

THE NO MATES GUIDE TO SOLO RISUS

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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 cliche types

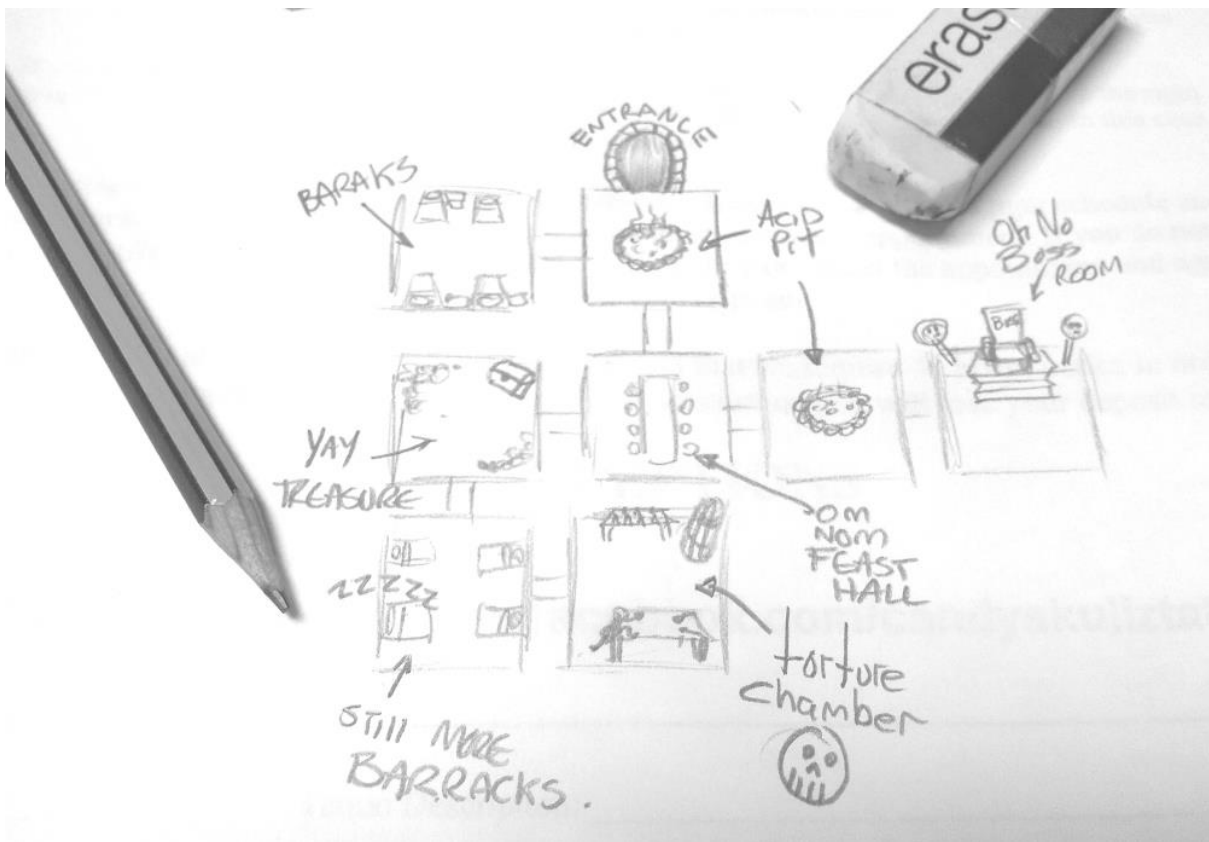
So this is all set up pretty much from a bash them on the head perspective. "WHAT OF MAGIK" I hear you all cry? Well I've been thinking about that and I have decided the following.

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:

<p>Groggbait The Glorious</p> <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>

<p>Frogwart the Unhinged</p> <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. <p>Roll using your Alchemy dice.</p>
<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	<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 (14) A rain of spiked hail slices all enemies for -2 dice damage.
Fire Magik	<ol style="list-style-type: none"> 1. Burning Fingers of Doom (5) -1 dice damage. 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. 3. Fire in the Hole (8) Causes a fire pit to open up below enemy causing -1 dice damage and incapacitate for 1 turn. 4. Flaming Vengance of a thousand fireflies (14) Literally a thousand fireflies decend upon all enemies, burning them for -2 dice damage.
Necromancy	<ol style="list-style-type: none"> 1. Soul Reaver (8) Regain 1 dice, by stealing 1 dice from enemy. 2. Super Age O' matik 3000 (14) Makes enemy age at a rapid rate causing -2 dice damage. 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. 4. The Gnarly Rot (5) The enemy's flesh starts to fester causing -1 dice of damage.
Holy Magik	<ol style="list-style-type: none"> 1. Heal the stupid (6) +1 dice recovered for target player. 2. Angelic Spear of Destiny (5) A holy spear rushes forward, causing -1 dice damage. 3. The Blinding Light (6) Blinds all enemies for 2 turns, they are unable to defend. 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.