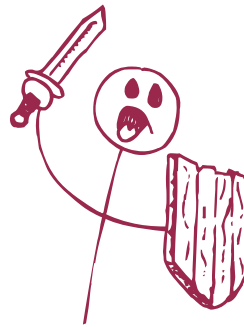


FANTASTIC FANTASY ADVENTURES IN RISUSLAND (EXPANDED EDITION)

By Lord Zamiel Al'Shaitan



A Fantastic Fantasy Supplement for Risus: the Anything RPG by S. John Ross.

Sourcebook Information

This sourcebook is a resource manual for a lighthearted high-fantasy campaign. It borrows ideas/concepts/text from *Risus Magic* by Jason Puckett and S. John Ross at <http://www.intemperance.net/rpg/risus-magic.html> as well as *Coloured*Skies* by René Vernon at <http://www.webone.com.au/~rene/> and my *Risus Fantasy Bestiary*.

This campaign is set in a high-fantasy magic-rich world, where sorcerous duels in the street are not uncommon, and anything can be bought, for a price. The tone is not as dark as some games, nor as light as a typical *Risus* game.

Character Creation

Character creation should follow the standard *Risus: the Anything RPG* handbook; 10 dice, +1 for hook, +1 for tale, pumps and double-pumps allowed. No more than 4 dice in any starting cliché and no funky dice.

There is a character sheet provided in the back of this manual for your use if so desired. It is double-sided, with large areas for cliché records as well as descriptions, hook, tale, notes and other such necessities.

Common Cliché

The cliché list is divided into 2 tables, the first are racial templates for common fantasy races, and the next is a list of professional cliché.

Even though some of these creatures are normally exempt from the cliché dice limitations, player characters always follow the rules presented in the Risus handbook. A player-character dragon for example, may have no more than 4-dice (possibly double-pump) in their Dragon cliché to begin play (they will most likely begin play as a juvenile.) See the Fantasy Bestiary for more ideas for player character racial cliché.

Centaur

Having the torso of a man and body of a horse, running fast, shooting arrows, not fitting into small places, having to sleep in the #\$\$@&! stables in every town you visit.

Dwarf

Being gruff, seeing things in the dark very well, growing a big beard, wielding an ax menacingly, crafting fine stonework, drinking really strong ale but not getting terribly drunk from it.

Dragon

Breathing fire, gas, acid, or another harmful substance, flying, hoarding treasure, kidnapping Beautiful Princesses, killing adventurers.

Elf

Being tall, being thin, being snooty, seeing very far distances, seeing in the dark, shooting arrows from a longbow, having pointy ears, being good-looking, having a strange affinity for magic and nature.

Giant

Being tall and strong, stepping on things, grinding englishman's bones to make his bread.

Gnome

Being short, wearing a pointy hat, living in hollow trees or hills, building contraptions that (often unintentionally) endanger themselves and others.

Hafling

Being short and round, liking pipes and tobacco, throwing rocks and using slings, being sneaky, stealing other people's property.

Minotaur

Being tall, (very) strong, not getting lost in mazes, having a cow head, wielding a giant double-bladed ax, wearing bronze nose-jewelry.

Pixie

Being short, winged, and (sometimes) invisible, making mischief, using a toothpick as a sword.

Skill/Talent Cliché

Acrobat

Tumbling, flipping, (hopefully) entertaining crowds of onlookers for spare change.

Alchemist

Mixing arcane ingredients to make magical potions, poultices and ointments, smelling of incense, making scads of gold from adventurers out adventuring in need of healing juice.

TN for brewing magical potions is the same as casting a spell, see **Magic and Spells**.

Animal Trainer

Training dogs for hunting or war, hawks for hunting, ferrets for stealing stuff, monkeys to dance and tip their hats when they take gold.

Difficulty is based on the difficulty of the trick, and time taken. For a simple trick and a week training, the base TN is 5. Difficult tricks are base TN 10 and 2 weeks time, and very difficult are 15 with a 1 month training period. An animal may be trained in half the normal time at a TN modifier of +10.

