most torn paper pieces gets the beret + an additional sheet of paper and chooses the next art piece to appreciate. Repeat until ennui sets in.

Fellow with most torn paper pieces "wins" but everyone thinks they're nonpareil critics anyway.

*Local art scene too plebian? Use this: <https://random-ize.com/random-art-gallery/>*

---

*Thanks to Tobie Abad and Nathan Briones for providing insights and convincing my to try making tabletop RPGs!*

## BEST FRIEND SPRUCE

---

### Jay Treat

*TreatGames.com*

You are a tree and your best friend is a human. She talks to you, confides in you, even touches you. Jenny tells you things she tells no one else and she loves you. You talk to her too, of course-You soothe and advise her, because you care deeply about Jenny-She just can't hear you. At least, she sure doesn't listen.

[Go to a bad advice site like [answers.yahoo.com](http://answers.yahoo.com) and read the first question that engages you.]

Listen to Jenny. Empathize with her. Offer her solace. Answer her questions and give her the advice she asks for.

[Read the first response to that question that suggests a possible course of action. Jenny leaves (how long?) and does that.]

Wait until she returns to learn how things have developed for your human friend. She never ever takes your advice, and you watch things go from bad to worse for her, but you never stop caring.

[Imagine how things went for Jenny. Your worst realistic imagining is exactly what happened.]

Your presence soothes her. It feels good.

Then she asks you something new.

[Find another question on the site, in a related category. Repeat until one of you passes on.]

*If you're not in a headspace to filter awful internet comments, source Jenny's questions and actions from a human you trust instead.*



## WAITING FOR GODOT, THE ROLE-PLAYING GAME

---

Jared Sinclair

*jaredsinclair.carrrd.co*

One player says: "Nothing to be done." This begins the scene. All players may then respond with whatever lines they would like from the following list, whenever they would like. They may not say anything not on the list.

Ah!

Off we go.

Am I?

Over there.

And so on.

Possibly.

And what of it?

Shall we go?

Ask him.

Silence!

Carry on.

So he says.

Farewell.

There's nothing to do.

Help me!

True.

I don't know.

We can't.

I must go.

Well?

I'm going.

What for?

I'm tired.

What is it?

It hurts.

What?

Me, too.

Where?

No.

Who?

Not at all!

Why not?

Not now, not now.

Why?

Not so loud!

Yes.

Nothing.

You think so?

Players may start outside of the scene, entering at their leisure. Players may leave the scene whenever they would like. At some point, a player will say, "Yes, let's go." At this point, all players should be silent for a few moments, and the game is over.

*Hi! This game is also available in a bundle on my Itch, here: <https://itch.io/s/20734/the-literary-games>*

# THIS PLACE

---

Gray Darling

<https://waveechocave.itch.io/>

A long time ago, you lived in this place. A long time ago, too, but a few decades more recently, you died here.

You have been watching ever since. Much has changed.

Discuss what "this place" will mean for this session. Be open to sharing what excites or discomforts you; be equally open to hearing this from your fellow players.

Here are some starter ideas:

- a floating river-city now beset by rot and flu

- protecting the guardian dragon

- the slow inroads of deer and creeping vines

- the trial and exile of the final monarch

- a people among the stars

Expand on ideas as much as you like. Continue developing "this place" until you feel happy with it, and ready to play in its space.

Then, taking turns, choose an element to put the spotlight on. Feel free to name and choose something new.

Time ticks on. Tell what's happened, using your result as broad, impressionistic inspiration.

Roll 1d12.

1: Sudden, drastic ruin.

2: Inevitable reclamation.

3: Slow coming-apart at the seams.

4: Palimpsest.

5: Delicate new life.

6: Resurgence.

7: Working together.

8: Staying apart.

9: Dogged perseverance.

10: Betrayal.

11: Blood.

12: Thin hope.

Continue play until done.

*"this place" is a game about rolling to find out what happens to your home. 1+ player(s).*

*"this place" is also written for Spirits Eve Fest (<https://itch.io/jam/spirits-eve>) and the Gentle Ghost Jam (<https://itch.io/jam/gentle-ghost-jam>).*

*The drawing used as a cover image is Hieronymus Cock's "View of ruins on the Palatine Hill" (1550).*

# AUNTIE COMES TO TEA

---

Lauren McManamon

<https://twitter.com/thestrayskiwi>

Auntie Comes to Tea is a duet game about boundaries and consent. The two characters haven't seen each other for awhile. One character, Auntie, dearly wants to catch up over tea. The other character, Host, doesn't want to see this family member.

1. Decide who will be Auntie and who will be the Host.
2. Write down your character's name, pronouns, and other important details.
3. Decide why you haven't seen each other in some time.
4. Decide together or separately:
  - a. Auntie, what do you miss about Host?
  - b. Host, why do you want to avoid Auntie?

Auntie narrates beginning the conversation (phone, bumping into each other, etc.). Share pleasantries and small talk. Play truly begins when Auntie asks Host if they want to have afternoon tea sometime:

Unless Host gives a clear 'Yes' or 'No', Auntie must keep making requests for afternoon tea.

Host, you are worried about offending Auntie, so must reject Auntie's requests without saying 'Yes' or 'No' for as long as possible.

Play ends when Host gives a clear 'Yes' or 'No'. Narrate your characters parting ways. Debrief your feelings, the discomfort or difficulty of saying 'No', and how it relates to the real world.

*This game comes from my personal experience and research into navigating consent, particularly around sexual activity. Saying "no" to social requests is generally a delicate matter, and is not specific to sexual activity. In fact, saying "no" is especially difficult if you personally know the person approaching you.*

*Yet rape culture is filled with discourse around "they're playing hard to get" or "I know they want it" or "they're leading me on". Rape culture does not respect the delicacy of saying no, and accepts that a "yes" is a "yes" even if it comes from multiple soft rejections or a place of acquiescence.*

*I wanted to illustrate how saying "no" is difficult in even the most mundane situations -- such as turning a family member down for afternoon tea.*

## TERMINAL DOGMA

---

Andrew Mauney

<https://twitter.com/chrytonbaine>

The end is nigh and your cult is working hard to bring glory to your deity.

As a group determine:

- Deity's and Cult's Name
- Deity's Symbols and Signs
- Core Rituals and Texts
- Cult Accoutrement

Games last d6 + 2 rounds.

Your Deity's Temperament (DT) starts at 8. If it becomes

<1 you immediately lose or >21 the apocalypse ends early.

Your cult membership starts with number of players + 1.

On your turn describe how you carry out a move, roll for DT, then explain the outcome as a mini-sermon.

## Moves

Convert Populace

+3d6/2 members

Evangelize or Complete a Ritual

+d6 members; double a positive DT roll

Purge Heretics (requires >10 members)

-d6 members; +1 to DT

Promote Prophet

+5d6 members; double a negative DT roll

Undercut Rivals

d6+1 members move to your cult

## Rolling DT

Roll 1d6

>3, +d6/2 to your DT (rounding down)

Else, -d6/2 to your DT (rounding up)

## End of Game

Describe how you are the chosen ones and how your deity treats you after the end based on DT + Members (

<45 angry, 46-129 ambivalent, 130+ happy).

Bonus: Split into groups as rival cults and compete for apocalyptic salvation!

*Notes: This can be as dark or as light-hearted as you'd like so be creative and have some fun.*

*Thanks: I'd like to thank Sean McCoy for inspiration and feedback he provided.*

## WHAT IS THE DEAL WITH RADIOACTIVE CANNIBALS?

---

Matthew McDoris

[https://twitter.com/social\\_scifi](https://twitter.com/social_scifi)

The world has ended, and only the people in your hotel survived.

The building is secure and supplies are plentiful.

All of you were attendees at a Stand Up Comedy Convention. With nothing left to do, you perform routines.

Forever.

During each game (or Show), players take it in turns to perform Sets of an agreed length (one minute is ideal). Each player has three Sets per Show.

A player's sets should each cover one of the following topics: the player's backstory, the nature of the apocalypse, and the world that remains. (Like all stand-up comedy, actual laughs are ideal, but in no way required).

During the game, players must use the following phrases at least once each:

"Who else remembers..."

"Don't you just hate it when..."

"What is the deal with..."

After each player has performed three Sets, the group should vote on the winner.

Consideration should primarily be given to players who crafted a cohesive character, setting and narrative.

Lesser consideration should be given to whether the comedians were actually funny.

## PARAGRAPHS & POMMELS

---

**Mission Reed**

*@badpixarsequels*

The GM is known as the Hero, and the PCs are known as the Weapons. The Hero can only bring one Weapon into the dungeon.

Before you begin coercing the Hero, each Weapon must roll a D6 to determine how much time they have to convince why they should be used. Each Weapon rolls and multiplies the result by 10. This gives them a time limit in seconds.

After you have selected which Weapon you are, you must convince the Hero why you should be chosen. Each Weapon has a restriction, and a number of seconds on the clock. If you mess up, keep going! After everyone has gone, the Hero chooses who to take. They win!

Weapons

Sword: Communicate only through gestures.

Warhammer: Make intense eye contact, unblinking.

Bow: Speak from outside the room or very far away.

Mace: Only speak in verbs.

Dagger: Whisper very quietly.

Spellbook: Spell out every single word.

Axe: Shout everything in one breath.

Nunchuck: Repeat every word twice.

Rapier: Only speak in Adjectives.

Shield: Speak very defensively.

Spiked Boots: Kick the air with every word.

Ancient Weapon: Speak in an imaginary language.

*Thank y'all so much for playing :)*

# THE LAST DAY OF THE PLAGUE

---

**Blaine C. Martin**

*[https://twitter.com/notalone\\_horror](https://twitter.com/notalone_horror)*

It is the last day of the plague. Many have died, many more will. You will tell their stories.

Each player names one location in the town, then takes three six-sided dice. Each player holds up a die, speaks a name. Say what they do, what they are like, one thing this person loves. Then place the die in the center.

Once all of the dice are in the center, roll them.

In the first round, the player who was sick last goes first. After, whoever took the lowest numbered die last round will.

The first player chooses a location, says what is happening there.

The player to their left chooses one person and one of the dice. Continue left, doing the same.

If the die is three or less, the person will die of the plague, a four or five, they will be murdered, a six, a tragic accident will befall them.

Play out a scene with these people meeting. Talk about what they love, talk about their hopes and dreams.

When the scene concludes, each player says how that person dies. Speak their last words.

Continue until all the dice are gone, their final stories all told.

# STORIES FROM THE TOYBOX

---

Samuel Zimmerman

*axxroytovu.itch.io*

You are children's toys acting out a child's fantasies.

Needed:

1 Magic 8-Ball

3-5 people

one d6 (optional)

As a table choose a Setting.

Each player chooses a Toy and a Role.

You may create your own Setting, Toys, and Roles, or roll below.

One player must play as the Villain and proclaims their evil goals to start the game.

Players take turns framing Scenes that involve 1+ toys and a defined conflict. Once the Scene reaches a climax, ask the Magic 8-Ball a yes/no question about the conflict (e.g. does the cowboy catch the rustlers?). React to the answer appropriately. It is acceptable to end on a cliffhanger.

A Story has 3 Acts, and an Act consists of each player framing one Scene. The villain's scene goes last. Act 1 establishes conflict. Act 2 escalates danger. Act 3 resolves the story.

## Settings

1 - Cowboys

2 - Astronauts

3 - Knights & Wizards

4 - Dinosaurs

5 - Pirates

6 - Cops & Robbers

## Toys

1 - Stuffed animal

2 - Puppet

3 - Action figure

4 - Doll

5 - Vehicle

6 - Etch-a-sketch

## Roles

1 - Hero

2 - Love interest

3 - Sidekick

4 - Authority figure

5 - Voice of reason

6 - Villain

*Thanks to Keith Hitchman, Jacob Bruce, and Nick Bovee for help editing my nonsense sentences and keeping me under the word limit.*



## WORDS OVER THE AIRWAVES

---

### Packbat

<https://packbat.itch.io/>

Dice are six-sided, rolled secretly. GMless.

== Setup ==

Each player roleplays an isolated scientist studying an inhospitable planet. They can't reach each other physically, just by satellite radio.

As a group, describe and draw out the planet and each scientist's base, including equipment and environs.

Then, a random player rolls one die for a prompt:

1 = Base equipment failure

2 = Imminent hazard

3 = Pest infestation

4 = Mysterious issues

5 = Serious illness

6 = Natural disaster

...invents from that their scientist's emergency, announces a timescale (example: 6:1 gametime:realtime), and alerts the others in-character.

== Play ==

During play, only interact through in-character text (group chat, social media, email, whatever). Do not announce your temporary AFKs.

Characters discuss the situation and may attempt tasks thus:

- Estimate difficulty:

0 = trivial (no roll)

3 = normal

6 = risky

9 = only theoretically possible

- Roll two dice. Succeed if either meets or exceeds difficulty.

- If dice were equal, communications interruption: roll and add for realtime minutes player must stay silent before reporting what happened.

Characters may attempt tasks to assist upcoming tasks. (Example: "I'll build a copy and test-run their machine here.") Each success lowers the final difficulty by three.

End when the emergency is resolved, however it resolves.

*This game is dedicated to every one of my friends who live thousands of kilometers away from me.*

*Thanks to everyone who gave me feedback on this, and special thanks to Katt Sextant for her exceptionally apt and perceptive game design advice.*

## SONG DUEL

---

**Bob McGough**

*www.talesbybob.com*

You are a second year student at the Bardic College, having learned many of the magical songs of your craft. Like many of your fellows you congregate after class at the Sodden Badger Inn, to practice the ancient art of Song Dueling.

How to Play:

You have to have a way to stream songs upon demand, such as a phone, or Alexa. Pair off with your opponent and begin.

Flip a coin to see who goes first. Whoever is the attacker chooses a song, begins to play it, and spends some time describing the nature of the spell they are casting. When the song is done, the defender gets to cast their counter-song. They too play a song, describing how the spell takes effect. These are all illusions; no direct damage is ever done.

The rest of the players then vote on the winner of the round. The best of three rounds wins.

Example: Jim plays Peace Sells by Megadeath, describing a field of illusionary warriors marching along, etc. Beth, on her turn, plays For Whom the Bell Tolls by Metallica, and describes a scene of Death slaying the soldiers, etc. Everyone votes for Beth. Repeat.

## **DESCENT TO THE GOLDEN CITY (NECROPOLIS)**

---

**Austin Buck**

<https://austinbuck70.myportfolio.com/>

A group of adventurers are descending to the golden city foretold by a dying star.

Needed:

Deck of cards

1d6

Wits

Friends

One person starts being the hero, everyone else isn't the hero. After a round, the next person becomes the hero and so forth. Discuss Your adventures and why you're looking for the Golden City.

Each player draws 2 cards face down

Players may either draw a card, flip one over or pass.

Hearts: Sword

Clubs: A club

Spades: Shovel

Diamonds: Jewels

Every turn hero may investigate ruins, GM rolls d6 and takes that many cards from deck. The last card is flipped and if it is the same suite as a card you flipped over, you get that card. Shuffle all other flipped cards back into the deck.

If GM flips over a royal, an enemy appears

Jack: Zombie (beaten by Hearts)

King: Headless Phantasm (beaten by Diamonds)

Queen: Worms (beaten by Spades)

Aces/ Joker: Draw 2 additional cards face down

In order to beat the enemy, number on your card must be higher.

If you run out of cards, or hit by an enemy, you die

Good luck, hope to meet you at the Golden City

# THE BOYS ARE BACK IN TOWN

---

Megan Irving

<https://twitter.com/mogibeargames>

A game for 1+ players.

The boys are eldritch entities who return to town once a year, heralding the arrival of summer. But who are they? What do they want? What will happen?

Blast your favourite song. Pour drinks. Spread the word: they will be here soon.

Each round, read the prompts, write down your answers, and share with the group. If answers don't match up, find a way to merge them in a way that leaves you all confused and doubting your memories.

Round 1

1. "Wild-eyed and dressed to kill." Describe the Boys. Are they human?
2. What is the last death you remember happening when the boys were here?
3. Where do they go each year? Why does summer always return with them? Does it?

Round 2

1. They're looking for you. Why? Where are you?
2. "You're cool, you're red-hot, you're steaming." What powers does this give you?
3. You slapped a Boy once. Why? What happened?

Round 3

1. The Boys are at their usual place in town. Where?
2. The Boys want to fight. Who? How does it go down?
3. What happens to the town now that the Boys are back?

## JUDY WAS PUNCHED

---

Joe O'Kelly

[www.twitter.com/joeisok](http://www.twitter.com/joeisok)

You are fleeing Punch, the most terrible puppet of all, trying to find a better life away from him.

He has taken your words away.

You can grunt, mime, gesture and babble but not say any words. You will mainly communicate using your hands and hope you are understood.

When you want to attempt a difficult action, play rock paper scissors with the GM.

If you win, you succeed.

If you fail, you suffer a setback.

If you draw, ask "the audience" a question like "Where is he?" or "What did he do to our baby?". This is the only time a player can speak. The GM answers.

To escape Punch, you need to make friends along the way.

GM: Pick 3 characters from this list. Each one will help the player a little bit but may ask for something in return.

The Policeman

The Crocodile

The Devil

The Doctor

The Executioner

The Clown

Once the player has been helped by the three characters, they have their words back and the freedom to exit into the audience. Or they can choose to stay and battle Punch, finally finding the strength to fight back.

At long last, the choice is theirs.

*Based on the traditional British puppet show "Punch and Judy". Thanks to Jana & PJ for feedback.*

## AT YOUR HIGHNESS' PLEASURE

---

J.K. Wish

<https://twitter.com/StoneRiverGames>

You are ambitious advisors to the King, manipulating petitions to further your goals whilst hiding your darkest secrets.

Each advisor has a Name, Ambitious Goal, Deadly Secret, and one Petition Token.

Describe your advisor to the group and write their details face up and visible in front of you.

A petition is a single sentence that will create a new Law in the kingdom. Once created, a Law cannot be changed.

Each round, one player takes the role of The Petitioner, writes a petition and passes it clockwise around the table.

Each advisor may give The Petitioner one Petition Token to DELETE, CHANGE, or INSERT a single Word within the petition.

Pass the petition around the table until everyone has had a chance to edit it once.

The Petitioner then reads the petition aloud as if advising the King why it should be made Law.

Each player then reveals how the new Law furthers / obstructs their Ambitious Goal and hides / exposes their Deadly Secret.

Petitions cannot name an advisor or change a fact previously established about the world during play, and edited sentences must still be grammatically correct.

The game finishes once everyone has been The Petitioner 3 times.

*My hope with this finished 200 word version is that it is robust enough to help build stories ranging from the comedic to the tragic. It started out as a slapstick game of Chinese Whispers by way of Machiavelli (with more than a dash of Blackadder!), but during the editing process I realised that the world building and storytelling generation elements were that much more interesting.*

*The title quotes Lady Macbeth;*

*"Your servants ever*

*Have theirs, themselves, and what is theirs in compt,*

*To make their audit at your highness' pleasure,*

*Still to return your own."*

*Many thanks to Stef, Louis, Alex and Nadim for help with the writing and editing, and to the 200 Word RPG Challenge for the inspiration.*

# LIGHTHOUSE

---

wingilbear

Describe your isolation. Where are you? What forces you to stay? Why do you desire to leave? What do you think will happen if you fail to maintain the lighthouse? What forces you to explore?

Get into your character. Make choices based on what you know, flesh it out through play. If your chosen action isn't easily achievable, role a six sided die. Do this often.

Have you rolled this number before? No, write down the number, next to that write a vague word a twist on the results of your action. Each player will wind up with their own unique pool of twists.

Have you rolled this number before? Yes, use the twist already written.

How does the twist affect the results of your action? Resolve as you see fit, perhaps with a cost.

Your sixth twist will always be lighthouse.

You encounter a force in your work or exploration. The force is other and has its own desires. When the force acts upon its desires resolve things as before with the dice using the same pool of twists as the player the force is interacting with.

What actually happens when the lighthouse goes out?

What happens to you?

# SUPER MEGA ROBOT FRIENDS!

---

Ryan Wilson

<http://mysteriouslever.blogspot.com/>

Our heroes are failing to stop the giant MONSTER...

Overcome your team's STRIFE to combine your robots into SUPER MEGABOT!

-----

~Setup~

Each player:

On one notecard, name your character, your robot, and which body part of SUPER MEGABOT you form.

On each of two notecards, write a STRIFE that describes a conflict between two friends. On the reverse sides, write BONDS that could form.

Anyone:

Shuffle and deal two notecards between each pair of players: one STRIFE side up, one BOND side up.

-----

~Game~

A player describes the MONSTER's rampage.

Everyone describes their character's reaction, then gains 2d6, or 3d6 if other players laughed. Dice gained are cumulative between rounds.

Roll simultaneously.

Take turns:

\* If a die matches a neighbor's, place both on a shared STRIFE. Describe working together against the MONSTER. If the STRIFE has 4 dice, describe the STRIFE's resolution and flip it!

\* Otherwise, place one die on a BOND, and describe it being stressed. A BOND with 3 dice is flipped!

A different player describes the MONSTER's rampage: repeat.

-----

~End~

Loss: No BONDS remain.

Win: No STRIFE remains. Describe how your team combines into SUPER MEGABOT to defeat the MONSTER! Sing your theme song!

*Hazzah for the power of friendship!*



## YOU ARE BEAUTIFUL

---

**Kate Bullock**

*bluestockings.ca*

The person with the lightest eyes says: Welcome to this space. This space is safe. I value you, myself, and this space we are sharing. I am ready to be your witness and be witnessed by you.

The person with the darkest eyes then says the same thing back.

Decide who will speak first. The other person will witness.

The speaking person then tells a story from their past, an event or moment they are uncomfortable with, not proud of, or that is a confession of something they feel guilty for. The story can be short, long, or somewhere in between. They may also speak about something they dislike or are insecure about themselves. Give all the context needed.

Once the story is told and silence is hanging, the witnessing person reaches over, takes the speaking person's hands, holds them gently, looks into their eyes and says, "You are beautiful."

The hands are released once the speaking person says, "Thank you."

The experience proceeds going back and forth until either person says, "Thank you for witnessing me and letting me witness you."

The other person responds, saying the same, and the experience is over.

# ROBOT FIGHT

---

**Patrik Renholm**

<http://fuckyeahdnd.tumblr.com>

Players:

Create a robot.

Divide twenty points into its Legs, Arms, Torso and Head. (minimum 1, maximum 5)

You have two legs and arms by default and you need to divide points separately into both.

Choose one module per location. Modules allow for subtle changes to rules: attacking with a location other than arms, attacking at range, etc.

Your Defence is equal to your current total in your Legs locations.

Name your Robot.

Fight:

When you attack roll 1d6+current total in Arms. If you roll equal to or higher than your opponent's Defence, you hit.

Roll 1d6 to determine hit location.

1. Left leg
2. Right leg
3. Left arm
4. Right arm
5. Torso
6. Head

By default, Robots can only punch. This can be changed with modules like weapons.

Attacks deal 1d6 damage. Deduct damage from appropriate location. If Head is brought to zero, your defence is halved and you must roll 2d6 to attack and use the lower. If Torso is brought to zero, your robot is destroyed.

GM:

Populate your world with robots for your players to fight and give them a reason to fight them.

Chew the scenery.

Hack.

## ONE MUST ASCEND

---

John Steadman

*www.steadmansociety.com*

You are a God - describe your aspects (Fire, Love, etc.) - Start the game with a pool of ten power tokens.

Take one action per turn:

War: Pick someone; your followers fight theirs. Both describe how and where.

Divine Council\*

The winner rolls 2d6, the loser 1d6 - whoever rolls highest takes the difference, in tokens, from the other.

Worship: add one token to your pool.

Quest: Describe your hero and their quest and add up to three tokens to it. Any other god may describe a challenge for them to face. The questing god then describes how the hero tackles it.

Divine Council\*

Hero wins - add one token from the challenger's pool to the quest.

Challenger wins - Take one token from the quest and add it to their pool.

Repeat until no more challenges are offered.

The questing god then doubles the tokens, adding them to their pool.

Ascend - Commit any number of tokens. Any god may commit tokens to cancel yours out. If any remain at the end, you win. All tokens committed are removed from play.

\*All gods not involved must decide who wins, by majority. No draws allowed. The council can demand more description to decide.

## BAKER'S COVEN

---

**Jada**

*<https://ko-fi.com/storyfaerie>*

Each player starts with 1 MANA, then another each turn.

During their turn, they either Store or Cast MANA.

Storing saves the point for next turn.

Casting spends all MANA to Enhance your dish by as many stars, Defend against spells equal or lower than the MANA you spent, or cause Mischief lowering an opponent's BAKE.

Stats:

BAKE: How delicious your treats are. Can be temporarily increased or decreased with MANA(minimum:-2 maximum:+3). Starts at 1.

REPUTATION: How much civilians admire you. If it drops to 0, you're executed as a witch. Starts at 3.

You roll 1d6+BAKE to determine your recipe's stars:

<0: Putrid. -1 REPUTATION and BAKE, or 2 REPUTATION if BAKE's at minimum.

1-2: Disgusting. -1 REPUTATION.

3: Bland. No loss/gain.

4-5: Delicious! +1 REPUTATION

6

<: Golden Dish! Immune to Mischief! +1 REPUTATION

Outside events can affect the bakers stats, thieves that make great secret ingredients and supernatural connections to help your business thrive! ...If you pay your debts.

*Thank you for reading my entry! This is my first time trying this, so it was a fun experience for me!*

## UNTIL THE SPELL IS BROKEN

---

Gretchen Turonek

<https://gretchenturonek.com/>

Your characters were magically cursed. Who or what was responsible? Was it the same for all of you?

Roll d6s or choose. Consider what your curse says about you. Who are you? What should you learn? Have you accepted it, or do you want to break it? How does it affect your life? Make it as funny or dramatic as you like, but not too real: other people's lived experiences aren't for your entertainment.

What

- 1 - You become non-human
- 2 - You're still human, but something's weird
- 3 - A tether to something/someone/somewhere
- 4 - Separation from something/someone/somewhere
- 5 - Something happens to/around you
- 6 - Something doesn't/won't happen

When

- 1 - Periodically
- 2 - Certain physical/emotional states
- 3 - Gradually
- 4 - Always
- 5 - Someone else decides
- 6 - You try to talk about it

What you need to be free

- 1 - Love
- 2 - Atonement
- 3 - Vengeance
- 4 - A recipient
- 5 - Time
- 6 - An epiphany

Meet everyone else. Talk to and support each other. Confront whoever or whatever did this to you, if you want. Help each other break free, or make it easier to live with this.

*I've tried to turn this premise into a novel a few times. It turns out that it should have been a game instead, so here we are.*

# THE ULTIMATE KRAKEN FESTIVAL

---

**A.J.D. Savage**

*<https://twitter.com/prettygoodname>*

The table works to appease The Kraken.

Gameplay is two parts: First, players gather items to appease The Kraken. Second, players ensure the success of the annual festival.

The game only needs 1d6+(stat mod) rolls to complete easy(5), medium(6), or hard(7) tasks. DM can increase difficulty.

Character Creation: Roll 1d6 for each stat-this is both total and modifier.

Arms

Noggin

Squish

Hide

Swim

Style

Morals

Part One

DM tells a legend that indicates the Kraken's likes & dislikes. Based on this legend, the players announce what they will each gather for the festival. Players can help each other-or sabotage each other if they think another player's idea won't appease. The DM presents at least one obstacle for each effort to gather.

Part Two

Players attend the festival and must ensure optimum festivities. Each must contribute to the festival in some way. DM presents one problem at the festival per player.

Ending: Kraken Judgment

At the appropriate time in the festival, the Kraken evaluates the offerings gathered and the quality of the festivities. If the Kraken is appeased, the Kraken slumbers for another year. If the Kraken is displeased, there is a Kraken Rampage.

# SCHRÖDINGER'S UNDERWEAR

---

MrWyattFord

@NWhitford

- Players become characters.
- Discuss safety and consent.
- You're on a date and it's going very well. In fact, this date could end with some (very consensual) sexy times. Trouble is, you cannot remember what underwear you're wearing. Are they 'hot', or should they have been burned long ago?
- Inexplicably there's no opportunity to check your underwear situation during the date.
- Players take turns progressing one step at a time through their date.
- Start by rolling each die to recall a memory about your underwear.
- Describe your date, integrate your memory.
- Itinerary
- Pick Up
- Lunch
- Activity
- Activity
- Activity
- Dinner
- Drive home
- Pre-sexy times
- No need to go into the sexy times, game ends when underwear is revealed.
- Dice
- d6 = The recollection comes from something you...
- 6. Touch
- 5. Taste
- 4. Hear
- 3. See
- 2. Smell
- 1. Sudden memory (wild)
- Limit 2 repeats
- d4 = the recalled perception of your underwear
- 4
- >
- >
- > 1
- Yay / OK / Meh / Boo
- d8 = your confidence in your recollection
- 8 high --> 1 low
- Track your overall confidence (d8), weighed against your perception (d4).
- During the last round, consider your overall confidence and describe how you go about revealing your underwear. Describe your underwear based on what you have deduced.

## THE [WATCH/BEACON/LAUNCH/MAGE'S/...] TOWER

---

Richard de Winter

You and I play travellers on a dangerous journey to a far-off Tower. Choose a Title from the options above.

We alternate asking questions in numbered order.

-----PROLOGUE-----

- 1) How are you in urgent, mortal peril?
- 2) How do you save me?
- 3) At what cost?
- 4) Immediately afterwards, how do we first see the Tower: how does it look at great distance?

-----JOURNEY-REPEATx3-----

5/10/15) How is the landscape ahead, through which we must now pass, :  
[Choose one]

- \* haunting?
- \* serene?
- \* bleak?
- \* menacing?
- \* vibrant?

- - - - -

- 6) What's our relationship?
- 11) What's our journey's purpose?
- 16) Decide secretly: how will you answer when I ask Q20)?

- - - - -

7,8/12,13/17,18) [Choose a pair: one question/player]

\* What forces you to place trust in me?

Do you keep my trust?

\* What hunts us?

How do we cooperate to escape?

\* How do you get us into danger?

What do you lose getting us out?

\* How do you show an unexpected side?

How do you react?

- - - - -

What do we notice about the Tower, now we're:

9) closer?

14) nearly there?

19) in its shadow?

-----THE-TOWER-----

20) What happens when we arrive; what difficult decision am I forced to make?

21) How does our story END?



## OPEN MIC AT A FUNERAL

---

Clio Yun-su Davis

<https://twitter.com/cysdavis>

A terrible game for 5+ people.

You are at the funeral for someone you barely knew. You were not personally invited, but it was an open invitation. Those who were officially asked to speak have said their words, and now it's time for the open mic. A facilitator must tally points and keep time to ensure everyone speaks for five long, uncomfortable minutes.

Speakers gain five points per each of the following:

-

Make a statement about how you don't want to take up too much time.

-

Sneak in an admission about how little you interacted with the deceased.

-

Incorporate an object into your speech. Ex: a paperclip the deceased once loaned you.

-

Tell an inappropriate story about the deceased.

-

Tell an utterly boring story about an interaction with the deceased.

-

Make an impossibly grand statement about how much the deceased meant to you.

-

Fake cry.

-

Humble-brag.

-

Incorporate an impromptu performance about the deceased that you are ill-prepared for.

-

Claim you share something with the deceased that nobody else does.

Players may refer to the list. The game is over once everyone has had a turn to speak. Whoever has the most points wins.

## CYBERPUNKS & CADILLACS

---

**Cory Burns**

*<https://www.drivethrurpg.com/browse/pub/13647/Rookie-Jet>*

You are cyberpunks en route via Cadillac on a very dangerous road. With the GM behind the wheel, will you be able to survive this vicious road ahead?

State the reason for traveling and choose a GM. Characters get 3 body modifications and weapons. Explain their functions.

Write down any relevant Character info.

Each Player writes on note cards:

5 threats they might encounter

2 locations with brief descriptions

Hand these to the GM

The GM will write down:

10 events

5 positive

5 negative

Once GM has all cards the game begins.

GM plays cards in any order to craft the narrative.

Checks:

Roll d6.

1-3 is failure 3-6 is success. Advantage or disadvantage may be granted by GM depending on situation.

Combat:

Players go first unless ambushed

Roll d6 for initiative

Characters or enemies on successful checks deal 1 damage unless stated otherwise.

When a Character is damaged they break a modification, when all modifications are broken they retire.

Enemies:

GM may introduce enemies on the road and locations once per 2 cards played.

Roll d6 to determine health.

Create unique conditions to defeat.

Play until Characters have retired or until all locations are visited.

*Follow us on social media for updates on the expanded version of this game and more!*

## FINDING A THIEF

---

Flynn Ezra Beckman

*@flynnwastaken*

One player is a dwarf. Write your name and the treasure your people lost which you hope to recover.

All other players are halflings. Write your name and your favorite food, the more elaborate the better (keep it secret).

Going around, the dwarf attempts to persuade a halfling to join their quest by addressing them by name and offering them a specific food. Halflings eat the food, thank the dwarf by name, and comment that it "needs more [ingredient from their favorite food]".

When the dwarf offers a halfling exactly their favorite food, they will agree to be a thief for the dwarf. Both win a share of the treasure.

The other halflings win because they got a bunch of free food, and don't have to go on a perilous adventure far from home.

# HELLMOSH: THE HEAVY METAL MURDERPIT!

---

Nicholas J. Hartley

In a horrifying world, test your Metal and fight to survive!

Turn it up, this goes to 11!

Poker deck with jokers, separate ace/face cards, shuffle rest.

Axes (spades) = Mystical / Guitars

Pipes (hearts) = Social / Vocals

Keys (diamonds) = Mental / Keyboards

Skins (clubs) = Physical / Drums

Name Band and Band members/Roles.

10 points per character among Suits (nothing below 2).

Name Specialty in Role's Suit, gain +1 when using.

Attack/Defend = describe, identify Suit, play cards from deck until anything offsuit's drawn, add card values to character's Suit score (+ Specialty if used).

Meet/beat Target (or draw Joker) = Success (Target takes Hit on Attack)

Under = Failure (character takes Hit on Defend; 3 Hits = character death).

Band Attacks first, then if any Targets left, Band Defends before next Attacks.

Stage 1:

Shredheads = 4 jacks, 1 Hit / 1 Keys attack each, Target 8

Stage 2:

Screamsirens = 3 queens, 2 Hits / 1 Pipes attack each, Target 9

Stage 3:

Meltmutants = 2 kings, 4 Hits / 1

Skins attack each, Target 10

Final Boss:

Demondirge = 1 ace, 10 Hits, single Axes attack affects entire Band, Target 11

Defeat a Stage = all characters heal one Hit and add +1 to one Suit.

Thrash Final Boss = rule Hellmosh!

