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Trapped in the Museum

A Risus Solitaire Adventure

By Peter Schweighofer



You wake with a start. A cold sweat covers your body. You shiver from the cool air around you and the cold, hard bed. In that drowsy fog that clouds your mind just after sleep, you don't recall crawling from your desk into bed. With all your recent sleep deprivation, you wonder if you can remember anything clearly. Perhaps you fell asleep in the museum library—but the librarians are always good about waking you up and sending you along at closing time. As your waking haze clears, you realize you can't possibly have fallen asleep and been locked in the library—you're wearing only your nightclothes!

Trapped in the Museum is a solitaire adventure you can play right now using the character provided below—Jamie Douglas, a sometimes absent-minded student at the city university—and a few six-sided dice. The adventure text itself incorporates rules for overcoming obstacles, modeled on the free, easy-to-learn *Risus: The Anything RPG* system from S. John Ross. You can download these simple rules at his web site, www.io.com/~sjohn/blue.htm.

To begin your adventures in the museum, grab your dice and read the section called “Meet Jamie Douglas” below. That'll explain how your character accomplishes tasks in the game.

Meet Jamie Douglas

The character you'll be playing in *Trapped in the Museum* is a young college student, Jamie Douglas, who studies history at the city university. He's a tall, thin fellow who

often has his nose buried in a book. He spends more of his time worrying about his grades than getting a date for Saturday night, although he is a somewhat handsome young lad. Besides taking a huge load of courses, he participates in the university fencing team.

Jamie's abilities and character are defined using clichés—a stereotypical and general description that helps define what a character knows how to do. Jamie has four clichés:

Bookworm represents Jamie's knowledge gleaned from other sources, most notably books. It can also symbolize his overall perception and memory.

Fencing Team reflects all of Jamie's reflexes and agility required to fence, plus his general combat ability. These traits can also help him overcome other physical difficulties.

History Scholar symbolizes Jamie's specialized knowledge in a particular field...in this case, history. He's still learning a lot, though.

Timid Student reflects the habits of a somewhat shy person not used to being around others, therefore he tends to quietly blend into the background and avoid notice.

When creating a Risus character, you assign up to 10 dice to the various clichés. Values vary between 1 (putz) and 6 (mastery). We've spread 10 dice among Jamie's clichés, giving him Bookworm (3), Fencing Team (3), History Scholar (2), and Timid Student (2).

Jamie's stats now look like this:

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Name: Jamie Douglas, College Student

Description: Wiry young lad, often dressed in a tweed coat, and carrying around several textbooks.

Clichés: Bookworm (3), Fencing Team (3), History Scholar (2), Timid Student (2)

Clichés work very simply in the game. Any time you want your character to do something, find the appropriate cliché and roll that number of six-sided dice. If Jamie tried swatting at an enemy with a weapon, he'd roll his 3 dice for Fencing Team. If he wanted to slip past some guards unnoticed, he'd roll 2 dice for his Timid Student cliché.

Clichés represent broad generalizations—more than one cliché may apply to a particular task. For instance, if Jamie wanted to remember which Egyptian king laid siege to Jerusalem in ancient times, he'd roll 2 dice for his History Scholar cliché...or he might roll 3 dice for his Bookworm cliché.

The higher your roll the better your character does. To accomplish an easy task, you might only have to roll 5 or higher. For a task that challenges a professional, you might have to beat a 10. To overcome a superhuman obstacle, you might have to beat upwards of 30!

Of course, this also works against others. If Jamie and a fellow student were fencing, they'd both roll their Fencing Team clichés. The one who rolls higher wins that round—the low roller loses one die from his cliché. The two continue until someone has lost enough to have zero dice in the Fencing Team cliché. At that point, the loser is at the winner's mercy.

The text in this adventure will tell you what clichés to roll, and what numbers you must beat to succeed.

This solo scenario is what's sometimes called a "programmed adventure." Don't read the entries straight through—they will make no sense in straight sequence and will give away the adventure's surprises. Entries describe what your character sees, and choices after each entry let you decide how your character acts given the situation. Begin by reading "Stressful Semester" below.

Stressful Semester

As a student at the city university, you've spent the past semester working hard to keep up with classes, maintain your grades, and pursue a few research projects of your own. You found some recreation by joining the fencing team, but as final exams approach, that group no longer meets. Now that the semester is nearing its end, you've been overwhelmed finishing a paper on ancient Egyptian burial ceremonies and studying hard for a challenging final exam in Classical Greek history and culture. Attempting to catch up on their own academic schedules, your professors have bombarded you with assignments and lectures all crammed into these last weeks of the semester.

When you're not sequestered in the city museum's library conducting research, you're staying up late in your flat reading and reviewing your notes. Mountains of books cover your desk, bed, and floor, from Homer's *Iliad* and *Odyssey* to various works of Wallis Budge on Egyptian hieroglyphics and religious practices. Your notes cover the entire room like a sandstorm of papers. The past few nights you've barely slept. You've either been up late studying or too worried about exams to sleep.

Last night you finally succumbed to sleep while writing the conclusion to your research paper on ancient Egyptian funeral practices. You had spread the pages out across the desk to review them one last time, but at this late hour they just looked like some white desert, with the daunting cliffs of textbooks and reference tomes rising on the horizon. As

your head slumped closer and closer to the pages, the letters wavered like some sun-scorched mirage, turning from recognizable characters into the stiff shapes of Egyptian hieroglyphics. Your pen slipped from your fingers and floated to the floor. With your head resting on the desk, the lamp seemed like the sun setting on the edge of a vast desert of your research paper.

You wake with a start. A cold sweat covers your body. You shiver from the cool air around you and the cold, hard bed. In that drowsy fog that clouds your mind just after sleep, you don't recall crawling from your desk into bed.

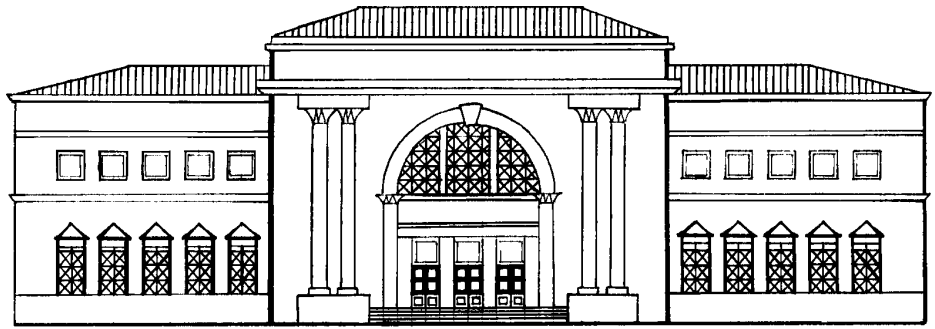
Creepy Soundtrack

Want to add an extra dimension while playing this solitaire adventure? Listen to some spooky music while reading *Trapped in the Museum*. Two CDs work particularly well: any recording of Tibetan Buddhist chants (complete with moaning monks, bellowing horns, and chiming bells), and the soundtrack to *The Crow* (exotic tunes, gloomy mood). Any spooky music you can find can help enhance your experience while playing through this solitaire adventure.



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With all your recent sleep deprivation, you wonder if you can remember anything clearly. Perhaps you fell asleep in the museum library—but the librarians are always good about waking you up and sending you along at closing time. As your waking haze clears, you realize you can't possibly have fallen asleep and been locked in the library—you're wearing only your nightclothes!



You reach out with your hands and feel around in the darkness. Your "bed" is in fact some kind of stone slab, with walls on all four sides. The pale, blue aura of moonlight glows above you, illuminating the edge of these walls. Mustering your strength, you pull yourself up until you're sitting upright. In the dim light you can just make out faces staring at you in stony silence, many towering above you. After a moment, you realize these faces belong to stone statues, upright coffins, and tomb paintings from the museum's Egyptian collection. You run your hands over your stone "bed" and suddenly realize you've been napping inside an open sarcophagus!

- * *You lower yourself back into your sarcophagus and try going back to sleep, hoping that this is all just a nightmare: go to 5.*
- * *You pull yourself out of the sarcophagus and explore your surroundings: go to 8.*

1

You leave the Egyptian galleries under the gaze of ancient statues and tomb paintings. Your feet slap on the cold, hard stone floor as you walk. A few turns brings you to the museum lobby, a grand hall with a vaulted ceiling supported by immense ionic columns. The nearly full moon stares in through tall windows in one wall where the main entrance allows passage to the street outside. Nobody sits at the information desk or the coat-check window. Arched doorways lead further into the museum's shadows to other exhibit galleries. Familiar double doors in one wall lead to the library, and a smaller door near the information desk is marked "Security." Both doors are closed.

- * *You see if you can escape through the main entrance: go to 4.*
- * *You try the doors to the library: go to 7.*
- * *You knock on the "Security" door to see if the night watchman can help you: go to 10.*

2

You slam your shoulder into the door to the night watchman's security office, but it doesn't budge. In fact, it hurts you more than it affects the door! (For a moment,

you lose 1 die from your Fencing Team cliché, but you can regain that easily by taking a moment to rub your shoulder and rest.)

- * *You can try bashing down the door again: go back to 6.*
- * *If you haven't done so already, you can continue investigating some means of escaping from the museum: the front door (go to 4) or the library doors (7).*
- * *You return to the Egyptian galleries: go to 15.*

3

While examining your moonlit surroundings, you listen for any signs of activity. For a moment you think you hear a faint, muffled scream coming from the museum lobby, but you're not sure if that's just a figment of your overactive imagination. You concentrate, hoping to hear the sound again. Instead you notice something echoing down the corridor leading to the ancient Greek galleries—a low creaking sound, like bending metal, followed by the hollow clank of metal against stone. It starts and stops several times.

- * *You head for the lobby to investigate the muffled cry and try finding some way out of the museum: go to 1.*
- * *You stroll off to the nearby ancient Greek galleries to investigate the strange metallic sounds: go to 19.*
- * *You wander through the Egyptian galleries: go to 17.*

4

As you approach the museum's main entrance, you quickly realize this won't offer you a way out. The doors are sealed with a key lock in the frame as well as a padlocked chain through the handles. The door's sturdy metal frame and decorative metal rods and crossbeams would prevent you from squeezing through even if you could break the thick glass. You peer up at the windows, but they're too high for you to reach, even if you found some furniture to climb. They, too, are made from thick glass, and the ornamental metalwork supporting them would not allow you to slip through and escape.

- * *You try the doors to the library: go to 7.*
- * *You knock on the "Security" door to see if the night watchman can help you: go to 10.*

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5

You curl back up inside the stone sarcophagus and try going back to sleep. The coffin's stone sides seem to magnify every sound—your nervous breathing, a clock ticking somewhere, the rustling of your nightclothes as you shift to find a comfortable sleeping position. Other sounds echo through the museum's galleries. At one point you think you hear a distant chattering, like several newborn puppies crying and trying to bark. Those sound disappear after a moment.

** You stay in the sarcophagus and try going back to sleep: go to 18.*

** You give up trying to sleep, pull yourself out of the sarcophagus, and explore your surroundings: go to 8.*

6

You take a running start, turn to one side, and bash into the door with your shoulder. To see if you break down the door, roll your Fencing Team (3) cliché. Roll 3 dice and add them up.

** If you roll 9 or lower, go to 2.*

** If you roll 10 or higher, go to 9.*

7

The library doors stand closed before you. They're made from heavy wood. You jiggle the doorknob: locked. On your previous visits, you noticed fixtures for an additional bar across the inside of these doors to prevent anyone from stealing any valuable and ancient manuscripts from the stacks. You give the doors a tentative push with your hand—they don't budge a bit. You'd need a small battering ram to bash through these doors....

** You see if you can escape through the main entrance: go to 4.*

** You knock on the "Security" door to see if the night watchman can help you: go to 10.*

8

You manage to pull yourself out of the sarcophagus. The stone gallery floor is cold on your bare feet. As you survey your surroundings, you realize you're in one of the main Egyptian galleries. Several statues of pharaohs stand guard along one wall, while coffins decorated with the stylized features of the deceased stare back at you from another wall. A large, human-headed sphinx reclines near your sarcophagus. Glass display cases contain jewelry, amulets, and small artifacts. Tomb paintings adorn one wall, the stiff figures seeming like ghosts in the moonlight shining through the high windows.

You often visited these exhibits during the day, but in the dead of night, with no other people here and the frosty

moonlight bathing everything, it feels other-worldly. You begin to wonder if anyone else in this city is even alive.

Roll your Timid Student (2) cliché to see if you notice anything out of the ordinary. Just roll 2 dice and add them up.

** If you roll 4 or lower, go to 11.*

** If you roll 5 or higher, go to 3.*

9

You slam your shoulder into the door to the night watchman's security office, ripping the bolt out of the frame, and sending the door flying open. As you collect yourself off the floor, you quickly look around the small security office. The lamp burns on a desk in the corner. The night watchman's body sprawls face-down on the floor. The ring of keys is conspicuously absent from his belt. The carpet has soaked up blood from several wounds on the night watchman's body—injuries that look like they were inflicted by some creature gnawing at his arms and torso. You check for a pulse and find none. Someone—or something—killed the night watchman and took his keys.

As you stoop to examine the body, you also notice a large grate sitting next to the heating vent in the floor it's supposed to cover. You kneel next to the vent, listening. Somewhere in the heating ducts you hear someone scurrying along, speaking an unintelligible language in a high-pitched chattering. The sounds quickly fade. Luckily for you, the heating vent is too small for you to enter.

** If you haven't done so already, you can continue investigating some means of escaping from the museum: the front door (go to 4) or the library doors (7).*

** You return to the Egyptian galleries: go to 15.*

10

You begin walking faster toward the "Security Door" when you notice a faint light shining through the crack at the bottom of the door. Looks like the night watchman is in! He has keys to the front door and many other areas that are locked down at night.

You knock politely on the door, but receive no answer from inside. Turning the doorknob, you realize it's locked. From inside you hear a faint gibbering, the jangling of keys, and some scuffling on the floor. Something is inside that office. Then everything goes silent.

** You try bashing down the door with your shoulder: go to 6.*

** If you haven't done so already, you can continue investigating some means of escaping from the museum: the front door (go to 4) or the library doors (7).*

** You return to the Egyptian galleries: go to 15.*

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11

While examining your moonlit surroundings, you listen for any signs of activity. For a moment you hear nothing. Then you notice a low creaking, like the sound of metal bending. It stops. You concentrate, trying to hear the sound again, hoping that it was just a figment of your overactive imagination. You notice the low groan again, followed by the hollow clank of metal against stone. It starts and stops several times. It seems to echo down the corridor leading to the ancient Greek galleries.

- * *You stroll off to the nearby ancient Greek galleries to investigate the strange metallic sounds: go to 19.*
- * *You wander through the Egyptian galleries: go to 17.*
- * *You look for the lobby and try finding some way out of the museum: go to 1.*

12

You dash through the Egyptian galleries, your feet slapping against the cold, stone floor. You maneuver around immense statues, granite sarcophagi, and cases displaying smaller artifacts. When you hear sounds ahead, you stop short and take cover in the shadows beneath an archway to the mummy exhibit.

- * *Please go to 20.*

13

You manage to pull yourself out of the sarcophagus. The stone gallery floor is cold on your bare feet. As you survey your surroundings, you realize you're in one of the main Egyptian galleries. Several statues of pharaohs stand guard along one wall, while coffins decorated with the stylized features of the deceased stare back at you from another wall. A large, human-headed sphinx reclines near your sarcophagus. Glass display cases contain jewelry, amulets, and small artifacts. Tomb paintings adorn one wall, the stiff figures seeming like ghosts in the moonlight shining through the high windows.

You often visited these exhibits during the day, but in the dead of night, with no other people here and the frosty moonlight bathing everything, it feels other-worldly. You begin to wonder if anyone else in this city is even alive.

A crash disturbs your concentration. It sounded like breaking glass coming from deep within the gallery.

- * *You run through the Egyptian galleries to see what's going on: go to 12.*
- * *You sneak around through the Greek galleries to cautiously approach the site of the breaking glass: go to 26.*

14

You sneak after the princess, trying to keep to the shadows and minimize the pattering sound your feet make on the stone floor. To determine whether or not the princess notices

you following her, test your Timid Student (2) cliché. Just roll 2 dice and add them up.

- * *If you roll 9 or lower, go to 22.*

- * *If you roll 10 or higher, go to 29.*

15

You head back toward the Egyptian exhibits, frustrated that you may have to wait in the museum's darkness until morning. You pass beneath the watchful gaze of the two colossal statues of pharaohs flanking the entry arch to the exhibit hall. Suddenly you hear the sound of breaking glass coming from deep within the gallery.