Archer

Firing arrows at targets far away, standing on castle walls to shoot onrushing orc hordes. Knowing the quality of bows and arrows before being taken for a sucker by the local elf bow maker.

Aristocrat

Being snooty, cutting through red tape, knowing who to bribe to get things done.

Armorer

Making armor and weapons, determining the quality of armor and weapons, swinging a hammer, stoking a forge.

Assassin

Being stealthy, using poisons, using blowguns, knives, garrotes and other easily hidden weapons.

Baker

Baking breads, rolls, cakes, and pretty much anything else baked. Beware the bread knife.

Bandit

Being thug-ish, mugging people, having exceptionally bad personal hygiene, trying to avoid the city guard. Being on a first name basis with every jailkeeper in the land.

Barbarian

Being large and strong, wielding an exceptionally large ax or sword, wearing furs, going berserk in battle, eating their own fleas and body lice.

Bard

Singing, writing epic songs about adventuring parties, singing, having connections to every seedy underbelly and den of iniquity in every town you happen to pass through.

Beastmaster*

Speaking with animals, calling animals to their aid, not being mauled by bears in the woods, casting animal-related magics such as assuming the abilities of animals (for example speed, flight, or natural attack form) for a while.

Beggar

Being dirty, smelling foul, looking pathetic, begging for money, getting thrown in jail for vagrancy.

Blacksmith

Making horseshoes and other metal objects, being really strong from swinging a metal hammer for hours on end. You can probably smash things real good with your hammer, too.

Bookbinder

Binding papers into books. Having paper cuts.

Bounty Hunter

Hunting people for money, tracking, trailing, information gathering.

Bow Maker

Making bows and arrows, judging the quality of bows and arrows.

Brazier

Making objects out of brass.

Brewer

Making beer and other spirits.

Burglar

Breaking and entering, not getting caught, appraising valuables, knowing how to fence stolen goods, knowing how to find the local thieves' guild (and knowing not to just walk into a bar and ask).

Butcher

Skinning animals, cutting meat.

Carpenter

Making objects from wood such as boxes, cabinets, bed frames and other utilitarian household items.

Cartographer

Making and reading maps, smelling like ink. (Mmmmm...)

Carver

Decorative carving of wooden objects.

Cavalier

Being holier-than-thou, swinging a big, shiny sword, wearing armor, doing everything "in <deity>'s name", riding a horse or other creature, jousting.

Chandler

Making candles, having wax burns.

Charioteer

Driving a chariot, fighting on/from a chariot.

Cobbler

Making and repairing shoes.

Cook/Chef

Making meals, preparing food, making GOOD meals, making edible meals from less-than-appetizing ingredients.

Conjurer*

Conjuring items, creatures or other things from nothing, keeping them around to do your bidding for a while before they dissolve into purple smoke or similar nothingness.

Constable

Policing city streets, catching lawbreakers, taking bribes, swinging a mean billy club.

Crier

Shouting the news, shouting very loud, shouting "It's 8 o' clock and all is well", shouting in general.

Dairy Farmer

Raising cows, milking cows, possibly liking cows in more than a platonic manner.

Dancer

Dancing, dancing WELL, getting paid to dance as a street performer or with a troupe.

Diviner*

Reading omens, seeing the future, past, or remote locations, finding misplaced or hidden objects or people.

Dragoman

Being a professional interpreter and guide, speaking many different languages, reading maps, not getting lost.

Druid*

Hugging trees, hugging animals, wearing natural products, shunning material wealth, casting "nature magic" and identifying/using herbs.

Elementalist* (Aeromancer/Geomancer/Pyromancer/Hydromancer)

Casting magic spells related to 1 element, not being harmed by that element, generally feeling a grudge towards those who follow another elemental path.

Farmer

Growing plants for food, harvesting plants, wielding an ax, rake, shovel and the like with mastery.

Fisherman

Catching and preparing fish for food, tying knots, using fishing poles and nets.

Furrier

Trapping, skinning, and preparing animals for their furs. Making clothing from furs.

Gambler

Playing games of chance, cheating at games of chance, knowing when to grab your money and run.

