

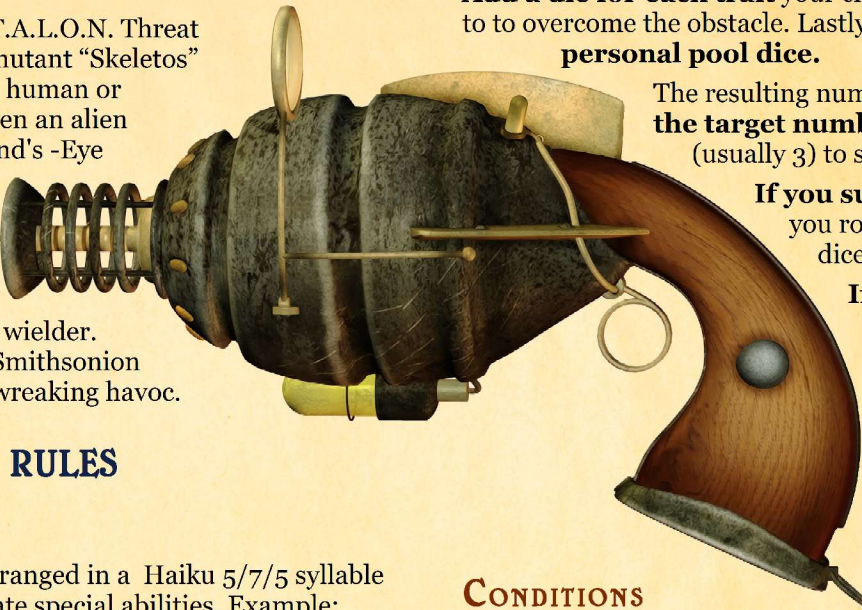
Museum of the Mind's-Eye

THE ADVENTURE

“Marvel Avengers” meets “Night at the Museum”

T.A.L.O.N. (“Threats and Anomalies: Logistical Operations Network”) is an off-the-grid international ‘Shadow’ agency funded by the world’s governments charged with issuing advisories concerning paranormal events.

The characters receive a T.A.L.O.N. Threat Report that the nefarious mutant “Skeletos” (able to shapechange into human or inanimate forms) has stolen an alien artifact known as the “Mind’s -Eye Ray Gun”, capable of transforming inanimate objects into living, sentient creatures who obey the commands of the ray gun wielder. Skeletos has entered the Smithsonian Museum complex and is wreaking havoc.



RULES

TRAITS

Characters have **traits** arranged in a Haiku 5/7/5 syllable format. Some traits indicate special abilities. Example:

Kale “Ice-Blade” Sherrier

Create/Control Ice

Fighting, Intimidation

Persuasion, Command

TURN COUNTDOWNS

In 4 hour games, **each player's turn** starts at 4 minutes, decreases 1 minute per hour and ends with 1 minute turns the last hour.

TIMER TOKEN

An egg timer is passed player-to-player. The player with this **timer token** on their character sheet decides their actions and roll dice. Actions declared but not rolled when the timer buzzes automatically fail.

DICE POOLS

Start each session with three dice in your **personal dice pool**.

GM REWARDS

The Gamemaster (GM) may grant you **additional pool dice**

as **reward** for good roleplaying, problem solving, heroic deeds, entering danger because of a trait or even making the group laugh.

ROLLING THE DICE

To overcome obstacles, roll dice. Even numbers count as 1 point, odd numbers count 0. You get **one die for free**. **Add a die for each trait** your character could logically use to to overcome the obstacle. Lastly, **add any number of personal pool dice**.

The resulting number must **meet or beat the target number set by the GM** (usually 3) to succeed.

If you succeed, *discard* the dice you rolled, including any pool dice you used.

If you fail, you don't achieve your goal. *Keep* the pool dice you rolled and add another die to your pool. The GM will escalate events and you may be able to try again to overcome the obstacle.

CONDITIONS

When you fail a roll or when the situation warrants, the GM may impose a **condition** on your character such as Shaken, Injured, Exhausted, Angry, Lost, Hunted or Trapped. Each condition forces a **one die penalty** (remove one of your dice before you roll) on subsequent dice rolls until you remove the condition.