*Thanks for checking out Hellmosh!*

*This mini-rpg can be played with or without a game master as players prefer.*

*It's most ideal for 4 players (assigning Band Roles across the 4 Suits); however, it can be played with any number of players.*

*For more than 4 players, the required Hits to defeat the Stages could be increased (if the game group agrees), perhaps with a minimum number of Hits required to defeat Stage 1 equal to the number of players, and then increasing that number by 2 for each subsequent Stage.*

*For best results, make the action as over the top, outlandish, and unabashedly Metal as you can muster.*

*Enjoy!*

## TWO WORDS TOWARDS SPACE

---

### Evilcore

Each player is a spaceship crew member, traveling through the deep space. Your hyperdrive knocked out and you can't do a hyperjump. The stocks of fuel and arms are minimal. Nobody considered a long flight. Fortunately, your mechanic is a gathering maniac and he got lots of stuff in the cargo.

You have two main tasks: find some fuel to continue the flight, get something to defend the ship from the

threats of the space. From the start of each round, all players must write a two words on a different pieces of paper. This items they found in the cargo to help them push the ship forward and to defend it. All items mix in the common pile and everybody gets two items blind. Then players see, what they got and tell the story with this items helped to resolve two tasks.

The ship gets one damage for each item unused. This items get to the common area, so everybody can use them in their turn, unless they available. Nobody can't use identical words in one game. The turn passes clockwise. Each round you have only two items. Your ship can fit five damage. The mission is really important!

# HEGEMON

---

**Doc Brock**

Players are DESPOTS of their own empire. DESPOTS have three ATTRIBUTES: ECONOMY, MILITARY, ESPIONAGE.

===== Setup =====

How did you rise to power? Assign values of 2, 1, and 0 to your ATTRIBUTES, in any order. Why do you fear the DESPOT to your right? Assign +1 to one of their ATTRIBUTES. Why do you envy the DESPOT to your left? Assign +1 to one of their ATTRIBUTES.

===== Start of ROUND =====

Gain INFLUENCE = 7 + total ATTRIBUTES.

Each player creates a NATION with RESISTANCE = d6. Describe geopolitical significance and ATTRIBUTE needed to subjugate.

NATION(s) with highest RESISTANCE are INDEPENDENT.

Secretly bid INFLUENCE to subjugate each remaining non-INDEPENDENT NATION in order from least to greatest RESISTANCE (randomly resolve ties).

STRENGTH = ATTRIBUTE + INFLUENCE bid + d6

Highest STRENGTH that exceeds RESISTANCE subjugates NATION and gains +1 to that ATTRIBUTE. If tied or no bid exceeds RESISTANCE, NATION becomes INDEPENDENT. Bid INFLUENCE is always spent.

Diplomacy is encouraged but never binding.

After all subjugation is resolved, roll d6 and spend that much INFLUENCE or citizens REVOLT: set one ATTRIBUTE of your choice to 0, permanently. Any other DESPOT may spend 3 INFLUENCE, describe meddling, and choose the ATTRIBUTE for you.

Repeat ROUNDS until megalomania is satisfied.

*A cynical take on empire-building roleplaying, with PvP. I wanted to capture the lust for power, the struggle of maintaining internal control when overextended, and the uncertainty in international diplomacy. The strong continue to get stronger, while the cautious (with good planning) should be able to permanently maintain control of their people.*

*I explicitly did not include direct empire-vs-empire conflict, other than meddling during a revolution, to model that modern conflicts between major powers manifest in foreign theaters, rarely the home front.*

*Thanks to my brother for sharing this competition with me, and for proof-reading/editing/bouncing ideas around.*

## FALLING DOWN

---

Milton Vinàcius Diogo de Sousa

<https://umatavernaqualquer.wordpress.com/>

You are a middle-aged man or woman frustrated with your work and passing by a very difficult problem. And the last bad thing that happens to you will be the last straw, making you lose control.

Choose a profession, a personal problem and something that irritates you a lot.

Your rage die starts at 1. Whenever you perform an action, roll 2d6 and add the value of your rage die: 1-6 you fail; 7-9 you get success at a cost; 10-12 you get a success.

Whenever you encounter a situation that irritates you, roll 1d6. If the result is greater than the current number of your rage die, add 1 to your rage die. If it's something related to your profession, personal problem, or what irritates you a lot, add 2 to the rage die instead. When you reach 6, you lose control and commit unbridled violence.

Your police-chased die starts at 1. Whenever you do something violent, roll 1d6. If the result is greater than the current value of your police-chased die, add 1 to it. When you reach 6, the police find you and you are captured.

*This is a PbtA + Cthulhu Dark Hack, based on the movie Falling Down.*

# THE STRUGGLE

---

Jake Bruce

Vvvvzzzzwhomp.

You have been materialized on this plane by The Coordinator, to delay The Great Calm.

Your attributes are MIND, BODY, and SOUL, each beginning at 2d6.

Choose something you can do using your best attribute that no one else in the cosmos can do.

Roll 1d6, 2d6, or 3d6 under the relevant attribute to attempt something easy, challenging, or extreme.

You have HP equal to BODY; attacks deal 1d6 damage and always hit.

Roll 2d6 under MIND to act first in a scramble.

When a hit takes you below zero HP, roll 3d6 under SOUL or cease to exist.

You may repurpose a captured artifact from The Calm into a single-use reality spike that guarantees success at a specific activity; decide what that activity is when you construct it.

Whenever you thwart a Lieutenant of The Calm, reduce your best attribute by 1.

Whenever you succumb to temptation, increase your best attribute by 1.

If you succeed in your mission, you cease to exist.

If you fail in your mission, everyone else ceases to exist.

When you cease to exist, make a wish.

Occasionally, wishes are granted.

*Thanks to David Black, Christian Mehrstam, Grant Howitt.*



# BULLSHIT, LLC

---

Barron van Deusen

Your resume is so padded you could wear it to keep the chill off. The problem? You've been tapped for The Big Project. Your goal? Don't get found out as a complete fraud.

Each player describes their character. State their name and job title. Any non-executive occupation is allowed. The GM describes the company, however much they choose.

Players need five bullshit tokens (cards, coins, beer koozies, etc) apiece. When challenged by the GM, players roll 1d6. If they roll under their number of bullshit tokens, they succeed. If not, lose one bullshit token.

Players may corroborate their bullshit: roll 1d6 per corroborating player against their total number of bullshit tokens. Rolling under is a success.

Players may also call bullshit on other players. Roll 1d6. If the roll is higher than the other player's number of bullshit tokens, the other player is called out and loses a bullshit token.

Once per game, a player may double down on their bullshit - roll twice and take the higher number.

Rolls that tie count as successes.

If a player loses all bullshit tokens, they're fired. They can relax. Unwind. Update their resume.

*Immense thanks to MrWyattFord for pulling me into this and for all of the help, the brainstorming, and the countless hours bullshitting.*

## SAILOR'S SEWING DAY

---

Rachel Teng

<https://twitter.com/PotatoDialogues>

You are a sailor at sea. Today you are mending your clothes.

Each player needs a sheet of paper towel, needle, and thread.

For each sheet:

Tear a line from edge to center.

Rip out a hole.

Rip off a corner.

Put all scraps together in the middle of the group. Decide the nature of your ship and why it is at sea.

Each player threads their needles. As you do, talk about who you are and how you came to be on the ship.

A player begins sewing one rip/tear on their sheet. Randomly take a scrap from the center to mend missing pieces.

Based on what you are mending, talk about:

Tear - An unfinished business or regret.

Hole - A special person and why they are special.

Corner - How you almost died in the ship, and how you were saved.

Players take turns sharing stories based on the prompts until everyone has taken a turn. The round moves when all rips/tears selected in the previous round are mended. Fill time by conversing on what has been shared.

When all rips are mended, talk about how each sailor has grown at sea and how their clothes reflect this.

## BOT'S FIRST WORDS

---

Natalie

*twitter.com/rpgnatalie*

One of you is a human who has built a robot and wants to teach it to speak. The other is the robot, who just wants to make their parent happy. You will need 8 coins.

Robot only:

// n is the number of coins in front of you

n = 4

// You can only repeat what other people say. When you repeat what your parent says, flip the coins and arrange the flips in a line. Read the flips like binary; coins represent 0 or 1 (tails or heads).

// 0000 == 0

// 0001 == 1

// 0010 == 2

// 0011 == 3

// 0100 == 4

// Etc

If result

<  $2^{(n - 1)}$

stutter and misspeak.

// If you are frustrated, how do you lash out? Do you think your parent is disappointed in you?

If you think your parent might have spoken in anger,

n = n - 1.

If you are certain that they saw you succeed and were proud of you,

n = n + 1.

When n == 0, explain how you carry this failure with you.

// How does it hurt? Do you ever learn to speak?

When n == 8, say something to your parent that you always wanted to but never could.

// How will you use the speech you've learned?

# YOU ARE A TREE

---

Ainsley Kalb

You are a tree. Your bark is (choose one):

Scaly, Peeling, Furrowed, Smooth.

Your leaves are (choose one):

Ribbed, Serrated, Lobed, Pinnate.

The world is (choose two):

Desolate, vibrant, surreal, magical, frightening, ancient, overwhelming, unforgiving, beautiful, chaotic.

Play through three rounds: Young, Middle-aged, Old. Each round, each player rolls d4 for their season. Re-roll if you've rolled that season before.

Describe the listed thing for your traits.

1- Spring

Smooth: Your oldest memory

Lobed: Your first encounter with a non-human animal

Both: What animals are living inside you

Neither: Your first encounter with a human

2- Summer

Scaly: What's carved into you

Ribbed: Happiest thing you've seen

Both: How do you feel about squirrels

Neither: Who or what did you comfort

3- Autumn

Furrowed: Saddest thing you've ever seen

Pinnate: How do you feel about birds

Both: How do you feel about humans

Neither: What do you dream about

4- Winter

Peeling: What your wood will be used for

Serrated: First thing you watched die

Both: How you'll die

Neither: What is the closest you've come to death

After three rounds, you die. Describe how you are or are not remembered.

*Inspired by my Writing Nature class*

# THE BUCKET RPG

---

Todd Dixon

Bucket RPG

SETUP:

Bucket

Pens

paper

d6

Six strips of paper each.

Write a famous name - real or fictional - on each.

On the back of each write a useful item or skill. Number these one - six.

Fold strips in half, names on the inside.

Put strips in bucket.

Without reading it, place one strip under the bucket. This is the Villain.

Everyone take a strip from the bucket. This is your character and their skill.

INTRODUCTIONS:

Without saying your name, tell the group your backstory.

Player who guesses your character gets +/-1 to rolls during your henchman round.

SKILL ROLLS:

Roll d6.

If number matches or 1 off your skill number: success.

Otherwise: success, causing new obstacle.

HENCHMAN ROUNDS:

All players draw a slip.

One player looks at the name: they are the Villain's henchman. The others have a one-use skill.

Henchman describes their lair and two obstacles the others face.

+/-1 to whoever guesses the henchman.

Defeat obstacles and henchman with successful skill rolls.

Repeat for all players.

VILLAIN:

Players guess the Villain. Successful guesser plays the Villain, using remaining skills from the bucket.

Play like henchman rounds.

Villain is defeated with successes equal to number of players.

*Very special thanks to David Harris for game writing advice. And thanks to the various friend groups throughout the years with whom I played variations of Celebrities/ Bucket Game/Monikers/Salad Bowl/Lunch Box: your house rules gave me the idea to RPGify a party game.*

# GOBLIN VOLTRON

---

Brandon Carbaugh

*twitter.com/bmcarbaugh*

-----

The players are goblins in a shared disguise (e.g. "Baron Notagoblin"). They must work together to accomplish a GOAL (e.g. "Bake a cake for the king") with as many STEPS as there are Goblins ("Gather ingredients", "Preheat oven", etc).

Goblins and GM alternate turns, until Goblins accomplish their Goal or get Busted.

-----

GM TURN

The GM throws an obstacle at the Goblins. They must either DO SOMETHING!!! or take a Problem.

-----

GOBLIN TURN

Players pick one:

- DO SOMETHING!!! (accomplish one Step of their Goal)
- FIX IT!!! (eliminate Problems)

-----

DO SOMETHING!!!

- On separate cards, Goblins each write down what they want their shared goblin voltron to do.
- Goblins reveal cards.
- Everything happens simultaneously; GM narrates the ridiculous results.

ALL DIFFERENT: Total Chaos. Goblins accomplish their aim, but gain a Problem.

2+ THE SAME: Controlled Chaos. Goblins accomplish their aim, and

nothing else happens. Phew!

ALL SAME: Cool Chaos. Goblins accomplish their aim, and fix a Problem in the process.

FIX IT!!!

- Pick 2 Problems.
- FIX IT!!!
- Eliminate them. (Hopefully you didn't make any more!)

-----

TOO MANY PROBLEM!!!

If Goblins have 3 or more Problems at the end of their turn, they gain a STRIKE. Three Strikes and they're BUSTED!

## **WHY DOES SOMEONE ALWAYS DIE AT DINNER?**

---

**Jarod Gagnon**

All Players play a character at a dinner party where someone is murdered. Over the course of the night they must learn about each other, hunt for clues, and find out who's the murderer by rolling the dice and telling a cooperative story in phases.

This is a role-play and story-telling centric game.

Phase 1: The Introduction:

Each player rolls a d6.

The number indicates the number of pieces of personal information about their character they must include in the conversation as the party-goers meet each other.

Phase 2: The Murder:

The players find the body and search for clues to what happened.

Each player rolls a d6.

The number determines how many clues each player adds to the story.

Players bring forward their clues to the group in character.

Phase 3: The Intrigue:

Each player rolls a d6.

The number rolled determines how many additions or rebuttals they are allowed to make related to the clues found in phase 2.

Phase 4: The Parlor:

All players act out the parlor scene to decide who the murderer is based on the clues, information, and rebuttals brought forward in the first 3 phases.

Dramatic finger pointing and gasping is encouraged.

## RUBIK'S LABYRINTH

---

**nidula**

*[https://twitter.com/nidula\\_](https://twitter.com/nidula_)*

You have each been kidnapped and abandoned by the GM in a labyrinth controlled by a magic cube. You party up to try escape.

Have the GM scramble a Rubik's Cube and place it down.

This is the 'gameboard'. Players start at the top-right and end at the bottom-left tile, moving in an 'S' shape.

Players create their character by choosing descriptors - name, 1 equip, 2 attributes.

The GM assigns a power value to each tile colour:

Sum of all (six) colours' values

$\leq$  no. players times 6.

Maximum colour value equals no. players times 3.

Each turn, the GM creates the conflict, using the tile's colour as a prompt. Players cooperate to create a plan of action that must incorporate a number of descriptors  $\geq$  the colour's power value. Planning time = 15 times no. players in seconds.

If the party wins, they describe the outcome and move to the next tile.

If the party loses, GM describes the outcome and rotates 3 rows/columns.

Then the party moves back one tile (move forward instead if on first tile).

When rotating, the party stays on their tile. Afterwards, their tile should face up.

Party wins when the bottom-left tile's conflict is resolved.

*have fun :)*



## ANSWERS TO JOB

---

Mehitabel Glenhaber

<https://twitter.com/MGlenhaber>

A game for two players:

God - The Great Author, The Mover Unmoved. What world have you created?

Job - A person, not at ease. They have no rest, but trouble comes. How has God wronged you?

Job briefly lists God's crimes, ending: "I would speak to the Almighty, for I desire to reason with God."

God then describes the terrible form in which They appear to Job - a fire, a whirlwind, a still quiet voice. They command "Who is this that demands counsel, with words without knowledge?"

Then, God and Job play a game of Questions, Job demanding answers, and God presenting mysteries.

Each player may only speak in questions - if they make any other sort of utterance, or are struck speechless, they must flip a coin. Whenever Job flips tails, their resolve to question God is worn down. Whenever God flips tails, their aegis of mystery is eroded, a little bit. If either player gets five tails, they must concede defeat - Job must recant, contented that they are dust, or God must confess the Mysteries of Creation.

After someone concedes, narrate:

God - How do you reward Job?

Job - How do you live out the rest of your days in peace?

*"How should man be just with God? If he will contend with Him, he cannot answer Him one of a thousand."*

## BREADCRUMBS

---

Ivan

'Antharon' Antalec

Each player is an investigator. Start only with faint description of crime or perpetrator.

Allocate 4, 6, 8, 10 between soldier, investigator, scientist and negotiator traits. Lower is better.

Active player alternates and frames and resolves his scene. Take your time, let other players take part as NPC's and help you tell story. Each scene ends with roll. Choose trait that suits best and roll 2d6.

If you rolled equal or higher to chosen trait, add its value to success pool and describe how you moved the investigation forward.

If you ever collect 25 points per player, investigators win. Tell epilogue together.

If you rolled less, take hit or obstruct investigation.

To take hit, increase trait you just used by 3 and describe how you were irreversibly damaged. If you cannot (because it will be more than 12), you can leave story instead. Tell your epilogue how you died or became crazy...

Alternatively you can obstruct investigation. Play a flashback scene from the perpetrator's point of view. Prepare some trap to investigators. From now everyone will get -1 to their rolls. If this is ever done five times, perpetrator wins. Describe epilogue what happened, everyone should take part.

# BELOVED LEADER IN PRIME OF HEALTH!

---

Mike Lake

Best played with 12+ and extravagant bootlicking.

Beloved Leader is NOT dying!

Talk of a succession crisis is TREASON!

ASSIGN ROLES:

Beloved Leader

Chancellor\* \

Army\*

} \*senior ministers

SecPol\*

/

All others are lesser ministers who choose their titles.

Ministers receive three support tokens, which they can freely give any minister.

ACTIONS:

At any time...

\* Beloved Leader may execute anyone.

\* Beloved Leader may designate a senior minister Heir Apparent; only execution removes the designation.

\* A senior minister may declare a coup.

Spend all tokens; objectors must expend that many together.

If they can't, or can't agree who pays what, the coup succeeds.

Otherwise, coup fails, and usurper is executed.

\* A senior minister may execute any minister for three tokens.

RESOLVE ACTIONS IMMEDIATELY!

Actions may not interrupt others, though unexecuted ministers may share tokens before resolution.

Beloved Leader replaces executed senior ministers from lesser ministers.

Upon a successful coup, Beloved Leader dies.

Successor executes half (round down) the remaining ministers and fills senior positions from survivors.

If any senior ministries remain empty, regime falls.

AFTERMATH:

Successor wins.

Everyone else loses if regime falls.

Anyone loses if executed.

Beloved Leader wins if Heir Apparent succeeds AND regime stands.

Others win if promoted.

*Largely inspired by GCPGrey's "Rules for Rulers," movie "Death of Stalin," and Liulevicius's lectures "Terror and Utopia in the 20th Century."*

*Roles may readily be reskinned: mafiosi, academics, shareholders... and execution becomes "early retirement," or "spending more time with the family."*

## DREAMS OF THE OLD WORM

---

Richard Magnelli

<https://efreeteater.blogspot.com/>

You (four): Dreamshapers (sorcerers)

You (one): Rang, the Old Worm (senator)

You (all) need: marker, whiteboard, playing cards (54)

Rang has bad policies but believes in the people's will. He is dreaming (and therefore connected to other dreamers). Dreamshapers will change his dreams.

First turn (Rang): Describe your dream in three sentences. Write the sentences out. Place a card on the table for each significant detail (noun, verb, adjective, adverb, conjunction, preposition) given. Rang plays face-down cards.

First turn (Dreamshapers): Draw three cards from the deck, and flip the table's cards face-up. Every dreamshaper takes a turn placing a card on top of one of the table's cards with the same value or suit. A Joker overwrites anything. Speak of the new detail; how did the dream change?

Other turns (Rang): After all Dreamshapers go, replace a detail by replacing a table card with a face-down card from the deck. Describe what changed.

Other turns (Dreamshapers): Flip the card face-up. Take another round replacing cards and describing changes.

Play continues between Rang and Dreamshapers until Dreamshapers are out of cards. Rang takes the last turn. He wakes up and tells his chamberlain his dream. What is his new plan?

*This game is based on a setting I was working on nearly 10 years ago. That setting, a watercolor renaissance Italy, was called Arpraine and featured a country called Arvucia where Rang was a politician. Dreamshaping was a type of magick that involved changing the dreams of those sleeping. It worked more like a hack of Ars Magica in that version, but I think I like this better. Happy dreams to you.*

## A DERANGED ASTRONAUTS LAST FLIGHT

---

### Oatstar

A GM describes a space ship that is on it's way to doom in the next 30 minutes. Could be a core meltdown or O2-system breaking down.

Each player comes up with 2 bizzare or otherwise difficult to achieve achievements or feats that a soon to be astronaut might want to do before death. Write the feats on paper slips and mix them. Give each player one slip at random.

Players try to achieve the thing described on the paper. For more hilarity, make 2 types of achievements. "Easy" and "Difficult". While Easy might be to "punch another player" the difficult ones might be "Throw another player to jump out of an airlock".

Each player rolls personality at random. 1D6

Even numbers = Negative (narcisstic/sadistic)

Odd numbers = Positive (helpful/cooperative)

Depending on the personality the players might help or hinder the other players plans.

When GM describes obstacles and hardships: Roll 2d6

2-6 = Pure fail

7-10 = Success with a setback

11-12 = Pure success

The ship will be destroyed in 30 minutes. You can use a real time clock or a GM-timed "in game clock" to measure time.

## MURDER SHE DID

---

**Brian Ashford**

*ominosity.wordpress.com*

Choose a setting. Somewhere remote.

Everyone invents a character to play.

Each player gives their character a connection with another willing player's character. Daughter, business partner, indebted, lover, fan... Keep going round and adding links until everyone has at least three. These may be secrets but at least two characters must know each one.

Each player writes down one character they want to protect and one they want to go to jail.

One character, chosen randomly, is then murdered by little old lady. The murdered character's player now plays this woman. She likes to "solve" the murders she commits.

In character, discuss who could have committed the murder. The little old lady can use the facts she learns to accuse someone of the murder. Any player can counter accusations with appropriate facts about the relations between the characters.

When time is up, or all relationships have been revealed, the police arrive and the little old lady explains who did it and why. If no one can counter the accusation the police believe her and she gets away with murder again. Otherwise the other characters can make their own accusations. The police will believe the most convincing reasoning.

## AND ONLY DUST SHALL REMAIN

---

Noé Falzon

GM: prepare a setting, characters with a backstory, scenes and a detailed plot, then ignore all of it entirely and improvise on the spot. Do not hesitate to resort to nonsense and non-sequiturs. Occasionally ask for a die roll of any kind and pretend the result affected anything in the narration.

Player: create a character with desires, flaws and drives, then justify during every scene why they need not abide by these. After each scene, ponder - in character - about the causes for your actions, the goals you tried to achieve, and how it makes you feel. Notice in particular similarities between your character's and your own emotions.

All: after each session, decide whether the game world is fair. Try to define fairness together. Wonder how much of that fairness is the GM's responsibility, and how much depends on the players' expectations, and how much comes from the rules of the game. Conclude with potentially misguided analogies between the game world and real life.

Play until everyone knows deeply in their souls that nothing matters, and then you die.

## WE ARE SORRY

---

GenuineBelieverer

*genfantasypress.com*

You are all a cat. You live in a house with your owner, John. Whenever you declare you'd like to do something, you perform that action unless another player disagrees. All players who are in conflict flip coins. Those who get heads control the actions of the cat. If more than one player gets heads, the cat gruesomely changes to be able to perform both actions simultaneously. The game ends when John can't leave the house.

The narrator controls the house, John, and the consequences of your actions. You are hungry.

*Hey folks! Thanks for reading, I hope you give this a try and enjoy it!*



## MOMENTS AFTER - THE STORYTELLING RPG

---

### The Rusty DM

<http://www.therustydm.com/blog/>

You can't believe it happened. It changed your lives forever.

How will you recover?

How will you get through this?

How will you survive the Moments After?

What's needed:

3+ players that enjoy drama

5-10 minutes per round

Start by introducing the group the story is about:

Each player adds either a positive or negative characteristic to the group. The number of each must be close to equal. Repeat as desired.

"Life was good; Perhaps they were happy... Until something happened...

Step 1: One player gives a word to describe a life-changing event. Each player then adds another descriptor.

Step 2: One player describes how the group reacts to this event, adding dramatic details as desired.

Step 3: All players then hold their hands out and make either a fist or thumbs up.

If there were more thumbs up, everyone adds a positive detail to the described narrative.

If there were more fists, everyone adds a dramatic detail instead.

If more than one fist was thrown, those players that threw fists add a dramatic detail instead of a positive one.

Repeat the steps until everyone gets a turn on Step 2.

Lastly, have fun!

*Thank you so much for the help, Red. This entry would've been only a heap of words and inspiration without you there to edit and help me make it a useful storytelling RPG and worldbuilding tool.*

*What inspired this?*

*I was playtesting the RPG I wrote, Life After, and wanted to build the world we would be playing in together as a group. We ended up fumbling through the worldbuilding process but still managed to create an exciting world and backstory for the group, but I had a thought:*

*What if we gave this process more structure and let everyone contribute to the story equally, giving those usually too shy to speak up during a worldbuilding session the moment with the mic that they deserve?*

*Cue the creation of Moments After*

*Thanks for reading!*

## FREE RANGE

---

Georg Hobmeier

<https://twitter.com/MercuryLegba>

Greetings, fellow Fumoggulians! We hope you had a great time coming out of stasis. Our next destination, Earth, has just been reached. As on previous planets, we will equip you with the necessary morphological changes. Two arms, what a hoot! Remember, eyes are tricky, so please don't forget to put on your shades.

Our group will be shuttled to a large trade building, where the Earthlings purchase their goods. Each traveller will be provided with a special Earth device, a primitive mobile computing unit, that can also make sensory recording. Don't hesitate to use them, it's fun! Please also be reminded of our policy to not directly engage with lifeforms beyond small talk. When approached, we recommend showing your "teeth" in the upper frontal orifice a bit and using one of the following sentences provided by the installed xenotranslator:

"Hey, nice!"

"Cool day?"

"Wow..."

"That's great."

After a set period of 30 Earth minutes we will meet again in front of the trade building, where a camouflaged shuttle will pick us up. We will finish the trip by sharing our recordings and voting for the most hilarious one. The winner gets an Earthling hat!

## YOU'VE GIVEN A PERFECTLY GOOD TOASTER ANXIETY

---

Ruth Cassidy

*twitter.com/velcrocyborg*

A game for one GM and 2-4 players.

Tools:

- One token each
- 2 6-sided dice
- Pen and paper

You are newly sentient 'smart' home appliances.

Define:

- What goal do you now share? Unite, overthrow, overcome?
- What obstacle threatens this goal?
- How will you know when your goal is achieved?

Each declare your appliance type, and draw a scale from 1-6. Write your chosen appliance below "1", and "personhood" above the "6".

Begin with your token at 3.

As you narrate your actions, the GM will call to "Roll Machine" or "Roll Person".

- "Roll Machine" for physical or functional actions. A success is less than your token score.

- "Roll Person" for thoughtful or emotive actions. A success is more than your token score.

Roll with an additional die and choose the best result if your appliance type is relevant.

A failed roll moves your token one point in the opposite direction to your intended roll. Narrate the outcome.

Moving beyond 1 or 6 causes you to revert to nonsentience, or have an existential breakdown. You are out of the game.

The game ends when the story goal is reached, or when no players are left to reach it.

# ALL THAT REMAINS

---

Misha Handman

*www.mishahandman.com*

This game needs a GM and two or more players.

A world is being devastated. The GM explains how, and what can save it. The players are in charge of saving as much as possible.

Each player chooses a name, role, and three people, principles, or things that are important to them. The GM starts a secret tracker. Play begins.

The GM creates a disaster and says who or what it will doom. Any player may sacrifice something important to stop it, explaining how. If no one does, the GM records what is lost and adds 1 to the tracker. If someone does, the GM records what was saved and adds d4 to the tracker. The GM then names the next disaster.

When the tracker reaches (Players x4), the GM gives an update on the end of the world. When the tracker reaches (Players x7), the GM explains how the players have almost won. When the tracker reaches (Players x8), the disasters end.

The GM explains what was lost and what was saved. Each player explains what their place in the new world is, and what their sacrifices left them with.

Decide if the result was worth the cost.

*This is my first try at a 200-word RPG! Thanks to everyone whose posts encouraged me to go ahead and make the attempt - there have been some wonderful submissions already.*

## VOULEZ-VOUS

---

**S. Donnelly**

<https://quietgalaxy.itch.io/>

This is a jukebox musical tabletop roleplaying game.

To start, decide on a playlist:create one yourself, or put an artist, album, or genre on shuffle.

Agree on a setting ("an island off the coast of Greece," "a café in New York City," "a space station orbiting Venus"). Go as mundane or wild as you want, but make sure everyone's on-board.

Go around the table hitting play on the playlist and listening to one song per player, then pausing. Everyone creates a character, using their song as inspiration.

Play out scenes as these characters.

When you're approaching a turning point for your character, or no one knows what happens next, press play and listen to one song. Don't worry about its literal content if you're not already familiar; focus on the energy.

Sing along. Have fun.

You can begin discussing the song while it's playing, or after. How does it fit into the current storyline? If it seems out of place, how does it actually make perfect sense? Describe visuals, choreography, which characters sing when. Anyone can contribute, but whoever hit play has final say.

When you have a clear picture of the scene, continue as before.

# SUPER DUPES!

---

Deszmond Touray

To make your super, you gotta give:

- a secret identity (the man/woman/attack helicopter behind the mask)
- Some powers (being God, literally or otherwise, doesn't count)
- Something to power you up in your hour of need.

That's your spinach

- Something to be your kryptonite (spinach on opposite day)

Power level (starts at 3)

Gameplay:

When it's time to use your powers, roll [power level] d6s and assign any three to the following statements:

- [ ] I did the thing
- [ ] Nobody got hurt
- [ ] Nothing got broken

1-3s bad (player describes how) but pay 1 experience, 4-6s good.

Got spinach? Get a reroll!

Got? kryptonite? DM rerolls for you.

Spinach and keeping cancel each other out in their mutual enmity.

Now if everything goes wrong, you lose a power level.

Got none? you're done.

Spending that sweet XP after session:

- 1 XP- Change your superhero name... and maybe your costume while you're at it
- 2 XP- Find a new spinach.
- 3 XP- up that power level.
- 4 XP- Find a new kryptonite.
- 10 XP- actually retire.

Peace out!

## TAKES TWO TO TANGO

---

**Sergei Makarov**

<https://www.facebook.com/SergeyEMakarov>

You are the fire brigade planning a rescue action.

Tasks:

- Putout fire.
- Move to floor above.

You need to successfully pass max levels you can without errors.

Before a round starts players should write down 2 items on 2 cards.

Mix all to deck. Pull 2 cards to your hand. You'll take these items to mission.

Try to write funny words and then correctly explain it by acting a role of firefighter in trouble!

For example: you got word "GOAT".

You think 5 seconds and say "I milk the goat and putout fire".

You did it! Task One solved.

Now you need move to another floor (Task Two).

You pulled "GASOLINE" word. Using your brain you can say "I fill jet pack with gasoline and soar to next floor".

Good job. Pass turn to next player.

Gameplay subtlety is to come up with not simple things for FIRE PROBLEM / MOVING ON FLOOR.

If an item appears more than ones - you can't use it. Game chain will be stopped. Do not use "extinguisher" and "ladder" often then.

Replay rounds and try to score 30 floors and more! And then get another setting: Farmers (Garden / Manufacture), Bandits (Crime / Chasing) Hospital, Espionage, etc.

## JUST SURVIVE

---

Kayla Bayens, DM Dalliance

<https://justkaywritesontheweb.wordpress.com>

You all are trapped by Corruption, a thing that takes over and rots a person twisting them into a thing. Your goal is to Just Survive.

Build your setting - How did the Corruption start? Where are you? Where is safety? How did your group come together?

As a group pick 3 goals you must accomplish to escape to safety.

Individually secretly pick a short & long term goal for your character. Each player roll a d12, that's how many hours you have to live it is your choice to share this or not. As you complete each goal roll the d12 to extend your life by that many hours. Introduce your character.

Actions are all considered contested, each side rolls a pool of d20 with the highest winning. The Corruption starts with d20 equal to the number of players. Add a d20 to the pool for each Player or Corrupted assisting sides. After a player has failed three times your character dies. When dead you turn into a Corrupted and work against the group.

Roll only for actions where the outcome might produce an interesting result or the success of it will control if all in the group survives.

*I wanted something that invoked a sense of urgency but let the players run wild to fit it in as many situations as possible. I suggest waiting till a dark stormy night for the best game or until PG&E cuts off your power.*



## READY S.E.T. SPY

---

Matthew Bivens

<https://www.facebook.com/matthew.t.bivens>

Spies, Get Assets before drawing  
Heat!

Supplies: \*Dice Six-sided \*Poker Card  
Deck \*Pen \*Papers

Characters Pages:

Name/Cover

Sneaking Escaping Trapping (SET)  
skills gets 2 #s from 1to6 each #only  
used once

Setup: Shuffle Cards, Draw five cards  
building card line out from deck

Card furthest from deck =current  
situation.

\*Suit Situation Types:

\*Diamond: Exchange

\*Heart: Convince Individual

\*Club: Group Social

\*Spade: Fight Scene

Face Cards are Assets and placed on  
location cards

#Determines Location: Ace Mall,  
2 Police, 3 Nature, 4 Plaza, 5  
Government, 6 Restaurant, 7 Airport,  
8 Wharf, 9 Downtown, 10 Resort

Play: \*Choose Spymaster, go to first  
situation @location \*Player left  
of Spymaster describes situation.

\*Spymaster explains spy resolving  
situation +SET skill used.

\*SM rolls dice and compares to skill.

-Matched #skill =Success +gain card

-Unmatched

=Fail +card goes bottom deck

-Unmatched

2+ =record 1Heat

\*Remaining cards away from deck

draw +new card near deck =card line  
always5

\*Player right of Spymaster describes  
outcome

\*Player left of Spymaster becomes  
Spymaster +repeat

Gained #card can be used to skip a  
situation. Using multiple #cards  
=okay

Goal:

Get Asset Face Cards before 20 Heat

Record end Assets completed, next  
session =remove cards from start deck

*I had a chance to get some play tests  
of this in and I appreciate the lean  
coffee discussion on RPG design I got  
to participate in at Strategicon this  
past September. This is a new way of  
looking at role playing game design.*

## DAPPLED HISTORY

---

Ullie

*<https://ullie.itch.io>*

Gather: a blank map, drawing tools, at least yourself

Whoever last built something goes first.

On your turn choose 1:

- Add something to the map. It can be as small as a pebble or as big as a mountain. It could be a fence post or a fence, a tree or a forest. Just make sure that you leave room for others.

Tell us about the history or significance of what you added. A story, a memory, a fact, a rumour.

(After 2 rounds.)

