



ALONE IN THE  
**SUNKEN BURG**

# arise, wanderer.

*The Burg* is an ancient metropolis buried under thousands of years of dust and decay.

You are a *Wanderer of the Burg*.

You delve into the murk, alone, searching for something of great personal significance.

# set forth.

To *begin a delve*, roll a six-sided die and deal playing cards face-down equal to the number rolled.

These cards represent *discoveries* you come across as you descend ever deeper.

# shine a light.

To *make a discovery*, flip a card and roll a die.

Use the *die*, *suit* and *rank* to determine your discovery, recording a short description.

Then, if there are cards remaining in the delve, *make another discovery*.

# the die.

On a *1-2* there is danger nearby.

On a *3-4* it takes your breath away.

On a *5-6* you spot it as you are resting.

# the suit.

## ♦ *Diamonds*

Treasures and useful objects.

chests bursting with ancient coin, magical swords, well-equipped corpses, etc.

## ♣ *Clubs*

Places where nature breaches into the gloom.

mossy waterfalls, mushroom gardens, gnarled trees, etc.

## ♥ *Hearts*

Beasts of blood and sinew.

bone crawlers, dog spiders, blight demons, etc.

## ♠ *Spades*

Works of art and craft.

faded tapestries, dusty mosaics, weathered sculptures, etc.

# the rank.

*A*: Covered in rotting finery.

*2*: At the bottom of a deep well.

*3*: In a waterlogged tunnel.

*4*: On a walkway far below.

*5*: Through a collapsed archway.

*6*: Behind rusting iron bars.

*7*: Floating in a fetid pool.

*8*: Surrounded by ornate carvings.

*9*: Atop a pile of bones.

*10*: In a vast natural cavern.

*J*: On a flight of tarnished brass steps.

*Q*: In a wood-panelled room.

*K*: Flanked by crumbling statuary.

# and again, descend.

When you *complete a delve*, decide if you have found what you were looking for.

Otherwise, if you are able to continue your search, *begin a new delve*.

# mousehole press

A game by *Jack Harrison*

Based on *Alone in the Ancient City* by *Takuma Okada*