Gem Cutter

Cutting and polishing raw gems for jewelry, appraising raw and finished gems.

Gladiator

Fighting in an arena, wearing hardly any armor, using any weapon you get your hands on.

Glassblower

Making both decorative and utilitarian bottles, jars, and other objects from glass.

Guard

Guarding castles, nobility, cities, or other people, places or things. Wearing armor, wielding a sword, taking orders, standing like you have a cornucopia up your.. um, nevermind.

Healer*

Healing the sick or wounded with magic, herbs, and medical knowledge.

Henchman

Never getting the spotlight, carrying tremendous amounts of loot for the rest of the party, never getting a fair share of the loot, being practically invisible to the rest of the world until the villain needs someone to kidnap to lure the heroes to their lair, or demonstrate how his new device/spell/monster works.

Herbalist

Knowing which herbs heal, which harm, and how to prepare salves, ointments, poisons, and antidotes for use.

TN for creating herbal preparations is the same as casting a spell, see **Magic and Spells**.

Hunter

Tracking game, using bows, setting snares and traps, not getting lost in the woods, avoiding poison ivy, knowing animal's habits, making animal calls and noises.

Illusionist*

Creating illusions of people, places, sounds, things or even spells. Making people believe your illusions.

Jester

Being silly, juggling, dancing, performing acrobatics.

Jeweler

Making, repairing and selling gems and jewelry, knowing the value and quality of gems and jewelry.

Knight

Wearing armor and wielding a sword, jousting, following a King's orders, riding a horse, putting armor on a horse, ordering a Squire around.

Loremaster of (Something)

Knowing a lot of *possibly useful* knowledge about a subject, such as animals, fairies, genies, monsters, spells, the Nether-Realm, or just about any other subject.

Magician*

Wearing pointy hats and robes, smelling of tobacco and incense, having animal familiars, casting magic spells, carrying giant books full of arcane phrases and other words of power.

Mason

Making walls and structures of brick, stone, and plaster.

Mercenary

Fighting other people's wars for money, guarding caravans for money, doing basically anything brutish for money.

Merchant

Bartering, haggling, getting the best deals, screwing people out of money, selling goods for far more than their worth, not accepting fake gold coins ;-)

Monk

Unarmed fighting, using sticks, using strange-looking weapons, jumping around, catching arrows with bare hands, acupuncture/puncture healing (or harming), speaking in riddles.

Mountaineer

Climbing mountains, knowing how to survive in the mountains and extreme cold.

Navigator

Guiding a ship from one port to another, reading naval charts and maps, navigating by the stars.

Necromancer*

Raising the dead as your mindless necrotic minions, controlling said minions, smelling like dirt, knowing about dead stuff.

Ninja

Wearing black pajamas, throwing darts, stars, and knives, using ninja weapons, fighting unarmed, being stealthy, being hunted by samurai.

Painter

Painting portraits and other works of art, signs for buildings, etc.

Pickpocket

Stealing other people's belongings from their pockets without them knowing, knowing who to sell stolen objects to, blending into a crowd to get away from a score.

Priest*

Worshipping, wearing robes, smashing people's heads in using maces, staves and cudgels, praying, healing, channeling the divine energy of their deity to create magical effects.

Psychic*

Knowing the future, reading people's minds, melting brains with massive waves of crushing psychic energy, astral projecting, telepathic communication, moving stuff with their minds.

Rancher

Raising cattle, sheep, and other herd animals, hunting coyote and wolves, riding a horse, chewing tobacco and spitting it.

Ranger

Wearing woodland colors and a cloak, fighting with swords and bows, being stealthy in the woods, hating orcs, goblins, and/or other nasty little critters that ravage the natural surroundings, having animal friends.

Sage

Knowing a lot of *useless* knowledge on one or more subjects that practically nobody cares about (except adventurers that are trying to solve a riddle or kill a "Big Nasty™").

Sailor

Sailing a ship, swabbing the deck, saying "Yes Cap'n!" and "Aye aye Cap'n!".

Samurai

Carrying a pair of swords, using a long bow, riding a horse, being honorable, hunting down ninja, committing suicide if dishonored.

