



The Serpent's Eye

a solo interpretive adventure

Read the plain text and play out the scene; ask the oracle for details.

When you reach a good stopping place, use the italicized text to direct you.

IF YOU LOSE THE PLOT

If you are captured or imprisoned, go to GREEN3. If you find yourself outside the castle, go to GREEN2. To rejoin the story, go to RED1.

THE PARTY

The Duke's gala is loud, hot, and bright with jeweled nobility. The Eye is deep in the castle, and there's a guard loitering near the alcove that hides the door that leads to your quarry. *If you get through that door quietly alone, set a timer to 3 for an encounter, then go to RED1. If someone leads you in, go to BLUE1. If you're stuck, go to BLUE3. If you tip your hand or make a scene, go to GREEN2.*

1 MAZE OF TWISTY PASSAGES

The hallways are twisty and all alike. The door you seek is in the east tower. *If you get to the door, go to RED2. If the alarm is raised, go to BLUE2. If you're captured, go to GREEN3.*

2 THE DOOR

And of course the ornate door is closed. You can hear a guard moving away from you, but it won't be long before he returns. *If you get through the door, go to RED3. If you're captured, go to GREEN3.*

3 THE PRIZE

The Serpent's Eye, a blood-red ruby, gleams from a dais in the dark room, framed by a window looking out over the city. *When you enter the room, go to RED4.*

4 THE GUARDIAN

Something slithers in the shadows, dry and crackling like old paper. *If you escape through the door and the alarm is raised, go to BLUE2. If you escape through the door stealthily with the Eye, go to GREEN6. If you go out the window, go to BLUE3. If you're captured, go to GREEN3.*

1 AN ALLY

Your ally leads to you a place they find safe. *If they betray you, go to GREEN3 if you are captured, GREEN2 if you are kicked out, BLUE2 if you flee. Otherwise, go to RED1.*

2 CHASE

The alarm's been raised! *If you escape the castle, go to GREEN5 if you don't have the prize, to GREEN6 if you do. If you are captured, go to GREEN3. If you escape but are still in the castle, go to RED1.*

3 SOCIAL OPPORTUNITY

You spot your ex in the crowd, moving towards you with purpose. *If you manage to sneak into the castle, go to RED2. If you an ally gets you in, go to BLUE1. If you tip your hand, go to GREEN2. Otherwise, go to GREEN3.*

2 KICKED OUT

You find yourself outside the gates. *If you sneak back into the castle, go to RED2. If you are captured, go to GREEN3. If you leave without the prize, go to GREEN5. If you leave with it, go to GREEN6.*

3 THE DUNGEON

You find yourself in the dungeon, alive, but that's a small comfort. *If you escape into the castle, go to RED2. If an ally helps you, go to BLUE1. If you escape from the castle, go to GREEN2.*

4 DROP

It's a long way down, but you prepared for that, right? *If you escape the castle without the prize, go to GREEN5. If you escape with it, go to GREEN6.*

5 ESCAPE

And that's one for the record books, you think, wishing it had gone a bit better. But at least you're alive... for now.

6 VICTORY

You can't quite conceal the smirk as you slip into the city, a king's ransom in your possession. Who knows where this will lead? *It's cursed • sentient • magic • too hot to pawn • calling out • all of the above.*

Designed in
June 2017

<https://exposit.github.io/katarpgs>

Last updated June 21, 2017.



WANDERING PEOPLE TABLE

1 Servant • 2 Guard • 3 Captain • 4 Serpent Mage • 5 Noblewoman • 6 Nobleman

1 Working • 2 Couple • 3 Group • 4 Busy • 5 Crying • 6 Angry