

*The Nameless Village*  
A RISUS adventure module  
For use with “Fantasy Adventures in RisusLand”  
Version 1.0, March 24, 2003  
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**Preface:** The following is an introductory adventure for “Fantasy Adventures in RisusLand.” True to the spirit of RISUS, it is in outline form, allowing you to fill in the details. Each scene establishes the characters and conflicts necessary to the story. At this point, I plan to post further story developments to the web.

I won't claim that any of this material is original. It is inspired by a number of Fantasy and medieval material, as well as other RISUS websites.

I am a new RISUS GameMaster as of March 2003, so pardon my lack of whatever. Blessings!

**Background:** The nameless village is on the northern outskirts of the Human Lands, directly across the ocean from the Dragon Mountains. As such, it was victim to numerous barbarian raids from the Northmen (half giants) who lived in small villages on the coast of the dragon lands. The time of the barbarian invasions was truly a “dark age,” when the northern invaders destroyed much of the great writings. For the Northmen, the only benefit of a book was as fire starter (or if the pages were soft, it was used as toilet paper).

During this time of chaos, a humble villager named Umpa Lumpa was born. Though poor, he was (miraculously) able to read. His love for books was infectious, and he believed his calling was to journey to the outskirts of the human lands and attempt to preserve what writings were left. He even considered educating the barbarians!

So at age 16, Umpa Lumpa began his work in *The Nameless Village*.

After a lifetime of service, for the sake of the powers of Light and Knowledge, Umpa Lumpa died and was enshrined outside the Nameless Village. Lovers of books and knowledge came to visit his shrine as a holy place, and a thriving tourist industry began.

That was 500 years ago. In the last decade, darkness has grown in the nameless village. Tourists are disappearing – literally. Your team of adventurers is gathered to find out what is happening to the villagers, and put a stop to it.

**Act One: “And I would have gotten away with it, if it weren't for you meddling adventurers!”**

Scene One: *Be our Guest!* The adventurers arrive at the nameless village. It is a small and deteriorating outland dwelling. There are a dozen homes here, a mote and bailey keep (where the Shire Sheriff resides), and a tavern (built for pilgrims). The PC's must barter with the Shire Sheriff to establish their payment for solving the disappearing tourists.

Shire Sheriff – Constable (3), Bargaining (4), Leadership (3)

He will inform them that any “treasures” they may find are property of the village. His equally ugly and strong assistant enforces this.

Assistant – Reformed Northman Barbarian (4), Giant (2), Read and Write (2), Ogre (2)

If the PCs go asking around town, they will meet a Scribe who will be a helpful source of information. This Scribe is following in the tradition of Umpa Lumpa, and is teaching the Sheriff’s Assistant to read and write.

Scribe – Teacher (2), Written Languages (4), Photomancer (4), Elf (1), Hook (exceptionally fearful of adventures and abhors violence)

Scene Two: *The Tomb of Umpa Lumpa.* At some point the PC’s will check out the Shrine of Umpa Lumpa. It is his tomb. Feel free to design it however you like. At some point, the PC’s need to find a machine with a sign reading “put ten [coins] in me and receive a blessing.” The machine looks and acts like a slot machine. If anyone uses it, they receive one coin back that has been reshaped into a holy souvenir with a picture of Umpa Lumpa on one side.

Scene Three: *The Spirit of the Necromancer.* When the PC’s finally reach Umpa Lumpa’s Sarcophagus, they find it surrounded with the remains of hundreds of tourists (similar to the Lion’s Den from the movie “The Ghost and the Darkness.”) The Spirit of the Necromancer (6), who is hidden somewhere in the tomb, will re-animate these remains and attack our heroes (so as to add them to his stockpile of body parts).

As the battle ensues, give a bonus to anyone carrying a holy souvenir from scene two. Any magic sensitive characters will hear a faint voice instructing them to remove the ruby amulet lying in the Sarcophagus. The voice insists this is their only hope for survival against the undead horde. In reality, the spirit of the Necromancer is trapped in the amulet, and anyone who puts it on will be attacked by the Necromancer in an attempt to possess the wearer.

The amulet itself is not that sturdy, and any attempt to destroy it (as long as it is not being worn by a PC) will be successful. To destroy the amulet is to destroy the Necromancer and rid Umpa Lumpa’s Shrine (and thereby the Nameless Village) of its problem.

Scene Four: *Cash on Delivery.* At this point the Sheriff pays our adventurers for their services. He asks them to declare any treasure they found. He will allow them to keep the souvenir coins, but if he suspects them of taking anything else, he and his assistant will not be happy . . .

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