INCAPACITATION

Characters who receive 3 conditions are incapacitated but only dead if the player consents.

HELPING

If you can assist another character, you can give them a die from your pool. Narrate what your character does to assist. You **get your die back if the roll fails, but lose it if it succeeds**.

REFRESHES

Refresh your pool back to three dice and remove conditions (with GM approval) by roleplaying a refresh scene with another character. Between sessions you receive an automatic refresh.

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.

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.

Museum of the Mind's-Eye

GM REFERENCE

DICE

Dice Options

This uses lots of dice. Six sided dice are the most common, but dice with four, eight, ten, twelve or twenty sides will also suffice. Coins can be used in place of dice. Each dice which results in an even number counts as one point; odd dice count as zero. With coins, heads are one point, tails are zero.

Dice Odds

Odds of success when rolling a given number of dice against a GM designated target number (TN).

Dice	TN1	TN2	TN3	TN4	TN5	TN6	TN7
1d	50%	0%	0%	0%	0%	0%	0%
2d	75%	25%	0%	0%	0%	0%	0%
3d	88%	50%	13%	0%	0%	0%	0%
4d	94%	69%	31%	6%	0%	0%	0%
5d	97%	81%	50%	19%	3%	0%	0%
6d	98%	89%	66%	34%	11%	2%	0%
7d	99%	94%	77%	50%	23%	6%	1%
8d	99%	96%	86%	64%	36%	14%	4%
9d	99%	98%	91%	75%	50%	25%	9%
10d	99%	99%	95%	83%	62%	38%	17%
11d	99%	99%	97%	89%	73%	50%	27%
12d	99%	99%	98%	93%	81%	61%	39%
13d	99%	99%	99%	95%	87%	71%	50%
14d	100%	99%	99%	97%	91%	79%	60%
15d	100%	99%	99%	98%	94%	85%	70%
16d	100%	99%	99%	99%	96%	89%	77%
17d	100%	99%	99%	99%	98%	93%	83%
18d	100%	99%	99%	99%	98%	95%	88%
19d	100%	100%	99%	99%	99%	97%	92%
20d	100%	100%	99%	99%	99%	98%	94%

RULES RECAP

Turn Countdowns

In 4 hour games, **each player's turn** starts at 4 minutes, decreases 1 minute per hour and ends with 1 minute turns the last hour.

Timer Token

An egg timer is passed player-to-player. The player with this **timer token** decides their actions and roll dice. Actions declared but not rolled when timer buzzes automatically fail.

Dice Pools

Start each session with three dice in your **personal dice pool**.

GM Rewards

The Gamemaster (GM) may grant you **additional pool dice as reward** for good roleplaying, problem solving, heroic deeds, entering danger because of a trait or even making the group laugh!

Rolling the Dice

You get **one die for free**. Add a die for each trait your character could logically use to overcome the obstacle. Lastly, **add any number of personal pool dice**.

The resulting number must **meet or beat the target number set by the GM** (usually 3) to succeed.

If you succeed, *discard* the dice you rolled, including any pool dice you used.

If you fail, you don't achieve your goal. *Keep* the pool dice you rolled and add another die to your pool. The GM will escalate events and you may be able to try again to overcome the obstacle.

Conditions

When you fail a roll or when the situation warrants, the GM may impose a **condition** on your character such as Shaken, Injured, Exhausted, Angry, Lost, Hunted or Trapped. Each condition forces a **one die penalty** (remove one of your dice before you roll) on subsequent dice rolls until you remove the condition.

Incapacitation

Characters who receive 3 conditions are incapacitated but only dead if the player consents.

Helping

If you can assist another character, you can give them a die from your pool. Narrate what your character does to assist. You **get your die back if the roll fails, but lose it if it succeeds**.

Refreshes

Refresh your pool back to three dice and remove conditions (with GM approval) by roleplaying a refresh scene with another character. Between sessions you receive an automatic refresh.