Scout

Going first and being a target, checking for traps, not getting lost in woods, dungeons, and other places that are easy to get lost in, climbing well, setting traps, being remarkably thief-like but rarely being accused of it.

Scribe

Writing documents, copying documents, getting paid for doing such things.

Shaman*

Speaking with spirits, healing the sick and wounded with spirit magic and herbs, smoking “magic herbs” to receive visions from the spirit world, reading omens, defending the village from supernatural threats, making talismans.

Shipwright

Making boats large and small, repairing boats.

Squire

Wanting to be a knight, taking orders from a knight, brushing horses, walking alongside the knight's horse while he rides, helping a knight into/out of armor, polishing a knight's weapons and armor.

Summoner*

Summoning creatures from Erf, the Nether-Realm and planes beyond, controlling (or successfully pleading with) said creatures.

Swashbuckler

Swinging from ropes/chandeliers, speaking with a funny accent, fighting with thin swords and daggers, wearing “poofy clothes”, being flamboyant and (almost) never being accused of being homosexual, charming ladies.

Tanner

Skinning, preparing, and making animal hides into leather.

Teacher

Teaching skills, trades, or knowledge to others.

Transmuter*

Changing lead to gold, water to wine, flesh to stone, lizards to ducks, or one object/form into another in general. Some deal only with objects, others with creatures, though most dabble in both.

Viking

Being large, strong, and scary-looking, wearing animal skins, wielding a biiiig weapon, sailing, drinking, singing drunken songs of battles and heroes.

Warlock*

Wearing a robe, carrying a staff or wand, casting elemental spells, having spooky hair, dating a witch.

Warrior

Wearing armor, using weapons, keeping their swords sharp and their armor polished, being oh-so-boring and bland.

Witch*

Wearing robes, having nose-warts, mixing potions in a big, iron cauldron, riding a flying broom, using a magic wand to zap people with magic spells, places hexes, vexes and curses on people, having a pet cat.

* Denotes a traditionally “magic” cliché, allowing magical spells or effects to be created in one manner or another. Alchemists and Herbalists are not marked as magical, as they cannot cast spells, only create spell-like effects with material ingredients.

Sample Hooks

Code of Conduct

The character cannot attack an unarmed man, cannot kill, cannot eat meat, must remain chaste, cannot touch magic, cannot own property, cannot take a life (animal or otherwise), must help damsels in distress, a vow of silence, poverty or some other set of behaviors that must be observed at all times.

Fear of [something]

The character has an overwhelming, crippling fear of some rather common object, creature, or circumstance, such as spiders, snakes, the dark, heights, closed spaces, water, etc.

Social Stigma

The character might be from a tribe, race, or culture that is considered to be of a dramatically lower class than average. They may be a barbarian, or a kobold – but for some reason they are looked upon as less of a being because of it (and generally shown great prejudice).

Superstitious

The character is VERY superstitious. They believe there are omens all around them and will act a certain way because of them. They may not go outdoors on a cloudless day because it is a bad omen, or they may leave half of each meal behind for the spirit world (dangerous in lean times..)

Vow of [chastity/poverty/silence/other]

The character has taken a vow of some sort that limits their behavior much like a code of conduct, but it is one specific thing that is abstained from.

Wizardly Hook

One obvious way to go is to give your mage a side effect of some kind when they use magic. Examples: A Psychic who gives nosebleeds to those whose minds she reads; a Pyromancer who sets off random candle-flame-sized fires when he casts spells; an Illusionist who glows in the dark for ten minutes after creating illusions.

Another Hook is to limit the usefulness of the wizard's magic in some way, either by limiting when he can use it or by what he can use it on. Examples: A Psychic whose magic doesn't work on non-humans; a Healer who can only cure during daylight hours; a dwarvish Diviner who must be underground or in a cave to cast accurate auguries.

Or pick some other way to inconvenience your mage that's related to their form of magic or to being a mage in general. Examples: A Shaman followed by mischievous spirits; a Priest-Mage who has undertaken a sacred vow to hunt down the undead; a Geomancer who must watch his back at all times for agents of the hated Aeromancer cult.