- * *You run through the Egyptian galleries to see what's going on: go to 12.*

- * *You sneak around through the Greek galleries to cautiously approach the site of the breaking glass: go to 26.*

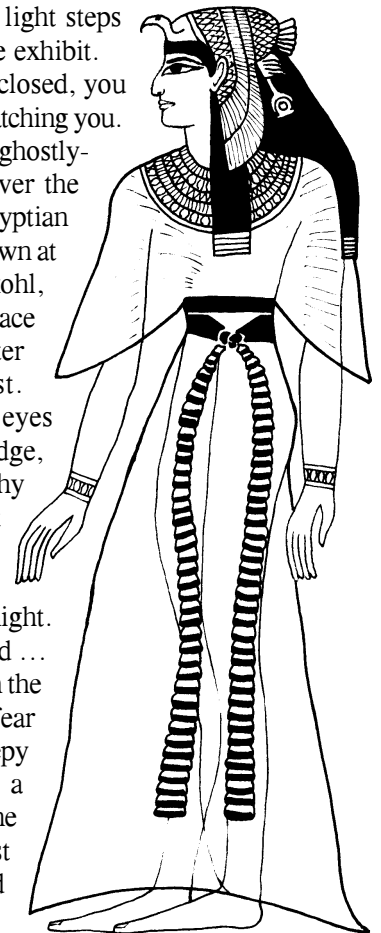
16

At this point you're so paralyzed by fear you can barely think straight. Your mind begins playing tricks on you, exaggerating normal sounds into the activities of monsters and thieves, and interpreting unusual sounds as commonplace occurrences. The sound of shattering glass deep within the Egyptian galleries transforms into the gurgling waters of a fountain. Clawed footsteps approaching your sarcophagus become the light steps of mice wandering through the exhibit.

Although your eyes remain closed, you suddenly feel like someone's watching you.

You risk a glance, and notice a ghostly-white figure looking at you over the sarcophagus edge. A lovely Egyptian princess gazes benevolently down at you, her eyes lined with dark kohl, her curling black hair held in place by a diadem, her long, alabaster arms crossed over her chest.

Several sets of red-glowing eyes peer over the sarcophagus edge, staring at you down long, toothy snouts. The creatures chatter at each other in un-intelligible gibberish. "No, my pets, you've already eaten once tonight. This one is to remain unharmed ... at least for now." You cower in the sarcophagus, shivering with fear and cold. "Don't fret, my sleepy friend," the princess says in a soothing voice. "You've done nothing to offend me, yet. Just relax, close your eyes, and succumb to sleep, my dear."



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She begins waving her hand over you, weaving strange patterns in the air. Your eyelids become heavy, your breathing calms, and your body relaxes under the weight of slumber. “That’s it,” the princess says. “You’ve just been dreaming ...just dreaming ...dreaming....”

* *Please go to 57.*

17

To take your mind off your disturbing situation, you wander through the ancient Egyptian exhibits, examining displays of funerary relics, jewelry, tomb paintings, and metal artifacts by the moonlight shining through windows and skylights. You’ve spent countless afternoons reviewing the galleries, so your tour now doesn’t pass the time as quickly as you’d expected.

While admiring the hieroglyphics decorating an alabaster vase, you notice a white figure float past the archway leading deeper into the gallery. It looks like an ancient Egyptian princess dressed in flowing, white linen dress. Her black, curling hair wafts gently behind her as she drifts past the arch. The moonlight sparkles off a golden diadem, rings, a jeweled collar, and bracelets.

You shake your head to clear your mind. When you look to the arch again, the princess is gone.

* *You sneak after the ghostly princess to investigate her presence: go to 14.*

* *You stroll off to the nearby ancient Greek galleries pass the time: go to 19.*

* *You look for the lobby and try finding some way out of the museum: go to 1.*

18

You shiver in the cold, stone sarcophagus, even after curling up in to a ball and wrapping every spare fold of your nightclothes around you. No matter how hard you try, you can’t get back to sleep. Every sound you hear nearly paralyzes you with fear. Your imagination turns every creak, groan, and scratch into the sound of some terrible monster creeping around the darkened galleries. Air wafting through the ventilation system sounds like rustling linens, and a creeping mouse’s light footsteps pad along the floor like a real person.

You’re far too nervous and cold to fall asleep.

* *You can stay curled up in the sarcophagus in the futile hope of drifting off to sleep: go to 16.*

* *You give up on sleep, pull yourself out of the sarcophagus, and explore your surroundings: go to 13.*

19

You wander into the darkened galleries exhibiting ancient Greek art. Moonlight filtering through windows and

skylights illuminates pieces from the museum’s collection: columns and other architectural elements rescued from temple ruins; bits of statuary mounted on podiums; a wall display of corroding short swords; and glass cabinets filled with black- and red-figure vases and other ceramic items. Your feet pad along the cold, stone floor as you pass various displays.

You often visited these exhibits during the day, but in the dead of night, with no other people here and the frosty moonlight bathing everything, it feels other-worldly. You begin to wonder if anyone else in this city is even alive.

Test your Bookworm (3) cliché to see if you notice anything amiss. Just roll 3 dice and add them up.

* *If you roll 9 or lower, go to 28.*

* *If you roll 10 or higher, go to 23.*

20

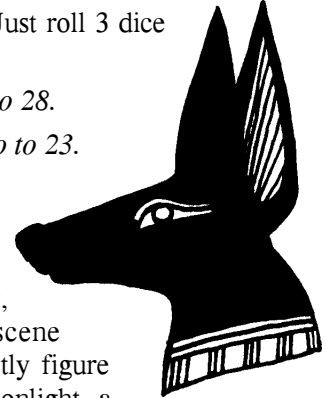
Peering out from the shadows beneath the archway, you watch as a strange scene unfolds before you. A ghostly figure stands illuminated in the moonlight, a young woman dressed in the gauzy linens and fine jewelry

of an ancient Egyptian princess. The angry expression on her face does not diminish her beauty. She stands tall, pointing a menacing finger at several dark henchman. These figures have gangly, hunched bodies. You strain to see their faces, but all you notice are red coals burning where their eyes should be, long, pointy ears, and a toothy snout.

The creatures scurry around a vitrine: a tall, glass display case used to protect several upright coffins. One intact glass panel stands open, apparently unsealed with some key. The clumsy creatures seem to have tipped an upright coffin over and through the display glass. One of the ancient Egyptian sarcophagi lies on the floor, evidently pushed through the now-shattered glass panel in front of it.

“Fools,” the princess barks, scowling. “If I wanted you to break the glass, I wouldn’t have ordered you to steal the keys. No take care and retrieve the coffin next to the one you nearly destroyed.” Obeying the princess’s commands, the creatures scurry and flap about, whining and snapping at each other while they maneuver the other sarcophagus out of the vitrine. They place it on the floor before the princess, who kneels beside it praying in some eldritch language. When she rises again, she turns to her dark servants. “Remove the lid—*carefully*—and bring the mummy along.”

What are you going to do?



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- * You look in the nearby exhibits for a suitable weapon with which to challenge these thieves: go to 37.
- * You stay hidden in the shadows and continue to watch the ghostly princess and her ghoulish henchmen: go to 40.
- * You slip away in horror, trying to find a better place to hide: go to 34.

21

You maneuver yourself into the Spartan warrior's path. His bronze face stares down at you, and he snarls, making an intimidating sound like metal bending ever so slowly. The warrior swats at you with a heavy hand. To avoid his swipe, you roll your Fencing Team (3) cliché. Roll 3 dice and add up the results.

- * If you roll 14 or lower, go to 24.
- * If you roll 15 or higher, go to 30.

22

You follow the ghostly figure of the Egyptian princess quietly. Her costume contrasts sharply with the flat, stiff bodies on the tomb paintings and reliefs she passes. The princess disappears around a corner into another gallery. As you approach cautiously, she emerges from the shadows directly in your path. A coy smile graces her face.

"Why are you following me, my young friend?" she asks. "It's quite late to be prowling about the museum. Shouldn't you be asleep by now? Just relax, close your eyes, and succumb to sleep, my dear." The princess begins waving her hand gently before your face, weaving strange patterns in the air. Your eyelids become heavy, your breathing calms, and your body relaxes under the weight of slumber. "That's it," the princess says. "You've just been dreaming...just dreaming...dreaming..."

- * Please go to 57.

23

As you near the entrance to the Greek galleries, you notice the statue of a Spartan warrior is missing from its pedestal! The bronze soldier usually guards the exhibit, often frightening little children with its imposing stance—the warrior stands tall in its plumed helmet, one arm drawn back to throw its spear, while the other points to some imaginary target. Now it's nowhere to be seen...

You look around to see if you can find any sign of the bronze statue. Scrape marks in the stone floor seem to indicate where someone dragged it along from its post. You follow these marks until you discover the statue. It's standing only on its bronze feet, balanced precariously on nothing

but the floor. It looks like someone positioned it pointing off toward the Egyptian galleries. You examine the statue for signs of damage and find none. It just stands there, spear still raised, helmeted head still peering at the imaginary target, right leg forward. That's odd—you could have sworn the statue was cast with its *left* leg in front.

- * Please go to 25.

24

You try dodging the statue's attack at you, but don't react in time. The heavy bronze hand swats at your shoulder, sending you sprawling across the floor. You finally stop as your body thuds against the wall next to a large vase. Since the attack injured you, your Fencing Team (3) cliché is now only 2 dice instead of 3. By resting a moment you can regain that lost die, but it means that the powerful Spartan warrior can take action. Don't worry too much, though, because it seems the bronze statue isn't intent on finishing you off.

- * Please go to 35.

25

While examining the Spartan warrior, you hear a metallic groaning and the bronze statue actually moves. It lurches forward, disengages its left leg from the floor, swings it forward, and settles it on the stone floor with a dull clank. The statue has somehow become animated. You shake your head and try rubbing sleep from your eyes, as if this were just some twisted dream. But when you look up again, the statue continues its slow progress step-by-step toward the Egyptian galleries.

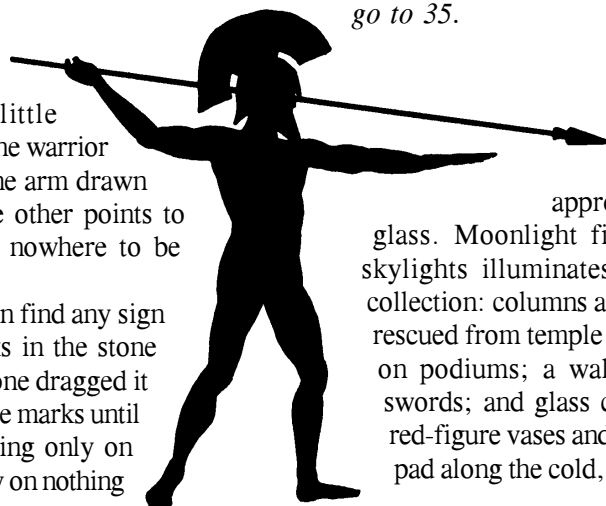
The metal in its neck creaks as the statue turns its head to sneer at you. After looking you over, it turns its head forward and continues its slow, stiff march.

- * You stand in the Spartan warrior's way: go to 21.
- * You find a weapon and attack the statue: go to 27.

- * You wait and watch to see where the warrior goes: go to 35.

26

You take a detour through the ancient Greek exhibit to approach the site of the breaking glass. Moonlight filtering through windows and skylights illuminates pieces from the museum's collection: columns and other architectural elements rescued from temple ruins; bits of statuary mounted on podiums; a wall display of corroding short swords; and glass cabinets filled with black- and red-figure vases and other ceramic items. Your feet pad along the cold, stone floor as you pass various



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displays. You've almost reached the back entrance to the Egyptian galleries (and the area you thought the crashing glass sounds came from) when you bump into a statue someone's placed right in the middle of the walkway. You don't recall anyone ever displaying a statue here. When you bump into it, you notice it rings with the metallic sound of bronze. Looking up, you recognize it as the statue of a Spartan warrior. The soldier stands tall in its plumed helmet, one arm drawn back to throw its spear, while the other points to some imaginary target. Its imposing stance often frightens little children.

That's odd—this figure usually stands atop a four-foot-high pedestal at the gallery entrance. Now it stands only on its bronze feet, balanced precariously on nothing but the floor.

You're distracted by more sounds coming from the region of the broken glass, so you disregard the statue and head off toward the Egyptian galleries. When the sounds ahead seem closer, you stop short and take cover in the shadows beneath an archway to the mummy exhibit.

** Please go to 20.*

27

You run through the ancient Greek exhibits, seeking some weapon with which you might stop the bronze monstrosity stalking the galleries. You find glass displays filled with a few bronze spear heads, but no shafts on which to mount them. You see plenty of black- and red-figure vases, but you don't think breaking one over the statue's head would stop it. Finally you discover several corroded Greek short swords made of bronze. You settle on one of those, removing it from its wall display and trying it out with a few swings and thrusts.

When you find the Spartan warrior statue again, it is just about to round a corner leading to the ancient Egyptian exhibit hall. You approach it, raise the Greek short sword, and slash at the warrior. Roll three dice for your Fencing Team (3) cliché.

** If you roll 14 or lower, go to 31.*

** If you roll 15 or higher, go to 36.*

28

As you near the entrance to the Greek galleries, you nearly bump into a statue standing right in the middle of the hall. You don't recall anyone ever displaying a statue here. When you bump into it, you notice it rings with the metallic sound of bronze. Looking up, you recognize it as the statue of a Spartan warrior. The soldier stands tall in its plumed helmet, one arm drawn back to throw its spear, while the other points to some imaginary target. Its imposing stance often frightens little children.

That's odd—this figure usually stands atop a four-foot-high pedestal at the gallery entrance. Now it stands only on

its bronze feet, balanced precariously on nothing but the floor.

** Please go to 25.*

29

You follow the ghostly figure of the Egyptian princess quietly. Her costume contrasts sharply with the flat, stiff bodies on the tomb paintings and reliefs she passes. The princess disappears around a corner into another gallery. As you approach cautiously, you hear gibbering voices in the exhibit hall ahead. They seem to speak some unintelligible language. "Be careful," you hear the princess say. Not long after her remark you hear glass shatter and a dull thud on the stone floor. Keeping to the shadows, you move carefully beneath the arch leading to the next gallery to get a better look at this mysterious activity.

** Please go to 20.*

30

You manage to react quickly and slip beneath the heavy bronze hand that swats at you. It slices through the air dangerously close to your head. You dive beneath it, roll on the stone floor, and come up in a crouched position off to one side of the statue, prepared for another attack. You have little to worry about, though, because it seems the Spartan warrior isn't intent on finishing you off.

** Please go to 35.*

31

Using your short sword, you attack the Spartan warrior statue. The ancient weapon strikes the bronze statue with a dissonant "clang." Instead of cutting into the Spartan soldier, your short sword bends itself around the statue's torso. You clearly see the weapon is useless. Your attack didn't amuse the animated statue much—his bronze face stares down at you, and he snarls, making an intimidating sound like metal bending ever so slowly. The warrior swats at you with a heavy hand. To avoid his swipe, you roll your Fencing Team (3) cliché. Roll 3 dice and add up the results.

** If you roll 14 or lower, go to 24.*

** If you roll 15 or higher, go to 30.*

32

As you turn to flee, you bump right into a glass case displaying ancient Egyptian jewelry. Although the case doesn't break, its contents jangle and clank from their places. "Ah, my friend, you decided to show yourself at last," the princess says. You want to flee, but your entire body seems frozen in terror. You hear her float up behind you. "Let me get a good look at you," the princess orders. Almost against your will, you turn to face her. "Why are you

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following me, my young friend?” she asks. “It’s quite late to be prowling about the museum. Shouldn’t you be asleep by now? Just relax, close your eyes, and succumb to sleep, my dear.” The princess begins waving her hand gently before your face, weaving strange patterns in the air. Your eyelids become heavy, your breathing calms, and your body relaxes under the weight of slumber. “That’s it,” the princess says. “You’ve just been dreaming...just dreaming...dreaming....”

** Please go to 57.*

33

You slip up behind the princess and slash at her with the ancient sickle-sword. You slice cleanly through her torso, the blade encountering barely any resistance. Her body dissolves into the moonlight. Instead of a heavy corpse falling to the stone floor, only her gauzy linen gown floats to the ground.

