

# The Muppet Show



Art by [Lee Howard](#)

You're an amateur puppeteer who desperately wants to join the most famous gang of puppets in the world: the Muppets. You think you've caught your lucky break when outside of your day-job you see an advertisement with big bold text reading "Muppets needed". You quickly dial the number and rush to the "audition". You and your puppet enter the building when suddenly everything goes black. You feel the felt slide off your hand as you feel yourself slip into a deep slumber.

You can't tell how long it's been. Your eyes struggle to open as you see a room very different than before; ornate wooden carvings of once felt faces adorn the walls. They look like they are crying out for you. The floor is stained with substances you can't identify. You notice a warmth behind you, and as you turn the brown faux fur slowly comes into view. You expect to see a face, but it isn't. You look up and you see the twisted former face of Fozzie Bear looking down upon you. The horrific mound of flesh and fur Snarls "Ahhhh Wocka Wocka" as it begins to shamble towards you. All you can do is run.

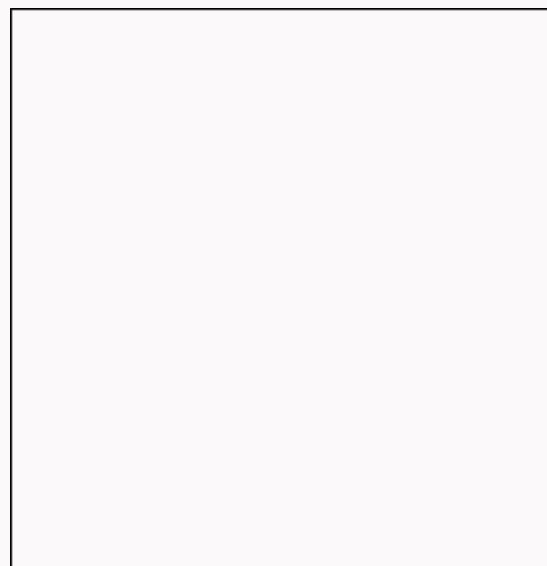
## Character

Fill this space with some basic information about your character

Name: \_\_\_\_\_ Pronouns: \_\_\_\_\_

Pronouns: \_\_\_\_\_

## Portrait

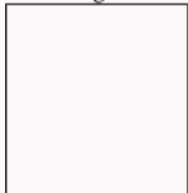


## Skills

## Fight



## Flight



## Fright



## Health:



## Terror



## Character creation:

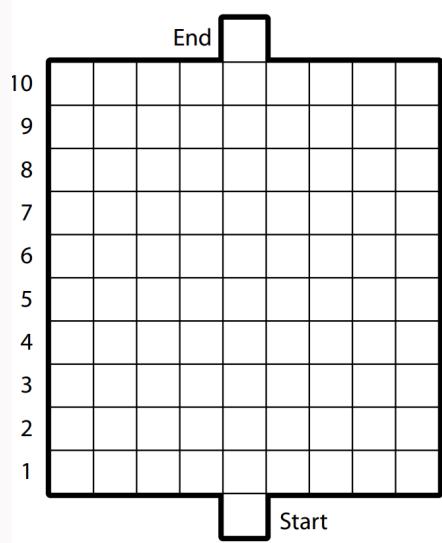
- **Skills:** At the start of the game you have 6 points to distribute between any of the 3 stats: Fight, Flight, or Fright. You can distribute them in any way you please, but no stat may be above 3 to start.
- **Health:** Fairly self explanatory. If this drops to zero you lose, clear your map and start again.
- **Terror:** You start with no Terror. At any point you may add a terror to re-roll a check. If your terror reaches max, you lose 1 health. For each terror gained while the counter is full also causes you to lose 1 health.

Materials needed:

1d6, Pencil, Eraser, Journal (optional)

## How to Play:

As you explore this maze of decrepit rooms and horrors you will follow along the map below



### Turn Sequence:

Pick the next square and move into it.

Roll to determine room contents.

