

# *No Mates* **CTHULHU**



***A No GM Risus Expansion***

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# **RISUS Cthulhu ZERO GM TRULES**

## **Simple rules:**

You'll need paper, a pen or pencil, 4 d6 dice these tables & your sanity..

1. Create your Risus character with 10 dice. Now roll 2 d6 to determine your sanity points and 1 d6 for Investigation points.
2. Roll on the number of rooms table. This gives you the size of the mansion.
3. Roll for the number of exits in the room. Ignore single exit rooms unless you can backtrack to another room with unexplored exits.
4. Roll for room type.
5. draw on your paper the room and choose where you want the exits (this includes the one you came through). Its nice to see your journey unfold, and helps keep track if you need to backtrack.
6. Roll for enemy encounters.
7. If no enemies roll for loot, regain 1 lost cliché dice and choose exit. Goto step 3.
8. If enemies appear roll for how many, then what type.
9. **COMBAT!!!!** fight them one at a time. each player taking turns.
10. If you survive roll for loot, regain 1 cliché dice. Now roll 1 d6 for sanity loss and choose your exit.
11. goto step 3.
12. Do this until you reach your last room (determined by step 2). Then roll for your Elder God Boss.
13. **COMBAT!!!!**
14. In the unlikely event that you survived roll 4 times on the loot table and proceed directly to the nearest asylum.
15. The End

You may then choose to level your character in the usual Risus way.

## Investigation

Whenever you enter an empty room you may use one of your Investigation points to roll on the Investigation table. As you will see it doesn't always end well but it may be worth the risk.

## Artifacts

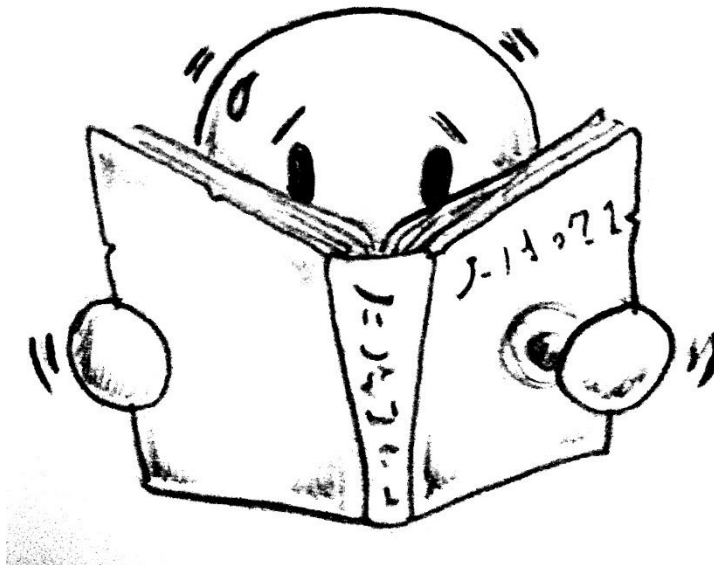
If you find all artifacts you can combine them to regain all sanity points lost, or save them in a vain attempt to trade for items. Or if you can then back track through all the rooms, re rolling for encounters in each, and escape, you win.

## Equipment

All Adventurers start with the tools of their trade PLUS 1 x Sanity stabilizer (use to regain 1 sanity point). That is all. Obviously if you wish to advance your character over multiple games you can start with any special items you have previously found. Just up the difficulty for yourself by adding +1 monster for every encounter.

## Sanity loss

If your sanity reaches zero you need to roll on the insanity chart at the end of each room for an effect. Once at zero, sanity cannot be regained, you are officially a babbling lunatic.



### Number of Rooms

Roll	Room
2-3	8
4-5	8
6-7	8
8-9	10
10-11	15
12	20

### Room Exits

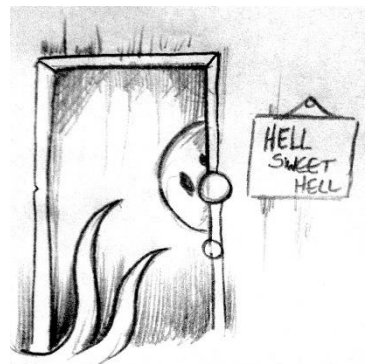
Roll	Room
2-3	1
4-5	1
6-7	2
8-9	2
10-11	3
12	4

### Room Type

Roll	Room
2	Kitchen
3	Cultist Altar Room (+1 Cultist present)
4	The Lab (+1 Sanity Stabilizer)
5	Autopsy Room (-1 Sanity Point)
6	Dimension portal (-1 Sanity point)
7	Office (+1 Investigation Point)
8	Study
9	The Pit (If your cliché allows you may push an enemy into the pit on a successful roll)
10	The Archive
11	The Conservatory
12	The Dining Room

### Encounter

Roll	Room
2-3	None
4-5	Enemy
6-7	None
8-9	Enemy
10-11	Enemy
12	Cultist TRAP!! Role to avoid (Target roll = 10. If you fail you lose 1 dice for your next encounter).