Types of Conflicts

The most common types of conflicts found in this fantasy setting will be discussed briefly here, as the Game Master adds their own spin on such things when in play.

Bartering / Haggling

Bartering or haggling is a rather common occurrence in a fantasy game, whether it be buying a loaf of bread, or selling the loot gained on the last dungeon raid. As such, many money-grubbing characters will attempt to weasel every last gold coin from the poor merchants and shopkeepers (and vice versa.)

Intimidation / Presence Conflict

Sometimes a character can achieve their goal more readily with chest-puffing or dagger-juggling than actual combat. If two characters (player or otherwise) both attempt a combat-of-wills, this is the resulting conflict type.

Combat (Fantasy)

Fantasy Combat is the most common life-or-death struggle in a fantasy game, wherein arrows, swords and sorcery collide on equal grounds in an attempt to defeat their opponents. Unless another type of combat is declared, it is assumed to be Fantasy Combat.

Combat (Sorcerous)

Sorcerous Combat need not be lethal, however in many cases it is. In a sorcerous combat the dueling magi may simply pit their magic powers against one another's, while in other (more lethal) combat, their magics are pitted against their opponent's bodies. At the beginning of a Sorcerous Combat, it should be declared as lethal or nonlethal. Only those characters with an appropriate magic cliché can commonly compete in this type of combat, however inappropriate cliché rules still apply.

Magic and Spells

Whether you call them wizards, mages, shaman, witches, warlocks, conjurers, transmuters, illusionists, pyromancers, necromancers, summoners, psionics or other, these are characters with at least 1 die in a cliché that allows them to produce supernatural effects. These effects may be referred to generically as “magic”, or as psychic abilities, deity-granted powers, the work of Nether-Realm spirits, geniekind, or even sheer luck.

Based on the cliché, a character may specialize in “general fantasy magic” as a mage, wizard or the like, or they may be more specific, such as a pyromancer, necromancer, or summoner. The more specific a cliché to the task being attempted, the easier it is to achieve a desired result. For example, it is easier for a pyromancer to cause a pile of logs to burst into flames than it is for a wizard, and the task may even prove to be impossible for a illusionist.

Casting Spells

A mage has a spell pool with as many spell shots as they have applicable cliché dice. A character with Magician(4) gets four shots; a player with Necromancer(3) and Geomancer[2] would get five shots. Notice that double-pump cliché still count only as 1 shot. Each spell casting attempt consumes one shot, successful or not.

Spell shots are replenished during sleep. As long as the mage gets a good night’s sleep they’ll wake up in the morning ‘locked and loaded’.

The difficulty of casting a spell is represented by a Target Number (TN) based on the impact of the desired outcome, as well as the cliché involved. The more generic the cliché, the wider the range of possible effects, however it also results in higher TN's.

At the GM’s discretion, spells directly cast on the minds, bodies, or held property of intelligent beings get a resistance roll, using an appropriate cliché against the spell’s TN. To make a spell harder to resist, a mage can attempt casting it at a TN higher than otherwise indicated.

Base TN by Impact:

Difficulty	Game Impact	Reason
Trivial, 0 (Normally automatic)	Any attempt to magically warm a beverage, open an unlocked door, tie shoes, or fill an ice-chest are Trivial. Trivial Magic is stuff that the mage could do himself if he weren't so lazy.	The spell has no practical effect to speak of.
Simple, 5	Any spell that helps the party achieve something as a whole, or acts as a tool to achieve an end is Simple. Any spell that actually achieves something directly is probably Ordinary.	The spell will make things more fun for everybody.
Ordinary, 10	A spell is "ordinary" if it is meant to overcome a single obstacle that faces the mage, or the mage's share of an obstacle that faces the group. Unlocking a door, receiving divinatory insights and random clues, cleaning up a small building, creating a brief summer rainfall (in the summer), or a standard "flight" spell go here.	The spell would be nifty. Nothing special.
Complex, 15	Attempts to extinguish a house-fire, feed a small army, teleport the mage long distances or the party short ones, or manipulate the emotions of a small gathering goes here.	The spell would hog the scene a bit.
Difficult, 20	The mage could visit an alternate plane with this, or take the party to another city. Any one significant hidden fact can be revealed, and freakish weather is possible. In general, any attempt by the mage to act as a one-man party of adventurers is Difficult. Attempts to create/summon large animals or humanoid slaves with animal intelligence go here.	The spell would upstage the other characters.
Dangerous, 30	Teleporting the whole group to the Nether-Realm is Dangerous Magic. Looking for the complete solution to the week's mystery in a crystal ball is likewise Tempting the Wrath of the Gods. Any attempt to create/summon an intelligent being, or a big beastie, is Dangerous.	The spell would upstage the whole scenario.
Impossible, 50+	Any attempt to utterly wreck the campaign world or campaign plot line. Notice that even the 'impossible' is possible (with a VERY high TN.)	The spell would upstage the GM.

