

# Museum of the Mind's-Eye

## THE HAIKU STORY GAME

This adventure is the first *Haiku*™ publication using rules from the *Haiku Story Game*™ (also known as the *Haiku RPG*™). Learn more at [www.roguecomet.com](http://www.roguecomet.com).

## RUNNING THE ADVENTURE

“Museum of the Mind's Eye” is a light-hearted adventure. Feel free to be creative. The Mind's-Eye Ray Gun can turn inanimate objects into animated creatures which obey Skeletos' whim. Here are some ideas for the obstacles you can throw at the player characters set in the **Smithsonian's Museum of American History**:

**A Star Wars Exhibit comes alive** from the effects of Skeletos' ray gun and attacks.

- **Jawas** attack with wrenches and other mundane tools
- **Darth Vader** attacks with a light-saber

**A Sesame Street Exhibit comes alive:**

- **Cookie Monster** attacks, throwing cookies
- **Oscar the Grouch** attacks with a trash can lid
- **Big Bird** attacks with an sub-machine gun borrowed from the nearby World War II exhibit
- **The Count** attacks with hand grenades (“One hand grenade, AH AH AH AH AH!...Two hand grenades...”)
- **Snuffleupagus** stampedes and attempts to trample the player characters

**Skeletos transforms into furniture or even one of the player characters** before the final showdown occurs.

## PRE-GENERATED CHARACTERS

Characters “Haiku” traits can be transcribed to 3x5 cards or even business cards. Players may optionally add a paragraph describing the character and their powers. Samples:

### Nick “Icarus” An̄gelis

Fly (Hidden Wings), Lift  
Warrior Blood, Eagle Eyes, Swift  
Charm, Handsome, Combat

### Byron “Beastman” Shuller

Beast Muscles, Claws, Leap  
Strong, Cunning, Academics  
Suspicious, Tool Belt

### Skyler “Sunbeam” Hall

Burning Eye Rays, Lithe  
Relentless, Gymnast, Alert  
Curious, Rapport

### Alex “Drift” Roland

Telekinesis  
Cautious, Sly, Survival, Swift  
Loyal, Tough, Nible

### Sam “Healer” Jones

Healing Touch, Spirit  
Agility, Smart, Spirit  
Faith, Empathy, Slim

### Chase “Nightblade” Zhan̄

Martial Arts, Agile  
Notice, Leaping, Athletics  
Tough, Camoflounge, Stealth

### Dakota “Shade” Banks

Streetwise, Charisma  
Invisibility, Taunt  
Contacting, Climbing

## GM TIPS

- Target Numbers are tuned so that you'll typically need to add two Pool Dice (or Helping Dice) on each roll.
- GM's roll no dice. GMs set target numbers, ask questions to fasciliate rollplaying, and nudge the story through exciting conflicts to a satisfying conclusion.
- Results of rolls can be co-narrated at GM's discretion.
- The GM narrates dice roll results, but players may narrate *how* they get any conditions the GM imposes.
- PC's act, NPC's react. NPC's never make rolls.
- The GM does not script the story; rather as a group develop the fiction together.
- The GM randomly determines a direction to go around table to take turns. Players act individually or as a group, but only at the direction of the player with the turn timer.
- GM's narration will often be between turns when no timer is running. The GM will indicate when a player should begin their turn.