As soon as the princess’s chanting stops echoing through the galleries, her ghoulish servitors realize something is amiss. They all turn their toothy snouts in your direction and focus their glowing red eyes on you. One after another leaps at you, fangs barred, clawed hands reaching for your throat. You must defend yourself with your ancient khepesh sword!

In combat you use your Fencing Team (3) cliché. The Egyptian ghoul makes most of his actions with a generic “Egyptian Ghoul (3)” cliché. Each turn you roll 3 dice for your cliché, then roll 3 dice to represent the Egyptian ghoul’s attack. Whoever rolls higher wins—the low-roller loses one of his dice for the next turn’s attack. For instance, if in the fight’s first turn you rolled a 15 and the ghoul rolled a 9, the ghoul attacks next turn with only 2 dice. Keep rolling for your attack and the ghoul’s until one of you has no dice left.

** If you lose all your Fencing Team dice, go to 42.*

** If the beast loses all its Egyptian Ghoul dice, go to 46.*

34

To wander off without arousing the notice of the princess or her beastly henchmen, roll two dice for your Timid Student (2) cliché.

** If you roll 7 or lower, go to 32.*

** If you roll 8 or higher, go to 38.*

35

The bronze statue of the Spartan warrior looks at you once more, then turns its head to face forward. As you stand aside and watch, the statue continues its slow but steady march through the ancient Greek galleries. Its feet make metallic scraping noises along the stone floor, and its

joints creak with every step.

Suddenly a crash disturbs your concentration. It sounded like breaking glass coming from deep within the Egyptian gallery. You dash ahead of the Spartan warrior (making sure to stay out of his way) and run to the exhibit halls containing the ancient Egyptian collections.

** Please go to 12.*

36

Using your short sword, you attack the Spartan warrior statue. The ancient weapon strikes the bronze statue with a dissonant “clang.” The blade bites into the statue’s torso, then bends. You try freeing it, but the old Greek sword breaks! The weapon is useless. Your attack didn’t amuse the animated statue much—his bronze face stares down at you, and he snarls, making an intimidating sound like metal bending ever so slowly. The warrior swats at you with a heavy hand. To avoid his swipe, you roll your Fencing Team (3) cliché. Roll 3 dice and add up the results.

** If you roll 14 or lower, go to 24.*

** If you roll 15 or higher, go to 30.*

37

You slip away quietly and begin examining the various Egyptian galleries for some weapon you can use against the ghostly princess and her ghoulish assistants. It doesn’t take you long to find a display case containing several bronze khepesh swords, sickle-shaped blades about three feet long. They’re in decent condition, so you carefully open the case and remove one. You heft the blade, making a few slashes and stabs with it to test its weight. This will do nicely.

Now that you’ve found a weapon, you head back through the Egyptian galleries to track down the princess and her minions. Remember in the future that you have a suitable weapon with which to make attacks should you be forced to defend yourself or take measures against the museum intruders.

** Please go to 40.*

38

You run away from the princess and her ghoulish followers without attracting their notice. As you dash through the galleries, your eyes scan every exhibit, seeking someplace that might offer you a safe refuge in which to hide. Finally you find the perfect place: a comfy corner shielded from view by a giant sphinx statue. Cowering behind it, you murmur to yourself, cover your ears with your hands, and hope all the strange happenings you’ve witnessed would simply disappear. You close your eyes tighter and your breathing becoming heavier in your hysteria. Eventually your body gives in to extreme fatigue. The last thing you remember before drifting off to sleep is your own voice in

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your head convincing yourself that none of what you've seen is real. "I've just been dreaming ... just dreaming ... dreaming...."

* Please go to 57.

39

You wrack your brain trying to interpret each word the princess says. The language is archaic, and you determine that it must be ancient Egyptian. Using everything you've learned about hieroglyphics and that eldritch tongue, you translate a portion of the princess's chant. The phrases sound like they're from the ancient Egyptian Book of the Dead:

"Hail, Lord of Lords, King of Kings, Prince, the God of gods who lives with you, I have come to you! Summon him from his place in the Underworld, among those who adore the images of your spirit and who are among those who endure for millions and millions of years. May no delay arise for him in the afterlife. Grant that he may come to me. May you grant to his spirit the power to go into and come forth from the Underworld; and suffer him not to be driven back at the gates of the House of the Dead."

* You slip away to find a hiding place until all these bizarre occurrences stop: go to 34.

* You remain hidden in the shadows and wait to see what effects the spell has on the mummy: go to 45.

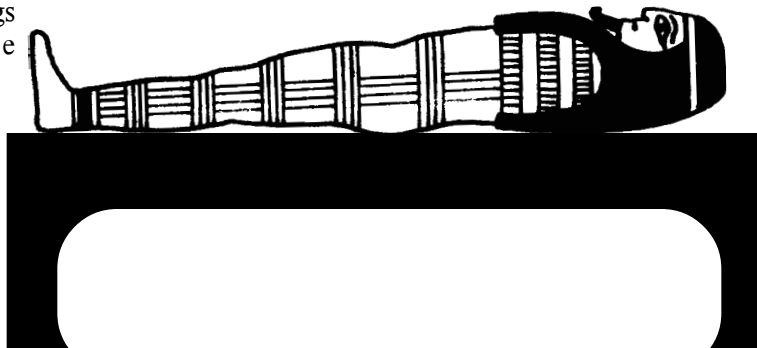
* If you have a weapon, you may move in to attack either the princess or her beastly servants: go to 43.

40

Keeping to the shadows, you watch in fascination as the Egyptian princess directs her beastly servitors. The creatures remove the casket lid, carefully lift the fragile and dusty mummy from its elaborately decorated case, and carry it off to another gallery. The princess leads them through the darkened halls to a familiar exhibit. She orders the beasts to lower the mummy into the giant stone sarcophagus in which you woke up earlier! Once the mummy rests inside the massive coffin, the dog-like creatures back away while the princess steps to the head of the sarcophagus. Closing her eyes, she begins chanting words in an eldritch language, waving her hands gently as if casting some kind of spell. Her voice floats melodiously through the museum's galleries, echoing off the vaulted ceilings and creating multiple harmonies.

* You try deciphering the words the princess intones: go to 49.

* You slip away to find a hiding place until all these bizarre occurrences stop: go to 34.



* You remain hidden in the shadows and wait to see what effects the spell has on the mummy: go to 45.

* If you have a weapon, you may move in to attack either the princess or her beastly servants: go to 43.

41

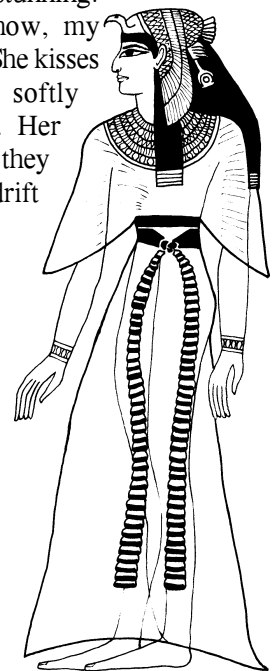
You slip up behind one of the ghouls and slash at it with the ancient sickle-sword. You decapitate the beast, sending its dog-like head skittering across the floor. Unfortunately this arouses the attention of the princess, who ceases her chanting, and her ghoulish servitors. You suddenly realize you face a horde of these creatures, all hunched and ready to leap at you. One launches itself through the air, claws outstretched for your throat. You ready your sickle-sword to repel an imminent attack.

The ghoul's body stops in mid-air, impaled on the end of a long spear! You look to one side and see a bronze statue of an intimidating Spartan warrior that has somehow become animated! The soldier stands tall in its plumed helmet, both hands grasping its spear. It shakes the dead ghoul from its spear and turns to the other beasts. The statue lets loose a low growl that sounds like ancient metal bending under a great weight. The creatures leap all at once, clawing at the bronze warrior and dodging thrusts and slashes from its spear.

You scurry backward to avoid becoming an accidental target of the Spartan warrior's vigorous attacks. You're so preoccupied with this bizarre spectacle—a horde of ghouls attacking an animated Greek statue in the local museum—that you don't realize you've backed right into the princess! She folds her arms around you, weakening your resolve, and loosening your grip on the ancient Egyptian sword. It clatters to the ground as she spins you around to face her. Up close, the princess's beauty is stunning.

"You've thwarted my plans for now, my friend," she says. "But I'll return." She kisses you gently on the forehead, then softly caresses your face with her hand. Her fingers brush against your eyelids, they become heavy with sleep, and you drift off into unconsciousness.

* Please go to 56.



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42

No matter how hard you try, you just can't fend off the ghoulish with that ancient sickle-sword. The creature finally knocks the blade from your hand and wraps its clawed fingers around your throat. You try screaming, but you make no sound other than a rasping in your throat. The last image you see as you gradually lose consciousness is the beast's infernal, glowing eyes.

** Please go to 57.*

43

The princess is clearly preoccupied with performing her ritual, so you could easily sneak up on her and attack her with the ancient Egyptian khepesh sword you found in the museum exhibit. The dog-like creatures are spread out around the stone sarcophagus, watching the princess. Whatever action you take, though, will arouse their attention.

** You sneak up behind the princess and attack her with the khepesh sword: go to 33.*

** You attack one of the beastly servants and prepare to fend off the others: go to 41.*

44

You wrack your brain trying to interpret each word the princess says. The language is archaic, and you determine that it must be ancient Egyptian; but no matter how hard you try, you cannot understand the princess's words. Given the circumstances—a mummy in a sarcophagus, a princess-priestess performing some ritual—the phrases might possibly be from the ancient Egyptian Book of the Dead. Without a good translation, you cannot be certain.

** You slip away to find a hiding place until all these bizarre occurrences stop: go to 34.*

** You remain hidden in the shadows and wait to see what effects the spell has on the mummy: go to 45.*

** If you have a weapon, you may move in to attack either the princess or her beastly servants: go to 43.*

45

You watch in silence as the princess completes her ritual. Her entire body relaxes once she finishes. Her entire body seems exhausted from the effort of conducting the ceremony. The princess stares expectantly at the giant stone sarcophagus. After a moment, you notice movement. A hand reaches up and grasps the coffin edge. A figure pulls itself from within the sarcophagus: a splendidly attired ancient Egyptian prince dressed in a pleated linen kilt and jeweled collar. His tanned skin and firm muscles gleam in the moonlight. The prince lifts himself out of the sarcophagus and into the arms of the princess. The two kiss for a moment.

Their romantic moment is interrupted by the appearance of a frightening figure beneath the arch leading to this gallery: a bronze statue of an intimidating Spartan warrior that has somehow become animated! The soldier stands tall in its plumed helmet, one arm drawn back to throw its spear, while the other points at the museum intruders. It lets loose a low growl that sounds like ancient metal bending under a great weight. The statue draws its spear arm back, preparing to launch the weapon at the princess!

** You remain in the shadows and watch the scene unfold before you: go to 48.*

** You rush forward and push the princess out of the spear's path: go to 53.*

** If you are armed, you may rush forward to attack the Spartan warrior (go to 55), the princess (50) or her recently resurrected prince (47).*

46

With a few slashes from your khepesh sword you dispatch one of the princess's ghoulish assistants. But you suddenly realize you face a horde of these creatures, all hunched and ready to leap at you. One launches itself through the air, claws outstretched for your throat. You ready your sickle-sword to repel an imminent attack.

The ghoul's body stops in mid-air, impaled on the end of a long spear! You look to one side and see a bronze statue of an intimidating Spartan warrior that has somehow become animated! The soldier stands tall in its plumed helmet, both hands grasping its spear. It shakes the dead ghoul from its spear and turns to the other beasts. The statue lets loose a low growl that sounds like ancient metal bending under a great weight. The creatures leap all at once, clawing at the bronze warrior and dodging thrusts and slashes from its spear.

You scurry backward to avoid becoming an accidental target of the Spartan warrior's vigorous attacks. Without looking where you're going, your feet become entangled in the linen gown, the only remains of the ghostly princess you dispatched. You trip over the garment, fall backwards, and slam the back of your head against the cold stone floor. As you drift off into unconsciousness, you see the ghouls attacking the ominous form of the bronze Spartan warrior silhouetted in the moonlight.

** Please go to 56.*

47

Leaping from your hiding place, you come up behind the prince and thrust your ancient khepesh sword into his back. The prince grasps at the blade protruding from his chest, but cannot pull it free. The princess turns and stares in horror as her lover emits a cry of anguish. His skin turns gray, his limbs shrivel up, and he dissolves into a crumbling

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heap of mummy dust.

The princess turns to face you with an expression of sheer anger. But her ire is cut short. Out of the corner of your eye you see the Spartan warrior's arm extend as it launches its spear into the air. The spear soars past you and slices cleanly through the princess's torso, the blade encountering barely any resistance. Her body dissolves into the moonlight. Instead of a heavy corpse falling to the stone floor, only her gauzy linen gown floats to the ground. The bronze spear clatters to the floor.

The princess's beastly servants cower in the shadows, eyeing the intimidating bronze warrior as it strides forward to retrieve its spear. The statue lets loose a low growl that sounds like ancient metal bending under a great weight. The ghoulish creatures leap all at once, clawing at the bronze warrior and dodging thrusts and slashes from its spear.

You scurry backward to avoid becoming an accidental target of the Spartan warrior's vigorous attacks. Without looking where you're going, your feet become entangled in the linen gown, the only remains of the ghostly princess. You trip over the garment, fall backwards, and slam the back of your head against the cold stone floor. As you drift off into unconsciousness, you see the ghouls attacking the ominous form of the bronze Spartan warrior silhouetted in the moonlight.

** Please go to 57.*

48

The Spartan warrior's arm extends and the spear hurtles through the air. Anticipating the attack, the princess deftly steps to one side. The spear slices past the princess and imbeds itself in the chest of her recently resurrected Egyptian prince! The prince grasps at the shaft, but cannot pull it free. The princess turns and stares in horror as her lover emits a cry of anguish. His skin turns gray, his limbs shrivel up, and he dissolves into a crumbling heap of mummy dust. The bronze spear clatters to the floor.

The beastly servants cower in the shadows, their red ember eyes glowering at the Spartan warrior. The princess gives them a warning gesture, ordering them to stay back. You clearly see an enraged expression crossing the princess's face. She turns on the Spartan warrior, now striding toward her menacingly. It's intimidating features contrast sharply with the distantly pleasant face on the tall statue of the stone pharaoh it marches past. Staring up at this monument, the princess stretches her arm to it, then clenches her fist. With a crack of rock, the pharaoh's torso fractures. The head, shoulders, and chest slip along the crack, groaning as stone grinds against stone. The heavy rock slides down and crushes the Spartan warrior against the floor.

The princess suddenly turns to face you. Her deep eyes stare into yours from across the gallery. "You've thwarted my plans for now, my friend," she says. "But I'll return." The princess begins waving her hand gently at you, weaving

strange patterns in the air. Your eyelids become heavy, your breathing calms, and your body relaxes under the weight of slumber. "That's it," the princess says. "You've just been dreaming...just dreaming...dreaming..."

** Please go to 57.*

49

To understand the ancient language in which the princess is chanting, you can roll 2 dice for your History Scholar (2) cliché, or 3 dice for your Bookworm (3) cliché.

** If you roll 9 or lower, go to 44.*

** If you roll 10 or higher, go to 39.*

50

Leaping from your hiding place, you come up behind the princess and slash at her with the ancient sickle-sword. You slice cleanly through her torso, the blade encountering barely any resistance. Her body dissolves into the moonlight. Instead of a heavy corpse falling to the stone floor, only her gauzy linen gown floats to the ground.

The recently resurrected Egyptian prince turns at you with a look of astonishment. He steps back, reaching for a small dagger sheathed at his kilt sash. Out of the corner of your eye you see the Spartan warrior's arm extend as it launches its spear into the air. The spear slices past you and imbeds itself in the chest of the Egyptian prince! He grasps at the shaft, but cannot pull it free. The prince cries out in ghastly pain. His skin turns gray, his limbs shrivel up, and he dissolves into a crumbling heap of mummy dust. The bronze spear clatters to the floor.

The princess's beastly servants cower in the shadows, eyeing the intimidating bronze warrior as it strides forward to retrieve its spear. The statue lets loose a low growl that sounds like ancient metal bending under a great weight. The ghoulish creatures leap all at once, clawing at the bronze warrior and dodging thrusts and slashes from its spear.

You scurry backward to avoid becoming an accidental target of the Spartan warrior's vigorous attacks. Without looking where you're going, your feet become entangled in the linen gown, the only remains of the ghostly princess you dispatched. You trip over the garment, fall backwards, and slam the back of your head against the cold stone floor. As you drift off into unconsciousness, you see the ghouls attacking the ominous form of the bronze Spartan warrior silhouetted in the moonlight.

