

The Nameless Village
A RISUS adventure module
For Fantasy Adventures in RisusLand
By Stan Ward
March 26, 2003

Act III: Let's Make a Deal!

Scene One: *Sittin' on the Dock of the Bay*

Our heroes must now rescue the Sheriff's Daughter. The Sheriff's Assistant will go with them as a guide. The PC's set off from a nearby port after recruiting a sailing vessel (by bargain or by thievery). Soon after they set sail, a mysterious fog sets in. The PC attempting to pilot the ship will roll against the fog as if in combat. If the PC wins, the adventurers safely arrive on the shores of the Northern Barbarian lands near the Dragon Mountains. If the PC loses, the ship gets turned around in the fog, and finds itself back at the port from which it started (which may be awkward if they stole the ship).

Mysterious Sentient Fog [4]

Once the characters arrive at the Northern Lands, all clichés return to full dice.

Scene Two: *A Hot Time in the Old Town Tonight*

Once the PC's arrive, they waste no time heading toward the Barbarian village. Because the Sheriff's Assistant is a Reformed Barbarian, he will have no problem leading them there. When they get near the village, they will hear the booming sounds tremendous thunder, feel its pounding, and even see brilliant streaks of lightning. However they will not feel any rain. When they arrive at the village, they witness it being overwhelmed by two powerful dragons.

Dragon 1 – Dragon (10), Mage [5]

Dragon 2 – Dragon (8), Mage [3]

Barbarian Villagers (6)

The outcome will be obvious. The villagers are toast. Dragon 1 will seize the Sheriff's Daughter and fly away. If the PC's attempt to help the villagers, one of the dragons will steal the Sheriff's Daughter while the other fights the PC's.

Scene Three: *There can be only one*

The PC's must now track the Dragons (through magic, Ranger skills, etc.). Once they find them, the Dragons will be in the midst of a battle of their own. Eventually the larger dragon will defeat the smaller. To celebrate victory, he eats his foe. When the Dragon notices the PC's, he explains that he enjoys the company of pretty maidens, but might be willing to part with the Sheriff's Daughter. A nearby village contains "an insignificant bauble" that looks like a large

diamond pendant (about the size of a human head) on a giant golden chain. If the PC's could secure it for him, he would be most obliged.

Scene Four: Choose Wisely

The PC's follow the Dragon's directions and find the village. It is deserted. As they search each dwelling, they will eventually come upon a large hall, which is covered with vines. The so-called vines are actually a Tangler.

Tangler – Trunk (4), Vines (4)

Once the PC's clear the Tangler and enter the hall, they will notice a giant stone statue at one end. The Statue holds a sign which reads "Take as you please. Please, take only one. Choose wisely." At the feet of the stone statue are two items. The first is a fist-sized diamond pendant on a golden chain. The other is a long sword. Its blade is as broad as two human hands side by side.

The pendant is a dragon heart diamond. It effectively doubles the clichés of any dragon that wears it. However, with each use, it does 2 die of damage to its user. For example, if a Dragon (10) uses the pendant, it will effectively become a dragon (20), but with each use, it takes 2 die of damage. After 10 uses, the dragon knocks itself out. However, for a power hungry dragon, it is quite an item.

The sword is the legendary "Dragonbiter." When used against a dragon, it adds 2 dice to its user's cliché. For example, if Barbarian (4) attacks Dragon (10), the Barbarian becomes Barbarian (6). Additionally, if the sword is within 10 meters of a dragon, it flies out of its scabbard, and forces its user to attack the dragon. Although it is especially large, it is also light. Any character larger than a dwarf may easily wield the sword.

If the PC's get greedy, and attempt to take both items, they awaken the statue, which is actually an . . .

Enhanced Stone Golem [4]

If the characters drop one of the items, the Golem will return to its statuesque form.

Scene Five: To eat or not to eat?

The PC's discover the importance of choosing wisely when they return to the cave. If they offer up the dragon heart pendant, the dragon will attempt to eat them. If they bring Dragonbiter close enough, the lucky bearer of said sword becomes a dragon fighting fool – willing or not.

Scene Six: *Parting is such sweet sorrow.*

As our heroes attempt to leave the island, Dragonbiter refuses to go with them. At the first attempt it leaps out of its scabbard and sticks itself into the ground. Mystical runes appear on the broad blade that say . . .

“Power is needed when a dragon you would slay
I be the Dragonbiter, and here will I stay.”

If the PC’s attempt to remove the sword from its homeland a second time, it will vanish into a mist. One way or another, the sword will not go home with the PC’s.

With that, the theme music should swell, the PC’s should sail off into the sunset, drinking mead and celebrating while on their way back to the Nameless Village. Roll the credits.

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/>