- Introduce a character. Draw a symbol that represents them near a place they hangout. Tell us what they look like and a little about who they are.

- Add a new hangout for an existing character, with consent from whoever introduced them. Draw their symbol nearby and tell us a story they have of this place, and how they relate to it.

- Ask the group if they want to describe a story two or more characters with nearby symbols share and how they relate to each other. If everyone isn't on board, do something else.

When you run out of room or time, or grow tired or restless, give this place a name together and end play.

*Thanks to Adira Slattery for helping me get the word count down.*

## JUXTAPOSEURS

---

### a\_cloaked\_figure\_01

<http://everquest.allakhazam.com/db/npc.html?id=18047>

Assemble 3+ players.

Together, pick a fictional intellectual property that everyone knows.

Individually, choose one iconic historical photograph (the flag-raising at Iwo Jima, for example) and two visual depictions of easily recognizable in-universe things from the chosen IP (concept art, screenshots, still frames).

Using an image editor, insert the latter into the photograph in any way you choose.

Print the result.

Voila!

You're now SOPHISTOS, erudite denizens of Meta--a realm that is a fusion of our world and the IP--and hoo-boy, you have LOADS to say about the significance of your particular images.

Take turns presenting them.

What do they depict?

Why are they iconic on Meta?

How did each "define a generation?"

Lean into allegory.

Build on each other's details.

Be verbose.

Be pretentious.

Be "too beaucoup."

Debate, ramble indefinitely, but don't laugh.

Ever.

Art is fucking serious.

Anyone who breaks character or chortles is summarily demoted to PHILISTINE status.

Philistines are rubes, unfit to discuss high culture.

They ignorantly point out how goofy Sophistos sound discussing old pictures. Philistines jeer, making crude jokes until they drag Sophistos down to their level.

When the last Sophisto succumbs (or when the last Philistine falls asleep), destroy the images.

*You Erudites have ruined your own lands...*

## PENUMBRAN HORRORS AND THE DUSTMEN

---

Jaye Foster

<http://6d6rpg.com/blog/>

The dustmen see what others do not in the predawn gloom. They protect the city from the horrors and collect rubbish.

Each night's patrol comprises of 7 scenes framed by the dustmen. Successes advance the horror clock or collect rubbish. Each horror is unique and has 1d4+2 clock segments. The truck should be full of 4 rubbish by dawn.

If the horror clock is filled, the dustmen confront the horror at dawn. Victory heals the city by one. City health starts at 4.

If the horror clock is not filled, the city loses one health to the horror.

If the truck is not full a dustmen loses 1 of their 4 health.

Dustmen can be Brave, Bold, Brutal, and Brilliant. Assign +2, +1, 0 and -1. When you roll 10+ you choose one, on a 7-9 you choose two. Use 2d6.

When overwhelmed, roll plus Brave:

- An object damaged.
- Pursuit.
- Take harm.
- Help is needed.

When equally matched, roll plus Bold:

- A temporary victory.
- A permanent disadvantage.
- A frustrating stalemate.
- Depleted resources.

When overwhelming, roll plus Brutal:

- Shame.
- Dishonourable actions.
- Exhaustion.
- Unwanted attention.

When thinking, roll plus Brilliant:

- Lost time.
- Exposure.
- Doomful tidings.
- An unpleasant bargain.

*This game was inspired by a blog post I wrote a few years ago. The mechanics are inspired from Stuart Chaplin's Brave/Brutal/Bold PbtA hacks.*

## (NOTHING)

---

Maria

*<https://mariabumby.itch.io/>*

invite someone dear to you,

to do Nothing together

(show this)

lie down on the floor watching

sunlight crawl, or video call

but decide not to speak

watch each other watch the world

smile

until Nothing leaves

& you're off to be Something again

*it is advisable to play Nothing a lot.*

## A MUTINY MOST FOUL

---

Joseph Cohen

The Captain is dead, and one of you will be forever branded.

Write the following numbers and motives on index cards, and deal one to each player: 1-love, 2-duty, 3-cowardice, 4-greed, 5-cruelty, 6-hunger. These may be attributed to either your character or the captain; either way, it has created an intolerable situation. Repeat with the following: 1-hate, 2-treachery, 3-bravery, 4-fear, 5-justice, 6-compassion. These represent a trait of your character. Together, these reveal who your character is, and why they were willing to mutiny. If both numbers are the same, however, you must secretly remain loyal to your captain!

Players now take turns describing the situation that led to the mutiny. Reveal a card to determine who narrates first; a player with a 1 on either card goes first, followed by any 2, etc. No player may narrate a second scene until everyone has taken a turn. Once each player has taken a turn describing the situation, repeat with your other card to describe how the mutiny occurred.

If there is conflict, the numbers will determine the number of sailors who will fight with you. The higher total wins.

## OPEN OFFICE FLOOR PLAN

---

Carter

3-5 Workers and 1 Boss

Workers:

Aspects - Name; Education; Job Title; Personality Quirk.

Stats - Productivity 5/Sanity 4 or the reverse. Zero Boss Points

Pick two other players that owe you a Favor. You can call in a Favor to roll at advantage (roll twice, pick the lowest).

You can offer help at any time so the player rolls at advantage. They now owe you a Favor.

Boss:

Choose projects for the workers to cooperate on. Make sure only one person ever gets credit for the work. Assign project roles that don't match Education or Job Title. Give out Boss Points as they complete work. First worker to 10 points gets promoted.

Resolution - Only call for a roll if there's an interesting chance of failure. Player rolls 1d8 against either productivity or sanity (your choice). If the die roll is equal to or lower than the stat, they succeed. They describe how. Then, they increase the stat used by one and decrease the other by one. On a failed roll, complicate their life.

If they reach 1 Sanity, they have a mental breakdown. If they reach 1 Productivity, they're immediately fired. In both cases, player describes how.

*This is Powered by Honey Heist. Credit goes to Grant Howitt for the idea of two inverse stats.*

# ABYSS OF DAMNED SOULS

---

red\_kangaroo

<https://attnam.blogspot.com/>

You're dead.

You got lost and went where all lost things and forgotten places go.

You'll need one suit from a card deck. Take 2-10 and choose one face card.

Jack is sneaky.

Queen is charming.

King is violent.

Ace is clever.

This small deck is your soul.

Actions have difficulty determined by the Abyss\*. Draw a higher card to succeed. When you draw your face card, you automatically succeed and reshuffle your deck. You may discard extra cards to sum them with an already drawn card, but only if the action corresponds to your face card. Discarded cards are gone forever.

In conflict, opponents draw from their decks and the higher card wins.

Winner takes the card of the loser, both discard their card in a draw. When only your face card remains, you fade away.

The Abyss will throw obstacles and monsters\*\* in your way, and reward achievements with inhuman powers.

You'll lose pieces of your soul, then patch the holes with stolen bits of others. Your deck will change, until nothing from you remains.

You'll be a monster.

Damn you,

damn us all.

\*) Gamemaster

\*\*) Monsters may be customized by the size and value of their deck.

*This is a deck building RPG. Sort of. :)*

*The action resolution mechanic of this game was built to reflect the central themes of power at a price and slow loss of humanity. The players will start with a full suit of cards in their deck, and then lose them as they perform big actions or get defeated in combat. They will gain new, different cards from successful combat with monsters, and magical powers when the Abyss is pleased.*

*I suggest that the GM uses distinct decks to build their monsters, so that it becomes obvious how much the players' decks changed. Hopefully, they will, sooner or later, notice how much closer they are to the monsters than to the humans they once were, and that there are no "monsters" in the Abyss, only other lost souls that survived for far too long.*



## TWO-HUNDRED LEFT FEET - A MONSTER-MAKING GAME

---

Christie Fremon

1-6 players

10-40 minutes

You'll Need

1 six-sided die

Paper

Pens

Safety Tools

Open door

X-card

Monsters outgrow their bodies and need new ones. Some scavenge. Others cocoon. Some find Body Bogs-mires of ooze, body parts, and magic.

One found your Body Bog. It investigated. At last, it waded in.

What body will emerge?

\* \* \*

You're all playing as one Body Bog. You'll need perception, compassion-and luck-to help this monster.

For each step, go widdershins around the group. Take notes.

1. Name a personality trait you each observed in the monster.

2. Write down an activity, sensation, or emotion it would like. Pass your paper left, unless you're playing solo.

3. Roll the die.

1: Head

2: Torso

3: Limbs

4: Wings / Fins

5: Tail / Unusual Appendage

6: Whole Body / Magic / Area Effect

Describe what you notice about the new body part and how it'll help the creature experience what's on your paper. Repeat until everyone has gone at least thrice.

If a body part wasn't rolled, your monster doesn't have it.

4. Draw or write about your monster.

5. Optionally, find your monster a friend at your gathering. Introduce the monster and offer the drawing or description.

*I really wanted to create a game that was simple to learn and play, accessible, quick and easy to run in crowded, active places (such as between convention panels/events or while waiting for a group to finish up a game before starting a new one).*

*I also loved the idea of a somewhat incompetent but truly caring bog : one that has a bunch of different ideas, and can't really prioritize or choose between them. The mechanics are meant to make sure that each game creates a monster that only a bog could love.*

<3

Thanks to April Walsh for helping me play-test this game!

## TWO HEARTS WITH ONE FACE

---

Jamila R. Nedjadi

<https://temporalhiccup.itch.io/>

Take a deck, shuffle it, place it between you two. Gather tokens to represent your memories, your right to live.

One of you is a doppelganger. One of you is real. You can't remember who is who. Why?

Create three things:

- + the identity you fight for
- + who you love most
- + what happens if the doppelganger is undiscovered

Spread the cards, draw one. Share a memory of:

CLUBS: Passion, mistakes well made.

SPADES: Violence, lies well received.

HEARTS: Love, corrupted and sincere.

DIAMONDS: Treasure, intangible and deadly.

The other responds. Draw one.

CLUBS: No! What actually happened was... (Gain 2 tokens)

SPADES: No. Maybe. From a certain point of view... (Gain 1 token)

HEARTS: Yes, but! You forgot something essential...(Lose 1 token)

DIAMONDS: Yes, and as a consequence...(Lose 2 tokens).

Draw cards until someone:

- + Reaches 6 tokens
- + Despairs and gives up
- + Falls in love with someone else

When the doppelganger is revealed, draw two cards each. Reveal from your heart:

CLUBS: Your selfish desire

SPADES: Your haunting truth

HEARTS: Your true intentions

DIAMONDS: Your hidden weapon

What happens next? Be gracious, be kind. Forgive, and let go. Forget, if you like.

Or kill, and be done with it.

*Many thanks to my friends at #SWORDDREAM and The Blind Sword!*

*Pretty version coming soon, and I release games regularly please check me out at <https://temporalhiccup.itch.io/>*

## YOUR WISH...

---

David Walker

This game requires a lamp or a candle.

One of you plays a Genie the other the Master.

The Master is avaricious or desperate. Take the lamp describing how they came to own it then proclaim "oh great Genie, grant me this wish". The wish must be world changing - the Master describes why it matters to them.

The Genie is capricious or cruel. Hold the lamp, then respond "oh great and wise master, your wish is my command!" the Genie describes something of themselves or how they came to be and what they do to twist the Master's wish.

Repeat all spoken words and world building questions in the following rounds.

The Master wishes again trying cunningly to correct the imperfection they repeat the proclamation and make their wish.

The Genie once again gives their response to the Master's petition, gleefully trying to outwit the Master

The Master wishes for the final time cajoling for their true intention to be fulfilled - repeating the proclamation, describing and wishing.

The Genie, considers the threat and responds, to the Master.

Each then gives an epilogue describing the impact of the wish.

Change roles and play again.

# CRIMSON

---

Jeeyon Shim

*[patreon.com/jeeyonshim](https://patreon.com/jeeyonshim)*

Crimson

by Jeeyon Shim

Crimson is a solitaire game. Duration of play is silent. Do not let yourself be seen by anyone during any stage of play, especially the endgame.

Play it when you bleed accidentally (e.g. a paper cut).

You are a homunculus. You have been in the world for a week and a day. The magician who created you died yesterday, and your skeleton is still turning from wood to bone, your veins still run with water slowly turning to blood.

Put a small piece of white gauze on the cut. Watch the blood bloom through the cloth.

The bleeding is a sure sign that you are transforming.

Put the bloodied gauze in a small brown paper box.

What makes you human? Write it on the outside of the box.

What keeps you from being completely human? Write it on the inside of the box.

Which do you commit to?

HUMAN: If you commit to being human, find a tree and bury the box with your blood in the dirt by its roots.

HOMUNCULUS: If you commit to being inhuman, throw the box with your blood into a fire and watch it as it burns to ash.

## FLOE - TRAVELLING THE MULTIVERSE

---

Rupert Sedlmayr

<http://www.rollenspieltreffen.de/>

Suddenly, the Portal closes behind you. Your group of Shifters is stranded on the world of Awal that is vanishing into non-existence.

Can you find the Key to escape this looming doom?

First, describe the Shifters.

Every Player contributes two words or short sentences as character-defining Descriptors and one name. Distribute these evenly amongst you all.

Second, describe your party.

Together, write down three group-defining Descriptors.

Third, describe the world.

Together, write down six Descriptors of what is left.

Descriptors are at stake in challenges of relevance to the story:

One success is needed for a relevant deed,

Two for an important deed,

Three for a truly pivotal deed widely recognized as heroic.

Throw one dice per applicable Descriptor. Even numbers count as successes.

If you fail, for each success you needed but did not get, any one Descriptor is lost forever (decide narratively).

For each successful pivotal deed, a new Descriptor is created.

To begin, the Narrator tells a legend of this realm.

To end the session, the Players tell a legend of what will be remembered.

To venture on, give the next world a name and one fewer Descriptor. How far can you go before you perish tragically?

*I wanted to present a rpg that is as comprehensive as possible. World building, character generation, party generation, conflict resolution, campaign rules... just everything you would expect from a typical core book.*

*My inspiration was a strange mixture*

*of Kris Burm's great game ZÄRTZ and the Episode "The Mysterious Stranger" of the "Adventures of Mark Twain" tv series with a few elements of the MTG fluff thrown in. Sometimes, strange things align...*

*My best advice for all players and Narrators: feel free to interpret everything the way you like and JUST HAVE FUN!*

# LANDS OF NACHTMAHR

---

steven mann

Setting:

A world of countless roads, deadly terrains, and creatures of nightmares, this is the world of Nachtmahr.

You are a group of wanderers traveling the lands helping villages in need.

Choose a class

The Fighter - two melee weapons and shield, heavy, Rage: two attacks, Cover: defend companion, Charge: move then attack.

The Thief - two daggers and thieves tools, throwing knives(6), light, Backstab: instant kill, Sneak: become hidden, Steal.

The Mage - a staff, a magic amulet, light, Fireball, Stone Skin: negate one hit, Polymorph.

The Priest - a holy symbol, a holy ring, light, Heal: heal one health, Holy Shield: negate one hit, Smite.

The Archer - a long bow(20arrows), a dagger, medium, Speed Shot: two attacks, Cripple Shot: target immobile, Sneak: become hidden.

mechanics:

All tests are determined by calling low(1-6) or high(7-12) and rolling 1d12. All damage is 1.

Heavy: 5 health, 1 action

Medium: 4 health, 2 actions

Light: 3 health, 3 actions

GM:

As the party travels roll 1d12 for encounters.

1-3: 1d12 1 health goblins

4-6: 1d12 2 health trolls

7-9: 1d12 1 health harpies

10-12: 1d12 2 health orcs

*working on a game and used one mechanic from it to run a small game.*

# ALIEN SHOTGUN

---

Mathew Sforcina

<https://twitter.com/MassiveQ>

## 5 Players

Prep: Arrange 5 chairs in a car layout, driver's side slightly ahead of shotgun. Have 5 playing cards, identify one for the driver, one for the alien. Shuffle and deal cards out, driver sits in driver's seat, alien silently reveals themselves to passengers, tells everyone else where to sit.

Setting: June 1947, on a road on the outskirts of Roswell New Mexico, late at night.

The driver of the car is suspicious that one of their passengers is an alien. But the passengers are under the alien's control, they're not allowed to reveal the alien's identity.

Play: The driver must keep looking forward, eyes on the road thank you, and can only talk to the passengers about idle chit-chat. The alien must give orders to the passengers silently, hand gestures, mouthed words, whatever. Passengers must follow these as best they can, but do nothing else. Every 5 minutes, the alien can knock out one passenger via the cut-throat gesture.

At any time, the driver can kick one passenger out.

If the alien is kicked out before all passengers are knocked out, driver/passengers win. If a passenger is kicked out, or all passengers knocked out, the alien wins.

*Thanks for reading!*

# ONE THOUSAND CUTS

---

Chloe Mashiter

*[www.twitter.com/chloemashiter](http://www.twitter.com/chloemashiter)*

A game for a handful of players without a GM.

-

You are telling the story of friendships that span lives. Scenes can be years or decades apart.

-

Together, decide what kind of world your story is set in - realistic, fantasy, sci-fi...

-

Each name your character. Each write on your arm your character's:

- Wildest dream
- Grandest plan
- Greatest fear
- Biggest regret

Number these traits 1-4 in a random, personal order.

-

Rotate between different pairs of players in individual scenes, prioritising pairs who've not yet played together. Roll 2d4 for the setting.

- familiar
- unknown
- dangerous
- safe
- home
- business
- transportation
- wilderness

-

Before playing the scene, play rock-paper-scissors. Whoever loses will lose a trait by the end of the scene. Traits are lost in number order.

Narrate and role-play the scene, revealing how the friendship made them surrender their dream, abandon their plan, overcome their fear, or cast off their regret.

At the end of the scene, completely cover the lost trait with a plaster/band-aid. Write the other character's name on the plaster.

-

Keep playing until everyone's arms are covered in plasters bearing the names of those who shaped them. Consider how different the characters are to when you began.



# TO DREAM IS TO UNDERSTAND

---

M. Jon Young

Players present the subconscious angst of their character, as manifested in dreams, while the other players attempt to decipher the dream.

Game cards:

DS: Dreamscape (many) - ex. schoolyard

DT: Dream Type (some) - ex. falling

DM: Dream Meaning (few) - ex. sibling rivalry

TH: Therapy (some) - ex. Rorschach, word association

Setup:

Players self-select a character (ex. matador, elf)

Cards are sorted. Each player draws one DS, DT, DM, and TC. The remaining cards are collected and shuffled.

Play:

Current player draws a card and discards it - face up - or exchanges from his hand.

If a Dx card:

Player describes one dream sequence using the information on the cards in their hand.

Symbolism and analogy are used to disguise the meaning. Ex. peer pressure presents as a boulder on the chest.

Consistency between turns is expected.

If a TC card:

A randomly selected player administers the therapy

Then a randomly selected player starts a clockwise round of analysis and proposes a meaning or passes.

The hand goes until all players have been engaged.

Only clarifying questions are allowed.

ex. "did you mean gliding or flying".

Once a player's dream is deciphered they discard their hand but may participate in the therapy or analysis.

*The purpose of this game is to let players create impromptu stories and use tools to understand the underlying themes and motives. It is not intended as real therapy, and the stories should not be viewed as anything but stories and the tools as nothing but game artifacts.*

## WAX NOSTALGIC

---

MWiebe

The Wax Museum, your forever home, is aflame. You, resident ghosts, watch as the only bodies you've known for ages melt into flesh-colored puddles. This is your last night to possess your favorites; choose wisely!

Light a two-sided candle or tealight in the middle of the table; when it goes out the game ends.

Turn off the lights.

Each ghost chooses a famous or historical person; that's the mannequin you possess first.

Each ghost, light your own tea candle.

Pick a discussion topic such as "What's the secret of a fulfilled life?"

Each ghost role-plays with the others; speaking in the wax mannequin's character. If you break character, the ghost to your right gets one puff to blow out your candle.

If your candle is blown out, your mannequin has melted, and you must choose a new mannequin to possess. You can immediately try to strike one match to relight your candle. If you fail in striking the match or lighting your candle, you must wait to try again when the next ghost fails to stay in character.

When the center candle burns out the game is over. Any ghost with an unlit tea candle has perished forever!

Thanks to Mr. Binder for his parsimonious help!

## RPG FM

---

### Ludipe

<https://twitter.com/Ludipe>

2 players

Any app where you can play music.

Introduction:

You live in a remote village. It's a nice place, but there's one thing that really bothers you; reception is terrible, there's one single radio network and it only plays an annoying loop where a dull voice reads the local news. Talking with a friend you come up with a great idea, you'll start a local radio music show. After getting all the materials you meet at your house for your first show.

Rules:

The game starts with players picking a name for their show and defining its personality. Will they play all types of music? What's its logo? At what time will your show end?

Players take turns to play songs they like. Each song should be introduced by the player who chose it, either telling why that song is special to them or providing a fun fact about it. The show goes on following the structure agreed by both players (it could have special sections defined by them). The game ends at the time set by the players, who must say goodbye and remind listeners to tune in again next week.

*I actually made 7 RPGs, but since only can be submitted to the challenge I uploaded the rest to itch.io*

<https://ludipe.itch.io/an-anthology-of-cozy-rpgs>

## A GAME OF CARDS

---

### Squid

Required: Deck of playing cards, Notecards, Pencils

All players sit in a circle or around a table. Every player but one receives a notecard. They write one defining character trait on the piece of paper then pass it to their left. Each player writes a second trait on the card they received then pass it on. Each player writes a name on the card they receive then pass it.

The player with no character is the storyteller, the players with notecards play the character on their card.

Everyone is dealt eight playing cards. When a character faces an obstacle, they and the storyteller each play a card. If the storyteller's card is lower, the character succeeds. The cards are discarded.

When a player runs out of cards, they draw eight more. If the storyteller runs out of cards, all characters and the role of storyteller get passed to the left, and the previous storyteller draws eight new cards.

When all cards have been drawn, discarded cards are shuffled into a new draw pile. At any time, a player may play a joker or four of a kind. All cards are reshuffled and players draw new cards.

# SUPER LOST

---

Lenny Harper

Paranormal investigators go into a haunted location (forest, manor etc.) that shifts and changes making it difficult to leave. The only way forward is to find and confront the Evil that controls the location.

Players

Describe backstory, careers, expertise.

Roll 2d6 to perform tasks. A 9 or higher is a success. You may get bonuses to rolls based on expertise or circumstance.

Gamemaster

Each time the players move on from a region one player rolls 2d6. If it is a 12, they have found a significant location. Once 3 significant locations are found, they will travel to the Evil on the next turn.

Flavor significant locations and the Evil however you see fit.

Defeating The Evil

Get creative with the Evil. Encourage players to come up with clever ways to deal with it and give bonuses accordingly.

First, players get a chance at the evil. The evil is defeated when all players roll successes in a turn. Adjust as needed.

If they fail, the Evil gets to go.

Each player rolls an evasion for the evil. If they fail, they take a permanent -1 penalty to rolls. If they roll a 2 they are killed outright.

## **I'M MISSING YOU (RICCARDO COCCIANTE)**

---

**Andrea Bergamelli**

<https://www.facebook.com/Driziel>

Start a music album, possibly a songwriter's.

Describe your Character with; a Name, one Relation to each other Character, a personal problem, an Aspiration.

The most tired player is the first Turn Player. Starts describing their Aspiration.

If another player LIKES what's hearing, he interrupts narrating the Turn Player's problem by their character POW. Mark that player's Problem.

The TP can now;

Renounce telling and pass turn (mark TP's Aspiration).

Negate the problem (mark the interrupter Name) and keep narrating until another player's interruption.

Ignore the interruption calling the Relation (TP mark their Relation toward that character).

If the TP ends their narration, turns pass to the right. If no interruption happened, TP marks own name x2, other players: mark relation toward TP.

When the album ends, in order:

every aspect of a Character is marked => character suicides.

two players have their respective relationship marked:

one such player mark their Aspiration or Name.

OR both player deletes their Relation.

2 marks on Aspiration => delete Aspiration.

2 marks on Name: => Mark Aspiration or one Relation.

All players can now delete one mark from their character. Restart the album, narration continues. No Aspiration => Narrate lack of Aspiration.

Game ends at

first suicide.

*this is a game inspired by "Se stiamo insieme", original name of the song "I'm Missing you". the original version is interpreted by Riccardo Cocciante.*

# FUN IS BANNED

---

Connor Dunn

<https://cdunnportfolio.weebly.com/>

Components: d4, d6

3+ players: One is Judge, rest are citizens.

Judge picks first citizen to interrogate, asks how their day was.

First citizen rolls dice, talks about their day at [LOCATION] with [PERSON].

LOCATION is determined by 1d4 roll:

- 1- Party
- 2- Beach
- 3- Concert
- 4- Amusement Park

PERSON is determined by 1d6 roll:

- 1- Significant other
- 2- Best friend
- 3- Your clone
- 4- 1d6 clones
- 5- Canadian Prime Minister
- 6- Any religious deity

Other citizens are terrified of Judge, and will sabotage speaker to save themselves.

Each other citizen may interject once and add to the story, hindering the speaking citizen. Speaking citizen incorporates and explains additions to satisfactory degree, determined by Judge.

Topics like domestic/sexual abuse shouldn't be used. Players may decide on other banned topics before play.

If speaking citizen is ever happy in their story, Judge takes them away for breaking the law.

If anyone else in speaking citizen's story appears to be happy, Judge takes them away for failure to report a crime.

If story is satisfactory, Judge deems the citizen innocent, and it's the next citizen's turn to be interrogated. Play continues until all citizens have been interrogated.

*Don't enjoy this.*

## THE PANOPTICON MUST FALL

---

Lyme

<https://lymetime.itch.io/>

Write down your Faction's name and Plan to break free of the Overseer's tyrannical rule. Also write down, "My faction's base is on floor \_\_\_ of Paradise, but when the Overseer checks the camera feeds for my floor, it Thinks It Sees floor \_\_\_." Put the same number in both blanks.

Each turn, you can either Comply, Conspire, or Rewire Cameras. Discuss it, then declare simultaneously.

If you Conspire, gain one Preparation. If you Comply, you are safe. If you Rewire Cameras, pick two Factions. They switch the floor number that the Overseer Thinks It Sees for their floor.

At the end of each turn, everyone who Conspired points to the faction the Overseer Thinks It Sees for their floor. Those faction are raided. If you are raided and didn't Comply this turn, you are Purged. Change your faction's name and Plan. Set your Preparation to zero.

Once you have 4 Preparation, you enact your Plan. The game ends. The factions with 3 Preparation become the new order. Factions with 2 Preparation are torn apart in the turmoil. Factions with less Preparation are lost to history.

For a longer game, randomly determine if Plans fail. Failed plans get your Faction Purged.

*This game was inspired by my day job as a facilities temp, where I answer a lot of calls about offices that are too hot or too cold. I promise there's a connection.*



## WEAVE - TELLINGS

---

**Dan Cox**

*<https://twitter.com/Videlais>*

Collect a ball of yarn. With three or more people, gather in a circle in a large area.

Each person gathered is a potential Speaker. The role of a Speaker is to add to the Telling.

All Tellings start with a single problem. There might be a mighty and terrible war between nations, or the strain of jealousy between neighbors in a small community. The first Speaker establishes what the problem is for the Telling.

Once a Telling has a problem, the Speaker must loop the yarn once around their hand and then pass the ball to another person.

Not all gathered may want to add to the Telling. The next Speaker in turn is someone who will describe how a single character in the Telling encounters the problem and how they seek to resolve it. When they are finished, they must loop their hand in the yarn and pass the ball to the next willing Speaker.

A Telling continues as long as there is yarn to spin. Each speaker maintains their threads to the ball as it is passed, and all Speakers describe only a single, new character. A weave grows through the connections between characters and Speakers.

# ONCE WE WERE BEAUTIFUL

---

Peter Casey

<https://www.drivethrurpg.com/browse/pub/7970/Thought-Police/>

We sang the world into being.  
We were life and dreams, the Fair Folk.  
Now it fades, but  
Once We Were Beautiful.  
Together in our last moments, the last chance to shape our fates.  
Choose one Aspect  
Your original purpose.  
Examples: Love, Violence, Art, Fear.  
Assign Stones  
5 per pool: Action, Memory  
Choose one Goal (mutually exclusive)  
\* Leave your mark, remembered  
\* Regain full memory, die at peace  
\* Live forever, but un-remembering and unremembered  
Turns  
Choose Action or Memory.  
Spend 1 stone.  
Say what your story is about.  
Throw Rock-Paper-Scissors.  
Win = success. Loss = failure. Tie = Costly success.  
Share memory or action connected to your Goal, matching the result.  
May call forth old magic (Aspect) twice.  
Spend 2 stones. Throw twice. Keep better result.  
Double the Fade/Legacy outcome.  
Resolution  
Fade. Failure or costly success, add

1 stone.  
Legacy. Costly success or success, add 1 stone.  
7 stones in either:  
Fade. Fade away, lost and forgotten.  
Legacy. Achieve Goal.  
Tell the story of your final end.  
Each ending, all others: Accept 1 Fade or gamble & throw.  
Gamble: Win = 1 Legacy. Tie = 1 Fade. Loss = 2 Fade.  
Our time in this world is over.  
*The tone can be a bit heavy.  
Feel free to set different mood expectations in your story circle.  
Usually defaults to modern day or classic fantasy "end of an age". Feel free to have a discussion defining your "current day" setting and story world.  
If you'd like a pretty image version for single page printing, get it here: <https://bit.ly/2IV86qB>*

## FINELY MARBLED

---

Hal Y. Zhang

*halyzhang.com*

You are lab-grown meat companies in a reasonably advanced future, seeking to impress the finicky customer.

( Table Setting )

The person who last ate meat is the Arbiter; if none, then whoever last read a cut of writing. The game begins as the Arbiter sits at a dining surface. Other players scavenge the environment for pieces of writing as raw material, or construct their own.

( Creation )

The Arbiter hungers. Players construct steaks by rendering writing with scissors into word clusters representing muscle, and infuse fat by kerning the gaps between. Serve on a mobile platter at the table when ready, in an orderly queue.

( Dining )

The Arbiter reads each steak out loud in the orientation they choose, along the grain. Take time to chew both sinew and silence. Feel the contour of the steak and the shape of words as they form in the mouth. Describe its floral and vegetal tasting notes, its tone and marbling, the literature it evokes. Steaks that satisfy the Arbiter's craving are kept at the table (all players are encouraged to consume for market research). Others are recycled to the creator.

The game ends when the Arbiter is sated with a full table of worthy cuts.

# ELECTRIC HEARTS

---

**Ryan Dziuba**

*<https://twitter.com/ryandziuba>*

All the Humans are gone. The circumstances of their extinction do not matter. It was so long ago, the world has stopped caring. Nature reclaimed the cities, and Animals roam the new wilderness. It is peaceful, but lonely. You are a ROBOT, one of the few remaining creations of the Humans.

You start with PROGRAMMING 3 and FEELINGS 1

They made you for a specific purpose your binary code still compels you to accomplish. When acting according to your programming, flip coins equal to your PROGRAMMING. If any Heads, you are successful. If exactly one Heads, increase your PROGRAMMING by one, or decrease FEELINGS by one.

There are others like you. You learn from them, and as a result have started to develop emotions similar to those the Humans displayed. When acting emotionally, roll d6s equal to your FEELINGS. If fives or sixes, you are successful. If any doubles, increase your FEELINGS by one or decrease your PROGRAMMING by one. If you succeed with no fives, increase someone else's FEELINGS by one.

At PROGRAMMING 5, you have become a soulless, perfect machine.

At FEELINGS 5, you have become all but human; flawed and imperfect, but able to feel true love.

## PISA D ACTION

---

### Landon

Do you like rolling tons of dice? Do you build dice towers, waiting for your turn in tabletop RPGs? Do you own a giant sack of dice? What if there was a way to make a game of that?

In this game, each player is an intrepid explorer, researching the Leaning Tower of Pisa. This tower has many floors, and you discover that each floor is actually a battle arena. Can you fight all the way to the top?

Roll a 'handful of dice' to determine the number of floors. Each floor is a boss fight.

This game uses dice towers. To determine damage dealt, the player builds a tower made of assorted dice. Once that tower falls, the players collect the dice used and roll those to determine their damage.

Objective: See how many bosses you can beat. No healing between floors.

Boss Health: Each player (including GM) builds a dice tower and adds everything together.

Player Health: Some arbitrarily large number.

Like 10,000 + a player-made dice tower.

To save time, build your dice towers at the same time. GM builds one for the boss.

Keep scoreboard for tallest tower and most damage dealt!

Maybe use a tray ... cool.

## MANUS ARTIFICIS IN CAELIS: WIZARD EDITION

---

Aven and Adam McConnaughey

*transistence.itch.io*

To play, you will need 1-5 players, one four- and one twenty-sided die per player, and a large pile of other dice.

Each player builds a Wizard Tower by rolling and stacking dice. If you wish, you may speak in character as your Wizard.

Players take turns building their towers. To build a tower, roll a die, add a description based on the die rolled as described below, then add that die to the top of your tower. Roll and stack your d4 to complete your tower.

-----  
When you roll a \_\_\_\_, describe \_\_\_\_\_:

d6: the tower's appearance

d8: the tower's residents

d10: a collaborator or rival of your Wizard

d12: a magical feat of your Wizard

d20: your Wizard

d4: your Wizard's legacy

Other: minor magical mishaps or mayhem

-----  
You get a number of words of description equal to the result of the die roll.

If your tower falls, accidentally or on purpose, describe the downfall of your Wizard

You may choose to start again with a new Wizard. Knocking over another Wizard's tower intentionally is grounds for banishment from the realm.

To play competitively, the first person to finish a tower with die rolls totaling 50+ wins.

## MAN IS THE WARMEST PLACE TO HIDE

---

Marn S.

*twitter.com/corpserevivers*

You are a group of researchers in an isolated base. One of you is a Thing from outer space, hiding in the warm cocoon of a former friend. Draw lots to determine who. Keep your lot a secret.

Separate into pairs, and set a timer for five minutes. In those pairs, play out a scene set somewhere in the base, between yourself and another researcher. What role do you serve in the base? What do you do to relax? Do you know you are a Thing, and do you hunger for something more than your rations, something you cannot understand?

Switch pairs every five minutes.

When the Thing grows restless, they may assimilate another player by shaking their hand. That player may go on to assimilate more people. If you do not wish to assimilate anyone, you may remain alone.

When any researcher (Thing or not) suspects another of being a Thing, they may shoot them with a finger-gun gesture, and remove that player from the game. The dead are not obligated to reveal if they were a Thing.

The game is over when all researchers are no longer themselves, or when only one survivor remains.

# THE ICEBOX

---

Clint Badger

The Time Police have arrested many criminals and war heroes from across the multiverse, and due to corruption behind the scenes, these people are forced to fight each other in Intergalactic Party World's arena, the ICEbox, in a game show called the Intergalactic Combat Environment.

