

FIND HIM

Requires several sets of polyhedral dice, 1 player, and 1 GM

Your grieving, recently-widowed mother invited a lecher into her bed. His vice and unreliable character soon showed themselves as he abandoned her and skipped town. You, a child, watched your mother rot of illness and heartbreak, until finally his departure killed her. Her dying words to you were a command - **FIND HIM** and **KILL HIM**.

You, the player, describe the circumstances under which your mother's heart was broken, and describe the man who did it. For each of his Vices, place a d6 in front of you to be the base of a tower. More d6 will mean a longer, harder game.

The GM and you describe your childhood and life after your mother's death in stages. Abandonment, abuse, homelessness, and other horrors have forged you to an unfeeling weapon. Then, as an adult, by happenstance you hear of the man again.

You must now **FIND HIM** and **KILL HIM**.

Everything you encounter will try to stop you.

To triumph against...

...bad luck, place a d12 on top of any of your towers.

...the environment, place a d10 on top of any of your towers.

...a person, place a d8 on top of any of your towers.

...**HIM**, place a d20 on top of any of your towers.

...impossible odds, place a d4 on top of any of your towers and acquire a Madness or Scar.

If a tower falls over, you tragically die. If you place a d4 atop all your towers but one, then place a d4 atop the last while you're alone with **HIM**, you **KILL HIM** and your mother is avenged.

This is, perhaps, the greater tragedy.