** Please go to 57.*

51

You manage to react quickly and slip beneath the shaft of the heavy bronze spear that swats at you. It slices through the air dangerously close to your head. You dive beneath it, roll on the stone floor, and come up in a crouched position

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off to one side of the statue, prepared for another attack. You have little to worry about, though, because it seems the Spartan warrior isn't intent on finishing you off.

** Please go to 52.*

52

The bronze statue of the Spartan warrior turns its attention away from you and faces the princess and her recently resurrected prince. Your attack managed to buy them some time. You clearly see an enraged expression crossing the princess's face. She turns on the Spartan warrior, now striding toward her menacingly. It's intimidating features contrast sharply with the distantly pleasant face on the tall statue of the stone pharaoh it marches past. Staring up at this monument, the princess stretches her arm to it, then clenches her fist. With a crack of rock, the pharaoh's torso fractures. The head, shoulders, and chest slip along the crack, groaning as stone grinds against stone. You scurry out of the way, avoiding sharp chips of stone showering to the ground nearby. The heavy rock slides down and crushes the Spartan warrior against the floor. The bronze statue does not move.

As the dust clears, you hear the princess dismissing her beastly assistants, who scurry off to various shadowed corners of the gallery. The prince and princess walk off hand in hand, smiling affectionately at each other. You begin feeling your consciousness drift off toward slumber as the two figures float away. Before the ancient lovers fade off into the moonlight, the princess looks back over her shoulder and winks at you....

** Please go to 57.*

53

The Spartan warrior's arm extends and the spear hurtles through the air. You leap from your hiding place, charge past the beastly servants, and push the princess out of the way. The two of you fall to the floor. The spear slices past you and imbeds itself in the chest of her recently resurrected Egyptian prince! The prince grasps at the shaft, but cannot pull it free. The princess turns and stares in horror as her lover emits a cry of anguish. His skin turns gray, his limbs shrivel up, and he dissolves into a crumbling heap of mummy dust. The bronze spear clatters to the floor.

The beastly servants cower in the shadows, their red ember eyes glowering at the Spartan warrior. The princess gives them a warning gesture, ordering them to stay back. You clearly see an enraged expression crossing the princess's face. She turns on the Spartan warrior, now striding toward her menacingly. It's intimidating features contrast sharply with the distantly pleasant face on the tall statue of the stone pharaoh it marches past. Staring up at this monument, the princess stretches her arm to it, then clenches her fist. With a crack of rock, the pharaoh's torso fractures. The

head, shoulders, and chest slip along the crack, groaning as stone grinds against stone. The heavy rock slides down and crushes the Spartan warrior against the floor.

The princess turns to face you, offers her hand and helps you rise from the floor. Up close her beauty is stunning. "Thank you for saving me," she says, holding your hand. She glances at the pile of mummy dust beside you. "It seems I must wait a bit longer before I am reunited with my beloved. But I will return." She kisses you gently on the forehead, then softly caresses your face with her hand. Her fingers brush against your eyelids, they become heavy with sleep, and you drift off into unconsciousness.

** Please go to 57.*

54

You try dodging the statue's attack at you, but don't react in time. The shaft of the heavy bronze spear swats at your shoulder, sending you sprawling across the floor. You finally stop as your body thuds against the wall next to a the massive stone statue of an ancient pharaoh. You have little to worry about, though, because it seems the Spartan warrior isn't intent on finishing you off.

** Please go to 52.*

55

It seems the Spartan warrior is focusing its attention on the princess, her recently resurrected prince, and the ghoulish servants. Now's the perfect time to attack! Leaping from your hiding place, you charge the Spartan warrior and slash at it with the ancient sickle-sword. The khepesh sword strikes the bronze statue with a dissonant "clang." The blade bites into the statue's torso, then bends. You try freeing it, but the old sword breaks! The weapon is useless. Your attack didn't amuse the animated statue much—his bronze face stares down at you, and he snarls, making an intimidating sound like metal bending ever so slowly. The warrior swats at you with a heavy hand. To avoid his swipe, you roll your Fencing Team (3) cliché. Roll 3 dice and add up the results.

** If you roll 14 or lower, go to 54.*

** If you roll 15 or higher, go to 51.*

56

You wake up fully dressed and slumped over your desk, the same position in which you dozed off late last night. Morning light streams through the window of your apartments. Sounds of the bustling city outside float through the open window, and a slight breeze rustles the papers scattered across your desk. You shake your head in an attempt to dispel the cobwebs of sleep from your mind.

As you go about your studies that morning, you try convincing yourself that the strange events you experience

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last night were all part of some twisted nightmare brought on by deep sleep and stress from the semester's activities.

After attending your final Classical Greek lecture, one of your classmates approaches you with that morning's paper. He shoves it into your hands and insists on hearing your opinion about the front-page story. You only take a moment to read the headline and the lead paragraph:

Museum Vandalism, Murder

Thieves broke into the city museum last night, murdered the night watchman, and vandalized several exhibits in the ancient Egyptian galleries. Although several ancient artifacts were damaged or destroyed, no objects were successfully removed from the museum. One of the more bizarre acts of vandalism included the removal of a mummy from its display case and original coffin and its placement in a massive stone sarcophagus. Officials could not explain the motives behind this vandalism, or why the potential thieves left without taking any antiquities. Museum administrators would not elaborate on how the thieves entered the building.

Your experience in the museum has reached an end. Please continue by reading "Further Adventures" below.

57

You wake up fully dressed and slumped over your desk, the same position in which you dozed off late last night.

Morning light streams through the window of your apartments. Sounds of the bustling city outside float through the open window, and a slight breeze rustles the papers scattered across your desk. You shake your head in an attempt to dispel the cobwebs of sleep from your mind.

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After attending your final Classical Greek lecture, one of your classmates approaches you with that morning's paper. He shoves it into your hands and insists on hearing your opinion about the front-page story. You only take a moment to read the headline and the lead paragraph:

Museum Theft, Murder

Thieves broke into the city museum last night, murdered the night watchman, and vandalized several exhibits in the ancient Egyptian galleries. Several ancient artifacts were damaged or destroyed. Museum officials reported only one item missing: the mummy of an Egyptian official, Siptah, possibly a prince of the New Empire's 19th Dynasty. Authorities could not explain the motives behind this vandalism, or why the potential thieves left without taking any antiquities. Museum administrators would not elaborate on how the thieves entered the building.

Your experience in the museum has reached an end. Please continue by reading "Further Adventures" below.

Further Adventures

After you've played *Trapped in the Museum* a few times, you might feel comfortable enough that you can run it as a gamemastered adventure for one friend, or even a group of characters. Read through the solo adventure and map out the various elements: checking all the usual escape routes, encountering the night watchman's body, hearing the various sounds, rousing the Spartan warrior, and ultimately discovering and stopping the princess's plans to resurrect the mummified corpse.

If you think *Trapped in the Museum* might fit into an established game you already play, you can use the *Risus* cliché stats as guidelines for your own game information. Below you'll find gamemaster character backgrounds and sample stats for three of the more likely games into which this adventure might fit: *Call of Cthulhu*, *Space 1889*, and *Castle Falkenstein*.

Nefer-ka, Ethereal Princess

The ghostly Egyptian princess wandering the museum is actually the ethereal form of Nefer-ka, an ancient noblewoman possessing stunning beauty and sorcerous powers. In the 19th Dynasty of Egypt's New Empire she was an aristocratic priestess who learned her magical arts from various sources: the Sisterhood of Isis, the priests of Anubis, and a renegade witch allied with Set. Nefer-ka fell in love with Siptah, a young noble (possibly even a prince) who held an important position within the royal court. Like many lovers, their romance was doomed from the start, and the two were finally destroyed in a conspiracy of intrigue, betrayal, treason, and ultimately execution. The details of this tale are enshrouded in mystery, but further adventures might focus on uncovering the details. Perhaps

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their deeds were recorded on a valuable papyrus in the museum, a private collection, or a recently discovered archaeological site in Egypt.

As an ethereal form, Nefer-ka retains her senses, voice, and a ghostly body; however, she cannot manipulate solid objects, and can be dispelled by a successful physical attack. Nefer-ka's true identity remains a mystery. Perhaps she was reincarnated in one of Jamie's fellow college students, a professor, his girlfriend, or someone he may know in his everyday life. Or Nefer-ka's spirit might possess one of these people in order to further her goals in this world: resurrect her lover Siptah, collect their magical energies, and manipulate world events to consolidate her earthly power.

Risus Clichés: Ancient Beauty (3), Egyptian Sorceress (4), Ethereal Spirit (3)

Call of Cthulhu: STR 11 CON 11 SIZ 11 INT 17 POW 18 DEX 15 APP 15 EDU 16 SAN 24 HP 11

Skills: Archaeology 25%, Bargain 30%, Debate 40%, History 50%, Library Use 35%, Occult 65%, Oratory 35%, Read/Write Hieroglyphics 80%, Sing 40%, Sneak 35%, Spot Hidden 45%

Spells: Besides knowing all the spells contained in the ancient Egyptian Book of the Dead, Nefer-ka can also cast Contact Ghoul, Create Gate, Shriveling, and Voorish Sign. Nobody knows for certain what other spells she's capable of casting.

Castle Falkenstein: Charisma [GD], Comeliness [GR], Mesmerism [GD], Perception [GD], Sorcery [EXC], Health [5]

Space 1889:

STR: 3

AGL: 4 Stealth 3

END: 3

INT: 6 Observation 5; Science 2 (Archaeology)

CHR: 5 Bargaining 3; Eloquence 4; Linguistics 5 English, ancient Egyptian); Sorcery 5; Theatrics 2

SOC: 6 Leadership 4

Motivations: Proud, Ambitious, Love

Victoriana:

Mental competence: 14

Physical competence: 8

Health: 10/20 inc magical

Skill picks: channelling (18), charm (17), conversation (16), education (16), hide & sneak (10), Human perception (18), impress (16), language: ancient Egyptian (20), occult lore (20), oratory (18), perception (16), sensate (20).

Egyptian Ghouls, Beastly Servitors

Since her ethereal form cannot manipulate solid objects, Nefer-ka relies on monstrous assistants to help carry out her plans.

The ghouls she summons appear as miniature versions of the jackal-headed god of the Egyptian underworld, Anubis. The black dog heads possess pointed ears, a long, toothy snout, and eyes that glow like burning embers. Short, black fur covers their bodies. Their forelimbs end in hands, each finger tipped with a sharp claw.



Nefer-ka summons these ghouls from their warrens deep within museums, libraries, and other repositories of ancient antiquities. She commands them by verbal orders and magical constraints. Overall the ghouls are an ignorant and sometimes clumsy lot, concerned more about feeding on rodents and other unfortunate creatures who wander into their dens. Although a single ghoul acts cowardly, a pack of such creatures often displays a fanatical courage in the face of overwhelming odds.

Risus Clichés: Egyptian Ghoul (3)

Call of Cthulhu: STR 13 CON 13 SIZ 11 INT 9 POW 11 DEX 11 HP 12

Weapons: Claws 35%, damage 1D6; Bite 30%, damage 1D6

Skills: Climb 70%, Hide 70%, Jump 65%, Listen 50%, Sneak 70%, Track 50%

Castle Falkenstein: Athletics [GD], Fisticuffs [GD], Physique [GD], Stealth [GR], Health [6]

Space 1889:

STR: 3 Fisticuffs 4; Throwing 1

AGL: 3 Stealth 3

END: 3 Tracking 2

INT: 2 Observation 3

CHR: 1

SOC: 0

Motivations: Cautious, Disgraced

Victoriana:

Mental competence: 4

Physical competence: 8

Health: 10/2

Skill picks: Athletics (10), dodge! (12), hide & sneak (12), perception (6), tracker & scout (8)

Combat picks: Brawl (16) for 2d+6 lethal

Trapped in the Museum

Spartan Warrior, Animated Bronze Statue

While the museum's night watchman cowers in his locked security office, this ancient bronze warrior guards the galleries. The intimidating Spartan soldier stands on his stone pedestal, silently listening for intruders. Should he sense something amiss, he slowly pulls himself to the floor and begins patrolling the exhibit halls. If his threatening appearance doesn't frighten away thieves, his powerful attacks with his spear and hands quickly stops trespassers. His bronze skin is impervious to most assaults—only extremely serious damage can incapacitate or immobilize him.

Most museum personnel do not know of the Spartan warrior's enchanted patrols. The few who do won't admit it, and have no clues about its origins or the nature of its enchantment. The animation and guardian spells might have been cast upon it by a sorcerous patron of the museum, or might remain as a vestige of the Spartan warrior's duty in some ancient Greek temple.

Risus Clichés: Animated Bronze Statue (5)

Call of Cthulhu: STR 15 CON 16 SIZ 24 INT 6 POW 11 DEX 13 HP 20

Weapons: Hands 40%, damage 1D3+1D4; Spear 35% damage 1D6+1D4

Armor: 10 points of bronze skin armor

Skills: Listen 60%, Spot Hidden 30%, Throw 35%

Castle Falkenstein: Courage [GR], Fencing [GR], Perception [GD], Physique [EXC], Health [9]

Space 1889:

STR: 5 Close Combat (Pole Arm) 4; Fisticuffs 4; Throwing 2

AGL: 2 Stealth 1

END: 6

INT: 2 Observation 3

CHR: 1

SOC: 0

Motives: Steady, Proud, Loyal

Equipment: bronze skin (armor 4), spear

Victoriana:

Mental competence: 2

Physical competence: 11

Health: 65/12

Skill picks: Hide & sneak (11), perception (5)

Combat picks: Swordplay (16) for 4d+6 lethal

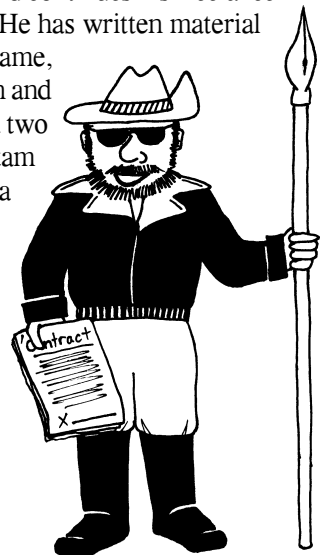
What Is Risus?

Risus is a complete roleplaying game with "lite" rules ideal for easy games when your brain needs a rest from charts, modifiers, tables, and complex simulation rules. It's versatile enough to work for humorous adventures as well as more serious scenarios.

Best of all, *Risus* is free! Thanks to *Risus* creator S. John Ross, you can download your own PDF copy from his web site, www.io.com/~sjohn/blueroom.htm. There you'll find the free *Risus* rules, character sheets, and links to *Risus* campaigns, optional rules, and more. The downloads page includes plenty of other interesting tidbits for gamers, including the "Big List of RPG Plots."

About the Author

Peter Schweighofer lives in Williamsburg, Virginia, where he works at the Omohundro Institute of Early American History and Culture and continues his freelance writing and editing endeavors. He has written material for the *Star Wars* roleplaying game, published several science fiction and historical fantasy stories, edited two *Star Wars* anthologies for Bantam Spectra, and reported for a newspaper in Connecticut. His past solitaire adventures have helped introduce game rules and worlds to readers of roleplaying games for *Star Wars*, *Men in Black*, and *Hercules & Xena*. *Trapped in the Museum* combines his interests in ancient and Victorian Egypt and historical art.



Trapped in the Museum is available for free at <http://www.destinyrealms.com/griffon/>

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RISUSTM
THE ANYTHING RPG

Rogue Risus

A roguelike dungeon game for Risus by Dan Suptic ©2006

A note about Risus

Risus: The Anything RPG is a free and easy to learn role-playing game (created by S. John Ross) that is used to play Rogue Risus. Simply go to the freebie page on <http://www222.pair.com/sjohn/risus.htm> and download it there. The whole system is 6 pages long, and that's all you'll need to play. Download it, print it, heck, even put it in a nice 6-page binder. So long as you read it too, you'll be able to play Rogue Risus.

What's a Roguelike Dungeon?

A roguelike dungeon is an RPG computer game that creates a random dungeon every time you play it. All items are random drops, and usually must be used before you know what they do. The characters, items and monsters are usually represented by ASCII characters, making these games very popular in the early 80's, as you didn't need a powerful machine to run them.

So Rogue Risus...

...is a roguelike dungeon emulated by Tarot cards and Risus rules. You are a lone adventurer, attempting to get to the heart of the dungeon to retrieve the powerful Worldstone. Only the Worldstone can save you village from the curse that rots the land and makes the people ill. You must get down to the 20th level, get the Worldstone, and get out again in one piece.

