

Six Hours to Midnight

... and no one is precisely who they seem to be, including you.

There are many people here. One is your Rival, whether you know it or not.

You may have many lovers, but you may have only one Lover tonight.

You have a purpose. You must succeed or you face ruin.

You are talked about. They say you are Dutiful † Feckless † Proper † Impotent † Wicked † Pure

You are private. You are Shrewd † Dashing † Creative † Innocent † Perceptive † Bold

You are flawed. You are Wanton † Afraid † Greedy † Strange † Arrogant † Maladroit

You are wearing someone else's mask † lost † on the guest list † obligated to be here † looking for trouble † on someone's string

Answer now. What is your goal?

Play to discover. Why does the Lover want you? Why does the Rival hate you? What is your secret?

You are capable. You are here for a reason. You have a goal.

Don't roll to do things you should be able to do. Don't roll if you are opposed. Don't roll if nobody would care if you succeed or fail.

When you roll, state a goal and a danger or complication. Roll or choose a second danger:

Does it malfunction? If not, it's completely broken. † Does control slip a bit? If not, it goes out of control. † Does something physical happen between you? If not, something emotional does. † Do you know anything about it? If not, someone taunts you. † Do you hurt them? If not, they hurt you. † Does one of your Flaws hinder you? If not, it causes a disaster.

Roll a d6 for each goal and each complication. If your Flaw or condition would hinder, reroll the highest die and take the worst. If one of your qualities or assets would help, reroll the lowest die and take the best.

For the goal, a 1 - 2 is a failure and that way is closed, a 3 - 4 is a partial success or the way remains open, and a 5 - 6 is a complete success.

For a complication, on a 4+ the complication is averted or mild, otherwise, it comes to pass or is worse. You can use the goal results if those are more appropriate.

A complication may not come to pass immediately. Wait for the right moment.

At the beginning of each hour, roll a d6. If you roll the same, choose that event again or a different one. Cross a new result off each time.

Someone reveals a secret † knows you † whispers in your ear † takes liberties † makes a threat † requests a dance

After five events, it is midnight, and the Rival will strike.

The Lover

She is as capable and as flawed as you are, though it may not seem so at first.

She is always beautiful. She is always dangerous in some way.

She always wants you though she may not want to.

She might also be the Rival.

She is brave † experienced † brilliant † exotic † wealthy † innocent

She is also foolish † untrusting † naive † stubborn † jaded † cruel

Her Number begins at 6.

One of you is resisting. That one is higher born † lower born † protected † promised † sworn † forbidden

Roll an extra die if you invoke:

someone who is present † an injury or condition you'll carry forward † a partner other than the Lover † a rumor or fact † a past experience that has bearing † sheer dumb luck

Check off each as you use it. Every hours turn or when you choose to fail a complication, restore a used Invocation or add a new one.

Add a die to a roll or your reserve no more than twice per hour if you:

take the Lover † rebuff the Lover † move towards your Goal † protect your secret † help a lover † hinder your Rival † place yourself in a lover's power

When a lover might act, roll d6 and choose or roll on the Rival's list. If you roll 4+ or Number+, you benefit, otherwise the Rival does. Once per hour, if you impress the Lover, reduce the Lover's number by 1. Any time you disappoint her, raise it by 1.

After you assign dice, move any unassigned dice to your reserve. When you roll with no extra dice, you may swap in one from your reserve.

When the hour's event is resolved, if you have played both progress dice or if it seems inevitable, move to the next hour.

Risk everything, as often as you can, because you *must succeed*.

† Choose the genders that please you. †

sleek bronze serpent † ornate gold cat † silver filigree butterfly † copper swirled fox † horned bone ram † feathery jeweled peacock

The Rival

Your Rival is indistinguishable from anyone else until you reveal them. You will know when to do this.

If the Rival is unknown and you are in a lover's power, roll a d6; on a 2-, they are the Rival and they will hurt you.

The Rival begins the game with one reserve die, set to 4. Any time you roll with thwarting them as part of your goal, roll as normal; if you succeed, you may also reroll one of their dice.

If the Rival is not the Lover, the Rival wants the Lover too.

Each hour, the Rival does at least one thing, but sometimes more; if he succeeds at even one of them, he adds a die to his reserve at the end of the hour.

move towards a goal † embarrass you † seduce or impress the Lover † learn something of use † reveal an ally or asset already in place † put you in a bad position

The Gift

After the Gift is opened, negate each of the Rival's remaining dice with one of your own of equal or higher value. Then assign your remaining dice as you please. Any option not won is lost.

I survive. If not, I die.
My goal is achieved. If not, it fails.
The Rival fails. If not, he succeeds.
The Lover survives. If not, she dies.
The Lover's goal is met. If not, she fails.
The Lover's lot is improved. If not, she is ruined.
The Lover chooses you. If not, she chooses the Rival.

† You lose if the Rival wins † the Rival is always cruel † play to find out what happens

Inspired by *S\lay w/Me* and *Lady Blackbird* and *Ghost/Echo*. Otherkind dice are from *lumpley*.

Designed for solo play, but the roles are easy to divide up.

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