

MAZE RAT

INTRODUCTION

Maze Rat is a solo roleplaying add-on to *Maze Rats*. These rules attempt to emulate the role performed by the **Game Master** [GM] by using some simple d6 tables.

No table could have enough entries to predict every possible question you could ask the GM or cover every possible situation. Just as a roleplaying game is a game of improvisation, these rules provide prompts for your improvisation, enabling you to resolve questions that would be answered by the GM.

Maze Rats uses a common format of a d6 of d6 tables. You will find the same format used here to make these rules feel natural and a part of a single system.

HOW TO SOLO

Solo play revolves around imagining your story much the same as you would in a shared group game, but when there is a conflict you are responsible for playing both sides. When you would ask the GM for more information about your situation, you use these rules to give you a prompt from which you can answer your question and move your story forward. The answers are frequently not fixed yes-no answers. They use a random element to throw up unexpected results.

Broadly, there are two types of question. Closed questions can be answered with a yes-no response. Solo play takes these and expands upon them a little to force you to think a little more about your character's situation.

The second form of question is the Open Question. Open questions cannot answered yes-no. They take a long-form or more descriptive answer.

Closed questions are used for "Is the city watch guarding the gate?"

Open Questions are used for "What is the snake queen really after?"

CLOSED QUESTIONS

Before asking a closed question, you should phrase it so that it makes sense as a yes-no format. You should ask the question that is best for the game, not necessarily what is best for your character. You should consider how likely the result is to be either yes or no.

Once you have your answer, you should take into account the story so far, the type of adventure you want to have and the answer you rolled.

Closed questions use the 2d format used in *Danger Rolls*. This includes Advantage. If a question is more likely to be yes than no, it is rolled with Advantage [3d] and the higher two dice used.

Questions that are unlikely are rolled with disadvantage [3d] and the lower two numbers taken.

ROLL	ANSWER
2	No, and...
3-4	No
5-6	No, but...
7	Complication
8-9	Yes, but...
10-11	Yes
12	Yes, and...

No, and... The answer to your question is no, and it is the most extreme result.

No, The answer was a clear no.

No, but... This is a toned-down version of the no answer, it maybe offers some kind of consolation.

Complication A complication is a plot twist or an unexpected event that will make the question you just asked out of date. Something just happened that is going to make you rethink your course of action.

Yes, but... This is the mirror of the No version, it is a yes but not quite as good or full-on as it could be.

Yes, the basic yes answer.

Yes, and... The most extreme form of yes, what you asked for and much more!

COMPLICATIONS

Complications are one of the cornerstones of solo play. They are the moment when the GM turns the tables on you; when the drama suddenly ramps up; or a vital clue is revealed.

Earlier I gave an example closed question, "Is the city watch guarding the gate?" Any of these could be a complication to that question.

An Ogre has just smashed the gate in, scattering the guards. The Ogre fills the gate and looks enraged.

The gate is being opened by the city guard and in rides your worst enemy with their henchmen.

An officer and a civilian are stood by the gates, the civilian waves his hands and a shimmering wall appears before the gates.

Each of these will make you reconsider your options. It is from complications that new adventures are born. How did your enemy get here, when the last time you saw them they were in a prison cell, what does the Ogre want, who is the wizard?

With complications, you can move your story forward, introduce a side quest, break a loop if you are struggling with finding a way to progress or add layers of complexity if that is what you enjoy. In pulp TV series, you would see the hero or villain in an impossible to survive situation at the end of an

episode, and the start of the next show would have the same scene from a different angle and reshot so give the hero and escape. That is the sort of thing you can do with complications. You may think you saw your nemesis die, but that doesn't mean they may not come walking in at any moment.

OPEN QUESTIONS

Open questions cannot be answered with a simple yes-no. They cover situations like, what do people really want, what is a book about, what is remarkable about a treasure.

The way that they work is by giving you a pair of words that you need to interpret.

Action

Avenging	Compelling	Dispelling
Banishing	Concealing	Emboldening
Bewildering	Deafening	Expanding
Blinding	Deceiving	Energising
Charming	Deciphering	Enlightening
Communicating	Disguising	Enraging

Excruciating	Hindering	Silencing
Foreseeing	Paralysing	Soothing
Intoxicating	Revealing	Summoning
Imprisoning	Revoltig	Terrifying
Maddening	Screaming	Warding
Mesmerising	Shielding	Wearying

Subject

Blood	Poison	Flesh
Serpent	Worm	Beast
Crown	Sentinel	Servant
Throne	Aura	Faction
Dance	Word	Book
River	Symbol	Sewer

Negotiation	Guard	Protector
Inquisitor	Raiders	Outlaw
Hunter	Wise one	Worshipper
Song	Puzzle	Coward
Fanatic	Leader	Target
Priest	Soldier	Murderer

To use this tool, you roll two pairs of d6. Two for the action and two for the subject.

For example, I rolled 5, 3 and 4, 3. These give Revealing + Hunter.

To answer some sample questions:

“What is the snake queen really after?” In this case, Revealing Hunter suggests that the queen fears that someone is out to get her. This fear is what motivates her actions.

“What is a book about?” Revealing Hunter could mean that the book either reveals the identity of a hunter or killer, akin to all those books about Jack the Ripper, or it could be a mundane book on hunting techniques.

“What is remarkable about a treasure?” Revealing Hunter here could suggest something magical, like a crystal ball or divination magic that will show you the identity or location of someone hunting you, or something you seek.

In each case, the answer was the same; it was the interpretation that varied. You must use the context of the situation, the adventure so far, and the type of

adventure you enjoy to inform what these phrases mean.

NPC ENCOUNTERS

Maze Rats contains a simple 1d table for NPC encounters.

1 Hostile	2-3 Wary	4-5 Friendly	6 Helpful
--------------	-------------	-----------------	--------------

You can follow up this broad outlook with a single closed question that relates directly to the situation. For example “Do they trust me?” or “Do they believe me?” These follow up questions will add an extra level of detail, one that is normally provided by the GM.

PREPPING SESSIONS

In solo play, you don't need to prep sessions. The situations, preferred in *Maze Rats*, should evolve naturally from either complications, unexpected answers or from open questions giving you an insight you didn't have before. *Maze Rats* says “The first campaign session should start in the middle of a high energy situation in order to get the players hooked.” This is especially true of a solo game.

You should be able to jump straight into an adventure with no more prep than creating your character.

NPCS

If you need an NPC that has stats, just create what you need when you need it. The five-step character creating process can be done in any order. You will frequently find that you create the appearance, from the World Building section, long before you need any hard numbers for making Danger Rolls. I found that table 10. **Personality** was by far the most important in the game.

MAGIC

In writing these rules and playtesting, it was the magic that created the most fun. In a world that is being created as you adventure, with people made up on the spot, in only make sense to get new, completely random magic each morning.

RECORD KEEPING

I suggest you keep a journal. Use it to record the questions you asked, answered rolled and their interpretations. The spells you gained each day and the NPCs you create. It is my preference for something every brief, bullet points etc. and highlighter so I can pick out NPCs or important questions and answers.

You can then read back through this record before you start your solo session. It will help you get back in character and pick up where you left off.

You may also spot loose ends you did not follow last time, which could come back in future sessions, or you may identify a continuing theme to your adventure that could be a campaign spanning plot.

CREDITS

Maze Rats was created by Ben Milton (CC 4.0 BY). www.questingblog.com
Maze Rat was created by Peter Rudin-Burgess www.ppmgames.co.uk