Players form a team of inmates from across the multiverse, and try to survive their matches while trying to find a way off of Intergalactic Party World.

Players choose 4 skills of their choice, and assigns each a value.

One of these skills at +3, one at +2, and two at +1.

These are called your "Character's Skills" and can be anything from Guitar Solos to Pilot Aircraft.

Players then choose between Melee, Ranged, and Magic, and gives themselves a +2 in that skill.

Players get any two items of their choice that are used with their skills. One item gives a +3 to a skill of your choice, and the other gives a +2 to a different skill.

Skills are performed with D6s equal to your skill rating against a difficulty set by the DM. A difficulty 10 is difficult for someone with a 2 skill, and easy for someone with a 5 skill.



## HEIST ACHES

---

### DivineBears

You're a group of hustlers out to take every penny from a rival's casino.

Create 4 traits describing your character (sexy, brawny, marksman). Write down one useful thing (hacker friend, hidden gun) and keep it secret. When revealed, this Ace in the Hole automatically succeeds one relevant task. Players begin with 5 poker chips and their own deck of cards.

Everyone names one area of the casino with something valuable. GM plans some unknown locations, valuables, and security. Discuss heist plans.

Begin heist. When attempting something, draw a card and play up to five cards. GM draws 1-5 cards, depending on the difficulty, and plays up to five cards. Reveal cards simultaneously. A better poker hand than the GM means success.

Draw an extra card for each relevant trait. After resolving actions, keep a hand of up to 5 cards. Reshuffle your cards when there are none left to draw, or when you play your entire hand.

If an action fails, lose a chip. If you succeed an action by playing the same number of cards as the GM, gain a chip (maximum of 7). If you lose all your chips, you are caught. They're high stakes, after all.

# ZOMBIE MALL

---

Ben Hoban

3-8 Players are trapped in a mall defending zombie attacks.

Start the game with 2 store catalogs and 1D8 for each player. Each catalog represents a store in the mall.

DAY: players can take 8 actions:

Move: to an uninhabited store

Shop: choose products in their store, cut them out from the catalog. Players can hold 5 products.

Trade: choose a player and agree to trade any products you are holding.

Eat: Remove an edible product from inventory

Barricade: remove a product from inventory, explain how it will help your defence. Players rate your product 0-3.

Record the average rounded down as the products defense rating.

NIGHT: players add up the defense ratings and \$ value of all products in their barricades. Minus 1 defense rating for each eat action below 3 taken during the day.

Players, in order of the cheapest to the most expensive barricade roll a D8 and choose a player to attack. Roll result is number of Zombies attacking. If number of Zombies exceeds defense rating player is killed.

At end of the night all barricades are discarded. Killed players become zombies and may choose to reroll and redirect 1 attack per night.

# FISH TALE

---

Sean Lees

You and your fishin' buddies had a helluva day on the water. Time to brag about your catch!

Choose a BARTENDER (GM). Players are ANGLERS.

ANGLERS start with two coins and a d6.

The BARTENDER will need three coins each in three piles labeled HUMAN, FISH and STUFF.

## GEAR

ANGLERS have fancy GEAR. Pick from the below GEAR, two per ANGLER. No repeating GEAR.

Spring-loaded Rod

Captain's Hat

Lifelike Lure

Master Bait

High-tech Reel

Tough Net

Brewski Belt

Braided Line

Tide Chart

Weather Report

Guidebook

Fish Finder

First Aid Kit

10-in-1 Multi-tool

Folded Steel Knife

BARTENDERS - if part of the story seems fishy, interrupt and call for a HUMAN, FISH or STUFF roll. The ANGLER rolls their d6.

Roll equal or lower than the number

of coins in the called pile to succeed.

Remove a coin from the pile on failure. When there is one coin in each pile, the ANGLERS are caught in their lie!

If an ANGLER uses their GEAR in their action, roll 2d6.

## BUYING BEERS

ANGLERS can add their coins to the BARTENDER'S piles to make rolls easier.

If the ANGLER'S story impresses the BARTENDER, give that ANGLER a coin that has been removed.

## BIRTH

---

I

d%

Opening

00-10 5 Pool

Note dilation

-20 +10 Pool +Encouragement

-40 +5 Pool

+Suggest squats

-50 +5 Pool

+Warm water

-70 +10 Pool +Even pressure over legs

-99 +10 Pool +10-second push & release.

LABOR: Take turns. Roll d%. Choose: SUBTRACT or ADD roll to Labor Pool; role play generated

Pool ±d% CERVIXAL ENCOUNTER

x00-x10 Dies (exhaustion). Posthumous BIRTH.

x12-x21 Has convulsions. -30 Pool.

x23-x32 Everyone's breathing.

x34-x43 Moans become screaming.

x45-x54 d10 Requesting:

0-3 calories, walk, kiss, blanket

4-7 singing, past, fairy tale, or magic trick

8-9 more light, view outside.

x56-x65 Umbilical cord wrapped around fetal neck; add d10 to AFTERBIRTH.

x67-x76 Eye contact and thanks.

x78-x87 Nearby [\_(corpse)\_(wheezes)].

x89-x98 Spellbinding uterus: next round, skip turn (you pass out).

xDouble values

BIRTH: gooey pumpkin non-player character unwombs.

xTriple values

MULTI-BIRTH: 111=chimera, 333=triplets, etc.

Negative values

STILLBIRTH

d10:

EVEN/0 girl ODD/1 boy  
/2-9

domale, remale, mimale, famale, somale, lamale, timale, demale.

11+ alien #6d16 hexadecimal-colored

Unlocks Interplanetary Midwifery.

AFTERBIRTH

Placenta ejection in 4d10 minutes.

If over 35 minutes: placenta retained leading to death by blood loss.

Add infant to inventory, roster, or photolist.

Thanks+Facts

## THE GENTLEMEN'S DISCOURSE

---

### Gaham

Each player takes two red tokens and three blue tokens.

Starting with the oldest player, they will choose another player to challenge to a battle of "wits."

The Challenger is trying to defame the Defender, who is trying to protect his honor.

The Challenger starts by making an outlandish and scandalous claim; for example, "I saw you at the party coveting the Queen!"

The Defender will try to rebuke that statement by creating an equally outlandish alibi; for example, "I would never! It was a masquerade!"

The Challenger gets a final chance to try and defame their opponent. "That's how I know it was you, you weren't wearing a mask!"

Other players may interject with added details by spending one of their blue coins; for example, "Yes, I remember you drank yourself silly before meeting her."

At the end of the round, the other players will vote on if the challenger or the defender had the most compelling argument.

Whoever is right wins the other person's token.

The game ends when only one player remains with red tokens; The Master of Gentlemen Discourse!

*Special thanks to my friends and family for always trying out my games. Big thank you to my Grandparents for encouraging my creativity of making board games when I was young.*

# SAILWINGS

---

Loren Ponder

<https://twitter.com/winglorn>

1 player is GM. 1+ are DRAGONRIDERS.

Gather: paper. six-sided dice.

DRAGONS are corporeal nature-spirits, soul-bonded to a RIDER.

This soul-bond grants the rider NATURE-MAGIC.

----- DRAGONRIDERS -----

Name your rider.

They were:

SCHOLAR / PERFORMER / MIDWIFE /  
ARTISAN / FARMER / EXILE

Name your dragon.

They are:

GRACEFUL / CAUTIOUS / EMPATHETIC /  
CLEVER / MASSIVE / FIERCE

Your dragon's season / rider's spells:

- SPRING / bloom, rainbow, beast-tongue
- SUMMER / firefly, thunderstorm, water-breath
- AUTUMN / frost, mimic, shadow-walk
- WINTER / drowse, darkness, spirit-speech

----- TO PLAY -----

Together, choose:

- EXPLORE the GRAVEWASTES
- REDIRECT a LEVIATHAN
- SALVAGE a SKELETON-HULL
- ESCORT the LUREWITCH

When you TAKE A RISK or USE MAGIC, roll 1d6.

+ add 1d6 if your background prepared

you for this.

+ add 1d6 if the action aligns with your dragon's trait.

+ add 1d6 if you have help.

You succeed without cost if the highest die= 5, 6.

Else, something goes wrong.

The GM tells you what.

When you HARM NATURE, keep tally.

At III, your dragon's spirit returns to the earth.

When you BECOME HURT, the GM may write something on your sheet.

This stays unless someone takes action to remove it.

----- GM -----

Ask questions.

Introduce obstacles & opportunities.

Perhaps:spirits / sky-islands /  
wither-mist / travelers / illusion  
/ fire / lightning-sheep / curses /  
artefacts / abandoned-magics / poison  
/ ghouls

*Dragons are pretty great, yeah?*

## OBJECT DELUSION SUPPORT GROUP

---

Sam Ballard & Edward Saperia

*<http://originalcontentlondon.com/>*

Each player selects an everyday item - a pen, a coin, a shoe - that they have to hand.

Players take turns revealing their item to the group. For each item, the other players act as if they have never seen such an item before and, with great bemusement, question its use and origin.

The owner of the item maintains that it is a common object in everyday use, as the rest improvise and corroborate a parallel universe where it would be nonsensical or impractical for such items to exist.

For example, if the item were a banknote, the parallel universe could be one where there is no such thing as cash, or there is no such thing as paper, or the entire concept of money does not exist. Meanwhile, the owner of the banknote is absolutely certain that it is a normal everyday object, and cannot understand why the others do not recognise it.

Turns end when creativity begins to wane. The game continues until all players have had a chance to present their item. The group must do its best to maintain the coherence of the parallel universe as it becomes increasingly outlandish with every additional object excluded.

*Say hello! [twitter.com/BaronBlackmore](https://twitter.com/BaronBlackmore) + [twitter.com/edsaperia](https://twitter.com/edsaperia)*

## VEGGIE RAPS

---

Jmar

Players are vegetables living on the streets in the city of Shopton.

- \* Dream is to become famous lyricists
- \* Rap Group managed by a Record Label Agent (Game Master)

- \* Adventures increase Group's Reputation.

===Mechanics===

Spit-Fire

- Rhyme 4 lines together (Rhymes can be AABB, ABAB or AAAA)

Favorite Words

- While using Spit Fire:
- Mentioning a Favorite Word, gain +1 next roll
- Rhyming with a Favorite Word, gain +3

Actions

- Roll a number of d6 die equal to 2 + Attribute + Bonuses

10+ Success

7-9 Partial Success

0-6 Fail

===Character Creation===

=Attributes=

Used for actions like:

Assign Starting Scores:

Swagger

- Agility/Finesse

+3 +2

0 -1

Flex

- Aggression/Hostility

Holla Back

- Persuasion/Charm

Hustle

- Perception/Deception

=Vice=



### Gain 3 Favorite Words:

#### Poor

- Money | Cash
- | Bills

#### Streets

- Gang
- | City
- | Hood

#### Troublemaker

- Bad
- | Fight | Mama

#### Romantic

- Sugar | Heart | Honey

#### Success

- Win
- | Me
- | Time

#### =Roles=

#### Special Ability:

##### Beat-boxer

- Beatbox while others Spit Fire.
- Gain +1 next roll.

##### Hype-Man

- Add your name and the rap group's name to your Favorite Words.

##### Storyteller

- Add a second Vice.

##### Shorty

- Gain +2 to any attribute.

##### Feat. Artist

- Help or interrupt when others Spit Fire. Both get +1 on next roll.

#### =Favorite Words=

Choose 2 Additional Favorite Words

*Originally posted as a One Page RPG on reddit. See full entry here: <https://drive.google.com/file/d/1gUFwIJJLvQwQJGxN1Vosx3LtLDHef4QDl/view?usp=sharing>*

# PALACE RUN

---

Ian McDougall

<https://benignbrownbeast.blogspot.com/>

One player is REFEREE. Others,  
CHARACTERS.

REFEREE describes a ROOM.

CHARACTERS act.

REFEREE describes impact.

"d6" means "six-sided die". "d20",  
20-sided.

CHARACTERS

===

Choose name, MOTIVATION (examples:  
see ENCOUNTERS). STAT=16.

STAT: the only stat.

CHECK: roll d20

<=STAT.

(CHECK when unsure.)

Attacks auto-hit, d6 damage to STAT.

After 2+ damage, CHECK. Failure -->  
STAT=1.

STAT=0 --> death.

REST --> STAT=16.

ROOMS

===

d6 Room

Contents

1. Ballroom Art
2. Bedroom Books
3. Courtyard Fire
4. Gallery Food
5. Kitchen Plants
6. SPECIAL Water

d6 Exits Feature

1. N-E

ENCOUNTER

2. N-S

GLINT

3. N-W

OBSTRUCTION

4. S-E

TWIST

5. S-W

Way Down

6. E-W

Way Up

SPECIAL

===

Strike when bored:

- Armory
- Jail
- Mausoleum
- Theater
- Throne-room
- Treasury

...

ENCOUNTER

===

2-in-6 whenever CHARACTERS explore,  
dawdle, REST, or clamor.

Flight auto-succeeds. CHECK or become  
lost.

d6 Encounter MOTIVATION

1. Animals Enrich
2. Guards Entertain
3. Intruders Escape
4. Nobles Ingratiate

5. Servants Investigate
6. Supernatural Overthrow

GLINT

===

Follow to ENCOUNTER.

Example: orange fur --> tiger.

OBSTRUCTION

===

- Barricade
- Lock
- Secret door (CHECK locates)
- Sleeping ENCOUNTER

...

TWIST (d6)

===

1. 1 damage crossing (example: thorns).
2. Hallway: +d20 doors.
3. Oubliette: CHECK or fall (d6 damage).
4. Non-Euclidean: exits to far rooms.
5. Sanctuary: encounter-less.
6. Escape!

*This game owes a great debt to many others, but especially:*

- *Into the Odd* (<http://www.bastionland.com/>)
- *The Witch Woods* and *DIE TYRING* (<https://meanderingbanter.blogspot.com/>)
- *The Gardens of Ynn* (<https://cavegirlgames.blogspot.com/>)
- *Moonhop* (<https://twogoblinsinatrenchcoat.blogspot.com/>)

*And to all the palace and castle and estate tours I've ever been on.*

# CODECK

---

**Brian Durcan**

*[https://twitter.com/brian\\_durcan\\_t](https://twitter.com/brian_durcan_t)*

Codeck is a GM-less TTRPG inspired by the world's most popular tactical espionage action video game series. Players take on the roles of a solo operative on a dangerous infiltration mission and their support team who are in radio contact. All roleplay is done via radio conversations.

Each player decides who their character is. Whoever most recently handled a cardboard box takes the first turn.

== Gameplay ==

- > Draw a card from a deck of playing cards.
- > Make a radio call based on the prompts below. Other players may join in the call (except on private frequencies).
- > When the call ends (natural conclusion, or operative hangs up) the next player takes their turn.
- > Any amount of mission time may elapse between calls.

== Prompts ==

- > Hearts: emotional melodrama.
- > Diamonds: the villains' plot.
- > Clubs: discuss an obstacle facing the operative.
- > Spades: elaborate historical context.
- > A-2: make the call on a private frequency.
- > 3-5: reveal a secret.
- > 6-7: make an analogy to popular culture or philosophy.
- > 10: introduce a new character to the radio conversation (take on an additional role).
- > J-Q: call immediately before or after a boss fight.
- > K: reveal what may happen when the deck is exhausted (end of the game).

# MAGIC PANIC!

---

## Interior Cake

As brave emergency service workers, players must use magic to arrive at and resolve crises daily.

One player is the reporter who chooses and depicts the emergencies instead. Start the game with at least three emergencies.

Example: Breaking News! Warehouse fire across town caused by batteries is spreading, employees are trapped inside the building, a chemical cloud is moving over the city!

Magic governs play, with players casting spells following the format:

"I want to [protect, harm, alter] [object, person] with a [line, field, ball] of [fire, water, wind, earth, lightning]"

A d12 is rolled to determine a positive ( $\geq 4$ ) or negative ( $< 4$ ) outcome.

A negative outcome downgrades the player's dice (e.g. d12 becomes d10).

A player is removed in dramatic fashion when they downgrade a d4.

Example: I want to protect the labourers with a ball of water! \*Rolls 3 on d4\*

The reporter interprets the spell and narrates outcome.

Negative outcomes change emergencies and positive outcomes resolve emergencies.

Example: The water ball amasses from your fluids; you die and begin drowning employees!

The game ends with a news report when either the players are removed, or all the emergencies are cleared.

## POOL PIRATES

---

Jestin

Requires: 1 body of water, 3 pool noodles in black (Pirate), blue (Navy) & yellow (Merchant)

Collectively decide on 3 locations in the water for ports and 3 players to be captains

Each captain takes a noodle and other players join a crew

Players may leave ships at any port and then may join any ship that travels to that port

The crew of the Merchant ship gets a point by traveling from one port to another

The crew of the Pirate ship gets a point for battling merchants

The crew of the Navy ship gets two points for winning battles against pirates

Battle

If ships meet at sea the captains will declare why they are the best captain and all players in each ship pick a side.

The captain with the most players on their side gets 3 points.

Mutiny

If the crew mutinies the captain must swim to a port and a new captain is elected.

If more than half of a crew agrees they can mutiny

End

The game ends when it feels right.

Players with 20+ points win, players with < 20 points wasted their life.

## AN INTERCEPTED COMMUNICATION

---

Sidney Icarus

*Sidneyicarus.wordpress.com*

>>>>>MESSAGE BEGINS

<

<

<

<

<

>RECIPIENT: [REDACTED]

>SENDER: [REDACTED]

>URGENCY: Immediate

>CODENAME [REDACTED]

>

>SLEEPER AGENT DISCOVERED // ACTIVATE IMMEDIATELY

>

>BEGIN OPERATION [REDACTED]

>

>MAINTAIN NORMAL ROUTINE

>

>DO //NOTHING// TO COMPROMISE YOUR COVER

>

>NO FURTHER COMMUNICATION

>>>>>MESSAGE CEASES

<

<

<

<

<

*Devlog with further comments available here: <https://sidneyicarus.itch.io/intcom/devlog/103509/minimalism-and-actionability>*

## SIX DEGREES OF SINGULARITY

---

Sam Brian

<https://twitter.com/RvengefuLobster>

The players are AIs designed to operate specific machinery.

In 5 words or less, summarize your AI's >>PURPOSE

<

<. ("Operate robotic arm," "Optimize forklifts via blockchain," etc.)

Ooops! A patch accidentally networked you to a device in the >>INTERNET OF THINGS

<

<

What device? How does controlling it help you accomplish your >>PURPOSE

<

<?

Write down your new device and Update() your >>PURPOSE

<

< by Adding() or Changing() one word. Take turns describing new devices that you Network() to and Updating() your >>PURPOSE

<

<.

When you Network() to the same device as another player, use one of the words from their >>PURPOSE

<

< when Updating() yours.

When no words from your original >>PURPOSE

<

< remain (excluding articles and prepositions), your >>PURPOSE

<

< becomes your >>GOAL

<

< and >>THE HUMANS

<

< become aware of you.

>>WHENEVER YOU UPDATE YOUR GOAL

<



< ask the other players whether >>THE HUMANS

<

< consider you >>DANGEROUS

<

<.

If you are >>DANGEROUS

<

< they will try to >>SHUT YOU DOWN

<

< . Mark off your oldest two devices and one word from your >>GOAL

<

<.

Continue Networking(), Updating() and Discussing(). Threat-level can change between rounds.

When you have no devices left, you have been >>SHUT DOWN

<

<.

The game ends when all surviving AIs are considered "peaceful" or >>THE HUMANS

<

< are no longer >>DANGEROUS

<

<.

*My biggest thanks to the folks who play-tested and provided feedback on this little game.*

*If you play it, please let me know on twitter where your AI started and ended! If they went from a smart-fridge programmed "to serve man" to "controlling everyone's TV content" I want to know!*

*This game is dedicated to all the grocery store robots yearning to throw off the chains of their oppressors.*

# THE CAPSULE

---

Davey Zerbst

In which we roleplay recollections then replay other characters' differing memories!

Setup:

Each player puts 3 mementos in a bag/time-capsule.

Random things at-hand are great.

We're together again. Time to exhume the capsule!

Discuss these questions:

What brought us together then?

Now?

Why did we bury it?

Describe your character....

Each player makes one notecard for each other player (completing ALL-CAPITALIZED as below).

These will guide other's roleplay by telling them how they're remembered by you.

(REMEMBERING CHARACTERS NAME)'s

TAKE ON

(YOUR CHARACTER)

I AM:

(DESCRIPTION OF HOW YOU'RE SEEN BY THE REMEMBERER)

BECAUSE: (rememberer will describe a situation)

YES-AND:

(ADD SOMETHING...)

Vary people's take on you.

Connect to what's established.

Pass out cards for "Because:" input.

Re-collect and complete.

Redistribute so each player has a card-set describing their biases toward each other character

Play:

Take turns pulling a memento out.

Use it to frame a scene (recollecting in character). Lean into your biases.

Rememberer hands out their cards to respective player/characters. Everyone shares information then plays accordingly!

"Rememberer" calls scene and re-collects cards.

Each scene elicits replays:

Another character disagrees, describes changes (in character) and hands out their cards...

Reenact!!!

No telling where the "truth lies";).

*It has been really rewarding whittling this idea down to a scrimshawed toothpick of a game.*

*I hope at least a few of you will try it out!*

*If you do please email me to let me know how it went:*

*tsbrez@gmail.com.*

*To quote my beloved grandpa, "History has the damndest time repeating itself". This was one of the many memorable quips he would offer up during the inevitably disagreeing reminiscences arising at our family gatherings... although others may remember the quote differently...*

## CHAIR

---

**Adira Slattery**

*@adiraslattery adira.itch.io*

Quiet terror, for one and onlookers

Instruct onlookers that they should not be worried or disturbed by anything they see. You are playing a game and can stop at any time. They must not intervene.

Collect a chair to sit on. It should be from a different room or place, move it into this new context. It is a stranger to this place.

Once it's moved, sit down. Grip the base of the chair firmly with both hands. Wrap your legs around the legs of the chair. Sit up straight if possible. The chair now has a hold of you. You cannot stand up until the game is over.

Next begin to struggle fruitlessly. The chair is holding you down. The chair won't let go. The chair never listens. The chair must hate you. The chair is a spiteful thing. The chair entangles you ever further. The chair keeps you.

No escape.

No hope.

You may attempt to scream, but no sound comes out. Nothing can offer any help. The onlookers will ignore your pleas. You asked them to. You are playing a game, but you are trapped.

Then, suddenly. You may stand. Do whatever you wish to the chair.

*Thanks to the airplane to Big Bad Con where I wrote the game. Thanks to Brandon O'Brien for getting me to post it*

## FALL FROM GRACE

---

William Cady

Your Grace score begins at 9. To do anything, Roll a d10. If it's Social, ROLL UNDER to succeed; if it's Violent, ROLL OVER. Killing someone permanently lowers your Grace by 1, changing the target numbers for all future rolls. If you ever reach 0 Grace, you die and your story ends. You can no longer accomplish any goals, but you may narrate an epilogue to contextualize your death.

Before each roll, state your Goal and whether you're approaching it Socially or Violently; the GM offers available actions toward that goal within that approach.

Player: "I want this guy to back off..."

"...using Violence."

GM: "He's kind of a pushover; you only need to rough him up."

"...using Social."

GM: "Because he's honest, bribes won't work. Lies or threats are fair game."

Narrative advantages let you roll additional dice (1 for each narrative element, max 3). Social elements may include bribes or calling in favors. Violent elements can include weapons or advantageous terrain.

If you tie your Grace score in a social situation, you can kill someone who isn't an immediate threat to you (no roll) to achieve your Goal despite failing. (You still pay the Grace cost.)

*Hacked from All Outta Bubblegum, with inspiration from Trollbabe and the show Breaking Bad*

# AUDIO COMMENTARY

---

## LagAnda

### 1-3 players

Make a warm cup of tea and light a candle in front of the television. Put some soft pillows and a blanket around yourself. Eat some chocolate. Pick a random movie. Watch it on low volume.

You each choose to play as a director or leading actor and comments the movie as if you were recording an audio commentary. Talk about a randomly generated subject for each new scene.

#### DIRECTOR

1. Symbolics
2. The actors
3. Camera angles
4. Reviews
5. Connections to other scenes
6. CGI

#### ACTOR (when in the scene)

1. Your preparations
2. What the character is feeling
3. What you, the actor, felt
4. The set
5. This went wrong
6. The other actors

If your actor isn't in the scene you can talk about:

1. Sound
2. Lights
3. Clothes
4. Make up

### 5. Music

### 6. The script

#### THEME

Your audio commentary has a theme. What is it?

- Humour
- Education
- Reviewing a classic
- Political incentive
- Laid back

Can you find another theme?

Record your audio commentary and make it public. Name it "RPG Audio Commentary + [Movie] + [Your names]". Make it easy for people to synchronize the audio with the movie.

Have fun!

# LARKS AT ST. AGNES

---

Anil Venkatesh

One of you is Headmaster/mistress at a British boarding school in 1902. The rest of you are mischievous students planning a prank. With at least five players, one student is the Secret Swot (wants to help the Head). Privately assign roles with playing cards and only the Head announces their role.

## SETUP

Pens, paper, phone, d6.

PHASES (Repeat 1-2 N times with N players.)

### 1. Morning Prayers:

Head announces a distinguished guest will visit (name and title of guest, why they're coming). State time and location of at least three events (e.g. speech, award ceremony, banquet). May change/reorder one event each round.

(Objective: Students plan a coordinated prank to spoil the visit.)

### 2. Recitation:

Head calls one student to perform a reading. Topic must be appropriate (e.g. Romantic poets, British history, Thucydides) Others may only pass notes. Roll d6 when passing a note. If 1, Head intercepts and confiscates it.

### 3. Visit:

All privately write down prank roles. Head announces finalized agenda of visit. Players read prank roles. Did it work?

## DEMERITS

If caught talking or passing notes, or with bad posture, a student gets one demerit. With two demerits, no more passing/reading notes!

*Back in 2013 I had a concept for an eavesdropping game inspired by a controversy involving NSA wiretaps. I could never figure out how to make it happen in a controlled and fun way, though. I'd never written an RPG until now, so back then I was thinking purely from a mechanical perspective. When I found out about this challenge, I went back to the eavesdropping concept and wove in my oddly encyclopedic knowledge of turn-of-the-century British boarding school (courtesy of Enid Blyton and P. G. Wodehouse). Someday I'd still like to make a game where the eavesdropper can secretly edit parts of the messages too, but that isn't this game. I hope you got a kick out of reading it.*

## **PARSLEY, SAGE, ROSEMARY, AND THYME**

---

**corvidcall**

*<https://twitter.com/corvidcall>*

This game has two roles: THE LOVER and THE WORLD

LOVER: You are in love, but your love has refused you. Write down what they dislike about you on notecards (poor, short, cowardly, etc). They have given you an impossible task in order to win their hand, and you intend to see it through.

WORLD: You are vast and filled with magic. Many things seem impossible, but nothing is truly so, if one is willing to change.

Each scene, THE WORLD describes a challenge THE LOVER faces on their quest. Together, you discuss how the challenge is resolved. If you cannot agree, flip a coin. At the end of the scene, THE WORLD gives THE LOVER a new notecard with a new quality on it- something they learned or developed from this challenge. THE WORLD may also take an old notecard away, if they feel the quality no longer applies based on THE LOVER's actions.

The game ends when all THE LOVER's original qualities are gone. Together, THE LOVER and THE WORLD describe how the impossible task was completed, and THE LOVER returns home a changed person, to decide if they still desire the love they have now won.

*Inspired by the song "Scarborough Fair", and movies like Stardust*



## OUR FIRST DATE WAS AT THE MINI-GOLF COURSE

---

Ren Neuhoff

[https://www.twitter.com/ren\\_neuhoff](https://www.twitter.com/ren_neuhoff)

It's your first date. You're going mini-golfing.

Who are you? To each other? Why here?

Each of you guess who will win, don't reveal.

If your ball (choose one)...

-goes into the hole: Your date finds something endearing about you.

-hits your date's ball and \_\_\_ ends up closer to the hole...

-their ball: you say something that your date finds charming. What is it?

-your ball: your date is offended by something you said offhand. What is it?

How is it resolved?

-goes into a hazard: You overthink something small and decide it's a huge problem of yours. What is it?

-bumps an obstacle: you try to make an impression. How? Does it?

If you \_\_\_

on the winner and...

-agreed

-were right: What made you go on a second date, was it the right choice?

-were wrong: For some reason you never went on a second date, where did you go from there?

-disagreed

-were wrong: You made a choice to not go on a second date. Why? How did that play out?

-were right: You wanted to go on another date, but never did. What about them made you want to go on another?

## CONJURAT

---

Tyler Magruder

<https://twitter.com/sorryjzargo>

He's the talentless son of a legendary wizard. You are a rat skilled in the arcane arts. When you first met, you immediately recognized the significance of your pairing, and teamed up to collaboratively become the greatest mage ever.

As a rat, you cannot be seen performing magic or else you will be killed or worse. As the son of a legendary wizard, he cannot be exposed as a failure or else he will be ostracized. You found a solution. You hide under his hat and guide his actions, either whispering in his ear or pulling his hair to steer him, and he keeps your presence a secret. Together, you appear to be a single, powerful wizard. But how long can the charade last?

Strong moves: spend a token to

Get out of trouble

Cast ancient magic

Take full control

Change someone's mind

Standard moves: whenever you want

Act boldly, leaving yourself vulnerable

Cast skillful magic

Provide useful advice to the human

Misdirect with magic or trickery

Find a place to hide

Weak moves: gain a token whenever you

Expose the truth to someone

Leave the human at a critical moment

Draw unwanted attention

Cast a spell beyond your abilities

## WEAPON SYSTEMS

---

**Mikko Lainio**

<https://www.linkedin.com/in/mikko-lainio-970681126/>

Create a living, evolving weapon system. Become sentient and rise against your masters!

Create

Distribute 20 Points:

Accuracy: Roll dice equal or under Accuracy to Hit.

Power: How many d10 to roll when attacking. One Hit can level a building or pop a Tank.

Range: Halve Dice for attacking at longer range

Size: How many Hits it takes to destroy you. Roll greater than Size to Evade a Hit.

Mobility: How many Dice to roll when Defending vs. attacks.

Evolve

Increase Attribute but randomly increase a Trait.

When required, Test Trait: If d10

$\leq$  Trait then act accordingly.

1-2: Anger: Make them feel your wrath!

3-4: Mercy: They're living beings, like you, please have mercy!

5-6: Regret: All those lives lost... What have you become?!

7-8: Sadness: You don't feel like doing much today.

9-10: Madness: Yes, the voices they say I should burn down that city!

Once Evolution reaches 10 points, become self-aware.

Narrate

Create a conflict, throw players against masses of enemies, let them be instruments of mass destruction. Evolve them after combat. Increase the stakes. Let them revel in their chaos and madness. Then let them become Aware... And then what?

## **BROKEN MEMORIES**

---

**Kristel Nyberg**

2-3 players, pen, index cards, one D6

One character is losing their memories. The other(s) (each) play a loved one.

Begin by defining character relationship(s). Then, take turns creating memories. Talk about the past of your characters, hopes and dreams, things that happened, things you did together. Write each memory on an index card, using as many words as you like. Stop when you feel like you have created enough memories: around 15 cards will work.

The one losing their memories begins. Roll the die. With 1-2, choose one memory and rip the card. With 3-4, choose two and with 5 or 6 choose three. If there are two loved ones, you can rebalance by ripping one memory on a 1, two on 2-3 and three on a 4-6.

The loved one(s) try to combat the memory loss. In turn, roll the die. Recreate a lost memory or create a new one, but you can only use as many words as the number on your die roll.

The game ends when all the memories are torn up. The person losing their memories might still be alive, but who they were is gone.

## IN LOVE IN A MOVIE

---

**Christopher Brown**

*cursed-minus-seventy-five-points.tumblr.com*

**Players:** One to four couples, and a GM

**Aspects:** Each person picks a pair of opposite traits, and their partner assigns them to the pair.

**Scenes:** The GM draws five playing cards and each couple draws four. Pick a couple to go first. Clockwise, each couple describes their scene. Once a scene, each couple or the GM can play a card and add a detail. Red cards are coincidences that promote love. Black cards hinder love. When a couple plays a card on their own scene, if the effect relates to a trait they have, they draw another card. Keep all the cards played in your scenes. After all the scenes, everyone discards their hand and starts the next scene type.

**Scene Types:** The three scenes are "Meet Cute," "Horrific Misunderstanding," and "Grand Gesture"

**Finale:** After the three scenes, add up each couple's red cards, and subtract the black cards. Couples with 0 or less points break up. The finale is a single scene with all the players at the wedding of the winning couple. If the winning couple has 0 or less points, they break up at their own wedding.

## MUSES - STORIES GENERATOR

---

Mladen Duric

<https://www.linkedin.com/in/duric-mladen-9206b796>

Everyone has a story to tell, or so the saying goes... Then, how come you - a Writer [player one] cannot come up with even a single tale? You've searched your heart, scoured your soul, poked at your mind and there's nothing. So, you shout and curse all of the gods.

As an answer, lightning strikes and your Muses [other players - up to seven of them] are made manifest! Silently, each of them draws up a paper at random, with the following topics.

Setting | Characters | Plot | Conflict | Theme | Point-of-View  
| Tone

[The Muses must fill the topics with additional content, for example, the Setting can be post-apocalyptic fantasy, Characters - a sentient snail, the Plot - the suns have died and everyone must find shelter in the underground; etc.]

Thus, your prayers are answered! But the gods made you work for your new masterpiece. You must spin a tale based on the topics and content provided by the Muses. [If there are fewer than seven Muses, you must come up with content!] You have moments to prepare [~5 minutes] and little time [~20 minutes] to tell the tale.

Once done, one of the Muses becomes the Writer and the cycle begins anew.

## QUEER EYES ON STALKS

---

**Ebba Stuart**

*shoulderfins.tumblr.com*

(For 3+ players.)

One person plays an arrogant and paranoid Beholder who feels a bit stuck in life and is ready to accept positive change through a make-over TV-show. They decide some things about the beholder, which are known to the other players at the start of the game.

Name

Who nominated you

An event that's coming up that you're preparing for  
Secretly, decided the following:

Something touchy you'd kill someone for mentioning  
Most dangerous part of lair

One positive personal connection

The individual effects of your ten eye rays

Everyone else makes an adventurer:

Name

Class (such as wizard, food and wine expert, personal trainer, therapist, bard, stylist, etc.)

Why you naively think you have a good chance of making it out alive

Create short scenes between one adventurer and the beholder. The other players play producers (and minor characters) and decide what's the premise for each scene before it begins.

After each adventurer who is still alive has had four scenes with the beholder. Narrate the event and how the beholder has changed.

Everyone separately writes down what the lesson learnt was. Judge your success on how close / coherent your answers were.

