

Götterdämmerung



*You are great heroes, or even gods.
Tonight, you die.*

Describe yourself and your greatest feat. Players on your left and right each name a power you have based on it. Name the third one.

Every player writes a prophecy of death. Be poetic. Draw one randomly. Accept it, reject it, rage against it, it is your doom.

Every player takes a token, called an omen.

Whatever you attempt, you succeed.

To resolve a scene:

- 1. For each of your powers used, take a d6.*
- 2. Each player starting with you can describe a different way in which the situation is like your doom and hand you one of their omens. If you agree, discard it and take a d20. Otherwise, keep it.*



- 3. Roll your dice. If any show '1', or you take another omen, there are no nasty complications. Add 2 to the roll for each omen you have. If the total is 20 or greater, describe your death.*
- 4. Discard the dice.*

Once dead, you have unlimited omens to give.

When you clash with other players, the greater total wins. Reroll ties.

This is your last tale. How do you end? Play until every character is dead.