It's the ANT of the World

You are a vital member of your ant colony and just received news that a flood will wipe everything you know away by sunrise tomorrow. How will you spend your last day?

Types of Ants

Drone - Foragers and Soldiers
(Brawn +0, Agility +2, Smart -2)

Worker - Nesters and Builders
(Brawn -2, Agility +0, Smart +2)

Special - Cutters and Carriers
(Brawn +2, Agility -2, Smart +0)

Stats

Brawn - Strength, Constitution

Agility - Speed, Dexterity

Smart - Intelligence, Wisdom

2d6 system where a total **equal to or below 6 is a Failure**, **between 7-11 is a Success** and a total **equal to or above a 12 is a Great Success**.

Pest of the Month

Every ant has **1 Queen Task** and **1 Personal Task**. Choose one of each randomly! You probably only have time to really finish one or the other. And there might be consequences for things left undone...

Queen Tasks

- Save the eggs from the flood
- Transport the Queen to safety
- Find something to block the entrance
- Find the imposter within the colony
- Get that big grape for the final dinner
- Deal with the spider taking refuge inside

Personal Tasks

- Finish your painting
- Confess your love
- Amend differences with sibling
- Leave a mark for future archaeologists
- Find a way out to make it solo
- Make peace with the end

All's Well that Ants Smell

Ants, can't really talk. But they can release pheromones to express themselves in various ways. By using a combination of different pheromones, you can create expressive sentences of smell. Remember your glands only carry a finite amount of pheromones though. End of the world, end of your words.

Feeling - You can describe a general feeling or mood, e.g. terror, joy, love
*(**Amount of Uses**: Drone 10, Worker 10, Special 10)*

Direction - You can describe a specific direction, e.g. forward, west, above
*(**Amount of Uses**: Drone 10, Worker 15, Special 10)*

Identification - Use a known identifier, e.g. queen, ant, friend, foe, drone, egg
*(**Amount of Uses**: Drone 10, Worker 15, Special 15)*

Action - You can use a single word action, e.g. attack, run, search, find, protect
*(**Amount of Uses**: Drone 10, Worker 10, Special 15)*

Trail - You can leave a trail behind to follow or avoid
*(**Amount of Uses**: Drone 5, Worker 0, Special 0)*

What does the colony look like? How many rooms are there? How do different ants react to their imminent doom? Is the queen benevolent or selfish? All these questions you will find answers to within your last day as a member of your colony. Remember that every use of your pheromones may be your last so make them count, be it for the queen or for your own soul. Who knows? Maybe when you complete your Queen or Personal task, you will be awarded with something that can help you move on beyond. Beyond the flood, beyond the colony... But until then, you are a member of a perfectly working machine that is about to go bust. As the world ends around you, **what will you do?**