

1 dia

a solo micro rpg

*mens non potest
cum corpore
absolute destrui
sed eius aliquid
remanet quod
aeternum est*

for sah

CONTENT WARNING: The following game invites the player to roleplay a character who is facing their death. The situation surrounding that moment is of the player's choosing.

Contents

- 1... how to play*
- 2... induction*
- 3... extraction*
- 4... glimpse*
- 5... equilibrium*
- 6... depart*

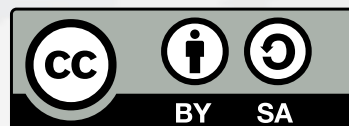
by tim zee

background image: Flower Vectors by Vecteezy

[#diarpg](#)

[rate this game on itch](#)

ISBN: 978-1-7775803-0-8



The text of this work is offered under a CC BY SA 4.0 license.
The CC BY SA 4.0 license is available at:

<https://creativecommons.org/licenses/by-sa/4.0/>

how to play

grab: pen & paper or equivalent. a six sided die.

put on: music.

follow: the instructions beneath each heading.

induction

what are 'you' doing right now?

'You' can be anyone
from any where and
when.

write one line.

extraction

death comes.

how?

Options... A car careens across the intersection, heading my way. I turn a corner into the barrel of a gun, bang! After a long fight I close my eyes; this is it. Atmospheric re-entry has failed, ship breaking up... Mayday. So deep, so cold, a weight upon my chest, running out of breath.

write one line.

glimpse

a life flashes before your eyes. Most leaves your mind
as quickly as it came,
but a scene remains.

what do you see?

Prompts: Roll on/
pick from the
following tables
(if you'd like).
Share and find
more tables
online. #diarpg

Roll d3:

1. Past
2. Future
3. Fantasy

Roll d6:

1. Friend
2. Lover
3. Family
4. Foe
5. Stranger
6. Self

write and stop as soon as you reach the end of a page.

equilibrium

you survived.

you're alive.

give yourself ten minutes to breathe

and be.

depart

Go on.