### Creature Group Number

Roll	Enemies
2-4	1
5-9	2
10-11	3
12	4

### Random Creature Table

Roll	Monster	Dice
2	Insane Trader (roll 2 d6, on a target roll of 10 he will trade with you. On a fail he attacks). Sanity Stabilizer - 5 Artifacts Investigation point - 2 Artifacts Common Monster Dispel - 3 Artifacts	2
3	Ghoul	2
4	Cultist	3
5	Glaaki	4
6	Dimensional Shambler	4
7	Young Chthonian	4
8	Elder Thing	3
9	Flying Polyp	4
10	Hunting Horror	5
11	Leng Spider	5
12	Nightgaunt	5

**Loot Type**

Roll	Treasure
2-3	Sanity Stabilizer
4-5	Artifact Roll
6-7	1 shot Common Creature Dispel (get rid of a common creature)
8-9	Artifact roll
10-11	Investigation Point
12	Sanity Stabilizer and Artifact

**Special Item Type (can be traded with other PC's)**

Roll	Item
2-3	Cross of Elder Hatred +1 dice to combat rolls.
4-5	Enchanted 6 shooter +1 dice to combat rolls.
6-7	Book of Horrors if an enemy strikes you they are frozen in fear and remove 1 dice.
8-9	Eldritch Shotgun +1 dice to combat rolls
10-11	Cultist control pendant (makes one cultist convert to your side for 1 more room, where he acts as a teammate. Any sixes he rolls are added to your score in combat).
12	2 x Old One Enhanced Portal Grenade (+5 dice in boss combat. Single use each)

**Artifact Type**

Roll	Treasure
2-3	Elder Scrying Crystal
4-5	Dunwitch Glowstone
6-7	Shoggoth Eye Pendant
8-9	Strange Carving
10-11	Gnoph-Keh horn ring
12	Special Item



### Investigation Roll

Roll	Investigation Bonus/Hindrance
2-6	You discover a terrifying series lithographs depicting the effect of the old ones on humanity. Loose 2 sanity points
7-9	Fail - No effect
10	You find proof of the old ones that the authorities must take seriously - Regain 1 sanity point.
11	You discover a map of the mansion. You may skip the next room.
12	Your investigation leads you to an old chest. Roll for a Special Item

### Boss Type

Roll	Boss	Dice
2-3	Shoggoth	8
4-5	Star Spawn of Cthulhu (roll 1d6 for Cultists)	5
6-7	Star Vampire	8
8-9	Hounds of Tindalos	6
10-11	Gug	8
12	Great Cthulhu	20 (basically you're dead or insane or both)

## Insanity Table.

Roll	Insanity Effect
1	NO MORE!!!! You can take no more, the inevitable destruction of mankind is too much to bare. Without any further thought you kill yourself.
2	As you begin to laugh uncontrollably, the idea of smashing your head into a wall seems appealing. loose 1 cliché dice Permanently..
3	Hallucinations of tentacles and agonizing screams send you running for the entrance of the mansion. It is only when you reach the door that you realise it was not real. Begin from the start with your current stats and equipment.
4	As the drool drips from your mouth you begin to gnaw at your hand, only stopping when you reach bone. With only one useful hand you stand up and proceed to your inevitable doom. Loose 2 of your main cliché dice permanently.
5	Feeling heavy beyond belief you shun all of your equipment. As you grin like an idiot at your feather light form you run towards the next room. Lose all current equipment permanently.
6	You see the sense behind the cultists madness. With a yelp of excitement you run to the nearest cult leader and babble the words "I wish to be part of the Old Ones. Sacrifice me so I may live beyond these realms", and with a stab of his blade you lie bleeding to death upon the altar.





**Example Cliches:**

<b>Professor Nial Biter</b>  A master of all things arcane, Specialises in Old One knowlege.  A heavy drinker with a reputation as a lunatic by his peers.	<b>Traits</b>  Already quite mentally unhinged and not much phases him anymore - Able to withstand 2 sanity drops per game.
Science = 4 The arts = 3 Babbling = 2 Wine tasting = 1	

<b>Remington Smithe P.I</b>  The least sought after PI in local history. Every case he takes ends up with the employer in an asylum or dead.	<b>Traits</b>  Contrary to popular opinion Remington is a fantastic investigator - Able to adjust investigation rolls by +2, twice per game.
Magnum PI - 4 Wooing Ladies - 2 School of hard knocks - 3 Bourbon Neat - 1	