ARK II IN THE LAND OF THE LOST

INTRODUCTION

In the world of the 25th Century, only a handful of scientists remain -- those who have vowed to rebuild what has been destroyed. Their achievement: the Ark II, a mobile storehouse of scientific knowledge crewed by highly-trained young people. Their mission: to explore Altrusia -- the mysterious "Land of the Lost" beyond the dimensional portal -- and bring the hope of a new future to humanity.

LOCATIONS

01	Natural Cave
02	Pylon
03	Builder's Temple
04	Lost City
05	Devil's Cauldron
06	Library of Skulls
07	Tar Pit
08	Misty Marsh
09	Land's Heart
10	The Hole of No Return
11	Bottomless Pit
12	Stone Bridge

CLICHÉS

01	Youthful (roll again)
02	Human, Modern
03	Human, Near Future
04	Human, Steam Age
05	Human, Iron Age
06	Human, Ice Age
07	Human, Psionic
08	Human, War Lord
09	Human, Cryogenically-Frozen
10	Chimpanzee, Talking
11	Pakuni, Baseline
12	Pakuni, Builder-Uplifted
13	Sleestak, Baseline
14	Sleestah, Throwback
15	Altrusian
16	Zarn
17	Android
18	Robo-Dinosaur
19	Future/Alternate-Version Character
20	Elderly (roll again)

CREW ROLES

01	Captain
02	Science
03	Medical
04	Linguist
05	Engineer
06	Navigator
07	Biology
08	Security

MacGuffins / Etc

01	Cannon
02	Light Crystals
03	Dinosaurs
04	Crystal Matrix Table
05	Starship
06	Skylons
07	Jet Jumper
08	Ark Roamer
09	Poison Gas
10	Artificial Intelligence
11	Tank
12	Hot Air Balloon

Risus: The Anything RPG

This resource was created for Risus: The Anything RPG by S. John Ross (available from http://risus.cumberlandgames.com/ for free) as part of the Risus One Page Challenge (see http://risusiverse.wetpaint.com/page/One+Page+Challenge for details.) "Ark II in the Land of the Lost" was written by Roger Carbol (with more gaming stuff at http://stirgessuck.wordpress.com/ if you like) who tastes a whole lot like lobster, but then again, not like lobster, if you know what I mean.