

FOR CITY COIN

*Be careful round those city-folk.
They don't understand our ways.*

Each player assumes the role of an outcast—someone shunned by the city that they must venture into to sell this artefact. The games master will present the state of the city, the moods and actions of its inhabitants.

Beforehand, she asks each player the following questions; either make up your own answers, or toss two coins from different countries.

Who are we?

HEADS - It used to be that each year we sex workers would finance the pilgrimage.

TAILS - The purity of us high-born nobles should rightly usher the return of our serpent kin.

ODD - You called us bar-barian for we were afar yet we asked you take us in.

Images from pages 128 & 135 'Walks about the City and Environs of Jerusalem' second edition

Why were we cast out?

HEADS - We long have trusted dreams.

We told you here was unsafe.

TAILS - The sun had not yet rested and we were chased beyond the wall for but a minor insult.

ODD - Your souls are weaker than your flesh if you could not accept our sacred mutilations.

How did we acquire this?

HEADS - The last gift of a long-dead king, it lay within his skull.

TAILS - With aching arms we lifted it from 'neath the silt of that evaporated sea.

ODD - Each culture says its sorries in a different way. We were given this as one.

Why must we now sell it?

HEADS - An agreement was made. It must be brought back to its first home.

TAILS - Perhaps these few coins might be enough that you can write our tales.

ODD - We are uncomfortable being the keepers of an object that does not yet exist.

Playing the game:

This game is played with two coins from different countries. When a player attempts an action with an uncertain outcome, the games master calls for a toss. The player clarifies their intention; the games master explains the risk.

Stack both coins. Toss them into the sky to land on the floor.

- ▶ If both coins show HEADS: the headstrong outcast succeeds. *You're not welcome here. How do they take it?*
- ▶ If both coins show TAILS: the outcast must turn tail and back down, else suffer the risk.
- ▶ If the faces are ODD: the situation complicates. *Was something overlooked? Is this reaction unexpected?*

Outcasts never back down over that which they were shunned for—TAILS here count as success.

Created by Sean Smith
for the
200 Word RPG Challenge

Find more from Sean:
[@seanfsmith](https://twitter.com/seanfsmith)



Layout by David Schirduan
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