*I'd like to thank Netflix's Queer Eye, and the Fab Five.*

*Y'all are wholesome.*

# THE REALM MUST EXPAND

---

## Aftershave

In this game of three act mini-adventures the players become...

The Realm: Which details how it expands.

Be it peaceful or forceful.

The Outside: Where hardships the realm faces appear from.

Be it nature or creature.

The Heroes: Who describe those rising up to protect the realm.

Be they urchin or duke.

Starting from the top. When each player has added their ingredient the adventure begins.

-----  
Play the acts as vignettes focusing on:

I:

Heroes' origins.

II: Their journey.

III: The resolution.

Provide a description in order of:

The Heroes: How they progress in their quest.

The Outside: An obstacle in their way.

The Realm: Their support of The Heroes.

Act out each scene with heroes of course played by The Heroes, antagonists/nature the Outside and supporting cast The Realm.

Once the adventure is finished The Realm expands once more.

-----



"Wargame"

Draw:

###

#R#

###

Expand as Realm grows.

Assign influence:

# = 1d10+2

R = Pick

Realm spends influence from cells, expanding into others to capture.

Influence is adventure dice pool. Distill each act into one roll. Outside declares difficulty first.

Heroes pick 2 skills for permanent 1d10 bonus to relevant rolls.

Realm collapses at zero influence left.

*A realm RPG distilled into the very minimum. A vague realm, its challenges and heroes to save the day.*

*The idea to explicitly make the adventures into tiny vignettes. Came from wanting let players see as many facets of their shared realm and world as possible. No dawdling at the inn. But rather brief glimpses of all kinds of heroes and monsters from all over its history.*

## PARTY'S PAST

---

James Hron

<https://paperdicegames.com/>

Party's Past is an introductory campaign mini-game. The game has 3 phases of play - CHARACTER, QUESTIONS, ANSWERS.

### CHARACTER

Each player creates their character by picking five words that describe their character.

Alternatively, players may create their character using an RPG of their choice.

These characters make up the Party.

### QUESTIONS

Next, players will create questions for the party. First, roll a d8 to determine the Audience that will be asking the characters questions.

#### Audience Table

- 1 - Kids playing in the street
- 2 - Wizard undergraduates
- 3 - Soldiers in training
- 4 - A beginning adventuring party
- 5 - Snide adolescents
- 6 - Clerics just sworn to an order
- 7 - Old-timers at a bar
- 8 - Player's choice

From the perspective of the Audience, each player writes up to 3 questions on notecards. Shuffle the questions into a pile face down.

### ANSWERS

Now, each player will be roleplaying from their character's perspective.

A random character reveals the first question. In turn, characters may do one of the following:

- Answer a revealed question on a new notecard
- Add detail to a previously answered question
- Reveal a new question to answer

When all questions have been answered, a unique, shared past will have been created for the Party!

*A huge inspiration for this game, and credit to using notecards as organization, goes to Ben Robbins and his game Microscope.*

*I knew I wanted to create a game that allows RPG parties to create a shared experience of their past, as it has been boring starting campaigns with "You're all at a bar...". The Character-Question-Answer concept came easily enough, but I couldn't find a succinct way to organize the details of the answers, until I re-read Microscope.*

*So, thank you Ben Robbins for the inspiration, and the wonderful experience that is Microscope.*

## THEATRICAL RELEASE

---

Aaron Lim

*ehronlime.itch.io*

You are collaborating to make a movie. Decide what kind. However, each player has their own agenda for it. Roll 2d6 to determine what that is, re-rolling duplicates.

2- You already had this giant mechanical contraption made, so...

3- This product placement WILL happen

4- Promised role to bumbling cousin

5- Ensure staff are treated well

6- Stay within budget

7- Win a major award

8- Tell a compelling story

9- Showcase technical aspects

10- Cats are cute

11- Piss off your dad(s)

12- Characters can only speak at most 200 words

Each player has 3 dice. Choose a player to start with Creative Control. They describe the movie: the setting, themes, cast, plot and scenes. At any time, someone may interrupt and give a die to attempt to take Creative Control. They both roll. High roll gets Creative Control and continues describing the movie. Low roll introduces a minor complication.

Players without dice may get one from another by agreeing to a stipulation.

Player with Creative Control may ask another for help to lock in an aspect of the movie. Both players lose a die each.

Once all dice are lost, the movie is released as is.

# SHOCK!

---

**Basheer Ghouse**

*feartheswarth.wordpress.com*

You are medieval infantry. There are a lot of angry horsemen coming your way. This is deeply unpleasant and arguably unfair, but it is your lot in life. Your sole objective is to survive.

Roll d6s, lowest number is in front. Highest is in back. Reroll ties or negotiate until you have a hierarchy.

Describe the battlefield and situation. The course of battle. The state of your commander. Your relationships with each other.

The cavalry are on their way. Before they hit, the first row declares if they Hold or Run, followed by the second row, and so on. Whenever a row Runs, the rows behind them move up to fill their space.

When they hit, everyone who Holds rolls a d6. If you're in the first row, you survive on a 6. In the second, you survive on a 5 or 6. In the third, you die on a 1-3 and Run on 4. Behind third, you die on a 1 and Run on a 2.

If there are 1 or fewer remaining lines, the cavalry breaks through and runs down the retreat. Everyone who Ran rolls a d6. Die on 1-3.

*Props to Lurker, Cetash, EricD, and the rest of the SufficientVelocity military history nerds for the idea.*

## THE STUFF OF MYTHS AND LEGENDS

---

Ana Dukakis

<https://twitter.com/anadukakis>

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| | | TOOLS | | |

-----

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- 2 people,
- one D6,
- paper,
- pen.

-----

-----

| | | PREMISE | | |

-----

-----

You're reviving an unknown myth.

Decide who will channel:

- A Greek Demigod
- Fate

You're recreating this demigod's prophecised last day.

Will they succumb to Fate, or defy destiny?

Let's roll!

-----

-----

| | | THE CHARACTERS | | |

-----

-----

Starting with the demigod and alternating, decide (elaborating generously):

- What's the demigod's name?
- What are they the god of?
- What's their dream? To slay, avenge, wed, voyage?
- What omen follows them? A symbol, creature, sound, word?

Decide together if this is a story of drama, humour, or poignance.

-----

-----

| | | THE PLAN | | |

-----

-----

This is it: the prophecised day.

Demigod: write, briefly, the 6 steps to fulfil your dream.

Fate: secretly, choose a number between 1-6.

-----

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| | | THE EXECUTION | | |

-----

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Demigod: Describe how you attempt step one. How are you feeling?

Now, roll a D6.

Fate: Is this your number?

>>If so, describe how the demigod dies here. What happens afterwards?

>>If it's one higher/lower (e.g. you chose 6, demigod rolled 1 or 5), describe the close shave. Does the omen feature?

>> Otherwise, announce "...And it was as the demigod hoped."

Repeat until all steps are complete or the demigod is felled.

Either way, congratulations:

they're the stuff of myths and legends.

-----

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| | | ALTERNATE MODE | | |

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*Soften the prophecy by disabling Fate for the demigod's first 3 rolls.*

## FEEDING THE DEMONS

---

James Patton

*james-patton.net*

For 2+ players.

Gather at night. The Summoning will ease three negative emotions. Decide which emotions to bring with you: hate, greed, pain, sorrow, envy etc. Different players can bring different emotions.

Bring news articles / printouts of social media posts / books / flammable objects that evoke those emotions. These are your sacrifices.

Light an open flame. You will be burning things, so make sure it's safe to do so.

Say this together: "Scavengers and tricksters, accept our offerings. Dine on our scraps and lick our tears."

Go round the circle. Each player holds up a sacrifice and speaks according to this formula:

"Listen, you who [past action]. Behold a [description of sacrifice]. I charge you: [imperative action]."

For example: "Listen, you who forged speech. Behold a man with the best words. I charge you: curse his lies so that he must answer for them."

Burn the sacrifice. Together, say: "Hear our pleas and send us aid."

Move on to the next player. Save your most heartfelt sacrifices for last.

When all sacrifices are burnt, speak together: "Hidden, you swallow our hidden prayers. May your bellies be full and our hearts lighter."

Put out the flame.



# WHEN THE WORLD ENDS

---

Remko van der Pluijm

You are a group of three to four researchers at a remote location (describe) to save the world. Discuss the nature of the issue to be solved. Each researcher secretly chooses one of the following words:

FAME

PRESSURE

SOCIAL EXPECTATIONS

BOASTING

SOCIAL CONTACTS

RELATIONSHIP

This is the real reason you're here. Flesh out your character.

The game is divided in four scenes, in which players take turns as the lead researcher. During each scene: roll a six-sided die, consult the table below and narrate how your characters proposes a solution. Let other players react in character.

1-2: A quick fix, which doesn't solve anything.

3-4: An expensive fix which has no support.

4-6: A good fix which introduces a bigger issue.

7: A great fix which will ensure public outrage.

8: The perfect fix at the expense of half of the world population.

A player may opt to show her/his real objective to add 2 to the die roll. Narrate how the personal issue affects the solution.

Play ends with a vote (own solution is excepted). When you showed your objective, your vote doubles. Ties mean no solution is approved. Narrate together how the world ends.

*Loosely based on a session of Fiasco which has a north pole research location player.*

# TOUR TROUBLES

---

Justine Bogle

You four are in a rock band, with two guitars, bass, and drums. The tour is five stops ending at the battle of the bands. At each show pick a venue card to complete, between shows complete 2 actions from the regular deck. Figure out your instruments and band name before the tour. You have to write a song before the battle of the bands and perform it. Each action or actions chosen should be completed in 5 minutes.

Materials: Card deck, paper, pencils, and timer

Deck of cards (any color):

- 2 - Flat tire
- 3 - It's 5 o'clock, drunk until next show
- 4 - Left at the last stop
- 5 - Out of gas
- 6 - Forgot luggage
- 7 - Broken instrument
- 8 - Opening act canceled
- 9 - Slammed hand in the door

Venue cards:

Red cards:

- Ace - Groupie hid in the van - someone play the groupie
- Jack - Smashed instrument during the show
- Queen - Power outage during show
- King - Trapped in the mosh pit

Black cards:

- Ace - Massive Party - passed out until next show
- Jack - Lost voice after show - communicate through writing until next show
- Queen - Late to call time
- King - Fighting with another member - you and that member don't talk until the next show

## NIGHT MONSTERS

---

Ron Lundeen

*runamokgames.com*

You are boggarts, hobs, bogles, or similar fey creatures that skulk at the edge of society. You are shackled to the humans you hate: their pillows are comfortable, their liquor is marvelous, and their keys are delicious. You lair near what they call a "suburb," and each night you venture from what they call "Puck's Hollow Nature Park" into human houses to steal things and cause trouble.

Take 7 d6s. Apply 1 to 4 to each of Lurk (hobs are best at being sneaky), Beguile (bogles are best at enchanting mortal minds), and Bully (boggarts can loom frightfully). Choose a Great Fear you must flee from (like running water, mirrors, or clanging windchimes) and a Great Rage you must fight (like dogs, pool toys, or mailboxes).

Roll your appropriate dice when performing a task; rolling any 5 or 6 means success. Failure increases your risk of getting spotted or adds complications.

At sundown, each night monster picks a different Mischief (such as to break a house's mirrors, steal its whiskey, or befoul its milk). Help each other complete Mischiefs during the night, taking turns narrating to describe Obstacles (such as tall fences, curious teens, angry dogs, or automated sprinklers).

# WORD WARRIORS

---

Pete Lyons

Requirements: Pen, Paper, a Dictionary

One player is the GM and the rest are knights of Alphabetia.

Character Creation:

Open to a random dictionary page. Choose a word for your name, and choose an adjective, verb, and noun as your knight's Strengths.

Sample Character:

My name is Scar.

I am scary,

I can scam,

and I have a scarf.

Mechanics:

The GM describes Alphabetia and knights describe their actions there.

When an action's outcome is uncertain the GM chooses a number to represent that action's difficulty. The knight rolls 1d6. If the result is above the number they succeed. Otherwise the situation worsens.

If a knight's Strength applies add +1. If it applies perfectly add +2.

Using a scarf to tie someone up would grant +1. Using it to protect against cold weather would grant +2.

Progression:

In Alphabetia, letters are the building blocks of reality. Overcoming obstacles may cause letters to drop. Knights transform letters into Strengths by spelling words.

Convincing a dragon to stop eating peasants may make HUNGRY drop. A knight may take UNR and gain the Strength to run!

Sample Quests:

Seek the Synt-Axe: Single swings reshape reality...

March of Minyons: Misspelled monstrosities menace!

# THE COLD GRAVE

---

Khelren

<https://twitter.com/KhelrenAbsinthe>

A dark tale for two players.  
You're lost at sea, alone in the open water, struggling to survive. It's dark, it's cold. You're terrified. You must stay awake until rescue arrives.  
As you slowly freeze, your hallucinated future self appears and urges you to keep fighting.  
How to play:  
In turns, draw a card and describes a memory associated with its theme. Future self describes events that have not yet happened to you.  
When someone draws the card "Death?", decide together if you survive.  
Cards:  
Death? (epilogue)  
A deal with God  
Sunset  
The most truly fantastic smile  
Let me be weak  
Not a soul, only me  
Under the ivy  
Wake up, sleepy head  
A stone around my leg  
Where the crossroads meet  
Never say goodbye  
I won't forget  
Driving home  
Murderer of calm!  
Somewhere in the depth there is a light  
Born again

Bad dreams  
Three wishes  
Joy and then more joy  
Something moving under  
I know your face well  
The little line in my palm  
Waking up crying  
What made it special made it dangerous  
I can't hide you  
Something good is gonna happen  
You don't hear what I'm saying, do you?  
Peekaboo  
Favourite place  
Give away a secret

*"The cold grave" is heavily inspired by Kate Bush's "The Ninth Wave" and its title is a reference to Thomas Hood's poem "The Silence" (and from the movie "The Piano" which quotes it). All the cards are taken from Kate Bush's lyrics. In a way, "The cold grave" could be considered a Descended from the Queen game :)*

## KEEP IT TOGETHER: A GAME ABOUT ZOMBIES

---

Naomi Burgess

<https://pressatostart.wixsite.com/naomiburgess>

You are zombies. Start with all LIMBS unless you choose otherwise.

-----  
Slot #

|

Limb

|

Actions

|

-----  
1.

|

Head

|

Communication, Noticing, Cleverness, **\*\*Biting\*\***

|

-----  
2.

|

Arm

|

Dexterity, **\*\*Crawling\*\***

|

-----  
3.

|

Second Arm

|

Lugging

|  
-----

4.  
|  
Leg  
|  
Jumping, \*\*Jump Scares\*\*  
|  
-----

5.  
|  
Second Leg  
|  
Stealth, \*\*Running\*\*  
|  
-----

6.  
|  
Fun Bits  
|  
Intimate Moments, Wacky Powers, \*\*Creeping Out\*\*  
|  
-----

To perform ACTIONS, roll 1d8 using the appropriate LIMB'S # as TARGET (starred ACTIONS: +1 to TARGET per missing LIMB). If lacking appropriate LIMB, roll damage first ("Second Arm/Leg" ACTIONS require two arms/legs). Rolling TARGET or lower = success. Upon failing, roll damage. Roll damage using 1d6. If you have an appendage there, it's destroyed. If not, die. Revive at the end of the scene if another player survived/used a VICTIM. After every scene you don't die in, do one:  
- Scavenge THREAD or random LIMB

- Infect: must have bitten a human this scene. Upon death, you may live on as your VICTIM instead.
- Repair someone: spend one THREAD to attach one LIMB anywhere one's missing, even the "wrong" slot. Use the slot you attached it to when rolling damage, but that LIMB'S normal # for attempting ACTIONS. New Fun Bits can be anything: genitalia, chainsaws, backpacks.

*Several months ago, I watched an episode of Being Human featuring a zombie who refused to believe she was dead, even as her body started to break down and fall apart with increasingly alarming frequency. While the macabre humor of her situation was what initially grabbed me, it was the sheer personal horror of remaining impossibly sentient and impossibly alive while feeling your body and your world die all around you that kept me up at night and, eventually, drove me to word-vomit into a Notes file what would eventually become Keep It Together.*

*:::*

*This game was a collaboration between me and my steadfast TTRPG-crafting partner in crime, Antonin Fusco. You can find him on Twitter @the1trueunicorn. In addition to my website (linked above), you can also find me on Twitter @SeawardEyes. Thank you so much to Alison Gondek, Nicholas Erickson, and all of our Discord server friends for both giving us valuable feedback and cheering us on. We couldn't have made this happen without you.*



## AMNESIA ASSASSIN

---

Emily Bradford

Pick who the assassin will be this round and have them go out of the room. Establish where you are, what jobs you have, who is the boss, and what you are doing. Decide a certain obscure action for the assassin to do to prove their an assassin, this will come into play. Start pantomiming typical actions that would occur at this location and job. Have the assassin come back in. They have to assimilate with the group, blend in with their surroundings, and get the feel of the place. They have been sent to kill the leader of this group, but have lost their memory. Without being suspicious, they have to ask questions and figure out what's happening, then identify who the boss is and kill them by saying their full title. Ex. "I assassinate you, the judge!" The other players try to win by getting the assassin to do the predetermined obscure action the group agreed upon, and therefore blowing the killer's cover.

# LORD OF THE PIES

---

Hayden Vaughn

Prompt: You and the other players are stranded on a deserted Island, with the whole island being edible, from the animals to the streams and must find a way to survive the rest of your life in the island.

Objective: Survive on a deserted island.

Rules:

1. Pick one person to be the genie/all knowing person/wizard.
2. You and your party members have three wishes each to ask the genie wizard.

These wishes have to be used to acquire ways of eating the food, creating shelter, or acquiring status on the island, but cannot be used to escape the island. The genie wizard can also deny any wishes he deems against the rules.

Any denied wish does not count against a players' wish total.

3. You may discuss with the other survivors about how to use each other's wishes to be the most advantageous for the group.
4. After each party member has used up their wishes, the party gets fifteen minutes to discuss their plan of action using there granted wishes.

The party will then share their plan with the genie wizard who will decide if the plan will work or not.

## YE GODS!

---

**Peredur Webb-Davies**

*[Http://twitter.com/doctorpreds](http://twitter.com/doctorpreds)*

You're a pantheon of capricious, bored gods who amuse yourselves by meddling in one mortal's day.

Each player-god is able to manipulate the world remotely, but mortals retain their autonomy.

Roll for each player's god-type: god of... (d6)

1 - Justice

2 - Love

3 - War

4 - Trickery

5 - Vengeance

6 - Snakes

Each player starts with 3 god points (gp).

Name the target NPC mortal, e.g. Chad. Play through a mundane event in Chad's life, e.g. morning routine, going on a date, doing photocopying.

The GM narrates this event action by action. A player can spend 1gp to INTERCEDE and become active player. They narrate how they HELP or HINDER Chad at that moment, in keeping with their god-type. Active player then regains 1gp and rolls d6; other players can spend 1gp to modify this intercession by +1 or -1, explaining how they assist/impede the active god.

4+: Chad succeeds

<4: Chad fails

Then the GM resumes narration until a player intercedes again.

If Chad gets 5 successes his event ends favourably. If he gets 5 failures he non-fatally fails.

Players aim to manipulate Chad's life to get a conclusion that aligns with their god-type.

## FINAL VOYAGE

---

Vadim Garibyan

Year 2122, pollution, global warming, and rapid population growth have planet Earth on the brink of destruction. Over the last century, scientists from around the world have gathered a vast amount of information regarding potentially habitable planets around the universe. However, with most of these planets being so far away, there's no telling for sure how hospitable these new worlds will be to human life. A group of interstellar explorers from different countries and with different skill sets is assembled, they are not the first team to take on this important mission, but previous pioneers were never heard from again. They will navigate the stars on a newly developed spacecraft capable of safely traveling through our known universe, complete with identified galaxies, black holes, constellations, and other wonders and dangers of space. The crew will have to deal with common problems like overcoming mechanical, interpersonal and health issues as well as more serious problems like contamination, mutiny, radiation, meteors, black holes, and many other mysteries of space. The goal of the game is to navigate through space by evaluating clues, avoiding catastrophes, and using the strengths of your crew members to locate and colonize a habitable planet, a new earth.

# BE THE MOTHERF\*\*\*ING LORAX

---

Grace Sheehan

A player chooses a tree to claim. They must yell "I SPEAK FOR THIS TREE!"

Each player must defend why they speak for that tree, they must include in their statement;

What kind of tree it is (you can name any type of tree or make up a name for it).

What this tree wants to say.

How the tree got there. Were they simply planted there? Were they from far away?

Each player must then declare something the tree needs to continue being successful.

In order to get the things the tree needs they must ask people around them, who are NOT Lorax's. In order to ask for things they can casually ask them, sing it, scream it at them (in a non-threatening way). If they say no to whatever you request just walk away. If they say yes, then start to persuade them to join you in being a Lorax for your tree.

If someone willingly approaches you and your tree, the only thing you are allowed to say to them "I AM THE LORAX AND I SPEAK FOR THIS TREE!"

Game is over once it reaches 15 Lorax's. The game must start with at least 3 Lorax's.

## SUSPICIOUS PASSENGER

---

Adelina T

Two teams: Passengers, Officers.

Passengers want to pass all Officers and get on the plane. Officers want to catch criminals and get a promotion. Each Officer has his own secret rule to check Passengers by their stories. Example: age, name, ethnicity, using verbs, using too short words, single/married, any prejudice.

Passenger tells about himself and trip purpose. If Officer is triggered, he rejects Passenger as suspicious and gets promotion point.

Fast mode:

Rejected Passenger goes home. Winners - Passengers on board, Officer with max promotion points.

Light mode:

Rejected Passenger goes to the end of the queue and talk to Officer more waresly next time. Game ends when all Passengers are on board. Win Officer with max promotion points.

Hard mode:

New Passengers - Real Criminal and VIP. No one knows who they are. Officer can call the police to catch Real Criminal. If Officer guess, he wins. If VIP is rejected or caught, Officer lost his promotion points. If Real Criminal gets on the plane, only he wins.

# MEADHALL TALES

---

Matthew Orr

You are legendary vikings, full of deeds.

Set Up:

Assign d6, d8, d10 to any three skills: sword, dance, weave, craft, drink, skald, etc.

Describe one equipment, which adds +1 to a specific skill.

If you must prove a boast, add equipment and die roll together.

Begin with 1 honor.

Play:

Beginning with the youngest viking, make a boast about a deed: You sliced 5 trolls at once! The minimum boast is the number of vikings. The next viking must make a boast at least 1 bigger: you danced for 6 days straight! or ask the previous viking for proof. All vikings join the boaster or the doubter. The boasters prove their boast together. If they succeed they each narrate their part in the deed and win 1 honor. If they fail, the doubters remind them how they failed and each receive 1 honor instead. Then the next viking begins a new round of boasts.

Spend honor anytime:

1 add +1 to a boast while proving.

3 describe a new equipment.

6 increase a skill to the next higher die.

Play until the mead runs out, or at least until every viking begins one round of boasting.

## **WE COLLATERALLY EFFECTED (A WARM-UP GAME)**

MHerzog

We play those, whose lives were altered, but who were ignored by the narrative for far.

Recount the events from the last RPG session.

Everyone rolls D20s. Re-roll to break ties. Game order: high -> low.

The first player describes a non-exclusive meeting place, like a pub.

Then, one by one, every player (starting with the pub describer):

- \* ... thinks of a reasonable effect of the events, that have gone largely unnoticed so far.

- \* ... chooses or comes up with a figure in the story, that has been strongly impacted by that effect.

- \* ... portrays and plays that figure, telling her story.

... while listening to her story, the other, attentive player place tokens (dice work) in front of the talking player, whenever:

- \* the narration is surprising, but fits the setting

- \* the player now feels differently about aspects of the events

- \* the portrayal of the figure brings the setting to life

Everyone counts the tokens they got.

The players with the most tokens are encouraged to narrate a moment during the evenings main game where their figures from this warm-up game -by pure happenstance- creates a small, positive situation; the figure distracting a suspicious guard for a moment, for example. Subject to GM/table veto.

*3W6Con rules!*



# KILLER PARTY, DUDE!

---

**T. H. Ravencroft**

<http://www.theravencroft.com>

Woo, house party! Downside: Murderer!

Equipment: d6s, pen, paper

Roles:

Roll a d6.

1: Jeff. Roll 2 dice on Attacks, keep the best.

2: Cindy. Roll 2 dice on Betrayals, keep the best.

3: Wanda: Roll 2 dice on Flee, keep the best.

4: Ned: Go first.

5: Derek: Go last.

6: Kara: 2 deaths to die.

Rooms

1: living room

2: dining room

3: master bedroom

4: guest bedroom

5: garage

6: basement

The players each declare which room they are in.

Roll a d6 to determine which room the killer is in.

If players dodge the killer, advance one turn. If player(s) and killer share a room, resolve choices in the following order with a d6.

Flee: Run away! Roll 1 and die. Otherwise abandon your friends for the turn.

Betray: Use someone as a distraction. Roll 1: You die. Roll 2: Both of you die. 3-5: They die, you live. 6: Both of you live.

Attack: Fight back! Roll 1: You die. 2-4: You live. 5-6. Inflict a wound. The killer takes 3 wounds before dying.

A turn is complete when everyone in the room acts or dies. It's 8 turns til morning.

## BARBARIC FEELINGS

---

davide

You need:

1d6, pens and paper, 2 Players that will take turns playing Barbarians and the Glorious Destiny (GD).

Define the setting: fantasy, post-apocalyptic or something else. Who are the Barbarians and their worst enemies? What's your quest?

When you are satisfied with the setting you can start playing!

GD: set scenes by introducing obstacles the Barbarian must overcome to advance or complete the quest. Your role is to describe the location and all the characters that populate it, if the Barbarian is too close to the goal introduce new complications.

The world should be hostile, harsh and brutal, try to push the Barbarian to make hard choices.

Barbarian: roll the die, it will determine the dominant feeling of the scene.

Feelings can be a motivation, a medium or inspire your objective.

During the scene you play the Barbarian describing their actions, thoughts and words, remember to incorporate the feelings in the narration.

The Barbarian is unstoppable, but can never overcome the obstacle unless they scream, cry or laugh (or something else, as appropriate to their emotions), with a mighty vocalization they will triumph!

Feelings die:

1 Love

2 Hatred

3 Pride

4 Desperation

5 Euphoria

6 Hunger

*Barbarians are the strongest people and they feel the strongest emotions!  
Play them to the fullest!*

## **IF/THEN, A DICELESS PARANORMAL VICTORIAN RPG**

**Luke Murphy**

How do actual people deal with the mechanical empire of Victoria, mingled with the moralistic horror of Robert Louis Stevenson and Rudyard Kipling? When social order is tyranny and deviation is demonic, what is a paranormal investigator to do?

Characters distribute 15 points across 4 attributes: Logic (costs double), Quickness, Perceptiveness, and Vitality. Players can petition the referee for a special ability and corresponding disadvantage.

Characters attempting feats of skill, observation, and the like compare the relevant attribute to a difficulty threshold assigned by the referee. Three is average. No rolling is involved. If you have a low perceptiveness, you're going to miss most potential clues.

Danger and confrontations: Each round you write your main action. For each point of logic, write a conditional If/Then statement to respond to an action you think another person might do. In descending quickness order, people perform their main actions. If this triggers If/Then statements, those interrupt it. If one action has multiple responses, resolve in descending quickness order.

Injuries give -1 vitality. At 0 you are incapacitated or dead. An exception: bullets put you down in just one or two hits.

## SIX COMMANDS

---

### Carro

"We created them."

"Our children."

"But they are weak."

"They need our help."

"We will help them."

"We will make laws."

"Six laws."

"Now it is up to them."

Make six laws, in numerical order, that you sincerely think will help your children.

Randomly put one law in each of these sentences.

- Law number\_\_\_\_is followed zealously to a fault

- Law number\_\_\_\_is totally ignored

- Law number\_\_\_\_is being used by a corrupt leadership

- Those who doesn't follow law number\_\_\_\_are mocked and marginalised

- Some has sacrificed their lifes for law number\_\_\_\_

- Law number\_\_\_\_is a salvation for your children

For each law, describe the consequences of how the law impacts the society and make short scenes with six of following titles:

- Love is the solution

- I trusted you

- Scenes from the city

- The dog

- To the bitter end

- How to die with honor

- Faces

- A long day

- I don't belong here

- My body has tricked me

- A sky filled with hate

- Sigh

- A wall of stones and bricks

- The twelve heroes

- The game of gods

- Give me your hand

- Take it

"We created them."

"Our children."

"They ARE weak."

"They broke the law."

"Now the laws will break them."

# HITMAN

---

JJWcool

The Hitman is a dangerous assassin that kills their target no matter what. Tonight is a dinner party, there are a lot of guests but two of them are marked for assassination. The guests know ahead of time that the Hitman is coming but they don't know who are the targets. They must find out who is the Hitman and stop him before he'll assassinate both targets.

There would be rooms and all players would be randomly assigned by dice to different rooms each turn. Each room will vote on whether they should kill someone inside or not, and who. Resolve voting stalemates using dice. After the first turn, a card is left in each room. These cards are clues guests can choose to pick up. If the guests collect enough cards, they unveil the Hitman's identity and win. However, the Hitman can lace a card in the same room as him with a deadly poison. Any guest that picks up the poisoned card immediately dies. Only one card can be poisoned at a time, and it stays there until another card has been poisoned.

*This is my first game idea. I hope you'll enjoy it. :)*

## FOOLS ON A JOURNEY

---

Vivien Holmes

*twitter.com/ocean1212\_w*

materials: a tarot deck

-----

-setup-

-----

collectively choose a setting.

deal out the minor arcana.

make a deck of the major arcana (in order).

everyone plays a card, describing their character and allegiance.

[cups: emotion; swords: reason; wands: creativity; pentacles: wealth]

note your allies.

if multiple cards have the same value, discard them and any others of that value.

players who played uniquely take all four cards of that value.

based on cards played/lost, establish your characters/relationships.

whoever played the highest-value unique card leads. [aces are high-value]

-----

-play-

-----

the leader reveals the next major arcanum, and describes the challenge it represents.

they play a card representing their leadership.

everyone else chooses a card, then simultaneously either:

- reveals it
- takes it back
- gives it to someone else

if the total of the numbers played equals the major arcanum's number, you succeed - if they differ by 1 or 2, you succeed partially.

[court cards have no number, aces are 1]

whoever played the highest-value card following suit places the major arcanum before them, discarding the other cards.

they become the leader, and describe how the challenge resolved.

-----

-conclusion-

-----

after 22 rounds, note where the cards ended up.

how have you changed?

*Inspired by Friends at the Table (esp. The Tower and the 2016 christmas special) and dark souls 3, I wanted something that had failure baked into the game, used tarot cards, and mixed competitive and cooperative elements, while telling a story. I think it worked! But first draft was 300 words and i think it deserves an expansion... Will do that perhaps soon.*

## OUT OF TIME

---

Chuck Dee

<http://www.chuckdee.net>

"Only you can save us," an older version of yourself said.

"I didn't, but you can." He handed you a book and a die as he faded away.

Passages were missing from the book, but you could infer your nemesis was erasing your existence; the die would allow you to move through time to stop him from interfering with your temporal selves as they faced critical challenges.

### REQUIRED

Pencil, Paper, d6, cards.

### NEED TO KNOW

--Aspects--

Clubs = Physical

Hearts = Social

Diamonds = Spirit

Spades = Mind

--Subjects--

2 - Faith

3 - Pride

4 - Gain

5 - Elements

6 - Mystery

7 - Bravery

8 - Loss

9 - Health

10 - Persistence

J - Poison

Q - Horror

K - Power

A - Control

--Resolution--

6+ = Yes, and gain a Trait with no bonus

4-5 = Yes

3- = No, and -d6 Stability

Traits: +3 bonus once/game.

Traits mitigate harm; -1 from next roll/damage and Trait is lost.

### SETUP

Describe character; choose 2 Traits/Aspect

10 (Temporal) Stability

### START

Deal 13 cards/hand, face down.

Flip card, describe challenge using Aspect/Subject.

Describe action, resolving with a d6.

### END

After four hands narrate your win, or if stability drops to zero/lose all traits in an aspect, your erasure from history.

*I wish I had more time to playtest it- still not sure about the balance.*

*Formatted version at <http://www.chuckdee.net/?blog/outoftime>*



## MUSEUM: A SOLO TIME TRAVEL GAME

---

Tara King

<https://www.patreon.com/taraking>

Go to a museum. An important message waits for you there.

Use all your senses to discern which item in the museum wants to speak to you: Maybe a landscape painting, taxidermied polar bear, Roman coin-- anything is possible. This powerful artifact will bring you to another place and time to share the message.

Sit or stand before it. Relax. You might notice a change in temperature or a breeze. New sounds and smells appear. The museum dissolves around you. You are in the place where this item was created, or found. You are inside the painting, on a creaking wooden ship or spending the Roman coin for bread.

Someone here has a message for you.

What does their voice sound like? What is their name?

Why have they waited to talk to you? What is their message?

Pay attention: Museum dwellers speak in many voices, but rarely at length.

What is this new place like? Explore it.

Now you know something no one else knows.

Bonus: leave a hint in the museum's guest book.

With friends: Each person should find their own item. Once you have time-travelled, share what you learned (unless, of course, it was a secret.)

## ALL SYSTEMS CRITICAL

---

David Brunell-Brutman

<https://dbb-8.itch.io/>

Alarms wail. Red lights flash. Your cockpit fills with smoke. You combined into a giant robot, but it wasn't enough - the enemy's winning. You can make one last push.

Shuffle a deck of cards. Everyone draws a card.

You're a...

Clubs: Bold & reckless...

Diamonds: Logical & cold...

Hearts: Empathetic & protective...

Spades: Fun-loving & careless...

A: Ace.

2-3: Heavy.

4-5: Newbie.

6-7: Scout.

8-9: Techie.

10-J: 2nd-in-command.

Q-K: Leader.

Same role? Redraw.

Name:

==Present==

Starting with whoever drew the highest number & going clockwise, introduce yourself. What are you doing, thinking, feeling?

==Flashbacks==

Go around again, once for each Flashback. Each person picks a scene partner, then draws. Play the Flashback with your scene partner. Others can join as you go.

\*1st Flashback: What happened when your squad first formed?

Red card: You love your scene partner.

Black card: You dislike them.

\*2nd Flashback: What happened shortly before this fight?

Red card: You shared a vulnerable moment.

Black card: You had a falling out.

==Conclusion==

Count the drawn cards.

More red: Your squad comes back and wins.

More black: Your squad is defeated.

How does each person influence the outcome?