What you'll need to play

The Character sheet in this document

Printed out forms for monsters, potions, scrolls, wands and special items in this document

A pack of Tarot cards (can usually be found at most book stores, the Rider-Waite deck is preferred)

An opaque bag with identical tokens numbered 1 to 14

Your Character

Extra Shots – You begin the game with 5 extra shots. An Extra Shot may be used to add one die to any combat roll after the dice have all been rolled. Any number of Extra Shots can be used on one roll.

You start the game with 1 die in one of the following clichés –

Fighter

Fire mage

Ice mage

Lightning Mage

Fighters start with a sword and basic armor.

Mage clichés just start with a robe (counts as armor for them, but they cannot wear any other armor or wield any weapon found in the dungeon).

Mage clichés are pumpable, but aside from this, no other advanced options are used (no

pumping the fighter cliché).

Each cliché also does a certain type of damage in combat -

Fighter – Physical

Fire Mage – Fire

Ice Mage – Ice

Lightning Mage – Electricity

Monsters may have resistance or weakness to a damage type. If they are resistant to the type of damage you are dealing, subtract a number equal to the total number of dice you rolled from your final roll (so if you rolled 3 dice, subtract 3 from your total roll). If they are weak against the damage type, add a number equal to the total number of dice you rolled to your final roll (so if you rolled 5 dice, add 5 to your total roll). With certain equipment items, you can become resistant against types of attacks as well – the monster rolls are reduced by the number of dice that they roll (so a Monster (4) that you are resistant against subtracts 4 from their roll).

Equipment

A Fighter has his 1 weapon and 1 suit of armor, and may equip 1 amulet and 2 rings

The Fighter's weapon and armor bonus dice start at zero.

A Mage has his 1 robe (armor), and may equip 1 amulet, 2 rings and 1 special item

The Mage's armor bonus dice start at zero.

If you get an equipment item type that you already have equipped, you must choose which one to keep.

Any class may carry any number of Potions, Scrolls and wands.

Potions, scrolls and wands are notated by the suit cards of the Tarot deck.

W = Wands, C = Cups, P = Pentacles

A = Ace, P = Page, Kn = Knight, Q = Queen, K = King

So, a 3 of cups is noted 3C under the potions list, while a Queen of Pentacles is noted as QP under the scrolls list.

All other equipment uses the Major Arcana (like Death, the Lovers, etc.) and should be notated by the card's name. The Worldstone takes up no equipment spots.

Usable Items

When you get a usable item from exploration, you'll write down how many you get next to the card designator in the item list on your character sheet. Potions and scrolls are always 1 per find, but wands are 3, due to having multiple charges on them. If you already have an item of that card, just add another to that item's total (or 3 in case of wands). When you first use an item, the effect area will be blank. Pull a random token from the token bag, do what that number says for the item and write down the effect number by the item slot. Now, every time you get this item again, it does the same thing. If you pull a number that already is in the effect list for that item type, simply set it aside and draw again. Return all tokens to the bag after you've found out what the item does. Wands may be only used in combat, and can target either you or your opponent – choose BEFORE you find out the effect. Potions and scrolls may be used at any time, and can only target you. If an effect says Combat, this means for the whole next combat, or until the end of the current combat.

Starting the game

Separate The World card from the deck and lay it aside. Separate the suits from the major arcana cards and shuffle each of these separately. Put the Dungeon Level 1 monster roster in front of you. Deal out 25 of the suit cards face down into one pile – this represents the first level of the dungeon. You explore the dungeon by drawing a card from the level deck. Depending on what you draw you can either get a chance at gaining an item, or fight a monster. Put the cards aside after you deal with them. After you've drawn 16 cards from the deck, you may choose to go down to the next level. If you don't, you may keep drawing cards until you either run out of the 25 cards (in which case you must go to the next level), or you decide to go down to the next level. When you go to the next level, shuffle all the suit cards together again, draw 25 new suit cards for the dungeon level and put the next level dungeon monster roster in front of you.

Reaching level 20

When you reach level 20, put in The World card in the mix of 25 suit cards. If you draw The World, you get the Worldstone item and may attempt to escape from the dungeon. When you choose to escape, pull out all sword cards from the suit deck and shuffle them. You must now beat a monster from every level in the dungeon, starting with level 20. Draw a random sword card for each level, placing back in the deck when you're done fighting. If you beat all levels worth of monsters, from 20 to 1, you win the game!

Exploring the dungeon

When you're ready to explore, draw a card and place it face up in front of you. Then, follow the below instructions depending on the suit you drew.

Swords

Fight a monster. Look up the card on the current monster roster (if you drew the 8 of swords, look up 8S) and fight that enemy. If the enemy's cliché level is $\frac{1}{2}$, simply roll a die and divide by 2 (rounding up). Enemies with a $\frac{1}{2}$ cliché are defeated when they lose it, just like a 1 die cliché character. Enemies will also have one of the 4 subtypes, abbreviated P for Physical, F for Fire, I for Ice or E for Electrical. After that, there will be any Resistances, Weaknesses and immunities that monster may have. If they have a weakness, it will have the letter of the attack and then the letter W (so fire weakness is FW). If they have a resistance, it will have the letter of the attack and then the letter R (so Ice Resistance is IR). If the monster has the word Item at the end of the entry, you draw one random major arcana equipment card after the battle, and then shuffle that major arcana card back in. If the monster beats you, you lose the game.

Experience - If you kill a monster, mark off the next number on your Monsters Killed list, starting with 1. Every time you mark off a number with an exclamation point (!) by it, you gain 1 die in your cliché. You cannot go above 6 in your cliché (which is why the Monsters Killed list stops after 150, where you get your 6th die). You gain a die in your cliché after you kill 10, 30, 60, 100 and 150 monsters.

Cups

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 2 or more, you gain 1 potion in the slot for this card you drew. Potion effects are applied immediately when drunk.

Pentacles

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 3 or more, you gain 1 scroll in the slot for this card you drew. Scroll effects are applied immediately when cast.

Wands

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 4 or more, you gain 3 wand charges in the slot for this card you drew.

When you roll a 5 or higher to see if you battle for a card draw that is not a sword, you always resolve the battle before you roll for the item - you can't get the item from a cup, pentacle or wand draw before you resolve the battle (if there is one).

Some effects can raise or lower your weapon or armor cliché. Your weapon and armor can never go below -1, and may never rise above +3. These bonuses and penalties are the number of extra (or less) dice you roll in combat. If you get a -1 enchanted armor or weapon, and you only have 1 die in your cliché, you divide your roll results by 2. If you get a -1 enchanted armor AND weapon, and you only have 1 die in your cliché, you divide your roll results by 3.

Resting

Before you draw a card, you may choose to rest. Roll one die – on a 2 or higher, you heal one die in your cliché. If you roll a 1 instead, you must immediately draw the next exploration card, you do not heal and any roll to see if you fight a monster counts as a six. You may attempt to rest only once between each exploration card draw.

Go and explore, adventurer

That's all the rules you need to know the play Rogue Risus. Everything else is devoted to item lists, monster descriptions, the character sheet and the quick rules sheet. If you got this setting from an online website, it's strongly advised that you copy and paste the item lists and monster rosters into a word processor before printing. Other than that, enjoy Rogue Risus! If you have any questions or comments, please email them to dsuptic@gmail.com

Item Roster Information

First is the effect number

Second is the item name

Third is the item effect

Monster Roster Information

First is the Swords card the monster corresponds to

Then, their name and combat cliché level

Then, the type of damage they do (P – physical, F – fire, I – ice, E – electrical)

Finally, any resistances or weaknesses are listed.

Effect Number Lists

-Potions-

- 1 – Minor Healing – Heals 1 die in your cliché
- 2 – Major Healing – Heals 2 dice in your cliché
- 3 – Poison – Deals 1 die of damage to your cliché
- 4 – Haste – Combat – Roll twice for each attack, taking the better of the two
- 5 – Slow – Combat – Roll twice for each attack, taking the worse of the two
- 6 – Berserk – Fighter only – Combat – You get +2 bonus dice to all rolls
- 7 – Invisibility – Combat – If you're damaged, roll 1 die. On a 4+, cancel the damage
- 8 – Gain Strength – Mark off 2 monsters on your monster killed list
- 9 – Confusion – Combat – If you do damage, roll 1 die. On a 5+, cancel the damage
- 10 – Levitation – Combat – You get +1 bonus dice to all rolls
- 11 – Clarity – Mage only – On your next pumped roll, you lose no dice afterwards
- 12 – Paralysis – Combat – The next monster roll against you is multiplied by 2
- 13 – Revivify – Go back to your full cliché
- 14 – Water – Does nothing, but sure is refreshing!

-Scrolls-

- 1 – Enchant Weapon – Fighter only – Your weapon's bonus increases by 1
- 2 – Curse Weapon – Fighter only – Your weapon's bonus decreases by 1
- 3 – Enchant Armor – Your armor's bonus increases by 1
- 4 – Curse Armor – Your armor's bonus decreases by 1
- 5 – Remove Curse – If your weapon and/or armor is at -1, set them back to 0
- 6 – Identify – Pull and record an effect token for any 1 blank effect item that you have
- 7 – Teleport – Immediately draw a new suit card and do that room now
- 8 – Fear – Combat – On their next roll, all opponents' dice count as showing a 1
- 9 – Immolate – Deals 1 damage unless you have fire resist and you lose 1 random scroll
- 10 – Magic Mapping – Turn the Dungeon Level deck face up for the rest of the level
- 11 – Blink – End the current Dungeon Level card and place it in your set aside pile
- 12 – Chaos – Erase all effect numbers by all items in one group of your choice
- 13 – Gift – The next roll to see if you get an item automatically succeeds
- 14 – Blank Scroll – It's just a piece of paper with nothing written on it

-Wands-

- 1 – Teleport – Target is affected by the Teleport Scroll effect– if on a monster, it vanishes
- 2 – Haste – Target is affected by the Haste Potion effect
- 3 – Slow – Target is slowed by the Slow Potion effect
- 4 – Polymorph – Monster is now the monster 2 down or up on the list, chosen at random
- 5 – Stone Missile – Counts as a Physical (4) attack
- 6 – Fire Bolt – Counts as a Fire (4) attack
- 7 – Ice Bolt – Counts as an Ice (4) attack
- 8 – Lightning Bolt – Counts as a Lightning (4) attack
- 9 – Disintegrate – If the monster is not physical resistant, it takes a die of damage
- 10 – Fire Storm – If the monster is not fire resistant, it takes a die of damage
- 11 – Blizzard – If the monster is not ice resistant, it take a die of damage
- 12 – Ball Lightning – If the monster is not electrical resistant, it takes a die of damage
- 13 – Invisibility – Target is affected by the Invisibility Potion effect

14 – Empty Wand – This wand has been all used up, sorry

Major Arcana Equipment List

The Fool – Jester's Cap – Special – You get a +3 bonus to your cliché if you are fire mage.

Otherwise, the bonus is just +1

The Magician – Magic Staff – Special – You get a +3 bonus to your cliché if you are a lighting mage. Otherwise, the bonus is just +1

The High Priestess – Ice Crown – Special – You get a +3 bonus to your cliché if you are an ice mage. Otherwise the bonus is just +1

The Empress – Ring of Warmth – You gain ice resistance

The Emperor – Ring of Coolness – You gain fire resistance

The Hierophant – Ring of Grounding – You gain electricity resistance

The Lovers – Amulet of Health – You heal 1 die after every combat

The Chariot – Amulet of Speed – When you explore, you now draw 2 dungeon exploration cards, pick the one you want to encounter and put the other face down on the bottom of the deck

Strength – Amulet of Strength – Fighter only – You win ties and may pump the fighter cliché

The Hermit – Alchemist's Ring – You automatically succeed when rolling to find potions

The Wheel of Fortune – Fate's Ring – You succeed when rolling to find scrolls on a roll of 2 or more

Justice – Justicar's Ring – You succeed when rolling to find wands on a roll of 3 or more

The Hanged Man – Amulet of Torture – Whenever your opponent loses a cliché, you heal a cliché on a roll of 5 or more on one die

Death – Amulet of Decay – Whenever you lose a cliché, your opponent loses a cliché on a roll of 5 or more on one die

Temperance – Amulet of Life – You ignore the first cliché of damage you would take in any combat

The Devil – Ring of Infernal Knowledge – Mage only - You gain +2 in your mage cliché, but take 2 clichés of damage whenever you lose a combat roll

The Tower – Ring of Rage – Fighter only – When you win a combat roll without using any item (or being under the effect of an item), you do 2 dice of damage instead of 1

The Star – Ring of the Heavens – You do 2 dice of damage instead of one when using a wand that damages your opponent

The Moon – Polar Ring – Your opponents lose ice resistance

The Sun – Solar Ring – Your opponents lose fire resistance

Judgement – Storm Ring – Your opponents lose electricity resistance

The World – The Worldstone is added to the dungeon level cards when you reach level 20. It takes up no equipment spaces and allows you to go through the escape

Dungeon Level 1 – The Entrance Caves

AS – Rat (1/2) P

2S – Bat (1/2) P

3S – Small Snake (1/2) P – IW

4S – Poison Spider (1/2) P – PW

5S – Baby Alligator (1/2) P – EW

6S – Polar Bear Cub (1/2) P – FW

7S – Snapping Turtle (½) P – PR
8S – Cougar (1) P
9S – Jackal (1) P
10S – Fox (1) P
PS – Feral Cat (1) P
KnS – Feral Dog (1) P
QS – Coyote (1) P
KS – Wererat (1) P – PR – Item

Dungeon Level 2 – The Goblin Caves

AS – Goblin Digger (1) P
2S – Goblin Builder (1) P
3S – Goblin Scout (1) P
4S – Goblin Fire Adept (1) F – IW
5S – Goblin Ice Adept (1) I – FW
6S – Goblin Archer (1) P
7S – Goblin Grenadier (1) F
8S – Goblin Warrior (2) P
9S – Goblin Fire Mage (2) F – FR
10S – Goblin Ice Mage (2) I – IR
PS – Goblin Storm Caller (2) E – ER
KnS – Goblin Brute (2) P – PR FW IW EW
QS – Guard Dog (2) P
KS – Goblin War Chief (2) – FR – Item

Dungeon Level 3 – The Spacious Tunnels

AS – Crow (1) P
2S – Pixie (1) E – ER PW
3S – Dragonnette (1) F – FR IW
4S – Snow Spirit (1) I – IR FW
5S – Dust Cloud (1) P – PR
6S – Hawk (2) P
7S – Vulture (2) P
8S – Giant Bat (2) P
9S – Whirlwind (2) P – PR
10S – Silver Sparrow (2) I – IR
PS – Winged Cat (3) P
KnS – Nightmare Colt (3) F – FR IW
QS – Storm Hawk (3) E - ER
KS – Griffon (3) P – Item

Dungeon Level 4 – The Gnoll Camp

AS – Gnoll Scavenger (2) P
2S – Gnoll Crossbowman (2) P
3S – Gnoll Guard (2) P
4S – Gnoll Brawler (2) P

5S – Gnoll Priest (2) F – FR EW
6S – Gnoll Sorcerer (2) E – ER IW
7S – Gnoll Wizard (2) I – IR FW
8S – Gnoll Beast (3) P
9S – Gnoll Warrior (3) P
10S – Gnoll Basher (3) P
PS – Rockeater (3) P – PR
KnS – Guard Beast (3) P – EW
QS – Albino Gnoll (3) P – IR FW
KS – Gnoll Commander (3) P – IR – Item

Dungeon Level 5 – The Orcish Mines

AS – Grunt (2) P
2S – Orc Soldier (2) P
3S – Orc Stone Thrower (2) P
4S – Orc Cave Maker (2) P – PR
5S – Orc Blaster (2) F – FR
6S – Orc Warrior (3) P
7S – Orc Pit Fighter (3) P
8S – Orc Drill Sergeant (3) P – IR EW
9S – Orc Slave Enforcer (3) E – FR PW
10S – Orc Kapeetan (3) P – Item
PS – Orc Monstrosity (4) P
KnS – Orc War Priest (4) I – IR FW
QS – Orc Metalbeast (4) P – EW
KS – Orc Leader (4) P – FR – Item

