

THE LAST DAY

Written by Andrew J. Young (@ThatOneGM)

They are coming.

They are endless.

They will destroy everything and everyone.

What will you do with your last day?

Part one

In *The Last Day*, one or more people each play someone desperate, struggling to find direction during their last day. Each player chooses an action below and answers the associated questions.

Fight

- What do you use?
- Who do you defend?
- Where do you stand?

Learn

- What are you looking for?
- Where do you look?
- Who do you tell?

Love

- Who do you find?
- Where do you go?
- What do you do?

Indulge

- What do you crave?
- How do you get it?
- How does it make you feel?

Run

- How do you travel?
- What do you bring?
- Who do you meet?

Hide

- Who do you tell?
- What do you bring?
- Where do you go?

Part two

In part two, players use dice to help resolve their stories. Each player finds their action from part one below, rolls the associated dice, and answers the associated questions. Then the game ends.

Fight

- The number of *them* that you defeated: **1d20 (x5)**
- Who did you save?
- How are you overcome?

Learn

- The number of truths that you uncovered: **1d10**
- What did you learn?
- Why didn't it work?

Love

- The number of people that you helped: **2d6**
- How did you say goodbye?
- What remained unsaid?

Indulge

- The number of times that you laughed: **1d6**
- What is your best moment?
- What do you regret?

Run

- The number of miles that you traveled: **1d100 (x10)**
- Where do you stop?
- What keeps you from going on?

Hide

- The number of hours that you remained hidden: **4d6**
- How did they miss you?
- How do they find you?

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