If room contains a Terror, roll the relevant skill, If failed add a marker to the terror counter

If a room is a haven reduce your terror to zero.

If a room contains a Muppet choose to fight, flee or cower.

Write a log entry. (optional)

See the following page(s) for a more detailed explanation

**Pick next square:** The rules for picking the next square are very simple. The next square must be adjacent (this includes the immediate diagonals) and must not be a square you've already visited (This is separate then returning to a previous room which must be done following your previous path in reverse). Be careful not to block yourself from getting into End square, because if you do you've lost! As each room is entered it's marked with a circle, and a line links it to the last room, by doing this you can see the route you've taken and won't get mixed up with which is the current room. Note that you can only return to previous dungeon levels if you were not fleeing.

**Roll for contents:** Each level has a table that contains what may be in rooms on that floor. Each time you enter a new room roll a (d6) and whatever your result is, compare it to the table. For example on level 1 if I were to roll a 6 I would encounter Fozzie Bear but if I were to roll a 1 I would enter a Haven.

**Terror:** When rolling for a room one may find a Terror. A terror is a challenge of some kind. In the room table it will list the kind of challenge it is, one that requires you to fight (Fight), flee (Flight), or resist your fear (Fright). You roll a d6, if the result is lower than your score in that ability you succeed, if it is at or above your score you fail and add a marker to your terror counter and "flee".

**Haven:** A Haven is a room you know to be safe, it can be encountered in two ways. 1. Found on the contents table, or 2 revisiting a room with a successful terror check. Entering a Haven allows you to bring your Terror counter back to 0. If the Haven was found through the table your health also resets to 5 (full) and you may invest 1 point into the skill of your choosing.

**Muppet:** Each floor is being stalked by one (or one set) of the muppet monsters. When encountered you can choose whether to Fight, Flee, or Cower. If you Fight, roll a fight check as you would in a Terror check. If you succeed the Muppets health decreases by 1. Each muppet's health is denoted next to it in the content table. If you fail the muppet will attack you instead decreasing your health by 1. If you reduce a muppet's health to zero remove it from that floor's table and replace it with a Haven.

**Flee:** Roll a Flight check as you would in a Terror check. If you succeed Immediately run to the next room (not one you have visited before) if this room also contains a muppet you

may not flee again unless you sacrifice 1 health. If you fail the muppet attacks and you lose 2 health.

**Cower:** Roll a Fright check. If you succeed you hide from the muppet successfully for now. The muppet leaves the room for the time being. Until the next time the muppet is encountered all Terror rooms are replaced with an encounter with the given muppet. Should the player return to that room they must pass the original terror check to use it as a haven. If you fail the check you must instead attempt a Fight check.

**Log Entry:** While not required one can use this to tell a deeper story. After each room ask yourself questions like “What was in that room” “Why are the muppets like this” What happened to make me fail/succeed” write those answers down as if you are leaving a diary behind to whatever other poor soul finds themself here next, maybe it will help them escape that much quicker. (If you struggle with writing like me, try keeping your log in audio format or whatever form of expression fits you best)

Level 1:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fright)
6	The Swedish Chef (2 HP)

Level 2:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Flight)
6	Rowlf the Dog (3 HP)

Level 3:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fight)
6	Pepe the King Prawn (4 HP)

Level 4:

1	Haven
2	Terror (Flight)

3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fright)
6	Dr Honeydew and Beaker (5 HP)

Level 5:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fight)
6	The Electric Mayhem (6 HP)

Level 6:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fright)
6	Statler and Woldorf (7 HP)

Level 7:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)

5	Terror (Flight)
6	Fozzie Bear (8 HP)

Level 8:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fright)
6	Rizzo and Gonzo (9 HP)

Level 9:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Flight)
6	Miss Piggy (10 HP)

Level 10:

1	Haven
2	Terror (Flight)
3	Terror (Fight)
4	Terror (Fright)
5	Terror (Fight)
6	Kermit (11 HP)



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