Dungeon Level 6 – The Lair of Beasts

AS – Bull (3) P
2S – Wild Horse (3) P
3S – Giant Tortoise (3) P – PR EW
4S – Salamander (3) F – FR IW
5S – Lion (3) P
6S – Ox (3) P
7S – Giant Spider (3) P – Item
8S – Lioness (4) P
9S – Giant Gecko (4) P – FR IW
10S – Boa Constrictor (4) P
PS – Gorilla (4) P
KnS – Winter Wolf (4) I – IR FW
QS – Tiger (4) P
KS – Giant Trapdoor Spider (4) P – Item

Dungeon Level 7 – The Necropolis

AS – Skeleton Warrior (3) P – FR
2S – Zombie Warrior (3) P – IR

3S – Ghost (3) E – PR FW
4S – Skeleton Mage (3) F – FR
5S – Zombie Blighter (3) I – IR
6S – Necrophage (4) P – ER
7S – Wraith (4) I – IR PR FW
8S – Hungman (4) I – IR
9S – Hellhound (4) F – FR IW
10S – Mummy (4) P – ER IR FW – Item
PS – Necromancer (5) I
KnS – Ghoul (5) P - IR
QS – Damned Spirit (5) I – IR PR FW
KS – Executed Blasphemer (5) E – ER – Item

Dungeon Level 8 – The Watery Passage

AS – Alligator (4) P – EW
2S – Giant Crab (4) P – EW
3S – Jelly Fish (4) E – ER
4S – Electric Eel (4) E – ER
5S – Water Wurm (4) I – IR FW
6S – School of Piranhas (4) P
7S – Merfolk Warrior (4) P – Item
8S – Tiger Shark (5) P – EW
9S – Merfolk Mage (5) I – FR
10S – Merfolk Assassin (5) P
PS – Great White Shark (5) – EW
KnS – Merfolk Priest (5) E – IR
QS – Leviathan Spawn (5) P – IR
KS – Merfolk Lord (5) P – FR – Item

Dungeon Level 9 – The Ogre Caverns

AS – Orc Slave (4) P
2S – Guard Orc Slave (4) P
3S – Ogre Grunt (4) P
4S – Ogre Mage (4) F – FR IW
5S – Ogre Priest (4) E – ER – Item
6S – Ogre Slavedriver (5) P
7S – Two Headed Ogre (5) P
8S – Ogre Tunnel maker (5) P – PR FW
9S – Ogre Magus (5) E
10S – Ogre Blacksmith (5) P – FR – Item
PS – Three Headed Ogre (6) P
KnS – Guard Hydra (6) P – FR
QS – Dire Wolf (6) P
KS – Ogre Commander (6) P – Item

Dungeon Level 10 – The Hive

AS – Giant Worker Ant (5) P
2S – Giant Killer Bee (5) P
3S – Giant Soldier Ant (5) P – PR
4S – Giant Mayfly (5) P – PW
5S – Scarab Swarm (5) P – ER
6S – Army Ant Swarm (5) F – FR
7S – Giant Dung Beetle (5) P – Item
8S – Giant Scorpion (6) P
9S – Giant Centipede (6) P
10S – Giant Wasp (6) P – PW
PS – Giant Shield Bug (6) P – PR – Item
KnS – Swarm of Killer Lightning Bugs (6) E – ER FW
QS – Big Pile of Nasty Insects (6) P
KS – Giant Queen Bee (6) P – IR – Item

Dungeon Level 11 – The Dark Elf Dungeons

AS – Dark Elf Scout (5) P – IR
2S – Dark Elf Warrior (5) P
3S – Dark Elf Moon Mage (5) I – IR FW
4S – Dark Elf Storm Mage (5) E – ER
5S – Dark Elf Cleric (5) F – FR – Item
6S – Dark Elf Assassin (6) P – IR
7S – Dark Elf Knight (6) P
8S – Dark Elf Betrayer (6) F – FR IW
9S – Dark Elf Dread Cavalry (6) P
10S – Dark Elf Lieutenant (6) P – Item
PS – Dark Elf Elite Guard (7) P
KnS – Dark Elf Enchanter (7) E – IR – Item
QS – Dark Elf Sergeant (7) P
KS – Dark Elf Night Lord (7) I – Item

Dungeon Level 12 – The Underground Forest

AS – Vicious Vines (6) P – ER FW
2S – Wooden Soldier (6) P
3S – Needle-Burst Bush (6) P – IR FW
4S – Ent (6) P – IR ER FW – Item
5S – Flaming Vines (6) F – FR
6S – Living Marsh (6) I – IR
7S – Trapping Foliage (6) P – Item
8S – Assassin Vine (7) P
9S – Topiary Guardian (7) P – PR FW
10S – Living Hedge Maze (7) P – IR ER
PS – Ent Soldier (7) P – IR ER FW – Item
KnS – Cold Spore Mushroom (7) I – IR FW
QS – Jolting Roots (7) E – ER PW
KS – Lord of Leaves (7) P – PR IR ER FW – Item

Dungeon Level 13 – The Elemental Fissures

AS – Dust Elemental (6) P – IR FR EW
2S – Glass Elemental (6) P – IR ER PW
3S – Smoke Elemental (6) F – FR PR IW
4S – Snow Elemental (6) I – IR ER FW
5S – Mud Elemental (6) P – PR FR EW – Item
6S – Ice Elemental (7) I – IR ER FW
7S – Magma Elemental (7) F – FR ER IW
8S – Metal Elemental (7) P – PR FR EW – Item
9S – Sandstone Elemental (7) P – FR IR PW
10S – Copper Elemental (7) P – PR IR EW - Item
PS – Fire Elemental (8) F – PR FR IW
KnS – Water Elemental (8) I – IR ER FW – Item
QS – Air Elemental (8) E – ER FR PW
KS – Earth Elemental (8) P – PR IR EW – Item

Dungeon Level 14 – The Factory

AS – Mechanical Arachnid (7) P – PR EW
2S – Animated Hammer (7) P
3S – Animated Lathe (7) P
4S – Clockwork Blacksmith (7) P – FR ER – Item
5S – Trained Fire Breathing Wurm (7) F – FR IW
6S – Giant Mechanical Arm (7) P
7S – Mechanical Overseer (7) E – ER PW – Item
8S – Clockwork Warrior (8) P
9S – Clockwork Magus (8) F – FR IW
10S – Freezing Construct (8) I – IR FW – Item
PS – Juggernaut (8) P – PR
KnS – Bladestorm Mechanica (8) P – Item
QS – Hammerer (8) P – FR IR
KS – Grand Mechanic (8) E – ER IR – Item

Dungeon Level 15 – The Slime Pits

AS – Gelatinous Cube (7) P – IR
2S – Copper Jelly (7) E – ER
3S – Bronze Slime (7) P – PR – Item
4S – Flaming Ooze (7) F – FR
5S – Slush Ooze (7) I – IR – Item
6S – Green Slime (8) P – PR
7S – Caustic Jelly (8) F – FR
8S – Bubbling Sphere (8) P – ER – Item
9S – Tar Slime (8) F – FR
10S – Glacial Ooze (8) I – IR – Item
PS – Boiling Pitch (9) F – FR
KnS – Mercury Slime (9) P – PR – Item

QS – Winter Ooze (9) I – IR
KS – Electric Jelly (9) E – ER – Item

Dungeon Level 16 – The Maze

AS – Animated Armor (8) P – PR
2S – Tunnel Crawler (8) E – ER FR IW
3S – Minotaur (8) P – IR – Item
4S – Tunnel Rat Swarm (8) P – PR
5S – Chaos Mage (8) F – FR IW – Item
6S – Mimic (8) P - IR
7S – Soul Collector (8) I – IR FW – Item
8S – Mirror Monster (9) P – ER PW
9S – Lost Soul (9) I – IR PR FW
10S – Animated Vault (9) P – FR – Item
PS – Skulking Devourer (9) P
KnS – Minotaur Barbarian (9) P – FR – Item
QS – Stonework Golem (9) P – PR
KS – Lord of Madness (9) E – ER FR IR - Item

Dungeon Level 17 – The Giant’s Fortress

AS – Guard Giant (8) P
2S – Desert Giant (8) F – FR IW
3S – Frost Giant (8) I – IR FW – Item
4S – Storm Giant (8) E – ER
5S – Soldier Giant (8) P – PR – Item
6S – Giant Feral Hound (9) P – IR FR
7S – Fire Mage Giant (9) F – FR ER IW – Item
8S – Giant Feral Lion (9) P – IR ER
9S – Ice Mage Giant (9) I – IR PR FW – Item
10S – Barbarian Giant (9) P – PR
PS – Assassin Giant (10) P – FR IW – Item
KnS – Giant Mammoth (10) P – IR
QS – Queen Giant (10) P – PR IR FW – Item
KS – King Giant (10) P – PR FR IW – Item

Dungeon Level 18 – The Forgotten Pit

AS – Abomination (9) P – PR ER IW
2S – Chaos Beast (9) E – ER IR PW – Item
3S – Will o’ the Wisp (9) I – FR IR
4S – Patchwork Man (9) P – FR EW – Item
5S – Alien Creature (9) F – FR PR IW
6S – Ferryman (9) I – IR ER PW – Item
7S – Floating Eye (9) E – ER FR PW
8S – Tessellating Nightmare (10) P – PR FW – Item
9S – Chimera (10) F – FR IR EW
10S – Doppelganger (10) P – PR ER FW – Item

PS – Living Wall (10) P – PR FR IW
KnS – Psychic Warrior (10) E – ER PR – Item
QS – Apocalypse Spirit (10) F – FR ER
KS – Mindflayer (10) P – PR FR IR EW – Item

Dungeon Level 19 – The Dragon’s Lair

AS – Red Dragon (10) F – PR FR ER IW
2S – White Dragon (10) I – IR ER PR FW – Item
3S – Blue Dragon (10) E – ER IR FR PW
4S – Green Dragon (10) P – PR ER IR FW – Item
5S – Black Dragon (10) P – PR ER FR IW
6S – Fire Dragon (10) F – PR FR ER IW – Item
7S – Earth Dragon (10) P – PR FR IR EW – Item
8S – Water Dragon (11) I – IR PR ER FW
9S – Air Dragon (11) E – ER FR IR PW – Item
10S – Death Dragon (11) I – IR FR ER PW
PS – Mud Dragon (11) F – FR IR PR EW – Item
KnS – Chaos Dragon (11) E – ER IR PR FW
QS – Time Dragon (11) P – IR ER FR PW – Item
KS – Dragon Lord (11) F – FR PR ER IW – Item

Dungeon Level 20 – Hell

AS – Anubis (11) P – PR FR IR
2S – Legion (11) E – ER IR FR – Item
3S – Mammon (11) F – FR IR PR
4S – Aneris (11) I – FR IR ER – Item
5S – Lilith (11) P – PR IR ER
6S – Hades (11) I – PR FR ER – Item
7S – Dante (11) F – PR ER FR – Item
8S – Chaos (12) E – PR ER FR
9S – Gorgon (12) I – PR FR IR – Item
10S – Lucifer (12) F – PR FR ER
PS – War (12) P – PR FR ER – Item
KnS – Famine (12) I – PR FR IR
QS – Pestilence (12) E – PR IR ER – Item
KS – Death (12) P – FR IR ER – Item

Sample Character Sheet

Character Name: _____
Character Cliché: _____ (1 2 3 4 5 6)
Weapon (N/A for Mages)(-1 0 +1 +2 +3)
Armor: (-1 0 +1 +2 +3)
Amulet: _____
Ring 1: _____
Ring 2: _____

Special Item (N/A for fighter): _____

Extra Shots () () () ()

Potions			Scrolls			Wands		
<u>Card</u>	<u>Qty</u>	<u>Effect</u>	<u>Card</u>	<u>Qty</u>	<u>Effect</u>	<u>Card</u>	<u>Qty</u>	<u>Effect</u>

Monsters Killed – 1 2 3 4 5 6 7 8 9 **10!** 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28
 29 **30!** 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59
60! 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90
 91 92 93 94 95 96 97 98 99 **100!** 101 102 103 104 105 106 107 108 109 110 111 112 113 114
 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136
 137 138 139 140 141 142 143 144 145 146 147 148 149 **150!**

Worldstone in inventory – ()

Escape - 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Quick Sheet

25 cards per dungeon level, Must have drawn 16 to go to next level.

Add The World Card on level 20.

If you get the world, beat a random monster from level 20 to 1 to win.

-Sword-

Fight a monster!

-Cup-

5+, fight a monster

2+, get 1 potion

-Pentacle-

5+, fight a monster

3+, get 1 scroll

-Wands-

5+, fight a monster

4+, get a wand w/ 3 charges

Resting

Once before exploration, roll 2+ to heal a die in your cliché

Otherwise, immediately draw the next card - monster roll counts as a six

Monster Stuff

If they have a ½ as their cliché level, roll the die and divide the result by 2 (rounded up)

P – Physical, F – Fire, I – Ice, E - Electrical

PR – Physical Resist, FR – Fire Resist, IR – Ice Resist, ER – Electrical Resist

PW – Physical Weak, FW – Fire Weak, IW – Ice Weak, EW – Electrical Weak

Resistance and Weakness

If they are resistant to the type of damage you are dealing, subtract a number equal to the total number of dice you rolled from your final roll.

If they are weak to the type of damage you are dealing, add a number equal to the total number of dice you rolled to your final roll.

Equipment

Mages carry no weapon.

Fighters cannot carry special items (specifically, the Jester's Cap, Magic Staff, and Ice Crown major Arcana items).

If you get a -1 enchanted armor or weapon, and you only have 1 die in your cliché, you divide your roll result by 2 (rounded up).

If you get a -1 enchanted armor AND weapon, and you only have 1 die in your cliché, you divide your roll result by 3(rounded up).

Usable Items

Potions and scrolls can be used anytime, and only target you.

Wands can only be used in combat and target either you or the opponent – choose who you target BEFORE you find out the effect.

Blood From A Stone

A Solo Adventure for Risus: The Anything RPG by S. John Ross
Set in the world of Metropolis by Fritz Lang and Thea von Harbou

Adventure by Hank Harwell

Blood From A Stone is a solo adventure for the Risus role playing game available for free at www.cumberlandgames.com. Solo adventures allow you to play an RPG without the need of a referee or game master.

Set in an alternate future envisioned by Fritz Lang and his (then) wife Thea von Harbou in the 1927 film *Metropolis*, *Blood From A Stone* takes place some time prior to the events portrayed in that film.

For those who have not seen the film, or read the story, it is world dominated by the mega-city Metropolis. It is a city of some 50 million residents who are segregated into three distinct social classes. The Masters are the privileged elite who live in the upper levels of the city. They enjoy all of the comforts and conveniences afforded to them by virtue of their immense wealth. The leader of the Masters, and by default the leader of Metropolis, is Joh Fredersen, who oversees all aspects of the operation of the city.

The Attendants serve the Masters and are responsible for seeing to it that their needs and wants are met. They live in the Lower City below the supports and girders of the Upper City of the Masters. The Lower City also serves as the home of the immense Machines that power Metropolis. The character you will be playing in this adventure is “Shep.” He is a member of the Attendant class, working as a security expert, otherwise known as a “Shepherd.”

In a vast underground city reside the Workers, the third class of denizens of Metropolis. The Workers are composed of those too poor to rise to the level of Attendants, or those who have committed some crime and are sentenced to live in the subterranean Workers City and operate the Machines. Many of them have long since lost the movement of other people and in time have become moving mechanically, mimicking the motions of the machines they are stationed at. In fact, several have forgotten the names they were born with and instead refer to themselves by their identification numbers. The uniform of the Workers consists of coveralls made of navy blue linen, a black soft cap and hard-soled shoes.

About Risus:

Risus is a Role Playing game that uses clichés to define characters. Clichés are broad descriptions of skills, abilities, motivations, philosophies and many other things. Ten dice are divided among a character’s clichés. These dice determine a character’s competency. One die equals a rank amateur. Three to four dice are generally considered to be in the expert range. Six dice are absolute masters.

When faced with a situation that requires a skill roll, the player will choose the appropriate cliché and roll the number of dice allocated to that cliché and attempt to beat a target number.

In combat, the player will roll dice associated with the combat-related cliché and the opponent will roll his combat-related dice. The loser then deducts one die from that cliché. Then the two roll again and the process continues until one side is reduced to zero. That combatant is then declared the loser of the entire conflict.

Lucky Shots, an option from the Risus Companion is included in this adventure. A player may elect to use one of their ten dice to purchase three “Lucky Shots.” If there is a roll that a player absolutely *must* make, an additional die may be rolled at the cost of one “Shot.” That die’s total will be added to the original roll.

One More Thing:

In order to simulate a sense of urgency, at one point you will be directed to begin counting turns. A turn is defined as moving from one paragraph to another and/or a task resolution/combat roll. There is a limit of 30 turns. At the end of 30 turns, you will be directed to a particular paragraph. Follow the instructions at the paragraph to the end.

