

The Nameless Village
A RISUS Campaign Module for
Fantasy Adventures in RisusLand
By Stan Ward
March 25, 2003

Act Two: "Good Fences Make Good Neighbors."

Scene One: *Just Another Brick in the Wall*

Our adventurers are well respected after their previous success with the tomb of Umpa Lumpa. Tourism is up. Pilgrims are back. The Nameless Village is growing. With more money coming into the village, security needs are increasing. The Sheriff will hire the PC's (again after some negotiating) to build a hedge wall around the village. They will need to travel to a nearby thicket to gather wood. For the game mechanics of this conflict, I suggest setting a total number for the PC's to roll (about 25 points per character). PC's pick an appropriate cliché (or fall back on the 2 dice rule) to roll. Each roll counts toward the total. I also suggest each roll representing one day of work. The passage of time will become important. If you have any "tree-hugging" characters (druids, pixies, rangers, etc.) the target number needs to be increased. This is because these characters will not be content to simply cut down whatever wood they can, but will want to collect only dead wood.

Scene Two: *I Smell a Rat!*

Once the PC's complete their work, one of them will stumble onto a Giant Rat's nest. If the PC's choose to collect wood as a team (as per team conflict rules) then they stumble onto the rats as a team. If they choose to roll individually toward the target number for gathering wood and completing the wall, then randomly select one PC to stumble into the nest.

Giant Rats (1 * Number of PC's)

Inside the rat's nest is the decaying corpse of a Halfling merchant, merchant gear, and whatever other goodies the GM wants the PC's to have.

Scene Three: *The Good, The Bad, and The REALLY Ugly!*

After five days a group of Northmen Barbarians attack the village. They will set fire to the walls, and attack from multiple directions. An Ogre Mage is leading the Barbarians.

Barbarian Horde (3 * number of PC's)

Ogre Mage [4]

This will be an epic battle, and the PC's will need help. Not only do the Barbarians need to be repelled, but also the fire at the wall needs to be put out. The Sheriff, his Assistant, and the Scribe (whose hook will come into play), will join in the conflict. Once the dust

settles, the PC's should find the Sheriff looking distraught. The Northmen kidnapped his daughter! (To be continued . . .)

RISUS is the creative property of S. John Ross

<http://www222.pair.com/sjohn/risus.htm>

**FANTASY ADVENTURES IN RISUSLAND is the creative property of Lord
Zamiel Al'Shaitan**

<http://lordzamiel.is.dreaming.org/>