

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:

Trapped in the Museum

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.

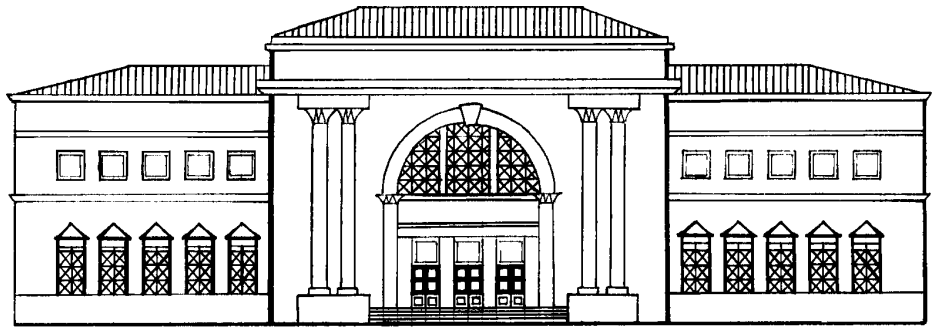
Creepy Soundtrack

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.



Trapped in the Museum

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.*

Trapped in the Museum

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.*

Trapped in the Museum

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.*

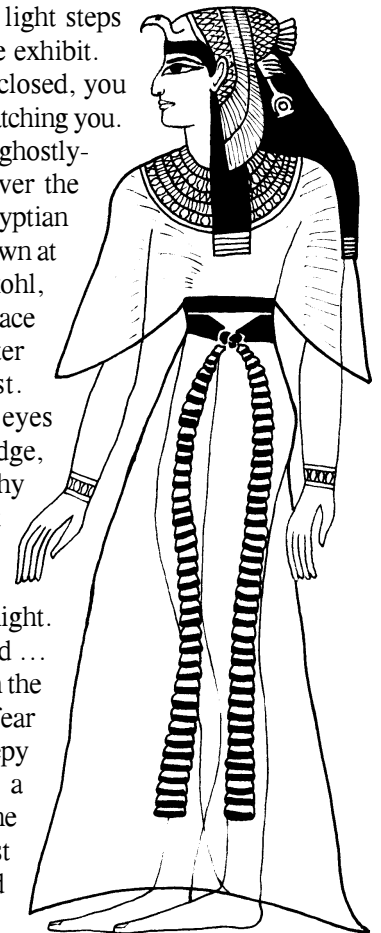
16

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."



Trapped in the Museum

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

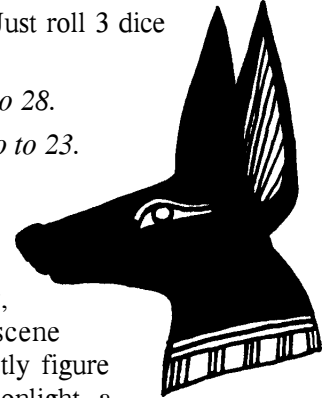
Peering out from the shadows beneath the archway, you watch as a strange scene unfolds before you. A ghostly figure stands illuminated in the moonlight, a young woman dressed in the gauzy linens and fine jewelry

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?



Trapped in the Museum

- * 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.

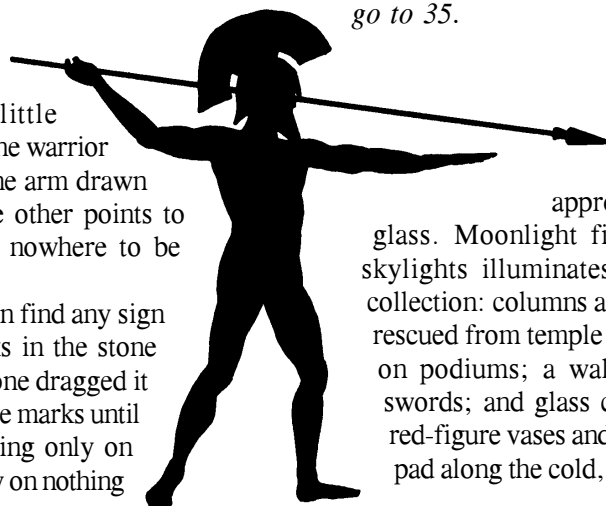
The metal in its neck creaks as the statue turns its head to sneer at you. After looking you over, it turns its head forward and continues its slow, stiff march.

- * 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



Trapped in the Museum

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

Trapped in the Museum

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

Trapped in the Museum

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.

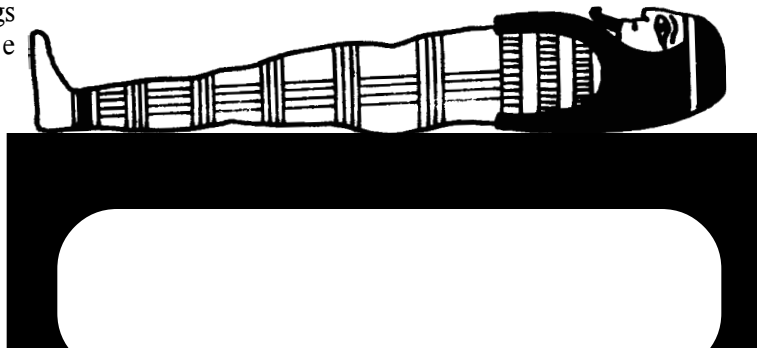
* If you have a weapon, you may move in to attack either the princess or her beastly servants: go to 43.

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

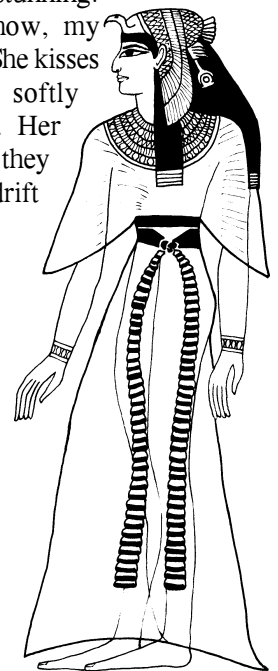
You slip up behind one of the ghouls and slash at it with the ancient sickle-sword. You decapitate the beast, sending its dog-like head skittering across the floor. Unfortunately this arouses the attention of the princess, who ceases her chanting, and her ghoulish servitors. You suddenly realize you 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.



Trapped in the Museum

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

Trapped in the Museum

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

Trapped in the Museum

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

Trapped in the Museum

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.

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

Trapped in the Museum

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

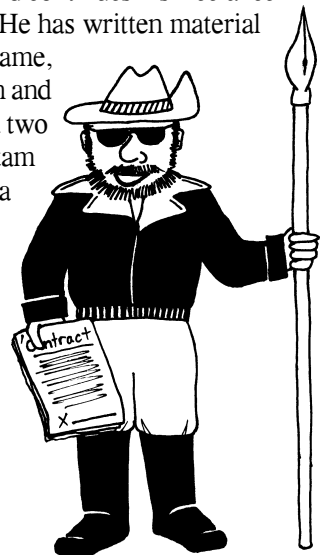
What Is Risus?

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/>

Trapped in the Museum is © 2003 Peter Schweighofer
Risus: The Anything RPG is © and ™ 2003 S. John Ross

All rights reserved. Permission is granted to create copies for personal use only; any commercial use is prohibited.

RISUSTM
THE ANYTHING RPG