TN Modifiers based on cliché relativity:

Specific	Close	Far	Remote	Inappropriate
+/-0	+5	+10	+15	+20

Specific:

These are cliché that specialize in the spell effect desired, such as a Pyromancer starting a fire, or an Illusionist creating an illusion. Most likely, unless considered a “specialty” of the cliché, a spell will be close.

Close:

A close cliché is one which is related to, but not specific to the desired outcome. A “wizard” or “mage” is normally considered a close cliché to all spell types.

Far:

A cliché with a far relativity is one in which the cliché *could* be fathomed to do, but is unlikely. For example, a necromancer (who brings dead bodies back as mindless undead minions) could possibly bring a freshly-killed comrade back to life with all their faculties.

Remote:

A remote cliché is one which is not geared toward the effect, but a similar effect. For example, a beastmaster who can normally speak to animals and call them to their aid, could speak to a monster, or an illusionist who knows how to create the illusion of a fireball may be able to create a real one with a remote modifier.

Inappropriate:

At the GM's option, a spell can be attempted with the inappropriate modifier if the desired effect is contrary to the cliché, or even with a cliché which is not normally related to spellcasting but is reasonable. For example, a character with the Loremaster of Spells[3] cliché may be able to cast a simple dweomer with great difficulty - If such an attempt is allowed by the GM, consider the character to have only one spell shot, regardless of their cliché dice value.

Other TN modifiers may be assigned by the Game Master for particularly entertaining or detailed descriptions, extra (or insufficient) preparation time, material components, helpers/familiars, or other factors on a case-by-case basis.

So what exactly happens if a spellcasting roll is missed?

If a roll is missed by less than 15 points, the spell shot is expended, but there is no worthwhile effect (maybe a little purple smoke, the smell of rotten eggs, or a spark). If the roll is missed by 15 or more points, something *TERRIBLE* happens.

What exactly happens when something *TERRIBLE* happens?

Whatever first (or later) occurs to the GM unless manifestly incongruent with the rest of the campaign. Given first thoughts can fall short in terms of originality or elegance this might sound like a recipe for poor judgment. But it doesn't matter, does it? It's supposed to be something *TERRIBLE*.

Generally, if the spell attempted was Trivial, something minor, such as turning the character bright purple for a day or so would suffice. For a Simple spell something more appropriate may be causing a die of 'damage' due to magical backlash. Ordinary spells may well have an opposite effect of what was desired, or suffering multiple dice of 'damage', or even expending extra shots. Complex or Difficult spells may have more dramatic and dangerous results such as burning out all a character's shots for the day, causing damage, or even a permanent loss of cliché dice. Dangerous or Impossible difficulty spells require more creativity, as they can cause catastrophic damage (and lots of fun for the GM).

A reminder to GM's – Destroying characters, possessions, cities, heck, even entire worlds or planes is fun when a cocky player tries to cast something along the lines of “*Ascension to Über-Godhood*” and comes up with a roll of 7, but try to refrain from wrecking your entire campaign – If it's a central character, city, or world to the plot, just grin evilly at the offending player and think about it for a while – the result need not be immediate – the existing deities of your game world may be debating what to do with the pretentious worm that just tried to usurp their power. ;-)

The World

The world of RisusLand is a wide and varied place, from the Fairie Isle to the Dragon Mountains to the Goblun Forests and the Elven Lands, there are places ruled and controlled by good, and those where no sane person would ever venture.

