

Pillaging the Pitiless Palace: A Solo RPG

Story:

Yesterday, you were just an innocent wandering merchant with a stock of wine. Today you're a prisoner in the heart of the local overlord's sprawling palace complex at the mercy of his henchmen. They have the wine and you have one day to get out before they use you as bait in a game of "tease the ogre." Luckily, they left the slackest guards in charge of your cell. They'd rather play cards than watch you closely. A loud argument over a good hand was your chance to get the keys off the floor, where they landed after the table got turned over. Now the guards are being summoned to the commandant's office for discipline. You make your way out of the dungeon and start looking for the exit. Before you exit the last door, you have time to grab some weapons off the wall.



Equipment:

One to four six-sided dice, 2 pieces of paper, a pencil, a tiny object

How it Works:

The dice are used to determine your basic characteristics, how move you along, and what you encounter. You will only use the 1-5 for most of your game rolls. If you get a six, add it to your "stockpile" and then roll again, unless otherwise directed. You may have a chance to use the stockpiled points later. If you lose all your Life Points or find no doors to the outside, you're an ogre snack and the game is over.

Your Character:

Use the first piece of paper to record the results of the next rolls and to tally the amounts in the stockpile. For that matter, save a spot to draw a picture of your character and record a name. You can re-use the character. Add four rolls of the dice together to identify your breed, any special skills, your starting life points, and the type of weapons you grabbed off that wall. Give yourself 25 "Reward Points" to start. You can earn more as you go along.

Roll	Breed	Skills	Life Points	Weaponry
4-9:	Human	Sonic Force spell	75	Mace, Knife
10-13:	Elf	Lightning spell	100	Sword, Whip
14-17:	Dwarf	Gas Cloud spell	150	Billy club, Throwing stars
18-20:	Space Alien	Super Smooth talk	200	Hammer, Screwdriver

Let's Go:

On the second sheet of paper, draw a long rectangle to stand for the hall you are entering. Add six doors. Each time you open a **new** door, you will roll four times (or roll four dice). Draw the space described by the dice roll under "Where You Go." All rooms are square. Some have occupants. Record and track their life points. Also record any contents. You can use the tiny object (button, popcorn kernel, etc.) to mark your position. Next determine what you do. Record any results. You might need the back of the page or even more paper.



Where You Go:

4-7: An empty room with no doors

7-9: One opponent, a small gem-encrusted box, 2 doors

10-11: Two opponents, 1 gold cup, 1 door

11-12: One opponent, a metal figurine, 1 door

13-19: An empty room with 2 doors or a hall with 1 door

20: A direct passage to the outside

If You Have Opponents....

4-10: Plain old humans (25 life points)

11-14: Skeletons (50 life points)

15-17: Goblins (100 life points)

18-20: Mummies (150 life points)

**As usual, stockpile any sixes and roll again

What You Do:

Fight: If you have opponents and you choose to fight, roll one dice 3 times for each hit on each side. You go first. If you roll any sixes, you cast your spell. Roll once to see if the spell works (1-3 = failure). If the spell works, roll four times to determine damage to the opponent(s), stockpiling any sixes. If your opponent rolls any sixes, the attack fails. If there are two opponents, each one must be allowed to attack at least once.

Pillage: You must have no live opponents to take an item. When you take an item, roll once to determine its worth in "Reward Points" then add to your total. If you get a six, your item is worth the number in the stockpile.

Exit: You may exit through any unguarded door. You can also choose to retreat to the hall at any time. There you can restore Life Points. Throw the dice once to determine how many points you recover. You may also take points from the stockpile.



Scoring:

Your goal is to get out of the palace, of course. You'd also like to at least get paid for the wine. You figure the wine was worth 50 points, so every point after that is profit. *Too bad you lose it all if your Life Points go to zero.* Keep playing to see whether you ever get out. If you do, you can convert your stockpile to Reward Points. Then challenge yourself to get more next time. Good luck.

Game Authors: Teresa Hubley and Forest LeBlanc ©2008