

THE EGYPTIAN JOB

A mini-RPG for 3 to 5 players and a GM, written in February 2019 by Côme Martin for *Felonious Fauna 2k19*.

For centuries, artifacts have been unlawfully removed from Egypt to be placed in museums all around the globe. Well, enough's enough: if no one's going to give them back, it's up to you to do the right thing and steal them.

Well, it's up to the sorcerer who raised you, actually, but he's been dead for centuries and his spell has just now activated. Oh, didn't I mention you were ancient undead Egyptian animals brought back to life, about to stage the heist of your unlife?



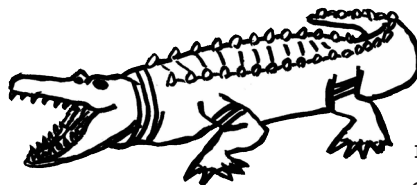
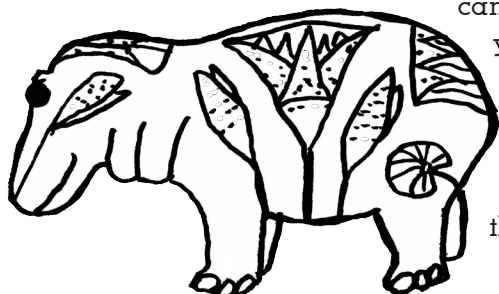
Start by choosing which animal you play (several players can play the same animal). Each player writes down their 4 stats, their dice, and their injury levels (3 ticks).

/	Havoc	Deftness	Brains	Stealth
Hippo	4d4	1d4	3d4	2d4
Jackal	1d4	2d4	4d4	3d4
Beetle	1d4	3d4	2d4	3d4
Crocodile	3d4	2d4	2d4	3d4
Ibis	3d4	4d4	1d4	2d4

Your job is to steal some Egyptian artifact from the museum and then... You haven't thought about later, honestly. Choose what you need to steal, with the obligation of making it very obvious and cumbersome (at the largest animal's scale; a clay tablet is quite small for a hippo but rather large for a beetle).

You also make up your opposition during an unplayed planning scene: each of you details at least one of the obstacles you will need to overcome to get to your precious cargo. For each obstacle you make up, you get a bonus point which you

can spend whenever you want to roll an extra die or reveal you know a crucial piece of information about the museum.



The session begins when you've just entered the museum. The GM is allowed to get you

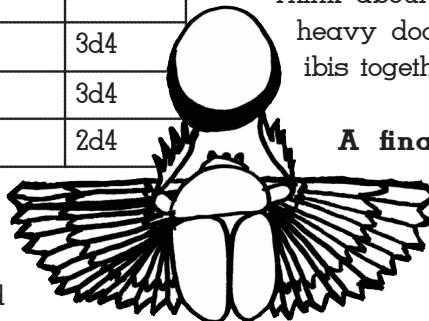
into trouble right here and now!

To act, roll an appropriate number of dice. Every die rolling 4 (or above, see below for fusion dice) is a success: you need one success for most obstacles, 2 successes to overcome something tricky and 3 successes or more for near-impossible feats.

By the way! The sorcerer who resurrected you also gave you **the power to FUSE TOGETHER!** You can become a beetle-jackal hybrid anytime, or hell, an ibis-crocodile-hippo or whatever you want. When you do so, you change dice type: roll d6 if you are two animals fusing together, d8 if you are 3, and so on! You roll as many dice as the highest stat among all fused animal: so if a jackal-beetle-crocodile tests for deftness, it will roll 3d8, which allows for heroic feats in a heartbeat!

There's several catches, though: first, when you fuse, it's loud and flashy, so it's bound to warn anyone nearby. Second, fusion only lasts for one die roll. Third, after it, animals who were fused together will roll a single d4 for their next roll, whatever it is.

Think about it if you want to break down a big heavy door and just fused the hippo and the ibis together.



A final thought: GM, never make failure mean nothing happens. The story is always propelled forward by mistakes. If in doubt, you have two options to fall back on:

- Inflict a colorful injury on the PC.

They can't really die, since they're undead animals, but hitting 3 levels of injury probably means they're incapacitated for some time (they roll less dice and/or need to be carried by their mates). And this being a heist, the PCs won't have time to heal.

- Create an alarm level, give it, say 6 boxes, and tick one per failure. When all boxes are ticked, security rolls out, the police arrive, or whatever creates a lot of pressure and incentive for the PCs to move their beastly asses forward.

THANK YOU to Guylène, Kamaril and Jean for playtesting and feedback! And thanks to John Wick's *Wilderness of Mirrors* for inspiration.

