

It's Dangerous To Go Alone — Take This | A Micro RPG from Margaret Catter Development

Things you will need to play: one game master who has a bag with adventuring gear¹ in it, and one or more players.

A spur of the moment RPG where one person (GM) goes through the contents of their bag and gives the Player one thing from their bag to take with them on an adventure into the unknown. The Player is given a story scenario that they need to work through in order to find the final challenge of the level. While they explore the level they are on, they may encounter a treasure chest, and the GM will gift them with meaningful loot from their bag which will aid them on their quest.

Collectively, the GM & Player(s) will improv scenes between the character(s) and an opposing force.

An Introduction | You are being shaken awake on a beach by a stranger. You have no idea who you are or where you came from. Nonetheless, you can feel in your chest you have a great destiny before you— a calling if you will. And you're just in luck, the stranger will tell you they are in need of a hero to save them from a great force created by the GM. While they can't be of much help to you with your destiny, they can offer you an item. May it serve you well on your quest.

Main Story Quest | Story scenes that move the story forward towards its conclusion.

Side Quest | Tangential scenes that expand the world for the player.

Constraints | The GM can only give things they have in their bag to the player, and they cannot have prepacked for this adventure as they (GM) weren't expecting visitors.

¹ This bag is whatever bag you have on your person at the time of playing the game. It does not need to be a prepacked bag.