“Shep”

Clichés:

Attendant Class Security Specialist (4)

Tireless Resourceful Fixer (3)

Cool Methodical Gambler (2)

Lucky Shots ☐ ☐ ☐

i The title “Blood From A Stone” is taken from a song by that name by the group Cycle V, which appears on the soundtrack for Giorgio Moroder’s 1984 restoration of the film *Metropolis*.

“Why me?” you wonder. What did you do to deserve this assignment? You had served Abel Rogge, one of the Masters of Metropolis, well these past two years. You have proved yourself dependable, clever, and discrete in your work as a Shepherd, or security expert. So why are you stuck “shepherding” Althea, Rogge’s daughter and only child?

Certainly you were aware of the communications threatening Althea. But these notes were issued by a group called “The Knights of the Blue Linen.” You did not know much about this group – no one did, really. All anyone knew was that they were supposed to be a collection of disgruntled Workers from the subterranean world of the Machine Rooms, which powered the upper worlds of Metropolis. There had been rumblings for some time – a so-called prophetess had arisen promising a Mediator between the Masters and the

Workers, but there were some who didn't want to wait for a deliverer. But none of the Workers had ever dared to lift their heads above the dark world where they lived.

But Rogge was a nervous man, and now you were hand-picked for this "prime" assignment. So here you are, watching Althea Rogge, socialite daughter of one of the Masters of Metropolis.

She is quite attractive, this young slip of a girl. She possessed a winsome face partially framed by ruddy auburn hair arranged in a modest way that hinted at the flowing mane that would cascade down if one or two hairpins were removed. Her eyes, a soft hazel color, seemed to float above pink, full lips that always seemed poised to laugh at the slightest provocation.

If you were to allow yourself any feelings, you might be distracted by her beauty. But instead, you follow her at a comfortable distance.

Go to 1

1

She heads directly for the Eternal Gardens. Here, in a botanical and arboreal paradise in the ultra-modern urban setting of Metropolis, she casts a glance from side to side, before settling her gaze on a young man you recognize as Nils, another of the privileged children of the Masters. You take up a position near the door, where you can see your charge clearly, but not intrude upon her rendezvous with her favorite suitor. Althea sits near the fountain with Nils, laughing at a shared joke.

After what seemed like an eternity, she stands to leave. As she turns to the door, it strikes you that takes notice of your presence for the first time. Her lips droop slightly, and she strides purposefully through the doorway of the Eternal Gardens.

Roll against your "Attendant Class Security Specialist (4)" cliché, or your "Tireless Resourceful Fixer (3)" cliché. If you roll a 7 or less, go to 2. If you roll 8 or better, go to 3.

2

It appears that your presence has disturbed Miss Althea. She doesn't like being followed any more than you like following her. Despite your careful observations, she has somehow slipped away from your watching eyes.

If you choose to end the adventure now, go to 4. If you are leaving the Eternal Gardens, and you decide to locate your charge, go to 5. If you are leaving Yoshiwara's, go to 9.

3

Not surprisingly, Althea has decided to try to elude her "shepherd." But you are a professional; a privileged young girl is no match for your skill and experience.

Go to 6.

4

You return to Abel Rogge hoping that his daughter has returned home. It doesn't take you long to realize that something has gone terribly wrong. Althea is still missing.

Several weeks later, a small group the Knights of the Blue Linen try to force their way to the Upper City of Metropolis. The Police successfully repel the attempt. In the cleanup of the rebels killed in the conflict, one figure in blue linen stands out. It is a young woman, with ruddy auburn hair and pink full lips.

The End

5

You stop and consider where she might have gone. A popular destination is Yoshiwara's, a nightclub of sorts. You decide to head there.

(From this point forward, begin counting the number of turns, including number of dice rolls for tasks and combat rounds. When you reach 30 turns, go to 26)

Go to 7

5b You're not sure where she could have gone to, but you have two ideas: either she has an assignation with Nils at the Eternal Gardens, or perhaps she might be meeting up with the twins from Yoshiwara's.

(From this point forward, begin counting the number of turns, including number of dice rolls for tasks and combat rounds. When you reach 30 turns, go to 26)

If you decide to go back to the Eternal Gardens, go to 11a. If you decide to try Yoshiwara's, go to 11b.

6

Yoshiwara's is the kind of place that has an unsavory reputation, and deservedly so. But for the spoiled children of the Masters of Metropolis, it is a place of action, pleasure, and freedom.

Sidling up to the bar, you order a mineral water (you are on duty, after all). From your seat you can see Althea as she meets with her friends. She spends a great deal of time with two girls her own age. When they turn so that you can see their faces, you realize that they are twins. The three spend an interminable amount of time dancing to the music of the house band, before fanning herself, Althea takes her leave of her friends. Again, she glances your direction, before slipping out of Yoshiwara's.

Roll against your “Attendant Class Security Specialist (4)” cliché, or your “Tireless Resourceful Fixer (3)” cliché. If you roll a 7 or less, go to 2. If you roll 8 or better, go to 8.

8

Once again, Althea has tried to shake you, but once again, your ability keeps her in view. You follow her as she wanders from Yoshiwara’s. Thankfully, she appears to be going home.

You almost relax when two men appear from a side street. They look determined to confront you directly.

Treat the two attacking you as a Grunt Squad from Risus rules (p. PDF). They fight as “Fanatical Revolutionaries (2).” If you reduce them to zero dice, go to 10a. If they reduce you to zero in either your “Attendant Class Security Specialist (4)” cliché, or your “Tireless Resourceful Fixer (3)” cliché go to 10b

9

You mutter a vicious curse as you realize that this spoiled girl has somehow eluded your care. You realize that you have two choices: You could go back to the Rogge home and hope she turns up, or you could try to find her.

If you decide to return home, go to 4. If you decide to find her, go to 5b.

10a

The fight is short. The inexperience of the thugs is evident. You punch the second thug into unconsciousness. He falls on top of his comrade, the one you dropped first. When you look up, Althea and her captors are nowhere in sight.

At this point, Metropolis Police have arrived to place your assailants under arrest. As the handcuffs are being fastened, you notice under the jacket of one of them a flash of blue linen – the uniform of the workers!

Knowing who the criminals are doesn’t help you right now. You need to know where Althea is...

You could regroup at the Rogge residence, or you could retrace your steps to the two places she was last seen.

(From this point forward, begin counting the number of turns, including number of dice rolls for tasks and combat rounds. When you reach 30 turns, go to 26)

If you decide to return to your employer, go to 4. If you decide to go back to the Eternal Gardens and speak to Nils, go to 11a. If you choose to double back to Yoshiwara’s, go to 11b.

10b

Somehow, one of the thugs gets in a lucky punch, and the next thing you know, you are waking up, shaking off the haze that fogs your brain. Suddenly, you snap to full sobriety: Althea!

You could regroup at the Rogge residence, or you could retrace your steps to the two places she was last seen.

(From this point forward, begin counting the number of turns, including number of dice rolls for tasks and combat rounds. When you reach 30 turns, go to 26)

If you decide to return to your employer, go to 4. If you decide to go back to the Eternal Gardens and speak to Nils, go to 11a. If you choose to double back to Yoshiwara's, go to 11b.

11a

You make the long trek back to the Eternal Gardens in the shadow of Frederson Tower.

There, at the playground for the children on the elite Metropolis, you quickly scan the white-silk clad dilettantes and socialites and the attendants for Nils. Near the fountain you catch sight of the young man. He is chatting with one of the scantily-dressed female attendants.

Purposefully you step up toward the tall youth with the bright blonde hair and the cool blue eyes.

He sees you coming and dismisses the attendant. Without rising from his seat, he addresses you laconically. "Is there something I can do for you?"

"Althea. I am responsible for her safety. I would like to know about her habits, so that I can adequately provide. You appear to be one of her habits. I 'd like to inquire about others."

Nils laughs humorlessly. "Althea had so many habits..." His voice trailed off. "There are two I worry about. She spends too much time with the twins Magda and Marta at Yoshiwara's. Her newest habit is books." He reaches into his pocket and pulls out a small, cracked, leatherbound volume. "She left this here when she took off earlier."

You take the book and open it up. It bears the title, *Early History of Metropolis*, and it was drawn from a small, obscure library in the Lower City.

Nils looks at you gravely. "The next time you see her, remind her that if she wants to stay with me, she needs to give some of these...what did you call them? Habits."

If you want to go to Yoshiwara's, go to 11b, if you choose to locate the library in the lower city, go to 12.

11b

You return to Yoshiwara's, the club that most denizens of the Upper City of Metropolis refer to as the "House of Sin." In the oppressively humid atmosphere of writhing bodies dancing to hard thumping music of the house band, you try to locate the twins, friends of Althea.

You become annoyed by your own lack of patience in your search. Asking a few of the patrons about them, you are directed to a back room, where Yoshiwara's provides a place for the city's privileged to indulge their desire to play the odds.

You visually scan the room, but fail to catch sight of the twins.

Do you sit at the table and try your hand at cards? If so, go to 13. If you decide to return to the House of Rogge, go to 4. If you haven't been to the Eternal Gardens, you can try your luck there – go to 11a.

12

You leave the excesses of the Upper City and travel below the girders and supports to the Lower City. This is your part of Metropolis. You are employed by one of the Masters of Metropolis, but you still belong to the Attendant class. This means you may work in the Upper City, but you live in the Lower City.

Here, the sun rarely shines, as it is nearly obscured by the towering structures of the Upper City, particularly the massive Fredersen Tower; the brain, if not the heart of Metropolis.

The library where Althea got the book is a small building, with few patrons. Quietly, you move to the history section. Following the coding system on the spine of the book, you locate the space where Althea's book was found. Examining the gap in the stacks, you find something that strikes you as out of place. Reaching up, you withdraw a loop of thick, braided leather. Hanging from the loop is a rudely crafted, hand-carved wooden cross.

The only place this cross would have been appropriate would be the Cathedral!

At this point you could visit the Cathedral and attempt to pick up the trail there – go to 16. If you haven't revisited Yoshiwara's yet and want to see if she's there, go to 11b. If you've been to Yoshiwara's and want to follow up on the clue you got from the twins, go to 15. If you want to return to the Rogge Home and await word, go to 4.

13

Roll your “Cool Methodical Gambler” cliché. Add the results together. Continue to roll until your total equals 12 or better. Remember to count each time you roll against your 30 turn limit. If you reach 30 turns, go to 26. If you roll 12 or better, go to 14.

14

As you count your winnings, you see the twins, stagger in to the room, giggling.

“Ladies!” You smile broadly. “May I interest you in some refreshment?” They size you up quickly, but don’t seem to recognize you from earlier. The twins look at you and giggle “Hi! We’re Magda and Marta. So pleased to make your acquaintance!” They then slink up to you and each one takes one of your arms and begin to walk toward the bar.

At the bar, you make small talk, complimenting them on their beauty and charm, but there is something about their demeanor that you can’t quite put your finger on, but you find disturbing.

Gradually you begin asking questions about Althea. Giggling, Marta (or is it Magda?) says “Have you talked with Nils? If Althea wasn’t here with us, she was with him...”

Then Magda (Marta?) giggles “You know, you might find her at the Cinema House. She said something about art films or old films or something like that...”

Suddenly, you realize what it is that has been bothering you about the twins. There is clear evidence of some type of drug use, possibly maohee, that strange euphoric drug that was rumored to have been brought to Metropolis by September, the proprietor of Yoshiwara’s.

“Ladies, it has been certainly enlightening being in your company, but I’m afraid the hour is far later than I thought. I must be off.”

They look at each other with mock disappointment on their faces, then burst into another round of giggling. Then they slink off in search of someone else to pay attention to them. You don’t feel too sorry for them: as long as the maohee is in their systems, wherever they go there is a party.

If you choose to go back to Althea’s home and wait for word, go to 4. If you decide to go the Cinema House, go to 15. If you haven’t visited the Eternal Gardens yet, go to 11a. If you have, go to 12

15

You arrive at the Cinema House. There is a classic film festival on the program for the week. You question many of the visitors, but no one recalls seeing Althea among the cinema aficionados.

The longer you stand there the more convinced you are that the twins’ drug induced haze led you this place. You curse yourself for having wasted so much time here.

If you have reached your 30th turn, go to 26. If you decide to give up the search, go to 4. If you have not revisited the Eternal Gardens go to 11a. If have been there and wish to follow up on the clue you received there, go to 12.

16

The Old Gothic Cathedral stands as a monument to an earlier time, a time of faith. The Upper City has all but forgotten about it, even considering demolishing it to improve the traffic flow. The residents of the Lower City still flock to hear the homilies presented by Desertus, the monk-priest charged with seeing to the care of the congregation of the Cathedral. His closest followers, the quasi-monastic sect known as the Gothics, move about in their coarse robes and hoods, lighting candles, praying at the altars, and being present to assist worshippers.

Inside, you stand in the shadows, observing every face that enters the great church, looking for some sign of Althea.

Roll either your Attendant Class Security Expert (4) or your Tireless Resourceful Fixer (3) cliché. If you roll a 10 or better, go to 17. If you fail, rolling all ones, then go to 18. If you would rather, continue rolling until you score a 10 or better, counting each roll as a separate turn against your limit. If you reach 30 turns, go to 26.

17

Casually you look about you as religious folk stream in to the ancient Cathedral. The stone columns mimic even-more ancient Roman columns. On the side walls are carved stone statues of biblical characters, stories, and themes. On one wall, you see an intriguing representation of the Seven Deadly Sins, flanking Death himself, playing a march on a flute shaped from a human leg bone.

As you stare at the macabre procession in stone, you notice someone keeping to the shadows. You watch the unknown character probe the spaces between the carving of two of the Deadly Sins. Suddenly, one of the Sins begins move forward, then swing out slightly. You quickly glance to both your left and right and realize that no one else has seen the bizarre tableaux. Then before your very eyes, the shadowy figure slides behind the statue, and the stone carved Sin returns to its resting-place.

Quickly, you move to the place where the mysterious person disappeared. Probing the space between the two Sins, your fingers find a hidden catch. Releasing the catch, the statue begins to swing out just as it did moments before. Beyond the opening, you see a series of rough-hewn steps leading down into the Catacombs.

If you decide that its not worth the risk to descend into the Catacombs, go to 4. If you believe that your duty comes before your personal safety and take the first step down the tunnel, go to 19

17b

You enter the large and foreboding Cathedral among other worshipers. Looking about, you see carved in stone a life-size representation of Death playing a funeral march on a flute made from a human thighbone. On either side of Death are figures of the Seven Deadly Sins.

Following the instructions on the sheet tucked in the pages of Althea's book, you step to a place in front of two of the Sins. Reaching your hand into spaces between the two statues, you discover a hidden catch. Releasing the catch, one of the statues begins to swing out and away from the wall revealing a series of rough-hewn steps leading down into the Catacombs.

If you decide that it is not worth the risk to descend into the Catacombs, go to 4. If you believe that your duty comes before your personal safety and take the first step down the tunnel, go to 19

18

A sudden hunch seizes you. You open the book Althea checked out of the library and furiously begin flipping through it. At last you come to a chapter on the Cathedral. Tucked inside, you find a scrap of paper with several notes scrawled on it. These notes indicate that there is a secret door that provides access to ancient catacombs below the Cathedral. The notes indicate that the entrance is somewhere near the monument of Death and the Seven Deadly Sins.

Go to 17b

19

Slowly, carefully you follow the steps down into the catacombs. The statue closes behind you, hiding your entrance from others who might come behind you.

A few steps down there are bare bulb lights strung at regular intervals providing a dim light. You pause for a moment or two until your eyes adjust, then resume your descent. After what seems like an eternity, the path levels off and the bulbs give way to sputtering, smoking torches.

Just ahead, you hear voices talking. As you get closer, your throat tightens with the recognition of one of the voices: Althea! It sounds as if there are three or four individuals and they seem to be planning something...

Go to 20

20

The first voice speaks: "Brothers! We have been patient for too long! Maria speaks of a Mediator who will unite the Hands and Brain of Metropolis and free us from our bondage to the great machines. They play in their carefully-tended gardens while we toil at our stations – 10 hours on, 10 hours off! They dance, while we march. I say no more!

Althea's voice chimes in. "But no one is to be hurt, correct? This struggle is only to attract attention to the plight of the Workers below. I will only follow with the assurance that our mission will not bear violence!"

Another voice: "Certainly mistress." There was something almost too smooth in the reply. "Your assistance is most valuable to us in our efforts. We have brought you here because your family connections will make the Masters notice us."

