

Dude, Did We Save the World Last Night?

You are a normal, everyday human who has a job during the day, goes home at night, and occasionally stops at Joe's, your favorite local dive bar. Last night, you had a few more beers than usual, met a mysterious stranger, and— well, that's where things get a little confusing. You awoke this morning draped over a plush throne adorned with the bones of your enemies and nursing a wicked hangover. What the hell happened?

FOR PLAYERS:

1) Create your character - utterly mundane - as an descriptor, job, and hobby-shaped verb.

"I am a [DESCRIPTOR] [JOB] who [HOBBIES]"

e.g. "I am an outgoing accountant who loves community theatre."

"I am a socially anxious truck driver who plays tennis on weekends."

Roll a d20 for the **totally mundane object** that you awoke holding

Roll a d10 for the **extremely NOT mundane object** that you awoke holding.

If two players roll the same object, keep it. It is **TOTALLY SIGNIFICANT** and definitely a clue to something.

There's a fun fact you like to share/trick you like to do, anytime you need an appropriate, more-or-less socially acceptable icebreaker. It came up last night at Joe's. What is it?

2) Introduce yourselves. Spitball some ideas about whether you're longtime regulars at Joe's, just met for the first time last night, or anywhere in between. Are there pre-existing connections?

3) The scenario begins with the party awaking one by one in confusion, picking themselves off the floor, and trying to figure out what's going on.

Occasionally, something you say will trigger a flashback to something that happened the night before.

Your objective is to (a) figure out what happened, (b) get rid of this hangover, and (c) tie up any loose ends from the previous evening's misadventures.

DICE ROLLING:

At any point, players may roll to **figure this shit out**. Rolls of 5 are counted as partial success, rolls of 6 are counted as full success, and rolls of 1 are counted as critical failures. A roll can be a full success and crit fail at the same time.

- If it's standard difficulty, roll 1d6
- If you can make a case for any of your descriptive words to apply, take an additional d6, up to a max of 3d6 per roll
- If something is extra tricky or someone is actively working against you, take an extra d6 and ignore the highest result.

SPECIAL ROLLS:

Once per game, you may invoke your objects to improve your odds of **figuring shit this out**.

- Use your totally mundane object to re-roll one die
- Use your extremely NOT mundane object to re-roll all your dice.
- Once per game, you may invoke your icebreaker skill for an auto success. This must be called before dice are rolled.

Invoking your objects and skills must include an extravagant explanation of how these things helped you to achieve your goal OR something crazy and kick-ass they did last night

Throughout the game, particularly juicy or foreboding phrases will come up (don't worry if you don't know which ones they are - that's for the DM to figure out). When this happens:

- The DM yells "**FLASHBACK!**" and everyone in the party makes flashback noises. You know, those flashback noises.
- Starting with the person who said the juicy or foreboding phrase, players will go around one by one, describing what happened in the flashback one sentence at a time. Each player gets only one sentence.
- When all players have spoken a sentence describing the flashback, everyone in the party makes flashback noises again
- We return to the present, having "remembered" another detail of what happened last night.



A one-shot RPG by Emma Ackerman. Art by E.K. Engler

FOR DMS:

In addition to the throne adorned with the bones of your enemies, roll a d20 for additional details on the opening scene. Roll twice, if you feel like it.

Roll a d10 for a clue about the big bad that they defeated the night before. Find a moment where it comes to prominence.

If you have other favorite random-detail-generator tables that you like, add those too?

Facilitate the communal storytelling process. Feed them clues or prompts about the objects in play. Listen actively for good flashback phrases and use them as much as is feasible.

Your objective is to make sure that the resulting story is one where the world gets saved, everyone was drunk, and it was awesome. Everything should be in service of this somehow.

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Random tables. Not bar tables.



FOR PLAYERS:

TOTALLY MUNDANE OBJECT TABLE (d20)

1. A coaster for Joe's, slightly beer stained
2. A nondescript glass ashtray, cracked down the middle
3. Bar mix - pretzels and peanuts, mostly crumbled
4. A very sharp pen, blue ink
5. Chopsticks
6. Chapstick
7. Postcard to a local comedy show
8. Postcard for a local musician
9. Home address of a local musician. (*There's a heart scribbled on the paper. <3*)
10. An obviously fake driver's license
11. A hunting license. Maybe fake? But it's less obvious
12. Fifty-seven cents in change
13. An imitation designer purse
14. A Hello Kitty fanny pack
15. A kitty. They're really cute and nothing bad happens to them anywhere in the plot.
16. A can of tuna, three months expired
17. Rubber duckie, extra loud squeaker
18. Banjo (missing a string? Is it supposed to sound like that?)
19. Fire alarm and two double-A batteries
20. A handheld wireless microphone

NOT AT ALL MUNDANE OBJECT TABLE (d10)

1. Holy sword (very shiny)
2. Holy hand grenade (also very shiny)
3. Holy book (not shiny, but it may be screaming)
4. A single square of red paper (ominous runes written on it)
5. A mason jar (creepy laughter emanates from it)
6. A mysterious skeleton key (carved out of bone)
7. Elminster's donkey (who the hell is Elminster?)
8. A small pouch of silvery-blue powder (weightless)
9. An innocuous gold ring (probably nothing special, right?)
10. A simply made wooden cup (filled with clear water)



FOR DMS:

OPENING DETAILS TABLE (d20)

1. Chalky grey dust is settling all around you
2. Soothing music is heard playing in the background
3. You're in a small crowd of creatures that have apparently been turned to stone
4. You can hear the chittering of small rodents or insects in the middle distance
5. It's quite cold, and your breath fogs the air
6. A golden chandelier hangs above you, lighting the room
7. Almost everything in the room has been burned to ash
8. There's an intense smell of garlic
9. The color green has completely ceased to exist in your immediate vicinity
10. A unicorn is licking your chin as you wake up
11. A double rainbow stretches across the horizon
12. There's a bunny rabbit in a dapper vest who thanks you kindly for your assistance. He will not stay for long.
13. You can feel the tracks of tears drying on your cheeks. Were you crying a moment ago?
14. You have the feeling that something or someone is missing but can't say for sure
15. A willowy elfin figure is striding away from the scene, slow and silent
16. A UFO is flying away from the scene, speedy and making strange noises
17. A lion sits, preening himself and watching you intently. You're pretty sure he's a friend.
18. A wizard sits, puffing on a pipe and watching you intently. You're pretty sure he's a friend.
19. A shark that appears to be made entirely out of gold lies dead at your feet
20. An enormous army of skeletons lies dead at your feet

CLUE ABOUT THE BADDIE YOU OFFED TABLE

(d10 and fill in missing details - DM may specify or put it to a player as a question)

1. You remember you caught a glimpse of their smile. They had a great smile.
2. You remember their eyes - such an unusual color.
3. You remember how sharp their teeth were.
4. You remember the magic words they invoked against you.
5. You remember a foolish wardrobe/accessory they had.
6. You remember something they said to scare you.
7. You remember someone that they threatened.
8. You remember their secret weapon
9. You remember that they have a severe food allergy.
10. You remember a moment when you thought that in another life, they might have been your friend...