Herein I will attempt to describe some of the more popular areas of the realm, along with maps. Remember, the GM is faultless, so even if something is written here, it doesn't mean it is so – maybe the GM has changed it for a reason (or more likely, forgot what was written here, and is winging it) ;-)

On the planet Erf, in the Realm of RisusLand dwell many supernatural creatures, from the dwarves and gnomes to the flesh-eating fire-breathing dragons. In some places, these creatures all dwell in harmony, but in others, all is not so peaceful.



Places of Note

Centaur Lands

The centaur are a nomadic people, and do not build large cities. Many small towns and villages dot their forests and plains, though these are most often portable structures and move following the seasons. They do not have any centralized ruling society, but each town is ruled by their own council of elders.

The centaur have a complex spiritual worship system revering Mother Erf and the varied manifestations of her power, such as mountains, rivers, large boulders, lakes or volcanoes.

Dragon Mountains

Dragons do not form societies, but do gather every few decades to discuss the state of affairs of the planet. During these meetings, even the most evil of dragons refrain from violence, as there are more pressing matters at hand. No other creature has ever witnessed one of these meetings. Outside of their council, dragons may be friendly or hostile, depending on the particular dragon's demeanor.

Dragons are as varied as humans, some worshiping nether-realm deities, while others revere nature. Yet others do not follow a religious path at all.

Dwarven Mountains

The dwarven capital is Stonehome, built directly into (and under) the largest mountain of the largest mountain range on the continent. Home to over 10,000,000 dwarves, it is a massive city carved directly from the rock. Ruled by their King, it is the seat of power of the Dwarven Nation.

Elderrock Stonegnawer , the Dwarven King has ruled his empire for the last 400 years in relative peace, however their epic clashes with the gobluns are the stuff of legends.

Elven Lands

Silvertree is home to the Elven Queen, the supreme ruler of the elven people. Though they do not gather in great numbers, Silvertree is home to approximately 12,000 elves. Elven tree cities can be found dotting the forests of the continent, if one knows what to look for - for the untrained eye, they may pass through the heart of a city and never realize it.

Silverleaf Springwind is the current Elven Queen, however she is of great age and is soon to be relinquishing the throne to her daughter, the Princess Goldenrod.

Fairie Isles

The Fairie Isles are home to many small faerie spirits, both in giant empires and small villages, found in massive numbers or solitary wanderers. These cities, just as the fairies themselves are normally invisible to all non-fairies, though outsiders may be granted the gift to see them by any Noble fairie. Rarely dangerous, the fairies are known for playing tricks on the unwary. They can be vicious foes if threatened.

The structure of fairie society is unbeknownst to outsiders, however they do have a very rigid social order. Ruled by a hidden source, the fairies may be raised in time of great need in tremendous numbers.

Gnomish Lands

The gnomes do not gather in large numbers, as it seems as soon as they build a large establishment, they build some fantastic contraption that blows it to bits. Luckily it seems they have an uncanny knack for not blowing themselves up in these "little accidents". Smaller towns and villages are rather numerous, and traveling gnomish salesman can be found wandering the roads between settlements.

The gnomes have no royalty, and no real governing body, however those with the greatest inventions or greatest wealth are generally heeded.

Hafling Home

Though the haflings seem an easy-going and relaxed people, living on the same continent as the Bad-Nasties™ has taught them to defend themselves effectively. Hafling slingers are unparalleled in their accuracy, and their city guards are unmatched in their ferocity. Goblins, orcs, kobolds and other horde creatures regularly try to raid these settlements (usually with limited success) for food and materials.

Hafling towns are ruled by a mayor, and the shiriff is the absolute law, though their services are rarely in demand.

Human Lands

In the human lands, there are many small villages and cities, most notable is the human kingdom of Deepwater. It is the single most influential human establishment, being the largest. Home to over 10,000,000 people, it is a major cultural and economic hub.

