

ARTHURIA

A campaign outline

for Risus: The Anything RPG



In the Year of Our Lord 510, the great wizard Merlin brought to King Arthur his ageless wisdom. His aid took many forms, from showing Arthur how to find (some say forge) the sword Excalibur to granting insight into the Kings enemies. He showed Camelot's craftsmen how to build suits of Shining Armor with coiled springs that increase a knight's strength threefold. He taught sages secrets of mathematics, science, and engineering that propelled the kingdom into a Golden Age.

Nearly 25 years have passed since the coming of Merlin. Arthur's court has grown to nearly 200 Knights, and Camelot has spread peace across Britain. Many from the Round Table have set out on the most Holy of quests, even recovering the Grail of Christ, not a cup

but a stone of an unearthly green glow. The Grail whispered further secrets to those Merlin trusted to study it, powers to drive darkness from men's hearts, to cure all Earthly ills, to master the beasts of the field.

But portents grow dark. Merlin has disappeared. The King's sister, Morgana, has stolen the Grail. An army gathers under the banner of the dark knight Mordred. And the King's mind is bent by the possibility that his most trusted Knight is dallying with the Queen.

What will become of Camelot, of Britain, of the World? If there is no more Merlin, no more Arthur, who will rise to the call of history? Will it be you?

Who is Merlin?

Let's get down to brass tacks. Merlin is a time traveler. He's not saying where he came from or if he's even human, though he looks close enough to pass. He has been around just about every where and when.

That is, until his time machine's power core *fell out* over Wales in the early 6th century. Merlin crash-landed near the encampment of a Celtic war-chief named Arthur. The traveler took it upon himself to mold this man into the legendary king and to build up the Knights of the Round Table so that one might find his power core (what they called the Grail).

Unfortunately, Merlin came to care a great deal for Arthur and his burgeoning kingdom. When Percival came back with the Grail, the "wizard" didn't just take off again into the time stream.

One of Merlin's students, Morgana, was too bright for anyone's good. She managed to figure out the power core and used it to banish Merlin to another time and place.

It's up to the player characters to recover the Grail and return it to Merlin, wherever and whenever he might be.



SAMPLE CLICHES AND WHAT THEY'RE GOOD FOR



- **Artisan** (designing Wonders, fixing machines, understanding deceptively advanced physics and maths)
- **Bard** (reciting poetry, singing songs, telling tales, earning free drinks)
- **Courtier** (giving compliments, flattering, politicking)
- **Knight** (dueling, being chivalrous, looking dashing in shiny suits of clockwork armor)
- **Man-At-Arms** (getting down to the actual dirty business of war)
- **Mystic** (reading the hearts of men, controlling beasts, healing the sick)
- **Physick** (healing the sick, concocting medicines, explaining to the peasants what "germs" are)
- **Quaestor** (traveling across the land, enduring hardships of the environment, solving insidious riddles)
- **Sage** (gleaning knowledge of the future from Merlin's writings, spouting lore on any number of topics)
- **Scout** (skirmishing, sneaking, reconnoitering)