

DEATH OF A HERO

A MICRO-RPG BY SAMUEL MUI

About the Game:

After a long and tiresome campaign, your gruelling quest to defeat the evil Villain has finally come to an end. However victory has been achieved at a great cost: the heroic death of one of your party members. You have returned home to bury their body. As you gather around a campfire, you and your remaining party members reminisce about the Hero: how they came to be and who they were to you, hopefully coming to terms with their death.

Phase 1: The Hero, the Villain, and You

As a party, describe who the Hero was and how they died at the hands of the Villain. Describe the Villain: what was their goal and how they were defeated by the Hero. Finally, take turns to describe your role in the party. Were you the Cleric, Wizard, Rogue, Paladin, or something else?

Phase 2: Now

Each player rolls for how they felt about the Hero and how they currently feel now that they're dead. Keep your feelings a secret (Roll 2d10, reroll one if both dice are the same).

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| 1. Love | 6. Guilt |
| 2. Trust | 7. Disgust |
| 3. Joy | 8. Pity |
| 4. Anger | 9. Envy |
| 5. Grief | 10. Regret |

Each player then writes down in secret what they wanted from the deceased when they were alive and if they got it. This can be either physical or emotional.

Using their emotions, each player then writes four "They were..." memories based on the following periods and on their two emotions.

1. Before or when the party was first formed
2. Your first victory together as a party
3. The fight against the Villain
4. The Hero's death.

Each player's goal is to tell the story of the Hero from their perspective and either justify or explain how or why they are feeling the way they are feeling now.

Phase 3: Remembrance

Go through the the periods listed above and take turns to fill out details about the story from their perspective. Talk about who the Hero was to you and what you thought you were to them. Explain it in a way that justifies how you are feeling now.

If your perspectives contradict each other, discuss how and why they do. Take turns to explain your side of the story. At the end of each period listed above, briefly note down what you have agreed to be the Hero's story.

Phase 4: Resolution

Once you have finished discussing the four periods, take turns to reveal your feelings for yourself and for the Hero. Read out what you have agreed to be the Hero's story.

At the end of the game, all players must answer these questions:

- Is the Hero story's something that you are able to accept?
- Do you feel that your feelings for the deceased are adequately justified now?