King Reginald XXXVII is the current ruler, and his family is the oldest recorded. According to historical documents, his was the family to lay the first 2 bricks atop each other to build a home in Deepwater, on the spot where the castle now stands.

Land of the Bad-Nasties

The Land of the Bad Nasties™ is a wild and uncivilized place, populated by all manner of evil creatures and blood-sucking baddies. The most notable place is the Goblun Forest, the goblun homeland. Hundreds of thousands, or even millions of gobluns live here, and plan their raids. The position of "Goblun King" is a tenuous one, often stolen by assassination or coup.

The Nether-Realm

The Nether-Realm is where spirits find themselves after life. The world is topographically very similar to Erf, however their bodies, the cities and places are quite different.

When someone finds themselves in the Nether-Realm due to death, they appear much as they did in life, though slightly transparent. They seem to be completely alone, though there are buildings and other possibly familiar surroundings. Over the next week they will gradually fade farther and farther, until they are near invisible, while at the same time, others become more and more visible to them. After this point, they may never be raised back to their former life. At the end of the cycle, they have been transformed to reflect how others saw them in life, whether they were noble and upstanding, or dark and craven, and their strengths or weaknesses exaggerated.

Powerful magics are rumored to exist that can materialize a person's Nether-Form on Erf, and allow them to interact as they did in life, however such magics are all but unknown and quite possibly hazardous to cast. More known are those necromantic spells which can commune with these departed souls, and possibly trap them in this realm as spirit.

For those who summon people or creatures from the Nether-Realm, normally they will be of one cliché die higher than a "normal" creature of that variety.

The places of the Nether-Realm are caricatures of those in the real world, the cities of the elves are made of gold and crystal, the dwarven strongholds are all of polished marble, and the cities of man run the gamut of the worst slums imaginable to great white cities of marble and brick. The lands of the Hafling and Centaur are beautiful, unspoiled wildernesses populated by perfect animals. Those darker places such as those in the Land of the Bad Nasties, are a mirror image of that on Erf, as they are already the most evil places imaginable.

References and Sources

Risus: the Anything RPG by S. John Ross

<http://www.cumberlandgames.com/>

Without Risus, there would be no RisusLand. Many thanks to Mr. S. John Ross for his wonderful system, his wonderful fonts, as well as for being an all-around swell guy, and well, hm, I guess that's about it ;-)

Another feature of Cumberland Games & Diversions is 'the Fontworks', with free and low-cost fonts for writing, mapping, and even paper miniatures – I highly recommend a visit.

Risus Magic by Jason Puckett and S. John Ross

<http://www.intemperance.net/rpg/risus-magic.html>

The magic system used in Fantastic Fantasy Adventures in RisusLand was inspired by and adapted from this supplement, as well as Coloured*Skies, below.

Coloured*Skies by René Vernon

<http://www.webone.com.au/~rene/>

Coloured*Skies holds a wealth of Risus-related material, I highly recommend it to anyone who is interested in Risus. Be forewarned though - Some of his optional (house) rules can become quite complicated (Yowza, lookit those spell tables!)

LordZamiel.is.Dreaming

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

All of my works are available from this site in PDF and PalmDOC format. Of particular interest for Fantasy Risus games would be my Risus Fantasy Bestiary (Expanded Edition arriving soon), a complimentary work to this one. Also featured on my site are a character sheet for OpenRPG use, a chatroom for online gaming (complete with DiceBOT) and other Risus-related materials such as my **BUGHUNTERS** sci-fi alien-bug-thing blasting sourcebook, the **It's LINT!** 'Life as LintKind' Mini-genre-sourcebook, and now-near-infamous **STOOPER HEROES**, the stooperheroic campaign sourcebook.

Risus: the Anything RPG Character Record Sheet

Character Name:				(portrait / notes)
Height:	Weight:	Hair:	Eyes:	
Physical Description: _____				

Character Hook: _____				

Cliché <i>What it's good for</i>	Dice	Cliché <i>What it's good for</i>	Dice	
Tools of the Trade and Other Gear:				