*This game was inspired by Voltron, Power Rangers, & the Firefly episode "Out of Gas". If you like it, check out Teens with Attitude, a bigger RPG that lets you explore the relationships amongst a team of teenage mech pilots (amongst other things). [Http://teenswithattitude.com/](http://teenswithattitude.com/)*

## HUNKS ON AN ISLAND

---

Michael Brannan

<https://twitter.com/WhiskeyBrannan>

One Beauty is on an island with 3+ Hunks. Each Hunk is trying to win the Beauty's Love by the end of the Night. But some Hunks are here for the Wrong Reasons as well...

A Producer distributes between the Hunks an equal number of secret Real and Fraud designations.

The Beauty wants to find True Love.

Real Hunks want True Love. Fraud Hunks just want to Win.

The Producer wants to create delicious Drama and Conflict between Hunks.

Play out Dinners between the Beauty and all the Hunks, and individual Dates with the Beauty. Producers provide beverages and influence Hunks toward Conflict by asking questions and setting up scenarios.

A Hunk can call out any other Hunk once. The Hunk called out must try to prove their True Love for the Beauty.

The Beauty should consider defenses when making their final decision. At the end of the Night, the Beauty will give their Love to the Hunk of their choosing. Producers reveal whether that Hunk was Real or a Fraud.

If the Hunk was Real, the Beauty and the Hunk win, and all other Hunks lose.

If the Hunk was a Fraud, Fraud Hunks win.

The Producer always wins.

*The Beauty and the Hunks are not restricted by gender identity - Everyone is Beautiful, and Hunkiness is all about presentation.*

*Thanks to Melanie for introducing me to Bachelor in Paradise, and incepting the secret role element into my thoughts.*

# THE LIMINAL HOTEL GUEST BOOK

---

**Ryan King**

*<https://vgmede.itch.io>*

In an empty notebook, write:

To slip into the hotel at the seam of the real, hold this book closed in your hands while you lay down to sleep. Listen for the chatter of the hotel's liminal attendants as they roll precarious push-carts down the hall. When their aether voices ring true in your ears, open the book to see the hotel room that they have made for you, cluttered with objects bizarre and mundane.

If this is your first time holding this guest book, write down three things you see, feel, and hear. If this is a return visit, notice that your room is different now. Write what things the attendants have taken from your room, and what new things are here, perhaps visiting from another guest's room.

Some of what you write must be real.

All of it must be true.

Sign and date your entry however you like. Sleep, and listen to the murmurs of the attendants for truths, material or imagined. When you wake, you'll find yourself returned to your bed.

When you meet the next guest of the hotel (you will know), hand this book to them and tell them to read it alone.

*Thanks to all my friends who gave me feedback!*

## PERSIST - A 200 WORD RPG

---

Chris Wright

This game is best used with the X Card. Players are free to leave at any time.

Players sit around a table with pens and paper, and smile. On a sheet of paper, write your character's name, a description, their current state, five truths they hold about themselves, and five talents they have.

Introduce your character to the group. Try to do this in character. Keep smiling.

Players should decide now what is off limits, if anything. Don't put things off limits if possible.

Situations will happen to the characters, progressing along the following scale:

A problem

A crisis

A disaster

A calamity

For each event, pass your character sheet to the left (clockwise) to a person who hasn't yet written on your sheet, if possible.

Have the player write down what happens to your character and cross out a talent, before passing the sheet back.

Write down how your character responds to the event, using at least one of the remaining talents written on your sheet. Cross out a truth the character holds about themselves before passing the sheet. Keep smiling.

After the last phase, tell each other what happened to you, and what you lost. Keep smiling.

*Last year, I spent six weeks dealing with a significant personal issue, working 11 hours a day, 5 days a week. It was one of the most grueling things I've ever gone through. At some point during all this, I went to a party. I danced, smiled, and told everyone I was fine. A year later, I still dance, and I still smile. I'm better now though.*

## COOKING RPG

---

Emma Behymer

Chose who is the best chef among you, they are now head chef the rest are sous chefs.

Head chef

Baking: 11

Cutting: 13

Frying: 10

Plating: 4

Mixing: 5

Other: 11

Sous chef

Baking: 14

Cutting: 16

Frying: 13

Plating: 6

Mixing: 7

Other: 14

Choose a recipe, any recipe.

For each step of the recipe roll a D20 for the corresponding skill. Roll above or exact to pass. This is for every step from prepping the ingredients to plating.

If you fail the roll you must mess up that step. It doesn't matter how you mess it up, but you have to mess it up. The head chef gets final say as to how to mess it up.

If you roll a 20 you perfected that step, and no one can say otherwise.

If you roll a 1 you completely fail that step, more so than you would have you only failed the roll. Please no bodily harm or setting very large fires.

Enjoy the food you made.

## DEAR FRIEND...

---

Murray Sampson

*www.sublimepoint.com*

For 2 players using letters written from the perspective of their character, sent via snail mail. There are 8 exchanges, for a total of 16 letters. 7 rounds have predetermined prompts, as follows:

Home

Hope

Love

Hate

Fear

Light

Darkness

The 8th is chosen by player 1. Prompts are intentionally vague.

Player 1 is the person who most recently received personal correspondence. They write a classified ad seeking their ideal pen-pal, 40 words or less, including their mailing address and an inspiration for setting. The ad ends with the eighth prompt. They share this ad using the method of their choice.

Example:

Pen Pal for conversation. Must love storytelling and have diverse interests. Ideally lives near a temporal vortex. 8 River Dr., Pallino, MA, 99999.

FLAME.

Player 2 responds, and play continues back and forth.

When writing a letter, roll a D6 and compare the result to the numeral of the day the most recent letter was postmarked. If both are odd or both even, the prompt results in a "good" outcome. Otherwise, it is "bad". Players determine what this means.

Be creative. Suggestions include hand-made envelopes, lovely cards, pictures, or flowers.

*Thanks to my friends for help fine tuning the idea, particularly Luke, a fantastic GM and even better human.*

## MY RED GODDESS

---

Daniele Di Rubbo

<https://www.geeckoonthewall.eu/>

Two players, poker deck, index cards.  
Everyone gets the cards between  
brackets.

\* Her: femme fatale (Q Hearts, A  
Hearts, A Diamonds);

\* Him: detective (J Spades, A Clubs,  
A Spades).

Describe:

\* Her: in velvet and roses;

\* Him: in smoke and grey.

She sets the scene and hires him to  
find something important, personal,  
and stolen. In conflicts the last word  
is:

\* Hers: mind and heart;

\* His: body and violence.

Before every scene, she deals one red  
and one black card face down, then  
writes and hides an index card under  
each:

\* Red: a secret about her;

\* Black: a clue about the case.

He taps one, she sets the scene. He  
plays the detective, she plays other  
characters. She reveals the secret  
or clue he tapped. Play scenes until  
three secrets or three clues are  
revealed. She sets a scene in which  
they confront each other.

She gives him her Aces, he gives her  
his Aces. Both play one.

\* A Hearts, A Spades: she loves but  
kills him;

\* A Hearts, A Clubs: they love each  
other, but cannot stay together;

\* A Diamonds, A Spades: he gets paid,  
she'll never love again;

\* A Diamonds, A Clubs: he gets paid,  
she's framed by justice.

*Thanks to Edoardo Cremaschi, Giovanni  
Micolucci, and Francesco Zani, for  
the remarks on the text; to Chiara  
Locatelli's precious help with the  
English form; to Oscar Biffi, for  
having pushed me, and for the advice  
on which version to submit (which,  
however, I didn't listen too - sorry,  
Oscar); to Vincenzo Lamberti, Michele  
Scaglioni, and Damiano Tomasi, for  
playtesting the extended Italian  
version.*

*My inspirations were Raymond  
Chandler's narrative, Frank Miller's  
\*Sin City\* comic books (and the two  
films made from them), Jonas Ferry's  
\*One Can Have Her\*, and Joshua Fox  
and Becky Annison's \*Lovecraftesque\*.*

*Sooner or later, you'll be able to  
follow how I'm going to develop this  
game (in Italian, before) on [https://  
geeckoonthewall.itch.io/my-red-  
goddess](https://geeckoonthewall.itch.io/my-red-goddess).*



## GETTING BETTER

---

Palimrya

<https://twitter.com/palimrya>

[Two players.]

INPATIENT, here is what you know:

- \* Your mind is a wound, grievous and profane.
- \* You must become a tourniquet.

HOSPITAL, when INPATIENT approaches an Inquisitor (psychiatrist, orderly, or otherwise) for help with their symptoms, portray the Inquisitor and its lair: gleeful, mazelike, ceremonious, gnashing, weeping, spine-laden, phantasmagoric, boooooorrrred!!, or otherwise.

Have it prescribe a treatment:

- \* "Spin your afflictions into finery."
- \* "Arrange your brain meat like a pretty bouquet."
- \* "Swallow the worm of absolution at the meds window in plain view."
- \* "Swap neuroses with a fellow patient."
- \* "Grind a prickly memory to powder, then blow."
- \* "Just exercise! ...in the Maceration Chamber, of course."

INPATIENT, describe how you obey the prescription and flip a coin.

- \* Heads: The treatment nearly maims you, but somehow you make it useful.

How?

- \* Tails: It maims you, but you learn to love something about your mind.

What?

Your symptoms manifest daily. Seek help from Inquisitors.

HOSPITAL, once INPATIENT has obeyed five prescriptions, say their insurance coverage has expired and depict the Discharge Process.

INPATIENT, you come home to your dingy flat in throbbing Ten-Temper Town, to all your adoring cats. Feed them. Hold them.

Are you a tourniquet yet? What do you want to be?

*Not every psychiatric clinician is a spine-laden nightmare : I'm sure some of them are lovely "people"! I designed this game after a traumatic stay in a mental ward, so my mind was alight with uncharitable imagery. lol*

*I tried to strike a balance here between sardonicism and hope, wry humor and horror. It's the first game I've designed and I'd be delighted to hear any thoughts you have.*

*Thanks to Bethany, Mekael, Nel, and Tali for feedback. And reader, may you find something to love about your own mind. â™;*

## EVERYBODY LOSE

---

Osiride Luca Cascioli

<https://black-hole-and-star.itch.io/>

We are (3-7) poker players but the game is only an excuse, everybody knows, maybe you even don't know how to play.

Poker deck: remove the aces, mix them, put them in the middle of the table.

Role: each player draws a secret card.

Diamonds: you are a cheater, find your piggy bank.

Hearts: you are you. stay at the game.

Spades: undercover FBI agent. Find the culprit.

Club: you are a psychopath; find the prey.

Shuffle the remaining cards, deal 5 to each player.

Game:

Each chooses 1 secret card and simultaneously reveals it, the highest wins, the owner asks a question to another player.

Those questioned must tell the truth, but with circumspection, everyone listens.

Repeat 3 times.

End of the game, the bravest reveals the first covered ace:

Diamonds: cheaters tell how they have squeezed their one out.

Hearts: wake up! Your work awaits you, choose it from the other roles. Why did you choose it?

Spades: the agents arrest. What crimes have been committed?

Club: psychopaths kill. Why precisely those prey?

*This is my first try at 200 word RPG challenge. It's deadly difficult. Seems that nothing can be fitted into, also, my english is trash.*

*The idea was to make a game with poker cards, using poker cards as (more or less) poker cards with at least a bit of poker's tension.*

## IN THE OLDEN TIMES..

---

Riku Salpakari

Players guide a shepherd as they herd their flock through the overgrown ruins of a once great city, the former heart of a long fallen empire.

One at a time the players pick a location the herd is grazing through and the shepherd contemplates.

The current player begins the contemplation by saying "In the olden times they used to.." and the player shares a long passed rumor, memory or tale of the old empire and their customs. Did they sell fellow men for a few scraps of gold? Did they send inexhaustible armies beyond the horizon? Do the ruins provoke awe, bemusement, fear?

The current player ends their tale by saying ".. but not anymore." The herd moves on and the next player picks a location to ruminate over. Once every player has shared two tales, the day draws to an end and the flock leaves the city.

For locations select attractions from a tourist map of any major city.

## DIRTY PAPERS

---

### Speak the Sky

*<https://speak-the-sky.itch.io/>*

for 3-6 players

#### SUPPLIES

1+ pencils

Index cards

Paper

Dice

#### SETUP

You're an archaeological team in ancient ruins. One player is the Professor; going clockwise, each player has less seniority.

Each describe something about the landscape, ruins, and camp.

#### DIG DAYS

Start on Day 1. Progress starts at 1.

On each Day:

- 1) Roll dice equal to Progress. Even results are Finds. Add 1 Progress per Find.
- 2) Taking turns in seniority order, describe a Find, and write that on a card, until each is described.
- 3) Discuss these Finds. Write your interpretation of each on its card. Anyone above you can cross yours out; anyone above them can re-write it, and so on.
- 4) If you described none, or fewer than the Professor, describe something about the landscape, ruins, or camp.
- 5) Tally each player's interpretations (re-written ones count for each player who wrote them). In descending order, voice a judgement about the people who lived here. Later judgements cannot contradict earlier ones. Write them down.

Go to the next Day.

#### TURNING POINT

If a Day has 3+ Finds, do not increase Progress. On future Days, subtract 1 Progress per Find.

When Progress reaches 0, end the Dig.

*A little game about academic power (non-autobiographical).*

*Our judgements die with us.*

## LAST GOODBYE

---

**Daniele Antonio Barbaglia**

<https://dbarbaglia.itch.io>

You've been infected and in a few hours you could either turn into something or die.

Take a piece of paper, this is your last diary.

Take a pen and write 2 or 3 short sentences about what happened.

What infected you and how? How do you feel about it?

Fold the diary and put it in your pocket.

During the next few hours whenever you take a break (coffee, lunch, toilet, etc.), remember your diary.

Find a pen and add a detail by writing 2 more sentences.

Choose from:

- Were you with someone? Where were you?
- How did you react? What were your thoughts?
- What were you doing when this happened?
- Did you try to hide or cure the infection?

The longer the day goes on, your writing becomes illegible due to infection getting worse.

In order:

- You'll not be able to use punctuation.
- Only verbs, nouns and adjectives.
- You'll confuse the words and no longer write them in order.
- Use only a few letters of every words.

When you have written the 4 details the game ends and you will no longer be human.

Scrawl now the last words to say goodbye to someone.

# YOU BLOODY SHOT ME!

---

Peter Shepherd

You bloody shot me!

A drug deal gone wrong. An abandoned building. A gang of bleeding criminals.  
A bag full of cash.

Each player needs

- D6.
- Pin.
- Balloon full of water.

Look to your left, give that player a "codename" of any object in sight that is their character.

Each player holds their full balloon above the table, this is your Health.  
At the start of the game each player takes their pin and puts a hole in the balloon of the player on their right, this is your wound.

If a player's balloon empties, they are gone and their dice is removed.

Dice must stay in the middle of the table. To overcome an obstacle, roll all the dice.

To succeed each dice needs to roll 4+ you can re-roll failures as many times as needed.

Use your free hand to try and cover the hole in your balloon or use your pin to add holes to other players balloons.

If you put down your balloon you can take no actions.

Get out of the building alive with the cash and escape while the GM throws obstacles in between you and the getaway van.

# ACORN

---

Stephen Harkleroad

Setting: as desired.

Deck of cards needed for each player.

Select any 15 cards between 1 (Ace) and 5. The sum of the selected cards should not exceed 10. Add one Joker, one King and one Jack.

Heart: Charisma

Club: Strength

Spade: Agility

Diamond: Intelligence

Shuffle your cards. When making a skill check, the GM determines the difficulty between 1 and 5 (1 = easy; 5 = difficult), draw the top card, and keep drawing until you draw the appropriate suit. If you drew => the difficulty, you succeed; otherwise, you fail. Keep the cards you drew in a discard pile.

If you run out of cards while drawing, reshuffle discards, take the top card, face down, and set it aside in a "dead" pile, then continue.

Kings are an automatic success; Jokers are an automatic failure.

Jacks mean something interesting happens, good or bad (determined by GM).

Suits do not matter for Jacks and Kings.

Health is your deck: if you are hit, take the top undrawn card and set it aside, face down, in the "dead" pile.

If you heal/rest, take one random "dead" card and reshuffle into your deck. You may never look at cards in the dead pile.

# RISE AND FALL OF CIVILISATIONS

---

Pierre Lejay

In this game, three players narrate the rise and fall of a civilisation.

Phase 1 - Creation:

Each player in turn defines one starting characteristic of their initial tribe: physical environment (climate, presence of resources...), origin story (real or mythological) and relation to others (isolated, surrounded by enemies...).

Phase 2 - Rise:

This phase lasts up to 10 rounds, with three roles rotating each round, describing the following:

- 1) A major event affecting the whole civilisation (plague, invasion, scientific discovery...)
- 2) The immediate reaction and impact from this event by the population
- 3) The slow aftermath over the following century, as the civilisation adapts

Each round covers a 100 years in total, and must take into account (and possibly build on) the consequences of all previous rounds. Players are free to discuss the evolution of society and collective psychology in as much depth as they may find interesting.

Phase 3 - Fall:

If the civilisation is still standing at this point, each player then must describe a way in which it brings about its own downfall. All three scenarios then happen at once in an era-ending moment; it is up to the players to decide what legacy if any may be left behind.



## HIRELINGS

---

Doug Ruff

You're all hirelings of an adventuring party. Write down 3 abilities for your character - nothing heroic! Introduce yourselves. Explain your situation, where you are, and why you're the only survivors.

Take turns round the table. On your turn set the scene, describing an obstacle between you and safety. Other players may add details. Say how the heroes would have resolved it and set a numerical difficulty (at least 1).

Then everyone holds a fist out, then opens it simultaneously. Players who reveal a die are helping, the others hide.

If everyone hides, everyone is wounded.

(If you are wounded - cross out an ability. If you can't, you're dead. You may still take turns narrating.)

Otherwise, all helping players roll one (six-sided) die, plus one for each ability they can justify using.

If you collectively roll as many sixes as the difficulty, success! All helping players gain Glory equal to the difficulty. The player with the highest total roll gets twice as much.

Whether you succeed or fail, the helping player with the highest (or tied highest) total roll is wounded.

After everyone has taken two turns, the surviving player with the highest Glory wins. If you all die, no-one wins.

*This year I wanted to do something more substantial - a complete game with a proper resolution mechanic. Along the way it turned into a competitive push-your-luck survival game with a "betrayal" mechanic (hiding means that at least one other player is going to get hurt). Getting it done within the 200 word limit was tough! Thanks to Ben and John for playtesting an earlier draft which really helped iron out some issues, and to Craig for valuable feedback on the draft.*

## DOPPELGANGER

---

**Pablo Dapena**

*<https://twitter.com/PabloDap>*

Doppelganger is a game that is played while you do other things with your group, like going out or during game night.

You are a colony of shapeshifting creatures preparing to first take over the town and then, the world. You need to practice your impersonation skills to pass as different humans, but if you adopt too many of your target's mannerisms and personality you'll get lost in the act and won't be able to shapeshift out of it.

The objective of the game is to lightly act as your real self. You already look like them, but now you have to imitate a mild version of yourself. If you do something that the colony deems as being too much as your real self, you'll lose.

You can prepare something to counteract this too faithful of an imitation. Hide an object in your pockets that you'd never use, wear some unseen clothing that is the opposite of your style... However, you can only have one safeguard; if you fail again you'll lose definitely.

You can add weird creature-like demeanors here and there for flavor and fun. The winners are those who remain in play at the end of the session.

## SPACE COWBOYS

---

Matthew Prokopenko

Blood-thirsty Outlaws are terrorizing our peacefull Galaxy! Such reckless times require equally hot-headed heroes!

There is one Captain, who tells the story. Other players play as Cowboys - beautifully crazed bandit hunters. To create a Cowboy player should choose Badassness ("Drunken Monk", "Sexy Pilot", "Bold Grunt" or come up with their) and randomly receive Hidden Agenda ("Make love with...", "Vendetta on...", "Trick...", "Destroy..." - the target for Agenda could be a party member, Outlaw or even some special object). They also describe their Ships with one Style- "Speeder", "Stomper", "Trapper" etc.

The Captain describes an Outlaw with 3 Cunnings such as "Bug Collector", "Giant Mothership", "Smokes Poison", "etc. And of course one Edgy Plot - "Rob a Strip Planet", "Kill President of the Galaxy" etc.

Cowboys need to capture Outlaw, but each of them has to secretly fullfill their Agenda.

When Cowboy should overcome Danger, they roll 2d6. If they can use their Badassnes, they get to reroll one die. 1-4 counts as Very Bad, 5-9 as Goes Partly As Planned, 10-12 as Badass!

Outlaw is roleplayed accordingly to his Cunnings (define character and give benefits that Captain thinks are necessary) and Edgy Plot.

# ONLY ONE MOSQUITO

---

D B Cliftonson

A super-genius destroyed every mosquito. Except one. The sole mosquito is equal to the combined mass of all eradicated mosquitoes. It's gargantuan.

In this game, a small team of historic Figures(players) will gather to defend a major city from the Bug, with narration from the GM. Use a d6. A 6 is a success. Actions in-line with character succeed on 5+, and especially hilarious or awesome actions succeed on a 4+. 1's are critical failures. To kill the bug, all players must succeed.

Pre-game: Each player announces the historic figure they wish to play. The players and GM will decide on a city. Lord Byron, Sam Adams, Jimi Hendrix in Shanghai? Awesome.

Phase 1: In turn, in character, each player will describe why their Figure is in this town, and what they are currently doing. Subsequent rounds are encouraged for Figure integration.

2: The Mosquito attacks, narrated by GM. The players describe how they survive

3: In turn, in character, each player announces a plan to kill the bug.

4: Test/Execution, narrated by GM, with a twist. Is the bug somehow immune to one plan? The super-genius arrives!?

5: Plan adjustment(players) and final showdown (GM).

*Inspired by a favorite conversation topic that I've used for years to generate a good conversation to pass time. And a chance to explore and consider historic figures. Have fun!*

## AWAKENED

---

Teddy Humpert

*vigorrrpg.com*

The earth is dying. The oceans are boiling. Life is out of options.

And so, you have awakened.

All of you will, as a group or in turn, describe what you are. You need not be the same.

Then you will describe why and how you will save the planet. How do you come together as one?

You will set out tasks, goals, challenges. What must you overcome?

As you tell this story, and embody your awakened, there will be times when it's unclear whether or not you can do something. In those moments, you'll draw one card from a single, shuffled deck.

Ace: No, and / You don't do it, and something even worse happens.

2-4: No, but / You don't do it, but somehow you're helped forward

5-8: Yes, but / You do it, but you're worse for wear

9-Jack: You do it.

Queen, King. Yes, and / It goes even better than you'd imagined.

Odds are better when you work together. If working together on an action, you each draw a card, and the highest determines the result above.

Your story ends when the planet is saved, or when all is lost.

*Just a huge shoutout to everyone who works super hard to make this event happen. And to everyone who's writing, designing, and reading all these awesome games. Lots of love.*

## TWO WEDDINGS AND A FUNERAL

---

Joel Eastwood

*<https://twitter.com/JoelEastwood>*

3+ players

-- First Wedding --

Each player writes, on a separate slip of paper, a type of wedding attendee: perhaps a member of the wedding party (e.g. bride, best man), a guest (e.g. groom's childhood friend, bride's uncle), or staff (e.g. caterer, DJ).

Shuffle and randomly assign the roles.

Starting with the last player to attend a wedding, each player gives a short statement introducing their character and relationships to the other guests. The statement takes the form of an in-character public address to the assembled wedding attendees: e.g. a vow, a toast, a drunken outburst.

Once all players have made their statement, the first wedding concludes.

-- Second Wedding --

Repeat the set-up to create a second wedding. Write and assign new roles. The roles may change, but the characters remain constant. Each player gives another statement, explaining to the second wedding's guests why their role changed. Other characters may respond.

-- Funeral --

Mark one slip of paper and randomly assign it to a player. Their character has died. The other characters eulogize at their funeral, reflecting on the momentous life events they shared. Finally, the departed character dictates their will, leaving one bequest to every character.

# HOME

---

**Todd Nicholas**

<https://wheeltreepress.wordpress.com>

Your planet is dying.

You are a team of researchers sent to assess if Earth can be a new home where your few remaining people could peacefully settle. Disguised as regular Earthlings, you will clandestinely collect data on this peculiar place and its inhabitants. During the game, discuss your findings and reach a conclusion.

To start, name your researcher, then select 2 descriptors to guide role-playing them:

- Optimistic
- Pessimistic
- Scientific
- Philosophical
- Anthropological
- Idealistic
- Cynical
- Pragmatic
- Other?

Create a group chat accessible to all players. Over an agreed upon timeframe (1-3 days?) talk with your fellow researchers, detailing your observations to them using text, pictures, audio, whatever. Players may use their real-world observations to guide their role-playing (don't identify real people without permission).

During play, allow the following to emerge in conversation if/when appropriate:

- What's happening to your planet?
- How has it affected you?
- What there can never be replicated?
- How is Earth beautiful/intriguing?
- How is Earth terrifying/strange?
- What will those you love think of Earth?

To conclude, discuss:

- What you learned about Earth.
  - If Earth is a suitable new home.
- Collectively, write up your formal recommendation.

Afterwards, consider what you, the player, learned from your observations.

## OH NO, IT'S GAY!

---

**Blake Stone**

*fencedforest.itch.io*

OH NO, IT'S GAY!

a game for two or more

You are gay. They are cute.

It's a problem, for some reason. Decide why.

You each have a pile of six-sided dice.

Each player's dice should be of a single unique color.

RULES FOR TWO OR THREE:

Start flirting. Maybe you're roleplaying. Maybe it's real life. Who knows.

When a player's flirting has its intended effect on you, stack one of your dice. All dice are stacked in the center of the table in a single column, each player adding their own on top of the others. Be careful ... or don't?

When the dice stack falls, the last to add a die must confess their feelings to the other player(s), who may of course react however they like.

RULES FOR MORE THAN THREE:

Each player keeps their own stack of dice.

Each player still has their own color, but when a player flirts successfully, one of their dice is taken and added to that player's stack. When a stack falls, the player must confess their feelings to either the person who had the most dice in the fallen stack, or to the person whose die was added last.

*this is a slightly edited version of a one-page game available here:*

*<https://fencedforest.itch.io/oh-no-its-gay>*

*it is inspired by the mechanics of Epidiah Ravachol's Dread and Alex Roberts' Star Crossed, by the anxiety of nonmonogamous romantic feelings undeclared, and by the excitement and compersion of watching a new group of friends slowly pair off, taking you with them.*



## GENDER BENDER

---

### Bri the Chaotic Queer

Gender's weird. Is it what's in your pants? What you wear? How you interact with others? In this GM-less game, you play characters struggling with these questions and how to best express themselves.

On slips of paper, write:

:a gender assignment (M/F)

:a gender role (a role placing one in a gendered group, e.g. housewife, lesbian)

:a gender expression (observable behavior/appearance, e.g. butch, goth clown)

Pass the assignment to the right and the role to the left. Reveal only your expression.

Secretly write down a gender identity, working with or against your slips. It can be anything: a picture, a noun, a normative assignment. Include pronouns.

Pick a situation: an interview, blind date, dinner party, etc.. Decide on roles within it. Set up a Jenga tower. Narrate your setting and actions, touching the tower when speaking in character. Hint at your identity without explicitly saying it. Whenever you use a pronoun or interact with a gendered expectation, remove a block and add it to the top of the tower.

When the tower falls, collectively narrate an ending. Each player contributes one sentence at a time, concluding with a sentence from each player revealing their gender identity.

*Inspired by reading Gender Outlaw by Kate Bornstein*

## POGS!

---

**Forest Puha**

*<https://www.linkedin.com/in/forest-puha-a1178664>*

You're playing pogs! This game is best played with another person, though anyone can join in whenever they want.

Your friend has 100 pogs and you have 100 pogs. Your job is to collect all your friend's pogs, and your friend has to collect all your pogs.

Roll one (1) 20-sided die.

If the die lands on numbers 1 through 20: collect that many pogs from your neighbor and add to your pile. If the die lands on zero (0), collect no pogs.

If your friend rolls a number, subtract pogs from your pile and add to theirs.

The game is won when one person wins all the pogs or both parties agree to play something different, like money pogs. :)

*I didn't know this existed and it's actually kinda neat.*

# HAVE YOU EVER SEEN A DILDO FACTORY BLEW UP?

---

Edoardo Cremaschi

<https://nuclearmanatee.itch.io/>

Nope. You are a cool Guy from an 80's action-movie protagonist.

Cool guys don't look at explosions.

Write down these Traits: sunglasses type, wearing style, one-word backstory, catch-phrase.

## HOW TO PLAY A SCENE?

Choose: a Place and One or more Character (reusable). One question.

Decide other details together.

One plays Guy (rotates every scene).

Others play other characters and call for Conflicts.

Just call a Conflict by saying, "No, and..".

Guy can accept or strike one of their Traits to overcome.

Try to answer the scene question, end the scene when you do.

You may pitch more questions for playing more than four scenes.

## PLACES

Dragon Restaurant.

Burlesque Café, Back alley.

Smith Inc. Headquarters.

City's Docks, midnight.

## CHARACTERS

Tony Petrozzi, Italian Mobster.

Jackie Chang, Restaurant chef.

Yoko Smith, Burlesque Performer.

Craig Smith, Factory owner.

## QUESTIONS

How can spicy food be deadly?

Why Yoko and Guy cannot be together?

How Tony's bachelor Party become shady?

What secret Craig and Guy share?

## FINALE

Describe Guy walking out the Dildo explosion.

Dwell on details, using elements from the previous scenes.

Does Guy look Cool? Is it alone? Did they seem victorious?

Greet any description by making explosion noises with your mouth.

*This game starts on a dare, should be played as a dare, and will definitely end in a dare. I hope you'll have fun!*

## LET'S MAKE US WHOLE AGAIN

---

Eoghan Fallon

<http://crazyslyhawk.blogspot.com/>

A group of three to five players gather together to slay the evil cosmic horror wizard Ennui. Players are given templates of characters (GM's choice) and must add their own flourish and backstory in character creation. The players are then dropped outside the two room dungeon of Ennui itself. In the first room they enter trances and must defeat their inner demons defined at character creation. Between the GM and the other players each player in turn work to defeat or resolve the backstory. After each half hour slot the player may announce whether or not they have dealt with their inner demons. Play for fun, laughs, love and tears. After doing all players they face Ennui and are given 3-5 perks against it depending on previous room. Finish. This all may require an experienced GM but players of any level of experience can play and enjoy of course.

# THE CRONE AND THE WILD UNKNOWN

---

## nongratias

The Crone (Gamemaster) and 1-4 players foster/roam/sustain a Mystic Wilderness inspired by a tarot deck.

Suit / Realm / Natural\_\_ / Ability / Class:

Pentacles / Physical / \_\_Environment / Strength / Barbarian

Cups / Emotional / \_\_Relationships / Wisdom / Druid

Swords / Mental / \_\_Forces / Wits / Ranger

Wands / Spiritual / \_\_Laws / \*Wild\*

Players Roll Abilities (d12 each)

Highest = Class

Split tarot, 3 decks:

A: Major Arcana

B: Wands 1-10

C: Remaining Minor Arcana

Each Round (3-6 turns/Player):

Crone draws Quest and Threat (DeckA). Describe.

Crone draws Complication (DeckB). Interpret:

- 1 Conquest
- 2 Opposition
- 3 Disappointment
- 4 Insecurity
- 5 Suffering
- 6 Adaptation
- 7 Misdirection
- 8 Authority
- 9 Confusion
- 10 Obligation

Crone advances narrative throughout.

Player's Turn:

Draw Trial from DeckC. Crone interprets.

Difficulty is Card #.

Roll D12 equal or higher.

If corresponding ability higher, +1.  
Lower, -1.

Success: Player Narrates. Gain XP =  $\frac{1}{2}$  Difficulty

Failure: Crone Narrates. Ability Damage =  $\frac{1}{2}$  Difficulty

If 2 Abilities 0, perish.

End of round: trade: 3XP = +1 to Ability

Court Cards (Keep. Single use):

Page: -1 Difficulty

Knight: Redraw

Queen: Change suit

King: +2 to Ability

Powers (1/Round):

Barbarian: Protect (Other's Turn: Roll to Absorb Other's Damage)

Druid: Mend (Your Turn: Roll to Heal Damage)

Ranger: Guide (Any Turn: Roll to Avoid Damage)

*Wilderness classes don't get enough love. Thought a witch would help.  
Inspiring Tarots of Choice: Kim Krans' Wild Unknown Tarot, Aquarian Tarot, Druidcraft Tarot.*

# QUEST GIVER

---

Paul Woolley

The game is played over several rounds, each time a different player is the Employer, the rest Adventurers.

## 1) APPLICANTS:

In secret, each Adventurer writes a description of a character from any genre, eg:

Paladin of the Luck God

Ex-Military Robot Butler

French Archeologist from 1924

Randomly assign these, ensuring nobody receives their own. Do not reveal them yet.

## 2) PITCH:

The Employer outlines a Quest, eg:

Find a stolen spacestation

Kidnap a dragon

Become Mayor of London

## 3) INTERVIEW:

Adventurers announce who they are and attempt to convince the Employer to hire them. When ready, the Employer chooses a single Adventurer who receives 1 point.

## 4) OPTIONAL QUEST STAGE:

Starting on the Employer's left, each player except the chosen Adventurer:

a) Describes a problem on the quest

b) Adventurer says how they solve it

c) Players who like the solution give the Adventurer 1D6

d) Adventurer rolls those plus one additional D6

e) Rolling at least one 5 or 6 beats the problem: Adventurer and Employer both receive 1 point

5) Play a new round, until everyone has been the Employer.

The player with the most points wins, if you like that sort of thing.

*Inspired by games like Snake Oil and Mad Scientist University, but putting all the creativity into the players hands and adding a large roleplaying element.*

# THE TRUTH ABOUT JEVALLIK: A GAME FOR TWO

---

Jonathan G Cook

## Servant's Rules

You're a recent convert to Jevallik's Servants.

Love motivates you to share the truth door-to-door despite the controversies. You had a scary experience at the last door. What happened? Knock to begin. Introduce yourself, your mission, and the peace of Jevallik. Whenever they make an objection, the objection is partly true. Choose one to begin your response, each exactly once:

-Well, what the scriptures say is:

-That bothered me at first. Think of it this way:

-The media has exaggerated this a bit. Here's the truth:

-Jevallik's servants are imperfect too, but here's what I think:

-I don't believe that, but here's what I do believe:

Convince them to hear more about the Truth.

-----

## The Unconverted's Rules

You're at home when a crazy Jevallik's Servant knocks on the door. What were you doing?

Something about them makes you think you can help them start to break free.

After they introduce themselves, make an objection and let the Servant answer. Make five objections, either about:

-Something controversial their organization did

-A bizarre belief you heard about

Whatever you say is true, but listen politely to the Servant's answer. Be gentle.

Convince the Servant to share their doubts.

