

YOU DON'T KNOW WHAT YOU DID. WHY YOU'RE HERE. WHAT THE MAZE IS. WILL YOU MAKE IT OUT THIS TIME?

You have just one thing you can do right now:

endure hardship 1

When you do something you can do and there's risk, name the danger as specifically as you can, then roll two dice, plus one more for each point of skill you have.

After you roll, assign one die to your Goal and one to the Danger. If there are NPCs here, assign one die to each of them too.

HE HUNTS FOR YOU; HOW MANY TIMES HAS HE CAUGHT YOU SO FAR?

Fill in a circle for each unassigned one. He will find you when they are all filled in; when you roll while he's present, remember he's an NPC too.

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THE MAZE KING

tall, intelligent, frightfully strong, urbane, arrogant
Best: you learn to *fight back 1*; otherwise, you are driven off
Wants: an interesting chat
Doesn't Want: to be driven off, emptying all circles
Worst: kills you

THE MONSTER

dripping, fangs, cold, sorrowful
Best: you gain *+1 to This Space*
Wants: your warmth
Doesn't Want: to be banished
Worst: kills you

THE FIDDLER

afraid, enigmatic, rude, kind
Best: you learn *empathy 1*; otherwise, *disenchant 2*
Wants: your companionship
Doesn't Want: to be alone
Worst: aids the maze

THE GUARD

thirsty, enchanted, enslaved, dutiful
Best: you are driven back to the start
Wants: to be set free
Doesn't Want: to be here
Worst: you are killed

RESOLUTION

	Goal	Danger	Creature
6	success	aversion	best outcome for you
4+	success, barely	aversion, for now	gets what they don't want
3-	failure	danger comes to pass	gets what they want
1	failure; the path is barred	worse than expected	worst outcome for you

If you don't have enough dice, you may take as many pretend ones as you'd like.

If all your unassigned dice are sixes, add a new skill that's a subset of whatever you were doing when you rolled, at one point higher than the rolled skill.

DANGERS

1	someone's hurt	2	attract unwanted notice
3	put in a spot	4	lost advantage
5	secret revealed	6	emotional or physical connection

into the maze is by Tam H.
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INTO THE MAZE

YOU WIN WHEN YOU ESCAPE.

When you leave a room, roll for the new space and what will happen here. Go lower if you roll the same twice, except 7.

THIS SPACE...

- 1 is quiet and still, with nothing to recommend it
- 2 has a stone bench with many eyes
- 3 has a fish pond with seven bright koi
- 4 there are three paths here, all alike
- 5 is a clearing with a fountain in the center
- 6 there is a picnic laid out here
- 7 the Maze King's lair

the Maze King is here
a silent fiddler with the head of an ass
there is a creature set watch here
a pot of flowers drooping in the heat
a monster watches you from shadows
an avatar of the maze accosts you
a way home, if you can find it

WHAT WILL HAPPEN HERE?

- 1 show an approaching threat and mark a circle
- 2 announce a sudden danger or turn of moods
- 3 offer a hard bargain or unpleasant choice
- 4 draw a link between two people, things, or events
- 5 reveal a secret or hidden agenda or well-laid trap
- 6 bring in someone interesting with an agenda

If you die, you may keep two skills; the first and one of your choosing. Otherwise, start over.

THE MAZE

hungry, mercurial, amoral, tangly
Best: you learn *solve 1*; otherwise, mark a circle
Wants: your attention
Doesn't Want: to be solved
Worst: you lose *-1 to This Space*

If you don't know what should happen next, you may always roll to see if you overcome the hardship of not knowing what to do.

If you just want a detail about the scene, flip a coin.