

The Labyrinth of Lies

A Game by Bob McGough

You wake up from a deep sleep to find yourself in the middle of a massive labyrinth. There are a few other people all waking up at the same time as you...

Who are you?

You can be whoever you want to be. A Spartan, a cowboy, an astronaut, a sailor, a housewife, a film critic. Any human you want to be, past or present, maybe even a little future.

What are you good at?

Pick a skill, it can be anything. Using the above maybe it's: running, ropes, math, ships, cooking, and couch sitting. This is the one thing you are best at, better than anyone else has any right to be.

Check your pockets. What do you have?

Rummaging around your pants/loincloth/skirt you find two small items. Think cell phone size or smaller. You have those.

You're holding something. What is it?

This is something bigger. Our Spartan guy is probably holding a spear. The Cowboy, his lasso. The housewife, her glock. Usually this is something weaponry, but it can be whatever you want it to be, so long as it makes sense.

Ok, Now to get out.

You're in a labyrinth. No, you have no idea how you got here, and let's be real, that may be beyond the scope of this little rpg. That's on your DM. What your clear goal is, is escaping. You hear a distant, minotaury roaring, that you are sure can't be good. So time to get moving.

Oh, and cool, you can all understand each other. Weird.

How to play:

Starting with the oldest player, each person will take turns rolling 2d6.

If you roll two numbers that don't match, all that means is you made a left turn, or maybe a right, or maybe reached a dead end and had to backtrack. Typical, boring maze walking.

If you roll doubles though, shit pops off!

If you roll double 1's, oh shit, you found the exit! Anyone still alive wins!

If you roll double 2's or 3's, you come to a room, a courtyard, a cavern, something. And there is something GOOD inside! Maybe a healing spring, or a feast, or a friendly maze wanderer. Maybe some treasure! Whoever rolled this gets to set the scene. The DM then will award an item that makes sense from the scene to the person who rolled.

If you roll double 4's or 5's, you come to a room, a courtyard, a cavern, something. And there is something BAD inside! Maybe a trap, a crevasse with no bridge, a hydra, or Space Nazis. The DM sets the scene. The players then, as a group, have to escape the danger somehow by using one of their items. It has to make sense (at least a little), and then that item is lost forever. If the group has no items, or no items that work to solve the problem, the group dies. Womp womp.

If you roll double 6's, the Minotaur catches up and eats you. Sad day. You and your items are gone forever. Luckily, he's so busy eating you that the rest of the party gets away!