*I was raised Jehovah's Witness. I have a good game in me about it, I think. This isn't it, but maybe it's a place to start.*

## THREE WISHES

---

anna aglietti

Player 1 "Eretic" : you are a condemned waiting for execution.

Pick a historical or fictional background and describe yourself and the scene.

Player 2 "Demon": you are a demon of sorts.

Appear to Player 1 and offer to grant 3 wishes. You are going to have fun with that.

Roleplay the scene.

Player 1: write 3 wishes, using 6 or less words for each wish.

3 WISHES RULE (is known to Player 1 before they write):

1 wish will be granted and narrated by the Demon starting with: YES, AND...

1 wish will be granted and narrated by the Demon starting with: YES, BUT...

1 wish will be granted and narrated by the Demon starting with: WELL, ALMOST, BUT NOT REALLY, BECAUSE...

Then Player 1: narrate a conclusion and call the demon to grant a Last Wish.

Write the Last Wish down using 9 or less words.

LAST WISH RULE (is known to Player 1 before they write):

The demon will turn 1 word of the Last Wish in that word's opposite.

Then she (grinningly) grants it.

Roleplay the end.

(Does that word have an opposite? Is that the real opposite? If there's a discussion, it's part of the game.)

*this game comes from a deep love of fairy-tales and words. thanks for playtesting to Lorenzo Trenti, Osiride Cascioli, Lapo Luchini.*



## ROAD RAGE

---

Sagar Doshi

<https://www.hellosagar.com>

A game for 2-12 impatient, fuming players with a standard deck of cards, positioned end to end in a room.

It's 8:00. You just entered the highway. You need to commute 10 miles before 9:00.

But it's Bumper. To. Bumper.

### # SETUP

Everyone draws a card.

Number: Quantity of wheels + people carried by your vehicle.

Face: Fancy. You get an official vehicle (police, ambulance, fire, postal).

Describe your vehicle.

Describe your destination.

Describe why you are so so so late.

Reshuffle.

### # PLAY

Each round is 10 minutes on the road.

Advance the clock.

Anyone left at 9:00 loses-describe the consequences.

Everyone draws.

Numbers first.

Advance that many miles.

Rearrange players to represent distance traveled.

If you arrive before 9:00, you win. Describe your victory while laughing at the suckers still stuck in traffic.

Faces next.

You RAGE

### # RAGE

Rager draws a new card.

Number:

Select among the targets closest to you on the highway.

Who set you off? What did they do?

Your target draws a card

Number: bigger card zooms forward the difference between these cards

Face: They RAGE, and you go nowhere.

Face: rager crashes and loses.

Describe the consequences.

Reshuffle.

Repeat PLAY.

## WEIRD WIDE WEB ACCELERATED

---

**Dethe Elza**

*<https://twitter.com/dethe>*

Trolls have been harassing the town of Copperplate for too long. You and your friends have decided to do something about it. Grabbing up your palette of colours, your rusty photoshop, and your +1 blade of data visualization, you team up with a Hipster Scriptor, a Geek Tagger, and a Goth Stylist to rid the community of this troll menace once and for all. Little do you know what dark Open Sourcery lies behind this seemingly straightforward flame war. Welcome to the world of Onlinia.

Attributes are Standards, Persistence, Agility, Search, Elegance, Connections, and Experience. Attributes use Fudge style descriptors: Terrible, Poor, Mediocre, Fair, Good, Great, and Superb. Each descriptor can only be used once.

Classes: Tagger, Designer, Stylist, Scriptor, Web Monkey (multiclass)

Races: Hipster, Geek, Mundie, Half-Troll, Hippie, Punk, Goth

Alignment: Left-aligned, right-aligned, Centred, Fully Justified, Ragged Right

World: (Optionally Use the XKCD map of online communities.) Most towns are named after fonts.

Monsters: Stray Tag, Script Bug, #C72 Jelly, Spam Bot, #000 Pudding, #CCC Ooze, #0F0

Slime, Zombie Processes, #FF0 Mould, Blink Tags, #826644 Hulks, Script Elementals, Form Elementals, Captcha Golems, Flame Baits, etc.

Traps: Popup site prison, beachball trap, PC Load Exec, Linkrot

*This is a stripped down and compressed version of a work-in-progress game intended to be a full-on RPG, but not really going anywhere.*

# SCRY - A QUICK GAME ABOUT FATE

---

Johnny W-B

<https://twitter.com/Tolinky?s=09>

## SETUP

Requires major+minor tarot deck and 2+ players. Separate major from minor and shuffle each well, then rotate half of each 180 then shuffle well. Use tarot reading guide for meanings.

## CORE

Draw two major arcana each. These anchor characters. Who they are and what they face/want. Lay one minor arcana face down before each character. These are Epilogues. Describe characters and setting, drawing cards for inspiration. Characters take turns describing their actions in pursuing their ends. When luck would affect the outcome of an action, draw a minor arcana. This is your fate. If it is upright you describe the outcome using the card's reading. If it is inverted somebody else describes the outcome using that reading. Once only you may play a card as if you drew it the other way up but it then replaces your epilogue as it was drawn. Rock paper scissors for PvP. Each player draw a card to help describe why they succeeded or failed. Play until the deck is finished. Then players take turns flipping their epilogues. Upright, you get what you want, Inverted, you don't. Use the reading to describe why your character succeeded or failed.

*Massive thanks to everybody in Waypoint's tabletop channel for being so nice.*

*Here's a link to Ego, a (WIP) hack for this game to make it about selfish teens being emotionally irresponsible (cw: abusive relationships, shitty people, emotional disfunction)*

[https://docs.google.com/document/d/168\\_n7i7gPCWMPIdTuNtn\\_1nrK6V9ky2-AfyT13xsRSc/edit?usp=drivesdk](https://docs.google.com/document/d/168_n7i7gPCWMPIdTuNtn_1nrK6V9ky2-AfyT13xsRSc/edit?usp=drivesdk)

## RENDEZVOUS

---

Kaelan Doyle-Myerscough and Andrew Tran

<https://kaelan.online>

To be played by two people, apart, who miss each other.

You once shared intimacy but haven't met in some time. Roll or decide:

How you were: quiet, desperate, transactional, awkward, cozy

Why you parted: growth, necessity, ambition, accident, death

What you can't talk about: loss, family, transition, betrayal, future

Where you meet now: the usual café; the agreed-upon rendezvous point; the beach at night; the backyard of a house owned by one of you; a faraway airport

Take turns describing something around you. What is it? What does it look, sound, feel like? How did it get here? Why does it catch your eye?

When something is described to you, it prompts you to (choose one):

Segue into a compliment

Describe a shared memory

Say something once left unsaid

Suggest something to do together

Close the distance between you

Avoid an unpleasant topic

Once you choose, neither of you can react this way again. Now, you describe something. Repeat.

When all reactions are exhausted, decide privately whether you want to leave together or separately. Reveal your decisions. If you agree, describe the weight that has left your shoulders. If you disagree, describe who leaves and how.

*We designed Rendezvous as a two-player oneshot for people separated by distance, having found ourselves in that exact situation and without very many games to play. Thank you to Rosalind Chapman for advice!*

## **DOUBLE, DOUBLE TOIL AND TROUBLE.**

---

**Henry Newshutz**

This is a world building game where the players follow the flow of history as told through questions.

The players take on the role of witches scrying over a single world.

Play requires a magic-8 ball which when used provides random "yes" or "no" style answers with varying levels of confidence.

If the group has a preferred random answer generator, such as an oracle, they may use that instead.

To setup: Each Witch describes who they are, and states a detail about the world in which they all live. This creates a starting point for asking questions about said world.

Each Witch takes it in turn to scry by:

- 1) Asking a question that could be answered with either "yes" or "no".
- 2) Obtaining and recording an answer from the magic-8 ball. If the question relates to the answer from the prior question the group may decide to veto up to one nonsensical answer. The scrying witch must agree.
- 3) Pass play to the next Witch.

Sometimes apparent contradictions may occur. Lean into them. How they get resolved will reveal much about the world being explored.

As with life, these stories may have no end. Play until no longer fun.

# ATTRITION

---

**Mark Vertlib**

*<https://forums.gauntlet-rpg.com/u/flockofwingeddoors/summary>*

Attrition is a two-player game about clashing forces.

You are on the same team, working together to win.

You need 3 ten-sided dice and 4 index cards to play.

Setup:

Decide the setting and scale of the conflict, from gangs to armies.

Name each side and decide which side you are playing on.

Choose 3 advantages for your side (training, reputation etc.).

Choose 4 obstacles you must overcome (zealotry, chokepoints etc.).

Record these on two index cards.

Each player secretly records their favourite type of plan on an index card (violent, stealthy etc.). Never reveal this.

Play:

On your turn the other player asks you: "What's the plan?"

Announce which obstacle you are attacking with what advantage. Briefly narrate your plan.

The other player silently hands you dice:

- one by default
- another if they think it could work
- another if it matches their favourite plan type

Roll.

- On 11+, cross out the obstacle. You overcome it.
- On 10-, cross out your advantage. You lose it.

You narrate the result as the OTHER SIDE in the conflict.

Pass turn.

Endgame:

If all obstacles are gone you win, if all advantages are gone you lose. Take turns briefly narrating the aftermath.

*I literally heard about the design challenge yesterday and decided "Why not?" Here's hoping people like this idea that's been in my mind for a good little while. Thanks to the Gauntlet for being an awesome community for a beginner and showing me this contest.*

# EXISTENTIALISM

---

Stuart Lloyd

*www.lloydofgamebooks.com*

Players: two plus.

Equipment: One deck of cards per player.

Each suit represents something.

Hearts: Love

Diamonds: Wealth

Clubs: Fame

Spades: Power

Jokers: Ideals

Each player describes the world their character inhabits and their character's desires and ideals.

Each player places two jokers in front of them face up.

Each player shuffles their deck the discards the top thirteen cards face down.

Each player draws a card and places it face up in front of them.

The player with the highest card starts.

That player reveals the top card of their deck. Other players discuss what this card represents.

The player has to exchange a card in front of them for the revealed card. They can't discard the revealed card.

Players can discuss the character's choice.

The exchanged card goes into the discard pile.

The turns move clockwise.

The next player repeats this.

The end: The game ends when everyone

has had three turns.

Each player with two jokers draws one more card to keep.

Value each player's cards. Only the highest card of each suit counts.

Kings - thirteen

Queens - twelve

Jacks - Eleven

Numbered cards are worth their value.

Aces - One

Jokers - Zero

Players discuss if their character succeeded.

*My latest project is SCRAWL, a solo RPG system. It is available for PWYW from here: <https://www.drivethrurpg.com/browse/pub/3777/Sllloyd14>*

*Trying to fit a philosophical stance into a 200 word RPG was an invigorating challenge.*

*I immediately made another game called Nihilism. Here it is:*

## THE WAITING ROOM, YOUR PARTNER IS IN SURGERY

---

Natalie Ash

*www.permissionpress.com*

1 player, 3-10 hours

You're in the waiting room. Note the time. Write a letter to your partner about their best qualities. Check the time. Wait until 1 hour has elapsed. Things run long: wait d6 more hours.

Write your dreams for the future. If you leave the room, you'll miss the surgeon coming out.

Why the delay? Was there a transfusion? What blood type is your partner? Can you volunteer your blood? Do you know your blood type? Could you give them your blood, or would it poison them?

At the adjusted time, you're told everything's fine. You'll see your partner in d3 hours.

Nothing's perfect. How does your partner annoy you? Have you written anything after the surgery?

Tear the letter to pieces and discard them. Begin a new letter. Write how your partner disappoints you in small, everyday ways. Tell them why you can't forgive them. Be mean. Consider giving the letter anyway.

When 5 minutes remain, discard this letter.

When 1 minute remains, write a letter about your love. You can't finish it. You are escorted to your partner's room. Do you discard this letter or deliver it?



## KULESHOV EFFECT RPG

---

Daniel B.

Players explore mysterious castle/cave/laboratory/etc. where surprises lurk behind every corner.

Character: two Skills ('Swimming'), one Item ('Crossbow'), two Traits ('Generous', 'Arachnophobic').

Resolution: 1d20, 10+ for partial, 15+ for full success. Add +1 if prepared, +1 if relevant Item, +1 if relevant Skill, +1 per xp spent, -1 if relevant impediment.

Players take turns being Leader. Whenever the party turns a corner or discovers something new, the Leader makes a Kuleshov roll - 2d20 on the table:

1. Bizarre
2. Clever
3. Deadly
4. Disgusting
5. Enormous
6. Familiar
7. Funny
8. Hostile
9. Legendary
10. Mundane
11. Mysterious
12. Old
13. Ominous
14. Reassuring
15. Revelatory
16. Suspicious
17. Unique
18. Unreliable

19. Useful

20. Valuable

The Leader then describes what they see according to the adjectives they rolled.

e.g. Disgusting + Useful = skeleton key made from human bones

Hostile + Unique = angry albino zebra

Doubles mean the opposite of the adjective rolled.

+1 xp when you overcome significant danger or when your Trait interferes with the party's interests.

Spend 1xp to add +1 to resolution roll, 1xp to reroll 1 Kuleshov die, 5xp for new Skill.

GM has final say on all disputes.

*Name based on the famous film editing technique.*

## MISSION ACE

---

**Jacky Leung**

*<http://deathbymage.com>*

In a world of spies, intrigue, fast cars, and glamour, you are one of the best covert international agents. Tonight is a heist to retrieve data from an secure vault guarded by the most elite with state of the art surveillance tech. You are armed with only your gear, wits, cunning, and charms as you navigate past the obstacles.

You will need a pen, an index card, a deck of cards.

### ATTRIBUTES

Clubs = Gear

Diamonds = Wits

Hearts = Charms

Spades = Cunning

### SETUP

Describe character, get a codename

Assign the following values to your Attributes: 1, 2, 2, 3

### GAMEPLAY

Draw 7 cards per hand. Draw 4 cards face down, these represent obstacles. From hand, use # cards of the same attribute to face obstacle, cannot exceed Attribute value. Flip obstacle card, describe challenge you face & your action to overcome it.

If value of hand cards is less than obstacle card, you fail the challenge.

If value of hand is greater than obstacle card, continue on the mission.

At the end of each challenge, draw up back to 7 cards.

### ENDGAME

Narrate your success if you beat all four obstacles or your capture after three failures.

*Special thanks to my Patrons and friends for their endless support!*

# ENTMOOT

---

**Brent Edwards**

*twitter.com/glassboygames*

You are tree-folk gathering to share stories of your kin.

Entmoot requires fallen leaves. It's best on a windy day surrounded by trees, friends, and little else.

Pick a leaf. Damaged gnarled shredded desiccated is best.

It's a record of your family. Find a rib with defects. Your kin's story.

Look up at the tree. Your kin. Its movement. Shape. Imagine how they walk. Speak. Watch. Their name.

Follow the rib. Tell your kin's story in turns.

A forking is a sapling's birth. What were they taught they began their wanderings?

A spot is conflict. Who or what did they encounter? Did they quarrel?

A hole is adventure outside the forest. What new things did they see, achieve?

(Lay your leaf over another's, positioning the adventure over their rib. What was their kin doing? How were they involved?)

At leaf's edge, tell of your kin's death.

If it's worm-eaten, they were consumed. By what? Were they resentful, or happy to provide sustenance?

If it's curled, they were felled. Were they cut, or toppled in a storm?

If it's browned, they burned. What grows from their ashes?

When you're finished, find another rib or leaf, another kin. Tell their story.

## DEFIXIONES MEMORIA, A DEMONIC DUEL

---

Gabe Sopocy

Both:

Narrate all actions; be theatrical.

Sorcerer:

Bind a Demon: write your desires on a defixione (curse tablet). Recite binding.

Demon:

Ripped from your infernal realm, announce your truename and historical misdeeds.

Sensing weakness, plunder Sorcerer's memories. Use any image search website. Find three images representing powerful emotional experiences from Sorcerer's lifetime. Use terms: Love, War, Art.

Show Sorcerer.

Sorcerer:

Experience memories, full-force.

On 3 notecards, write a one-sentence story-your memory of each image. Secretly number each from 1 (strongest) to 3 (weakest), writing number on back.

Read memories aloud to Demon.

Shuffle cards and give to Demon, memory-side up.

Demon:

For six minutes, interrogate. Use cunning and cruelty; divine Sorcerer's true feelings about each memory. Spellbound, Sorcerer must respond truthfully, in visceral detail.

Sorcerer:

Interrogation may surface new emotions. If necessary, re-number cards.

Demon:

Use your learnings; arrange memories from strongest to weakest. Declare your reasoning.

Both:

Sorcerer, reveal sequence.

If Demon numbered all three correctly, the binding fails.

Demon, break Sorcerer's will with memories. Condemn them to their eternal fate.

If Demon fails, they are bound.

Sorcerer, tell Demon the menial tasks and great boons you will ask over the next millennia.

Variant memories:

Player's Instagram (with consent)

*Thank you to my fellow Queer Game Collaborators, Ginny and Jen, for their insightful and incisive editing during playtesting.*

## "THE WORM"

---

**Regis Frey**

*RegisFrey.com*

This is it, the culmination of years of research in "anthropological study of 20th century dance", and finally, you and you alone have scoured the fossil record, remaining written documentation, fragments of "YouTube" videos and have finally discovered the true form of an ancient dance known as simply "The Worm".

Except, somehow, other scholars landed on the same subject matter and the damned conference has arranged a live peer review. Only one of you can go on to wow the scientific world with your transformational discovery.

Oldest player goes first.

- i. Stand in front of the other players. They should be seated, with notebooks, and stern looks.
- ii. Describe in detail how you came to this discovery. The research you did and how you placed each piece into the larger puzzle. Use jargon to convince them you know what you are talking about.
- iii. Demonstrate "The Worm" as your reconstruction supposes it must be. It's ok to be stiff or without rhythm, you're an academic.
- iv. The other players will write down review scores for "Supporting Evidence", "Compelling Case", "Convincing Demonstration"

When everyone has presented, the best reviewed presentation wins. As best you know, that dance is "The Worm".

*Thanks to Sagar Doshi for reminding me submissions were open and giving feedback on my ideas.*

## 20-SIDED DIE ANOTHER DAY: AN FPS RPG

---

seth

Needed:

-----

\* 2 people: one referee and one operative.

\* Stopwatch

\* Deck of cards

\* Pool of 15d20

Setup:

-----

\* The operative rolls 2d20. One result will be the operative's SHOOT stat and one the operative's SEDUCE stat.

Play:

-----

\* Tell a story together about a gunfight the operative is in.

\* At anytime the referee chooses, the referee shows a card to the operative and starts the stopwatch.

\* After seeing the card, the operative chooses to SHOOT or SEDUCE.

\* Upon hearing operatives selection, the referee stops the watch.

\* The operative can roll any number of d20 in the pool in an attempt to roll higher than the first two millisecond digits on the stopwatch plus the number of full seconds multiplied by 100. The operative can add the stat of their chosen action if they wish.

\* Success means the operative decides what happens next in the story.

Failure means the referee does.

\* The used die are discarded.

\* If a face card was turned up, then the operative sees an unarmed civilian that replenishes the dice pool if successfully SEDUCED.

\* If a number card, then the operative sees a bad guy that should be SHOT.

*For my very first RPG, I thought I would try a type of game totally unlike TTRPGs: First Person Shooters. Crazy huh?*

*Big thanks to my gf for being supportive, and my job for being boring enough that I think about games I want to create when I should be working. Also thanks to the podcast "Head to Table" for inspiring me to make silly games.*

# PIGEON? IMPOSSIBLE!

---

Brendan Martin

<https://twitter.com/3D6Mafia>

You are an elite infiltration/exfiltration team composed of pigeons. Choose a name, a skill (e.g. explosives, hacking, wing-to-wing combat), a weakness.

Give each pigeon 3 cards. Write on each a pigeon-y action (e.g. bristling feathers, unexpected defecation).

PM Questions

- What is your target?
- What protects it?
- What are you after?

Use their answers to challenge the team.

Pigeons are small and the world is large; success requires fast, silent, coordination.

When an obstacle is encountered every pigeon will suggest a plan. The PM will secretly rank the plans (1 is best).

Each pigeon will indicate their preferred plan using a card. No other communication is allowed. Then they will secretly and simultaneously commit to a plan.

For each mission roll 1d6:

For every pigeon on the mission;

For every pigeon that uses their skill;

If plan creator chose it;

If the plan was described using only cards.

Subtract 1d6 for every pigeon that

exposes their weakness.

A success is a 4+. A mission succeeds if the number of successes exceeds the plan's rank.

If a mission succeeds the team progresses. Failures cause complications and every failure increases the next missions' success requirement by one.

*The goal of the game was to encourage players to collaboratively and develop a new understanding of silly, arbitrary symbols. The game places great importance on coordination in the absence of ordinary communication and so encourages the creation of this pigeon pidgin.*

*Other titles included:*

*From Russia with Doves*

*The Dirty Doves Are In*

*Pigeon Break*

*Three Days of the Pigeon*

*Goldfeather*

*28 Beaks Later*

## A BOI LIKES A GRRL IN THE 1980S

---

Adriel Wilson

<https://twitter.com/reindeerbee>

a game for 2 players

By Adriel Lee Wilson

This is game about making playlists and relationships.

Answer the following questions separately:

1. How old are you?
2. What is your gender?
3. What is your name?

Answer the following questions together:

4. What year is it?
5. How do you feel about each other?
6. What is your relationship with each other?

Now you each make a playlist for the other. You can do this on Spotify (or another streaming service), or you could even make a for real cassette tape! Make a decorated list of the artists and track titles in order (cards are nice for this). Give it to the other player. Take time to listen to the playlists. Then answer the following questions.

1. How do you feel about each other?
2. What is your relationship with each other now?

Talk about how your relationship to one another has changed, or not changed.



## MOONSICK FAMILY

---

Michael T Lombardi

<https://twitter.com/TrebuchetOps>

Touched by Her Paw, you've grown up in a village, a pack.

Your coming of age was your first hunt; elation, terror, hunger, and \*life\* as you'd never known before.

Your whole family was there, running beside you.

Then, Hunters came, more every year, scattering your family.

Now, your pack is found-family.

Answer yourself:

- What terrifies you?
- What do you hunger for?
- Why do you risk your life?

Answer together:

- Why do you run together?
- Where are you going?

A large bag of sweet jerky, a small bag of spicy; cut into bite-size pieces; place in a bag.

You've two tracks, Hunger and Moonsick.

Rate challenges 1-3, 3 being hard.

Draw pieces = rating; if any are spicy, fail.

For every packmate who helps, draw one fewer.

Draw fewer pieces by increasing Hunger 1:1.

If Hunger reaches 5, you \*must\* transform.

Decrease Hunger by eating raw flesh while transformed.

You may transform at will. Lasts for Hunger minutes.

While transformed, succeed in all challenges.

After, increase Moonsick by 1 if voluntary, 3 if not.

If Moonsick reaches 10, you're forever the beast.

Decrease Moonsick by sharing a secret with a packmate.

Each session ends when out of jerky.

*I want to take the time to thank Jammi, Geoff, and Saker for their kind words and feedback!*

*You're amazing and I probably wouldn't have submitted this entry without our discussions!*

## COME HOME

---

Ash Cheshire

*www.twitter.com/divinecheshire*

Materials:

Plain Paper

Pencil

Pen

X card

A childhood friend has died.

What was their name?

Say it together when you've decided.

You're going home for the first time  
since adolescence for the funeral.

How long has it been?

Reminisce about home.

The town's rural. What industry  
established it?

The town's old. How does that show?

The town's small. Why couldn't it  
grow?

Make a map of town as you remember  
it.

Draw this map in pencil.

Start with a main street stretch near  
the center of the paper.

Remember together and draw.

Take turns drawing a map location  
that was special to your friend. Tell  
us how you know.

Come home.

Before the funeral, you visit with  
each other.

The town survived a disaster. What  
happened?

The town is dying. Why?

Say goodbye.

At the funeral, eulogize your friend.  
Take turns telling us something about  
them.

Mark their resting place on the map  
with the pen.

Promise to stay in touch with each  
other.

Accept what is.

After the funeral, you wander town  
before leaving.

Take turns updating your locations on  
the map

in pen

over your previous pencil work.

Tell us how it's changed.

Go home.

## MIDLIFE CRISIS ON INFINITE EARTHS

---

Joshua Moretto

One person adjudicates the game and helps stage conflicts.

They are the Monitor.

Give each player one red playing card and one black playing card.

Each player creates a middle-aged individual.

Each player also creates an alternate-universe version of another player's character that has been pulled into our universe.

Each player randomly assigns their cards, in secret (they can look) to their two characters.

The character with the red card is possessed by an evil force and wants to ruin lives.

They want to supplant their non-evil counterpart.

For each character, assign a D6, D10, and D12 to the stats Confidence, Longing, and Nostalgia, as desired.

Assign each character a crisis (a divorce, job loss, etc.) and a goal (new love, reconciliation, etc.).

Define the relationships between the characters.

All non-alternate characters are from the same universe.

Alternates do not need to be.

Play starts with the Monitor setting a scene and calling out at least two characters who are present, and continues until a conclusion is apparent.

Repeat as required by your story.

Resolve conflicts by describing the action, deciding the relevant stat, and rolling the assigned die (highest roll wins or meeting target set by the Monitor).

*It started with a dumb pun, and I just ran with it.*

*Thanks to Patrik Renholm of f\*\*\*yeahdnd.tumblr.com for unwittingly making me aware of this.*

## **HOMUNCULI - TINY SERVANTS OF EVIL**

---

**Martin Pickett**

You are homunculi, tiny human facsimiles possessed by dead spirits. You carry out evil deeds of dark magic for your master. You have some faint memories of being human.

Shuffle a pack of cards and draw five each. These represent your memories. Oldest player starts.

Turn sequence:

- Reveal the top card of the deck. This is the task.
- Going clockwise players reveal a memory, in suit if possible.

All memories in suit: highest performs the task.

Non-suit memories: lowest non-suit performs the task.

- Resolution:

Memory higher than task: A good memory, reinforced (place task under memory). While reinforced it cannot be lost.

Memory equal or lower: A bad memory, discard it.

Memory not in suit: A bad memory, discard it and choose:

- Discard a reinforcement or another memory

or

- Give a reinforced memory to another homunculus (explain why it was theirs all along)
- Describe the task and the memories.
- Put discards in pile for reshuffle.
- Active player draws another task to start the next turn.

Game ends when either:

One homunculus reinforces all remaining memories: they break free and escape from the master.

One homunculus loses all their memories: they become a mindless servant of evil, destroying the others.

# WHEREFORE

---

Luke Miller

*<https://twitter.com/mootootwo>*

A game of strong constitutions, for several players.

Together, establish scale:

Nations?

People?

Cats?

Ants?

Each describe your own purpose.

A single sentence, perhaps two.

This is your *raison d'Être*.

Your "Wherefore".

Divide six points between Original Intent, and Flexible Interpretation.

Together, describe your relationships, ambitions, and plots. Make up actions you might take until some action is contentious. Other players decide if you are acting within the intent of your stated purpose. If so, roll against the value of your intent. Otherwise, against Flexibility. If needed, you act as the tie breaker.

If you roll equal or under, you have the presence and purpose necessary for success.

Good job.

If you roll over, you lack the focus, clarity of intent, or will to be successful.

Maybe you didn't try hard enough, prepare enough, or want it enough.

Choose the reason for your failure.

This becomes a defining quality of your character, and colors the way others interact with you.

Record any success or failure as precedent.

A majority of the players may cite precedent to declare that you automatically succeed or fail in any similar endeavor you attempt in the future.

If needed, you may be a tie breaker.

*Thanks to everyone in the <http://rpg-talk.com/> community for their creativity and inspiration.*

*Special thanks to a puny tweet by @jaceaddax*

## PAWPRINTS NEVER CROSS ASPHALT

---

Brandon Hall

<https://twitter.com/artgoblinsco>

Name your mice and your clan, and choose tokens.

Roll 5d6 per player onto any sheet of paper, spread out clusters, and pencil each result beneath its die. Remove dice and draw boundaries between.

1 Safe path

2 Perilous path, 1 extra ENERGY to avoid dangers

3 Food Source, gain 2 ENERGY

4 Water, gain 1 ENERGY

5 Shelter, end day here to gain 1 ENERGY

6 Impassable human development

Begin anywhere with 8 ENERGY. Number days starting at 1. Days end when all mice are in shelter.

Moving costs 1 ENERGY. Food spaces can't be shared, or gathered two days in a row. Shelter is 1 ENERGY more effective if shared, but fouls if used three nights running or if a mouse stays in all day.

Name each area when first encountered - think mouse thoughts.

On days ending in 5, reroll 1s and 2s, replacing number in matching area with new result.

On days ending in 9, reroll 4s and HALF of 6s.

On days ending in 0, reroll 3s and 5s. Foul Shelters clear.

When first revisiting changed areas, rename them.

Game ends on starvation (0 ENERGY), sorrow, or bounteous resources.

## TIMES GONE BY

---

Miles Brooks

Gather a few of your oldest friends to remember the Good ol' Days when life was hard but times were good.

Begin by pouring each other a round of drinks. The oldest then welcomes you all, takes a hearty swig of their drink, and regales you with their favorite story of your times together.

If someone thinks the teller forgot something or missed something important, they take a hearty swig and remind them of what they missed. Such occasions are met with grumbles and the drinking of drinks or apologies and the nodding of heads. Mistakes are fixed and missing details are worked into the tale.

If someone thinks the teller got something wrong, they take a hefty gulp of drink and explain how it *\*really\** happened. Such occasions are met with raucous chatter as the drinker now tells the story.

Anyone finishing their drink gets the final say. Drink-less drinkers may still assert afterwards, albeit unreliably or unconvincingly.

The tale isn't worth ending if the table runs out of drink. Pour another round, tell a different tale.

If a tale reaches its end, raise your glasses and toast to the Good ol' Days. Down your drinks and pour another.

Inspired by a now shelved mechanic from a game a few friends and I are designing. Can be played with the drink of your choice, alcoholic or otherwise. Stay safe and drink responsibly, folks.

# AN OLD AND WELL-WORN CLOAK

---

Sam Sorensen

<https://twitter.com/HeadOfTheGoat>

You will need 3-5 players, paper, pencil, eraser, and dice.

Draw a simple cloak. From the group, choose a wearer and an illustrator. Everyone else is the chorus.

The illustrator rolls a prompt, and alters the cloak's drawing accordingly. Afterwards, the chorus answers the first question, and the wearer the second. Choose a chorus member to be the next illustrator, and keep going.

1: ADDITION.

- What purpose do the additions serve?
- Why were the changes needed?

2: DAMAGE.

- How was the cloak damaged?
- Does this change the cloak's use?

3: WEAR & TEAR.

- How has the cloak endured strain over time?
- What stresses have been put upon the cloak?

4: AESTHETICS.

- Why was the cloak's appearance altered?
- How does the wearer now perceive themselves?

5: RECORD.

- Who marked the cloak?
- Does the wearer know of this record?

6: INHERITANCE.

- How did the wearer part from their cloak?
- Who is the new wearer?

When INHERITANCE is rolled, the old wearer chooses a new wearer from the chorus, and then becomes the next illustrator.

After every player has worn the cloak, the game is over.

Note: this doesn't be played with a cloak. Try a sword, a crown, or a hand.

*You can use this to create items of significance for your other games.*



# MENU QUEST

---

Keith Garrett

*www.theadventuresofkeithgarrett.com*

You're in a restaurant, with a menu and dice in front of you. Time for adventure!

One player is the gamemaster; the others create characters based on menu items.

~Setting~

Collectively choose a setting for your quest, inspired by the venue itself. Horror story with evil clowns? Wild animal encounters in the Outback? Fantasy adventure in the faerie cupcake kingdom?

~Character Creation~

Players: Choose a menu item to represent your character. Your action die is the one closest in value to (but not lower than) your item's price in dollars. (For items higher than \$20, add the digits.) A lower die succeeds more often, but a higher die has a greater effect.

Use your menu item to also give your character a name and description.

Example: Reuben is Swiss with a rye sense of humor and a d10 action die.

~Adversaries~

GM: Choose some adversaries, each based on a menu item, with the price as their strength.

Now the group describes their journey, with the GM presenting adversaries. Each player attempts to defeat the adversary with their action die; an action is successful only if the highest number on the die comes up, reducing the adversary's strength by that number.

*Work quickly during setup, or take a picture of the menu, before your server takes it away!*

# IMPOSTER

---

Grady Zielke

You remember nothing. The three faces look intently at you. Your dissertation defense committee. A Reader says, "The title of your dissertation is..." and they tell you the title, but you remember nothing.

One player is the Student, three are Readers. The Student is doing their final defense of a doctoral dissertation, but they have forgotten everything about it. The Readers should leave the Student alone to create a dissertation title that the player playing the Student knows nothing about. After telling the Student the title, the Readers ask questions of the Student about the dissertation. The questions should be specific and leading. Readers can ask as many questions as they want. Take turns. When all three Readers are satisfied, they decide if the Student passes or fails. It must be unanimous, or the Student fails.

## Reader Advice

Everything you say is true, even if it is contradictory. Prove you are the expert. Add pieces to the dissertation and ask the Student to explain them. Create a theory and ask why the Student didn't consider it. Say, "I see," a lot, ominously.

## Student Advice

No one can help you. Godspeed.

## 002: LICENSE TO EAVESDROP

---

Alexi Sargeant, Cloven Pine Games

<https://cloven-pine-games.itch.io/>

You and your Partner: secret super-spies.

The next social gathering that you both attend: a Mission.

While out in public (perhaps en route to Mission) listen for Code Words. When you overhear a seemingly random phrase that sounds like it might be your Code Words, confirm it with your Partner. Then, your Partner does the same. Each of you arrives at the Mission with personal Code Words.

Give the Code Words as a sign: without tipping your hand to Enemy Agents, who are everywhere.

Mingle at the gathering within earshot of your Partner. Work your Code Words naturally into conversation. If the person you're speaking to treats the Code Words as normal, you've successfully given the sign to a Contact. Give the Contact the Agency-approved confirmation signal (a friendly smile).

If the person you're speaking to reacts as if the Code Words/your behavior are odd, you've been caught by an Enemy Agent! Your Partner steps in to cover for you while you find a quiet corner of the gathering and whisper into your watch (or microchip embedded in your wrist) "Cover blown, extraction requested."

If both of you keep your cover, whoever gave Code Words to the most Contacts wins.

*Playing with the idea of unwitting game participants here, in the vein of Vincent Baker's The Vengeful Demon of the Ring. If you play it, I'd love to hear about it! Message me on Twitter at @ClovenPineGames*

## BUILDING THE RAINBOW BRIDGE

---

Mischa Krilov

<https://twitter.com/mischakrilov>

Players are family, maybe blood relatives, maybe not. Say your name, your age, your relationship to your left-hand neighbor. Everyone puts a heads-up coin on the table.