"Then what are the weapons for?" Althea sounded suspicious.

The first voice spoke again. "Mistress, do not be concerned. These weapons are not for use, but for show. The Masters will be more likely to accept the seriousness of our cause if we are carrying these weapons."

Althea says nothing, and you interpret her silence as acceptance. You do not believe for a moment that this will be a peaceful demonstration, even though in her naivete, your charge is deceived.

Your mind races. Should you rush in an attempt a rescue of Althea alone, or do you risk taking the time to recruit reinforcements?

If you decide to get reinforcements, go to 22. If you decide to go in single-handedly, go to 21

21

For a moment you consider rushing back to the Metropolis Police to crush this group of rebels, but wonder if there is time. Pulling your revolver, you decide that with the element of surprise, you could stage a rescue on your own.

Stepping from the shadows, you confront the so-called "Knights of the Blue Linen." You were right, there are three of them, not counting Althea. While she stands aside in horror, you make your move.

Treat the Knights as "Fanatical Revolutionaries (4)." If you reduce the squad to zero dice, go to 23. If the squad reduces you to zero in any one cliché, go to 24. Remember to count each roll of the dice as a separate turn for the 30-turn limit. If in either case, you reach 30, go to 25.

22

You slip back up the steps. Finding the release on the other side, you open the secret door and speed to police substation. When you have a small force, you re-enter the passageway only to discover that the group has left – with Althea!

At a dead end, you have no choice but to return to Althea's home.

Go to 4

23

Your bold move has paid off. The Knights are caught completely off guard. You club one of them with the butt of your pistol, knocking him out. Kicking another in the kneecap, you grab Althea's arm and run back toward the hidden entrance to the Cathedral. As you run, you hear the growls of the remaining rebel, and then a sharp *pop* and the rock near Althea's head disintegrates. Her face blanches, and her struggles against your iron grip cease. She is still muttering "What a fool I was..." as you escape into the Cathedral and return home, safe and sound.

The End.

24

The Knights of the Blue Linen rush you. You quickly fire a shot from your revolver, but the shot goes wide, and that is the only shot you manage to get off. They fall upon you with fists flailing, and you feel your grip on the gun releasing. The pistol is snatched out of your hand. You hear a shot, feel a blazing pain begin in your abdomen, then spread outward through the rest of your body, then numbness, then nothing. Your humiliation knows no bounds – you have been killed, and with your own gun!

The End.

25

While you are fighting with two of the Knights, the third ushers Althea further down into the Catacombs. You dispose of your two, but as you attempt to follow, the trail branches in several directions. You stop, looking down the bewildering array of tunnels. You could try one of them, but you know that there have been those who have gone into these catacombs and have never returned.

You return to the surface and contact the Police, who send teams into the Catacombs, but they find no trace of the Knights of the Blue Linen, nor of your charge. You have no choice but to return to your employers home and hope for the best.

Go to 4.

26

At every turn you are frustrated in your attempts to discover your charge's whereabouts. You have searched in every possible place you can think of in Metropolis but to no avail. Discouraged you return back to the Rogge Home to report your findings, or lack thereof.

Go to 4.

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DRAFT

No Mates **CTHULHU**



A No GM Risus Expansion

By Dave "Gorebite" Valderhaug

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

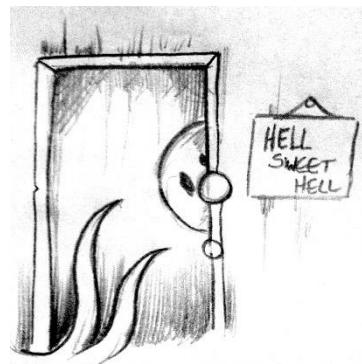
Roll	Room
2-3	1
4-5	1
6-7	2
8-9	2
10-11	3
12	4

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:

Professor Nial Biter A master of all things arcane, Specialises in Old One knowlege. A heavy drinker with a reputation as a lunatic by his peers.	Traits 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	

Remington Smithe P.I The least sought after PI in local history. Every case he takes ends up with the employer in an asylum or dead.	Traits 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	

THE NO MATES GUIDE TO SOLO RISUS

AN EXPANSION BY DAVE "GOREBITE" VALDERHAUG



OR... I'M DRUNK, AN'
I WANNA BE A DWARF FIRE MAGE NOW!!

A ZERO GM RULE SET FOR RISUS

RISUS ZERO GM TRULES

Simple rules:

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

1. Create your Risus character with 10 dice.
2. Roll on the number of dungeon rooms table. This gives you the size of the dungeon.
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 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 one dice 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 Dungeon Boss.
13. **COMBAT!!!!**
14. In the unlikely event that you survived roll 4 times on the loot table.
15. The End

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

A Note about Magikal cliché types

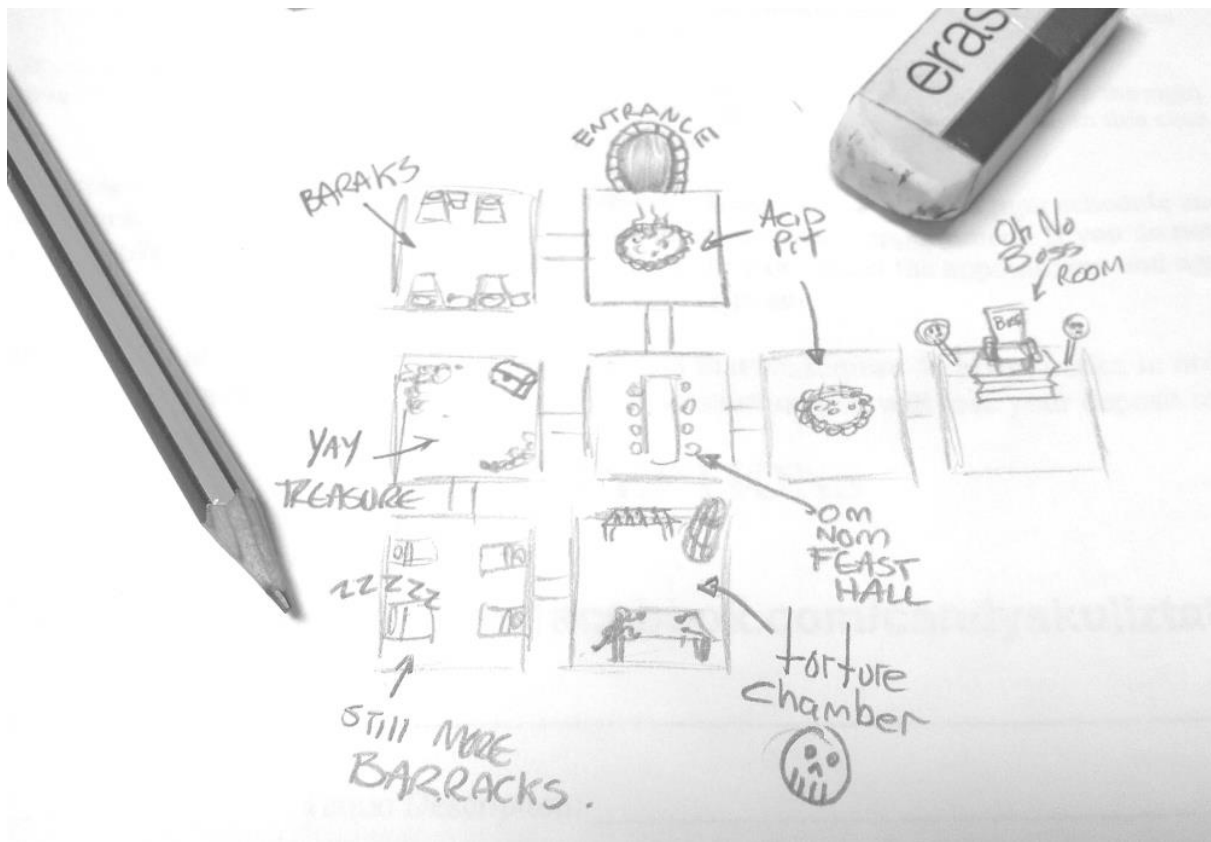
So this is all set up pretty much from a bash them on the head perspective. "WHAT OF MAGIK" I hear you all cry? Well I've been thinking about that and I have decided the following.

Magik users may either: Roll to cast a spell from their spell book (See the final page) **OR** roll -1 dice to physically attack with their magik staff/dagger/stick. Either way if the enemy rolls more than you it didn't work or was dodged.

The way I see it is this. No adventuring wizard/mage etc would enter a dungeon without a bit of hand to hand skill... I mean come on that would be so frigging stupid.

Equipment

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



An example for mapping your adventure.

Number of Dungeon Rooms

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

Room Exits

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

Room Type

Roll	Room
2	Cavern Room (no bonus)
3	Secret passage (you find a secret passage letting you skip 1 room, or you may roll again to keep going ahead).
4	Acid Pit (if you have a cliché that allows it, you may try to knock an enemy into the pit).
5	The Death Trap (no enemy encounters, however you must roll to escape 2 traps).
6	Torture Chamber (if you have a cliché that allows it, you may try to use the torture equipment to kill your enemy)
7	Lava River (if you have a cliché that allows it, you may try to knock an enemy into the river).
8	Barracks (2x loot roll)
9	Hall of Dispair (If you remain here for more than 10 turns you loose 1 dice per turn until DEAD!)
10	Feast Hall (1x health potion)
11	Shop (Health potion 100g Monster dispell 200g Invisibility 300g. max purchase 2 items)
12	Treasure Room (4x Loot roll)

Encounter

Roll	Room
2-3	None
4-5	Enemy
6-7	Enemy
8-9	Enemy
10-11	None
12	TRAP!! Role to avoid (Target roll = 10. If you fail loose 1 dice.

Monster Group Number

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

**Random Monster Table**

Roll	Monster	Dice
2	Goblin	2
3	Orc	4
4	Hell Hound	3
5	Undead Human	3
6	Mercenary	3
7	Harpy	3
8	Rat Swarm	2
9	Giant Centipede	4
10	Giant Spider	4
11	Skeletal Human	3
12	Ogre	6

Loot Type

Roll	Treasure
2-3	Health Potion (use to regain 1 dice)
4-5	Treasure Roll
6-7	1 shot Common Monster Dispell (get rid of a monster)
8-9	Treasure Roll
10-11	Invisibility Potion (use to sneak through the next room, NO LOOT ROLL).
12	2 x Treasure Roll

Special Weapon Type

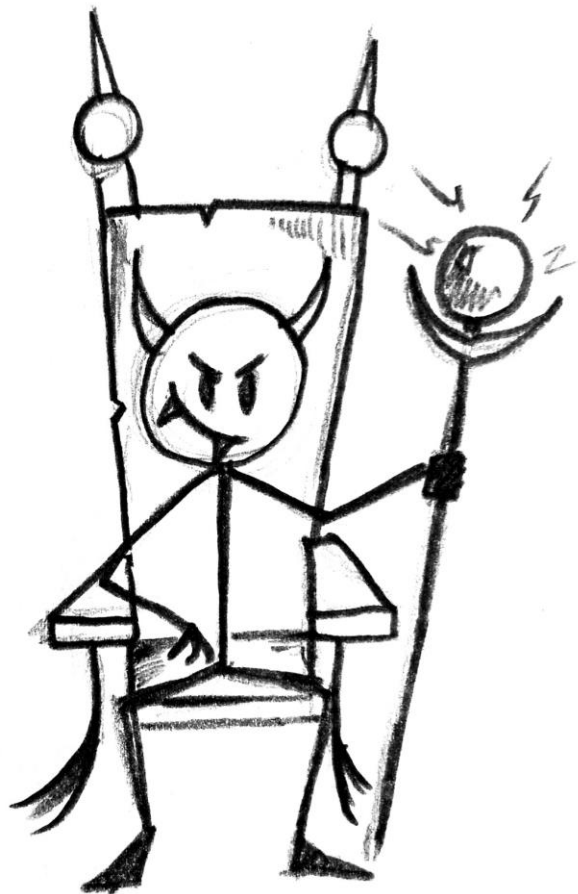
Roll	Weapon
2-3	Sword of Burning Rage +1 dice to combat rolls.
4-5	2 Handed Axe of Fury +1 dice to combat rolls.
6-7	Shield of Horrors if an enemy strikes you they are frozen in fear and remove 1 dice.
8-9	Staff of Holy Ice +1 dice to combat rolls
10-11	Bow of Friendship if you hit an enemy they become your best pal, and attack nearby enemies. Also follow you for your next room. Your pal acts as a team mate and you can use any sixes they roll to add to your combat rolls.
12	Death Mace of Doom +2 to combat rolls

Treasure Type

Roll	Treasure
2-3	20g
4-5	50g
6-7	100g
8-9	200g
10-11	500g
12	Special Weapon

Boss Type

Roll	Boss	Dice
2-3	Stone Troll	8
4-5	Necromancer (roll 1d6 for skeleton warriors)	5
6-7	Witch Doctor (roll 1d6 for zombies)	5
8-9	Hydra	8
10-11	Cyclops	8
12	Dragon	10



Example Cliches:

<h2>Groggbait The Glorious</h2> <p>Dwarven Paladin - Loves to smash orcs over the head with his mighty warhammer & heal the wounds of his less God fearing colleagues.</p>	<p>Traits (roll using Smashing/Healing/Praying dice)</p> <p>Heal the stupid (6) +1 dice recovered for target player.</p> <p>Smash the heads in (5) -1 extra dice damage</p> <p>Cause Fear in the evil (8) Causes target Enemy to run away. Roll using your Religious Conversion dice.</p>
<p>Smashing/Healing/Praying = 4 Door Knocking = 3 Religious Conversion = 2 Wine Making = 1</p>	<p>Wears heavy plate armour and is there for a bit shit at anything that requires grace and finesse. -2 dice for anything like that.</p>

<h2>Frogwart the Unhinged</h2> <p>Human Wizard - Loves the company of any woman. A creator of fine potions and caster of ice magik.</p>	<p>Spells (Roll using wizzy stuff dice)</p> <ol style="list-style-type: none"> 1. Ice bolt (5) -1 dice damage 2. Frozen Assets (6) freezes enemy for two turns so they can't defend. 3. Slip n' Slide (5) makes enemy fall on its ass causing -1 dice damage. 4. Hail O' Death (10) A rain of spiked hail slices all enemies for -2 dice damage. 5. Health potion (6) has a chance of creating a health potion for every 2 rooms cleared. Roll using your Alchemy dice.
<p>Wizzy Stuff = 4 Wooing Women = 2 Alchemy = 2 Party Planning = 2</p>	<p>-1 dice versus female enemies (He's just too into the chicks).</p>

Spell List

Magik Type	Spell (target roll) Effect
Ice Magik	<p>1. Ice bolt (5) -1 dice damage</p> <p>2. Frozen Assets (6) freezes enemy for two turns so they can't defend.</p> <p>3. Slip n' Slide (5) makes enemy fall on its ass causing -1 dice damage.</p> <p>4. Hail O' Death (14) A rain of spiked hail slices all enemies for -2 dice damage.</p>
Fire Magik	<p>1. Burning Fingers of Doom (5) -1 dice damage.</p> <p>2. Ring of Fire (6) causes enemy to take -1 dice damage and run around with thier pants on fire for 2 turns, unable to defend.</p> <p>3. Fire in the Hole (8) Causes a fire pit to open up below enemy causing -1 dice damage and incapacitate for 1 turn.</p> <p>4. Flaming Vengeance of a thousand fireflies (14) Literally a thousand fireflies decend upon all enemies, burning them for -2 dice damage.</p>
Necromancy	<p>1. Soul Reaver (8) Regain 1 dice, by stealing 1 dice from enemy.</p> <p>2. Super Age O' matik 3000 (14) Makes enemy age at a rapid rate causing -2 dice damage.</p> <p>3. My Dead Friend Ralph (6) Your long dead buddy Ralph the bastard halfling rises from the ground increasing your dice by 1 for the next 2 turns.</p> <p>4. The Gnarly Rot (5) The enemy's flesh starts to fester causing -1 dice of damage.</p>
Holy Magik	<p>1. Heal the stupid (6) +1 dice recovered for target player.</p> <p>2. Angelic Spear of Destiny (5) A holy spear rushes forward, causing -1 dice damage.</p> <p>3. The Blinding Light (6) Blinds all enemies for 2 turns, they are unable to defend.</p> <p>4. Holy Roller (14) With a flash and a thunderous roar a holymower appears cutting down the disbelievers in its path. Causing -2 dice damage to all enemies.</p>