

WE THREE KINGS

AN "XMAS"
GAME BY
GRANT H.

DECEMBER 25TH, 0 AD. THE CHILD OF GOD, THE KING OF THE JEWS, IS BORN IN A BARN. BUT: THE FORCES OF THE EVIL KING HEROD ARE MASSING AROUND BETHLEHEM, AND ARE ATTEMPTING TO MURDER THE NEWBORN MESSIAH.

THE ONLY THING THAT STANDS IN THEIR WAY ARE THREE KINGS FROM THE EAST:

MELCHIOR, A MIGHTY SWORDFIGHTER, AND KASPAR, A CUNNING SORCEROR, AND BALTHAZAR, A ZEALOUS GHOST-SPEAKER.

THE KINGS ARE SEPERATED, AND MUST STRUGGLE TO SURVIVE AND SAVE THE BOY KING FROM HEROD'S MACHINATIONS.

MELCHIOR begins play surrounded by giant snakes and clouds of incense.

KASPAR begins play as lightning strikes the rooftop he's fighting on and destroys it.

BALTHAZAR begins play being buried alive by King Herod's men.

RULES: When you act, roll D6 equal to the number of KINGS in the scene. If you roll equal or under your skill, you succeed. If you roll over your skill, you fail and the GM picks a condition to apply to you. GM: if a task is especially difficult, add between 1 and 3 to the roll, but don't punish players for doing AWESOME STUFF.

After you roll, play progresses to the LEFT if you roll an EVEN number on your lowest dice, and the RIGHT if you roll an ODD number. Keep switching!

GM, separate the characters if they team up, because otherwise King Herod won't stand a chance of killing the Godbaby! (when you roll multiple dice, by the way, just pick the lowest. Should have said that earlier!)

GM SECTION

Bethlehem is a big, surprisingly modern (some might say anachronistic) city with fire pits, walkways, towers, stampeding horses, rogue magicians, etc. Get creative and go HOG WILD.

Oh, also, I don't know about you, but maybe don't have King Herod off the boy Jesus. I know I just wrote this game but baby-killing isn't a great thing to happen in a game, you know?

MERRY XMAS, GRANTX

KASPAR, SORCEROR

SKILLS:

FLEET FOOT	3
STRONG ARM	2
KEEN EYE	4
QUICK TONGUE	3
KEEN MIND	5

CONDITIONS:

☐ BLINDED	☐ POISONED
☐ RESTRAINED	☐ BLEEDING
☐ SHAKEN	☐ HUNTED
☐ LIMPING	☐ DEAD

MELCHIOR, SWORDMASTER

SKILLS:

FLEET FOOT	3
STRONG ARM	5
KEEN EYE	4
QUICK TONGUE	2
SOUND MIND	3

CONDITIONS:

☐ WOUNDED	☐ TRAPPED
☐ DISARMED	☐ ENRAGED
☐ OUTNUMBERED	☐ CURSED
☐ CHOKING	☐ DEAD

WHAT IF THERE ARE MORE THAN THREE PLAYERS?

I dunno, maybe play a different game?

There're loads out there.

BALTHAZAR, GHOST-SPEAKER

SKILLS:

FLEET FOOT:	3
STRONG ARM:	4
KEEN EYE:	3
QUICK TONGUE:	5
SOUND MIND:	2

CONDITIONS:

☐ KNOCKED DOWN	☐ BURNED	☐ LOST
☐ SPECTRAL	☐ MAD	☐ BLEEDING
☐ DEAD	☐ ACTUALLY DEAD	