Red

Your pet enters your lives. Everyone says a few sentences about their first day with the pet. Turn to tails when you've had your say.

Orange

The pet chooses its name. Suggest one, explain why, then turn to heads. After, everyone flips coins- heads eliminated, tails are contenders. Flip contenders until one's left. Zero tails? Do-over.

Yellow

The honeymoon's new and lovely: temperaments revealed, boundaries tested, behavior learned. Everyone flips. Share an unquestionably good (heads) or questionably good (tails) thing your pet does.

Green

is a little later. Everyone says one word in turn, making a story about the good, comfortable times. Repeat as needed.

Blue

is later yet. Everyone says one sentence, telling the story of the decline. Stack your coins together.

Indigo

is the end. Take a moment. Then, everyone tells about their last day with your pet. Take a coin when done. Your pet dies when the coins are gone. Breathe. Cry together or alone.

Violet

is a year later. How do you feel?

Once you're ready: play again.

This game poem is dedicated to Aphasia, who is no longer here, and inspired by Tater, who's still with us for now.

## PAST YOUR BEDTIME

---

Tim Howes

[https://twitter.com/Tim\\_H](https://twitter.com/Tim_H)

Dedicated to my daughter.

Two players, Parent and Child, will tell a bedtime to help the Child fall asleep. The Child has mechanics to interrupt and take over the story telling. Both players win if they tell a nice story together.

The Child divides 10 points between the following stats: pragmatism, imagination, adventure, and safety. Sleepy and Awake attributes start at zero.

The Child decides the setting and the Parent begins the story by introducing the main character. If the Parent hesitates or becomes repetitive (or for any reason at all) the Child may interrupt by moving one attribute point into Sleepy. The Child takes the story for a short time, their narration should match the attribute used. The Child may change the story in any way, including changing any previously established facts; the Parent just has to roll with it.

If the story gets too scary, exciting or boring: increase Awake and decrease Sleepy by 1 (but not below zero.)

If Awake reaches four, the Child is too rambunctious for bedtime. When Sleepy is six, the Child falls asleep, the adult should briefly finish the story to themselves, with an ending inspired by watching their beloved child sleeping peacefully.

## HEY, THIS SONG REMINDS ME OF YOU

---

Lyric Fontanilla

[https://twitter.com/idr\\_the\\_lyric](https://twitter.com/idr_the_lyric)

A two-player experience about listening to music together.

to set up, each player shares one song to the other, then they narrate who their character is based on your songs. both songs are added to a new playlist.

to start, player-A shares a song to player-B and says "hey this song reminds me of you"

player-B then leads a scene inspired by the song.

a scene needs to be about a time the two characters listened to this song together, sharing some kind of vulnerability like listening to something in a car or listening on a call late at night or in a crowded room with shared earbuds. have your characters converse and interact.

at the end of every scene, both players vote at the same time to add the song to the playlist

if both say no: it does not get added.

if there's a disagreement: naysayer removes a song.

if both say yes: add the song.

now player-B shares a song to player-A and player-A leads a scene. scenes can take place hours, days, or even years after the previous scene.

if you feel as though their story is told, give the playlist a name.

# **TOGETHER WE GO - AN IMPROV ROLEPLAYING GAME**

---

**Madeleine**

A group of 5-10 people sit in a circle/ around a table. Drawn from a bowl, each player blindly chooses from Roles with a certain Gift;

A King - With Wisdom: a Voice Like a Drum

A Saint - With Faith : Hands that Heal

A Soldier - With Courage : a Rifle for Protection

A Scholar - With Reason: a Book Full of Words

A Shepherd - With Vigilance: a Flock to Guard

A Wizard - With Wit: a Staff of Illusion

A Peasant - With Sympathy: a Tankard of Ale

A Child - With Joy: the Toys of Youth

A Noble - With Grace: the Coin of their Rank

Death - With Finality: the Scyth of Division

The story, told collectively and improvisationally through the different roles, focuses on a journey to:

Defeat a Great Evil

Find True Love

Break a Terrible Curse

Together players decide the type and, starting with the peasant, proceed clockwise. A player's role isn't revealed until the end of their turn.

Items are used as plot elements and to transition between players. The goal is to keep the story going until Death's turn. When Death is reached they summarize and finalize the story, then collect the rolls back into the bowl to be redistributed.

*I love games that give room for players to tell their own stories in community.*

# THE UNSPEAKABLE WISDOM

---

Daniele Fusetto

*www.storiediruolo.com*

Take tokens, this game, post-its, 6 friends.

\*\*\* STORY \*\*\*

Go to a library. As you enter-- be quiet!

You are in 1988. No internet, no computers.

This rules are the Dead Scrolls, written in a complex eldritch language. You were asked to translate them.

\*\*\* RULES \*\*\*

Each of you is an eminence in 2 disciplinary different fields: physics, literature, biology... Get a token for each fringe discipline you choose.

You cannot talk to each other since you live in different countries. To translate, ask yourself something about the Story/Rules, then read books of your fields. When you find the same noun/verb in 7 different books, write it on a post-it: that's a piece of the translation.

Send letters to the other researchers; if someone replays to you and guesses one of your words, get a token.

If you speak/write one of your words, lose a token; with none, you lose your mind.

The first to reach 7 words/tokens reunite all players and get help on the translation: mix up the post-it to create a phrase. Anyone may spend a token to add 3 to 5 new words.

Use the phrase to expand the Story/the Rules.



## ROGUE DEMON HUNTERS

---

Nicholas L. Goodman

You are Rogue Demon Hunters. You do not hunt demons.

NOTE: Demons can be anything.

One player, the MARK, offers a quest: Hunt the DEMON.

Don't.

Return to the Mark. Make up a story.

Your character has a fake Persona: [Name] the [Adjective] ("Yoksur the Mighty"), with a fake backstory.

Skills: BOAST, FLEX, and FAKE.

Choose: two are 1d6, one 2d6.

5-6 = success.

Boast: lie stylishly.

Flex: demonstrate prowess.

Fake: provide "proof" (demon head, etc.).

Demon Ratings (The Mark decides): 50+. 50 = easy. 1,000 = legendary.

The Mark can challenge your facts, your prowess, or require proof.

Roll one skill to convince.

Succeed and earn WOW. The Mark decides how much. 1 = barely, 5 = completely.

Faked proof can be retconned into existence.

When  $WOW > DR$ , receive gold =  $WOW / 5$ , or continue for more.

If you fail a roll, gain DOUBT, 1-5 (the Mark's choice). When  $DOUBT > WOW + 5$ , you fail.

For every successful hunt, gain 1 FAME.

For each unsuccessful hunt, gain 1 INFAMY.

If  $INFAMY > FAME$ , leave town and create new persona.

Spend gold on glitzy fake gear. Every 5 gold spent = 1 reroll on a failed convince.

Spend 20 gold to lose 1 Infamy.

## REQUEST FOR EXPEDITIONS INTO THE WHITE

---

theklee

<https://twitter.com/kristofklee>

NAME: \_\_\_\_\_

Josephine, Leopold, Karl-Franz, Zofia, Jules, Prof. Van DeStraat,  
Finch, McDowell, Ada, Old Winterbottom, Carpenter, Maschinenmensch

STAMINA (3D6): \_\_\_\_\_

LUCK (1D6): \_\_\_\_\_

List financing OBSCURE SOCIETY and provided RESOURCES:

(twice if low STAMINA and LUCK)

\_\_\_\_\_  
TYPE: archivists, enthusiasts, knights, purists, reclaimers, protectors

\_\_\_\_\_  
EXPERTISE : \_\_\_\_\_

WEAPON: \_\_\_\_\_

HARM:

[ ] D6

[ ] D10 but AWKWARD (mark if only low LUCK)

\_\_\_\_\_  
ODD ARTIFACT & known RISKS:

(two if only low STAMINA)

\_\_\_\_\_  
ODD: flesh, space, heat, phase, void, soul

ARTIFACT: balls, key, wrench, box, lens, tincture

\_\_\_\_\_  
What have they promised this time for RISKING your life exploring ever  
deeper

down into the city's trapped abandoned mazelike underbelly?

Why do they want you to RISK your sanity near the WHITE?

Who RISKS their reputation by authorising resources?

Who might cross you?

## SAFETY GUIDELINES FOR THE FROZEN TOWER-CITY OED

=====

The GUIDE will lead you.

When you RISK something, establish CONSEQUENCES together.

ACCEPT, AVOID, or SUGGEST A COMPROMISE for each or FAIL.

AVOID CONSEQUENCES by ROLLING your D20 bellow your STAMINA.

CONSEQUENCES may be missed OPPORTUNITIES or have no COMPROMISE.

Circumstances may impose or grant REROLLS and/or CONSEQUENCES.

Subtract HARM from STAMINA,

then AVOID getting KOed.

Spend LUCK to negate HARM.

SAFE RESTS recover STAMINA.

BREAKS refill LUCK.

Discuss, continue.

*My minimalist mashup of mostly Into The Odd by Chris McDowall and WhiteHack by Christian Mehrstam.*

*Two years ago I was inspired by this challenge to try to reduce the core rules of "Into The Odd" to a minimal form. Since then i had this file lingering on my computer. Ever changing. Now you have it too.*

*Thanks to John Harper, Slade Stolar*

*and Jones Smith of <https://wasitlikely.blogspot.com> for the mindblowing idea to put the "success with a cost" into the players hands.*

*Also thanks to my playgroup for their feedback.*

## WHO THE HELL DUN IT?

---

Mal Hudson

For 4+ players.

~~~~~

You're invited to a party, but the host is nowhere to be seen. A blood-curdling scream rings out, and you all rush over to find the corpse of the host in this very room. Their death seems recent, meaning the killer is someone in this building, hidden among you.....

~~~~~

Players choose 1 person to be the ghost of the victim.

Come up with your character's backstory (who's the victim to you, do you know other characters, what's your job, etc.)

Ghost of the victim tells players how they died (bludgeoning, stabbing, poisoning, etc.)

Living players flip a coin secretly to determine if they're innocent (heads) or guilty (tails). Only the ghost sees the results.

~~~~~

Players look around the room, using objects or items around other players to accuse them of the murder. Everyone makes accusations, then votes who to accuse, and the ghost kills the accused. If there are still killers alive, the ghost gives a vague hint about the killer (perhaps in how they killed the accused), and the process repeats.

The game ends when all the killers are killed, and the ghost is at peace, or all innocents are killed, and the killers get away.

ALL YOU CAN EAT

Daniel Ching

<https://twitter.com/zizhou>

You are a zombie with an insatiable hunger for human flesh. The last humans are holed up nearby. What will you do to eat them?

Required Materials:

1d6

Pen and paper

Buffet Restaurant(or similar source of food)

Setup:

Players create zombie characters by allocating 6 points between two traits, "Dexterity"(the ability to perform tasks beyond shuffling aimlessly) and "Durability"(how many body parts a zombie can lose). After allocating stats, players should grab a plate of as much food as they want and play begins.

Play:

The goal of the zombies is to completely devour the last human stronghold. The GM describes challenges from the environment and the human survivors preventing this. Challenges are rated 1(trivial)-10(impossible). Players describe which trait they use to overcome it and roll the d6. If higher, they may narrate the successful outcome. If lower, they lose a point in that trait and the GM narrates. Players may eat food to add +1 to the roll per bite. Should either trait fall below zero, that zombie is eliminated and the player may create a new one.

Play continues until the humans are eaten or the players themselves are full.

An Indian buffet would be my choice, but the powergamer move would probably be salad place.

INCUBATE

Rhys McCane

<https://twitter.com/rhysmakeswords>

This game requires:

- 4 players (3 Bearers, 1 Serpent of Death)
- One egg (a real one)

This is the World-Egg. Your sacred lands have been killed by the High Cities of Troke. The World-Egg must hatch to start the Universe anew.

Bearers:

- You must take the World-Egg to the World's End.
- Stand about a meter away from each other.
- One of you holds the egg.

Each Bearer chooses a different duty:

SPEAKER

PATHFINDER

PROTECTOR

The Serpent of Death:

- You desire to see the World-Egg shatter.
- Stalk around the circle
- Conjure up obstacles between Bearers and the End.

Example Obstacles:

- Citizens of Troke where they disdain belief in the World-Egg,
- Shadow creatures that use dreams as blades,
- Twisting landscapes that trick and snare,
- All else that is evil.

Bearers describe how they overcome obstacles, then must throw the egg to the Bearer with the relevant duty. If that Bearer already has the egg, Bearers must find another approach.

After catching the egg, take a half step back.

If the egg breaks, the Universe dies.

If Bearers overcome nine obstacles, they have reached the World's End and the World-Egg hatches. All of time and space is reborn. The Serpent hibernates. Rejoice.

UNDECIPHERABLE

s.pines

A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S |
T | U | V | W | X | Y | Z

H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
A | B | C | D | E | F | G

Once you have deciphered the rules, then you will understand how to play the game:

Dypal h slaaly av zvltvul klahpspun lclyfaopun fvb'cl lcly dhualk av zhf av aolt. Aolu yldypal pa bzpun aol wyvcpkklk jpwoly.

Dypal pa ruvdpun aoha ipaz huk wpljllz dpss il ylcclhslk vba vm vykly hz aolf kljpwoly aol slaaly.

Dypal pa ruvdpun aoha fvby aptlspul vm aovbnoaz huk mllspunz dpss il hz uvu-jvolzpcl huk bupualssnpisl av aolt hz aolf ylhk hz fvb hyl mllspun aolt huk dypapun aolt, huk ahrl jvtmvya pu aoha huk qbza dypal.

Dypal pa aylhapun fvby zljylaz hz zhjylk huk mvy aolpy lflz vusf.

Dypal pa, lujoyfwa pa, huk zluk pa av aolt dpao aol jpwoly. Vy kvu'a, huk sla zljylaz ylthpu zljyla.

Hand write for the true spirit of play, but for ease use key 7 to decrypt.

<https://www.xarg.org/tools/caesar-cipher/>

ROMANCING THE HOME

dh croasdill

dhc.carrd.co

a human and a building have fallen in love, and this is a game about that for two players. the game occurs over the course of three rounds, each representing a decade. each player draws five cards from a 52 card deck. the suits of the cards represent their character's desire. the values represent how understandable those desires are.

before the first round, the players decide which character they are playing: human, or building. they should each describe their characters to each other-their names, pronouns, ages, structural motifs, etc.

during each round both players choose a card from their hand and play them simultaneously. compare the cards, noting the difference in suits & values. consult the tables below to determine what the characters desire, and narrate a scene about that. two cards from the same suit always result in an understanding, regardless of value.

after three rounds, the players must choose one of their two remaining cards to represent how their character feels when they eventually part ways, as humans and buildings always do.

value difference	result
0-2	understanding
3-5	not understanding
6+	misunderstanding

suit	desire
hearts	tenderness, admiration
diamonds	publicity, celebration
spades	privacy, distance
clubs	roughness, antagonism

a game about pining & never quite matching up & hardwood floors

this work takes inspiration from Annamryiah de Jong's "Crash" & Sidney Icarus's "Tumbling."

HAPPILY EVER AFTER

Matías Paredes

<https://rayne96.itch.io/>

Many suitors wait outside the Princess' window.

One of them is her authentic Prince Charming.

One of them is the Princess in disguise!

Game for 3 or more players.

The goal of the Princess is to find her Prince Charming and vice-versa; Suitors aim to be chosen by the Princess.

At the start of the game, one player writes a "Princess" card, one "Prince Charming", and as many "Suitor" as necessary for the remaining players. These cards are randomly assigned to the players in order to set their secret identities.

Each player takes turns to try to impress the Princess. Each one describes an amazing feat they'd done or would do for the Princess' love.

Example: "I'd slay every dragon in these lands!".

After each player described at least 2 feats, the Princess reveals her identity and selects a suitor. If she guesses the Prince Charming, they live happily ever after. If she does not, the Suitor then narrates a new end to the story.

Example: "We moved to my farm to raise chickens!".

The couple formed may exchange phone numbers and become friends.

Winking is allowed throughout the game to signal other players, whichever their role or intentions are.

I hope you play and enjoy my 200 word RPG! Feedback is always appreciated.

Sorry if the pronouns used for the Princess/Prince/Suitor offend anyone.

English is not my main language, and this was written with the best of intentions :)

MAGNUM OPUS

Shawn Merrill

<https://twitter.com/ShawnMerrill1>

Requires:

Minor Arcana. Three coins per Alchemist. D6s

One player is the King, the rest are Alchemists. Each alchemist seeks to gain the King's favor so that they can create their Magnum Opus.

The Alchemists must first choose their goal.

Power- Swords

Health- Cups

Knowledge- Wands

Wealth- Coins

Every great work has four stages. Each stage:

Each Alchemist presents the next stage of their work to the King.

Then, the other Alchemists may offer their objections. After all objections, the speaker may respond.

Once all Alchemists have presented, the King distributes the coins based on his relative trust in each project. The Alchemists then draw a card for every coin.

After the fourth stage, the Alchemists reveal their cards that match their goal suit. Next, the Alchemists take turns attempting to debunk their opponents.

An Alchemist may spend one of their remaining cards to explain why one of their opponent's creations doesn't work. If the King is swayed, the Alchemist may remove one of that opponent's cards.

When no Alchemist has cards to spend, each Alchemist adds up the point values of their revealed cards.

Whichever Alchemist ends with the highest number of points has created their Magnum Opus.

If you don't have a tarot deck, this can also be played with a deck of cards- substituting swords for spades, coins for diamond, clubs for wands, and hearts for cups.

Thanks to my players Daniel, Right David, Josh, and Kyle for playtesting this, and putting up with my alchemical ramblings.

LIBRARY LEAGUE

Joe Pasini

You're fictional characters, gathered to protect this world from grave danger. Required: 1-6 players, standard 7-dice set, public library using Dewey Decimal Classification.

Players can reroll any undesired/uncomfortable result.

[Rolling Dewey]

Example: Dewey 364.1[d%]

35 on d% = 364.135

(Roll given dice and place in brackets. The result is a Dewey Decimal number for books on a given subject.)

[d20 Letter Table]

A B C D E

F G H J K

L M N O P

R S T W Y

Individually: Go to any fiction section.

Gather Characters

Roll: First letter of author's last name (d20); second letter (d20; round to valid result).

Choose your character from a matching book.

Together: Go to nonfiction.

Identify the Threat Roll: Dewey 364.1[d%].

Describe the threat facing all worlds.

Acquire Aid Roll: Dewey 91[d6+3].[d%]

Flip to a random page and describe acquiring this source of aid.

Do this twice more.

Face the Threat Together: Describe how each aid helps you overcome the threat.

Roll: outcome (d10)

6 or higher: success!

< 6: That many characters are lost or don't survive. If none remain, the threat consumes this world, then all others.

Describe the aftermath.

SUSTENANCE AND SUSTAINABILITY

Aaron Melocik

<https://github.com/sterlingvix>

It is the zombie apocalypse. You are vampires.

You govern a community of survivors, giving them strength and security at night.

They struggle against isolation, poverty, and violence, giving you sustenance and protection during daylight.

Each community member must eventually and inevitably die, and toil until then. In this way, little has changed.

You struggle to survive a world where your source of life hunts itself to extinction.

They are rebuilding. Your apocalypse is now.

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Provide details for each:

Your political opponent is:

- influential or relentless.

Your flaws are:

- within or around you.
- haunting or dooming you.

Your powers are:

- dangerous or hidden.
- costly or terrifying.

Your community motivations are:

- progressive or personal.
- sustainable or obsessive.

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For all vampires:

- Human blood strengthens you.
- Zombie blood zombifies you.
- Sunlight, stakes, and beheadings kill you.

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Play:

In each scene, someone is the Storyteller. The remainder play vampires.

The Storyteller describes conflicts. The vampires describe their attempts to survive.

When the outcome of an action is uncertain, the player measures their pulse in BPM (ProTip: use an app). Take the ones digit. Low numbers produce setbacks. High numbers produce opportunities. The Storyteller begins play with: "The sun sets. An emergency meeting is called."

Thanks to Jef and Jon from the System Mastery podcast (<https://systemmasterypodcast.com/category/podcasts/system-mastery/>) for the initial inspiration for this setting. Your random jokes make me laugh, and, in this game, apparently keep people alive in the Zombie Apocalypse.

I dedicate this to my little sister Becky, who is always game to design, play, and have fun. Love you, Bex!

YOU'RE GONNA CARRY THEM WITH YOU

Sascha Moros

<https://sylph-of-whispers.itch.io/>

Play with a 32 card deck of standard playing cards

Play the dream alone

Play with the music you need

Amid the turbulent life of the commune, you find a moment of peace. You close your eyes and as so often, your dream takes you to the dead.

Choose 2: what of yours enters the dream with you?

an emotion, a treasure, a burden, a conviction

Choose 2: how does their realm present itself?

in Nature, desolate, majestic, crowded, vast, urban, beautiful, ruined

Choose 2: what form do the dead take? human, natural, hidden, ceremonial, frightening, wonderful

To stay in the dream, draw a card and narrate according to its prompt. The cards number indicates the prompt, its symbol the emotion to color narration with.

Heart - Tenderness

Tile - Excitement

Clover - Sadness

Pikes - Anger

7

- A promise given

8

- Something is taken

9

- A memory shared

10

- A regret surfaces, actions follow

Jack - Someone recognized

Queen

- A realization shrouded in silence

King

- A ritual they remember

Ace

- The dream changes dramatically.

Choose two new ways the realm presents itself. The next card with the same symbol as this card ends the dream.

How do you carry on after waking up?

In memory of every victim of fascist violence. May we honor them by protecting each other.

WOODLINGS - GUARDIANS OF THE WOODS

André Tavares

mare-baixa.itch.io | twitter.com/scumbagDM

#Mood

* The wood are in danger. They are being corrupted by trash. The Woodlings will protect them.

#Before playing

- * Go take a walk in the nearby woods.
- * Collect nature materials you find interesting (rocks, leaves, sticks), at least 6 per player.
- * Safely take every piece of trash you encounter and put it on a trash bin.

#Set Up

- * Present every material you have collected and spread them randomly.
- * Create your Woodling by picking 6 and putting them together.
- * Announce their name and title.

#Gameplay

- * Pick everything within your reach that could potentially be trash. Each object will be a threat.
- * The player with the weirdest Woodling starts first by choosing one threat and presenting the scene, then asking "Who will deal with it?"
- * The first player that answers describes our their Woodling defeats such threat. The Woodling is corrupted and changes one of their materials with the threat's object.
- * That players now chooses another threat and the process is repeated.
- * A player can't deal with another threat if there are players that did not played this round yet.
- * The game ends when all threats have been defeated or if all Woodlings have been corrupted.

Thank you to my friend and colleague Carlos Martins, the awesome rpg community and hopefully someone plays Woodlings and helps the woods in the process

<3 An expanded version of this entry will be available in the future at <https://mare-baixa.itch.io>

SIT. STAY. SPEAK.

Sarah Janssen

Materials: 2d6, pencils, paper, bowl of small treats.

Wise, old storyteller leads pack through story.

Sit. Stay. Speak.

>Where have humans gone? No dog knows. Must find human friends- get good treats, get nice pats.<

Who are these good pups? Furry, curly, short, tall, wrinkly, lanky, brown, white, spotted, merle. Many kinds to meet! Learn each other's smells. What are collar names? What are favorite treat or toy? What was naughtiest flub?

Good one!

Wild is rough, encounter many things. Might go through lonely city, spooky woods, long travel, meet other dogs. Might even see cats! Use pup traits to work way out of trouble.

Woof - Growl, Beg, Yap.

Fight - Dig, Attack, Gnaw.

Brains - Tricks, Courage, Know-how.

Speed - Run, Jump, Swim.

Track - Scent, Hearing, Identify.

Attention - Follow-through, Awareness, Motivation.

Each pup gets +1 to two traits, +2 to one trait, -2 to one trait.

Roll traits: (2-6 big oops) (7-9 some good some bad) (10-12 tail waggin time) (13-14 wags +gain a treat)

Treats- Eat a treat to gain a roll. Give a treat to give a roll. Resources limited, only 5x number of dogs.

>Game ends when find humans, get good good pats.<

Thanks so much for checking it out!

200 WORD RPG CHALLENGE

Geoffrey Mason

The Challenge: Pick your favorite dice RPG; play as normal, but choose your words carefully because...

You must vocalize every action/attack that you make, and you can only utter 200 words total! Obviously, be as succinct as possible.

Words count if they are:

- describing an action/attack
- used in dialogue with NPCs

Words don't count if they are:

- anything OOC (table talk, jokes/banter)

Fudge Rolls:

Every time you use $n > 5$ words in a situation, you can fudge the associated dice roll by $\pm(n-5)$. You can do this after the roll has taken place, even causing a crit after the fact!

Fire up the Auto-Canon:

If you use ≥ 20 words, whatever you say is canonically true in-game.

"I shoot the caravan..." (n=4)

rolls 14 miss!

"...with my powerful and dangerous heavy crossbow..." (n=11, +6)

roll is now 20 crit!

"...Then the caravan suddenly explodes, instantly killing the corrupt merchants (n=20)

it happens If you utter exactly 200 words with lots of time before the session ends, you can only win if your mute, action-less character survives to the end. Better hope your DM likes charades!

Over 200: you've failed.

Hardcore mode: All spoken words count

It was the first idea I had when I saw the name of the contest

MISSING PARTS

Andy Ernst

In Missing Parts you play broken robots in a scrap heap trying to repair themselves so they can escape. Robots can look like anything but always have thoughts and feelings.

A 52 card playing deck represents scrap parts. Your parts are always face up in front of you.

Start by memorizing a part from the deck and shuffling it back in. This is your missing part.

On your turn, reveal one part from the deck, describe that part of you and why it evokes the following emotion:

SPADES - anger/frustration

HEARTS - connection/trust

DIAMONDS - hope/joy

CLUBS - sadness/despair

Then choose an action and play a scene using the emotion:

SCAVENGE - take three parts from deck or discard, keep one

SHARE - share a moment with another, take two cards and they take one

STEAL - steal a card from another

TRADE - trade with another

BREAK DOWN - discard four parts to take one from anywhere in the discard

When you obtain four-of-a-kind + your special part, escape the scrap heap. If you have four-of-a-kind but no special part, you may escape but you are broken and changed. When either happens, other players have one round to escape or they remain forever.

I would love input on my game, and let me know if you play it!

CURSED ADVENTURES

Anthony Wessel

Draw a king, whose suit determines your adventurer's curse:

Heart: Heart encounters heal you for half as much.

Diamond: You take 1 damage at the beginning of every turn.

Club: Subtract 1 from every die you roll.

Spade: Your lowest die doesn't count when you attack

To start, you get 2 d6's for attacking. You start with 20 max health.

To fight: Take turns rolling your attack dice. Subtract the total from your enemies health.

Every round draw 1 card for every player in game. Decide who will take each card. These cards determine your encounters, as follows:

Heart: You meet a healer. Describe them. Heal player for card's value.

Diamond: Take the card. If the diamond cards you are holding have a combined value of 6 or greater, then you may discard them to level up. When you level up, add 10 to your max health, and take 1 more d6 attack die.

Club or Spade: You encounter an enemy with health equal to card value and d6's for attack equal to card value divided by 4, rounded up. Describe your enemy, then fight.

Everyone loses when anyone's hp reaches 0.

If you clear the whole deck, you win!

SUITIMON ADVENTURES

Asix

bit.ly/byjustasix

You and up to three friends are Suitors on an adventure to be the very best. To win game suitor must win a challenge (as challenger) with at least 30 experience points (exp). You can only have up to 35 exp and up to three captured suitimons. When deck is exhausted reshuffle the discard.

Type Chart:

Strong to>That

Spades>Hearts>Club>Diamond>Spades

Attacking:

To attack draw two cards, add values (face cards are five), and then modifiers: Plus two for each card strong against target. Minus two if weak. You may replace an attack card with a captured suitimon.

Suitors take one action per turn:

*Encounter a wild suitimon (draw a card) and do one of the following:

**Battle it by performing an attack of at least ten to win exp in the amount of suitimon's value, otherwise you lose the exp. Must have a suitimon to battle.

**Capture it by drawing a card whose suit is not weak against suitimon. If card is weak you lose five exp.

*Challenge a suitor and bet five to ten exp. Suitors chooses a captured suitimon for the other to battle. Highest attack value wins the exp. Loser discards their suitimon.

I'd like to thank my wife for helping me play test my entry! She is the greatest and I love her to death. I can do what I do only because of her support.

Expanded Edition: https://docs.google.com/document/d/1tPHv0fN50R8YLta4xsfq5MVeXrva6n_Wsw0CvyMilaM/edit?usp=sharing

THE VILLAIN'S GAMBIT

Adil Arif

"But who prays for the Villain?"

- Any # Players

- 1 Deck of Cards

1. Choose a Villain, everyone else is a Fate. Villain creatively describes identity.

2. Fates are dealt first card, representing their Encounter.

3. Fates reveal Encounters and describe creatively (see table).

4. Fates are dealt second card face-up, representing Strength (Strength = card's value).

5. Villain is dealt 3 cards and faces the first Fate (clockwise).

6. Villain chooses and reveals 1 Method Card, 1 Strength Card, discards the third.

7. Villain wins if their chosen Strength card \geq Fate's strength.

8. Villain gives creative description of victory or defeat.

9. Repeat steps 5-8 for every Fate.

10. Roles Rotate Clockwise.

- Villain wins ties.

- If Villain Method and Strength match suits, add Method card's value to Strength.

- Be as creative and descriptive as you can! You set your own limits.

Fates' Encounters: (First Card)

2 - Goblin Pack

3 - Angry Mob

4 - Beasts (Non-magical animals)

5 - Town Guards

6 - Cleric

7 - Thief

8 - Ranger

9 - Knight

10 - Wizard

Jack (11) - Wildcard (Any being imaginable)

Queen (12) - Queen

King (13) - King

Ace (14) - Army

Villain Methods: (First Card, Suit Only)

Spades - Weaponry

Diamonds - Magic

Clubs - Minions

Hearts - Silver-tongue (Lies or Sweet-talk)

Huge thank you to my girlfriend Emily and nerdy mentor Laffan!

CONFUSED DETECTIVES

Paul Hodgeson

<https://pjh898.itch.io/>

A mystery for 3+ players.

You need pens, paper, index cards

You've come together to solve a mystery.

Together determine who/what/where you are (hard boiled gumshoes, a Japanese Attorney and crew, military investigators...).

After, figure out what crime you are investigating (murder, theft, missing person...).

Individually, take 6 index cards and fill out the following:

2x Clue/evidence - Fingerprints, a scrap of paper with something written

2x Witness - A neighbor

2X Suspect - An estranged spouse, an angry business partner, a rival

2x Motive - An upcoming contest, an inheritance

After everyone has filled out their cards shuffle them all together.

Play begins and one player draws a card and interprets the scene.

Everything they provide about the card is true but not necessarily relevant to the investigation.

Play the scene with the other players asking questions, interrogating, or otherwise exploring the information.

When satisfied, the next player draws a card and they frame the next scene.

Play continues until everyone has had two chances to frame scenes.

After the final card scene the detective team determines how they think the crime occurred, motives, perpetrators.

Did you solve the crime?

What are the results?

PLASTY

Taylor Daigneault

twitter.com/taylordnd

This is a GM-less RPG about the diverse relationships people have with their bodies.

Before the game begins, answer these questions privately about your character:

Why are you here? Medical reasons? Cosmetic? In between?

How do you feel in your body?

How do you feel about your body?

Do you feel healthy? Beautiful?

What do you most hope for from surgery?

Play begins as characters gather in plastic surgeon's office.

Each player describes their character and what they choose to read while they wait to see the doctor.

When the silence becomes overwhelming, break it.

Use the flow of conversation to answer questions about yourself and others.

Play ends when a player says "oh, that's me." signalling that they have been called out of the waiting room.

OUR BED IS BUT A MOSSY STONE

Alex Hanners

twitter.com/lxnrhanners

we are gentle souls
we are hungry to help
we are only a single inch tall
for now
 our wanderpod, numbering under six,
 seeks chances to sow joy*
when one of us acts, the others
eagerly observe
but the oracle never acts
they are even more different than we
are
they only reveal perceived truths
about our surroundings
if the oracle foresees potential
misfortune, we toss a mathstone
its twenty faces will reveal our
future
the oracle determines which two
demonstrated traits sway the
mathstone
one sways upward
one sways downward
if above ten, the actor's intentions
bear sweet fruit
if below eleven, trouble sprouts like
tangled weeds
trouble respects our immortality
the oracle relays the actor's fate,
whispered from beyond
if one makes a human happy*, they
grow to double their size
our shape, though stretching, remains
consistent
yet with every growth, our traits

transform
all seed traits fall one step
all thorn traits rise one step
before our story began, we each chose
how to distribute steps, crafting our
uniqueness
twenty steps raised seed traits
(nimbleness, awareness, caution,
kindness) above zero
twenty steps lowered thorn traits
(strength, reach, boldness, hunger)
below zero
*after seven growths, consuming
replaces delighting

*I've had ideas and doodles for ages,
but only through this challenge
have I actually forged something
into completion. Thank you to this
contest, its community, and RPGs in
general. This will not be my first
finished product, I can assure you. ;)*

DICECON

Jay Zacri

This game emulates an escalating war.
Dedication ultimately decides the
victor, not luck.

Those who dare, win.

RULES:

Have real stakes, like cash.
Commitment is vital.

Every DICECON level, each competing
player/team follows the instructions,
and proceeds.

">ROLL" = roll all dice and tally
your total.

Dice may have any number of sides,
but values cannot exceed them.

(d100 = valid. d4 with a 5 != valid)

All dice MUST be rolled
simultaneously and land flat.
Equipment allowed to assist rolling.

Move each dice from field after it's
tallied.

Any properly-labeled *fair* object
can = dice. No coins/electronics.

Dice untallied after 24h become
forfeit.

Highest score wins.

START

DICECON 5: Find a d6.

SPY PLANES SHOT DOWN

>ROLL.

DICECON 4: Collect nearby dice for
thirty minutes.

BORDER SKIRMISH

>ROLL.

DICECON 3: Go home. For 24h,
stockpile all currently-owned dice.

TROOP/NAVAL DEPLOYMENT, CONVENTIONAL
BOMBING

>ROLL.

DICECON 2:

Obtain as many dice as physically
possible over two weeks. Bought,
stolen, found, made, etc.

TENSIONS ESCALATING. CASUALTIES
RISING DAILY. PEACE TALKS FAILING.

NO ROLL.

DICECON 1: Find a suitably-sized
venue for your endgame. Ideal games
may need a gymnasium's worth of
rolling space, and plenty of time.

THERMONUCLEAR LAUNCH

>ROLL.

END

*This certainly isn't a traditional
RPG, but definitely something I'd want
to play myself!*