

VANQUISH

A 200 word RPG about fearlessness, sacrifice and hope. Written by Lucas Falk.

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.

 **Courage**

 **Power**

 **Wisdom**

 **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.



www.blackfiskforlag.com