

THE YSGARTH RULE SYSTEM



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SUPPLEMENT TWO Creatures Fair & Fell

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INTRODUCTION

Necessities of time and cost placed an unfortunate limit on how much could be included in the basic text of the Ysgarth Rule System. While the system is complete enough, there is much more in depth and in detail which had to be left out. The purpose of these supplements is to expand and update the YRS in many different areas.

This second supplement is concentrated on expanding the variety of creatures and characters available to a point well beyond that of 'The Last Song of Hergest'. More characters and creatures from Ysgarth are needed for more varied encounters. Also in this volume is a short scenario, some ideas for running YRS combat, and a YRS Q&A section.

The purpose in providing these additions and alternatives is to provide greater resources for the YRS GM. However, judgement and moderation should remain paramount in all GMing, and creatures should be placed with great attention to logic and natural conditions.

This will not be the last supplement. #3 is already in the works, and will be an expansion of the lands and races of Ysgarth. If you want to see special things in future supplements, let us know.



CHARACTERS

These are more characters of Ysgarth, some great some small, some noble, some petty. They should be used with discretion to add to the selection in 'The Last Song of Hergest'. They can also be used as examples in forming new characters, and you should always remember that what is set down here is not fixed in stone, and it is the right and duty of the GM to adjust and modify characters to suit his needs and his world. These characters are described by the same basic format as in the YRS. After each weapon is (Hand Used/Strikes per CR/WDF).

AETHYLIA

AR:70	HP:270	LEV:18	Weapon: Broadsword(R/2/18)
DC:6	FP:104	RAC:Gael	or Javelin(R/1/18)
MR:15	MP:121	DEI:Gilrod	or Hell Lance(R/1/50)
RC:7	MI:40	ALI:6/10	
DR:40/40/40	WR:51	HEI:5'9"	
AV:8/8/7	ST:6	WEI:122	

Aethylia is an attractive, middle-aged woman of average height and a sturdy build. She wears an unusual, un-adorned broadsword and carries a blue-crystal javelin. When thrown the javelin will become a bolt of electricity before striking, and will reappear 3 CR later back in her hand. The sword acts as +5/+5 with 35% Sword of Sharpness effect, plus it increases her ability to withstand damage tremendously, thus her immense HP. Should she lose the sword here HP will start to drain off at a rate of 1D8/day, down to the norm for her size and level. She is an accomplished warrior, and has a number of additional magical powers and abilities, up to the discretion of the GM. In addition, it should be noted that she is not truly alive, classifiable as 'Undead' in the general sense, as her life derives from magical sources, though she appears and acts totally normal, and in normal physical form with no noticeable degeneration of tissue. Note that she has a Hell Lance with a 10 charge capacity, charged by the sun at a rate of 1 per 2 hours of exposure. It does 5D10 as a beam or striking heat weapon. She has a grim aspect about here, devoted to the principles of the Church of Gilrod, and acting as a trouble-shooter and back-up champion, especially in the Ptolemeias area. She has almost no sense of humor or tolerance for perceived insults, along with monomaniacal tendencies. She resides in Ptolemeias. Her career began when she was an attractive young temple-virgin and was blessed with an amorous visitation of Gilrod himself, who subsequently raped her. This got her motivated in a curious relationship with the church. While she has worked hard to advance the church, she hates Gilrod himself, though mainly for deserting her. Her hate is of

him as a person, not as a god. She bore a son by him, named Soag, who she has raised and trained to eventually take her disgruntled revenge on his father. He does not know that Gilrod is his father, and Gilrod does not know Soag is his son. (Henry Dove)

DELREN, COMMANDER OF THE PTOLEMEIAS GUARD

AR:30 HP:121 LEV:15 Weapon: Grom-Broadsword(R/3/8)
 DC:9 FP:108 RAC:Kymri or Longbow(R/2/6)
 MR:10 MP:81 DEI:Odin
 RC:10 MI:40 ALI:5/7
 DR:8/8/11 WR:54 HEI:6'2"
 AV:3/2/4 ST:4 WEI:180

Delren is the Commander of the city guard of Ptolemeias, an extremely well-trained, 3000 man peace-keeping and defensive elite force supplemental to lesser forces such as quarter watches and the like, all of which are under the general jurisdiction of the guard. The main duties of the guard are similar to those of a modern police investigative force, plus that of patrolling walls and gates and maintaining security. Delren is fairly religious and a notable warrior, but not particularly daring. He is an easy-going man of early middle-age, noted as much as a tactician and general as anything else. He is particularly good at winning battles with small forces against much larger forces, and also maintains an excellent information and surveillance network through personal ties to a number of major underworld figures, though he is quite honest, if not completely scrupulous in achieving his ends, one of which is the accumulation of power in the city. He shares a town-house with an old friend and mentor Garddan Yvangarl, who he protects from various physical threats in exchange for lodging and food. They have become good friends in the decade and a half of this arrangement, and Delren sees the older mage as a sort-of father figure. They are not gay-lovers as some low-lives in the city maintain. Note his sword, Grom, a remarkable, rune-ensorcelled blade, which has exceptional powers. It is +3/+5, has 30% Sword of Sharpness, deflects one magical attack per CR, strikes fear in opponents, and has more powers at the discretion of the GM. (Tom Curtin)

GARDGAN YVANGARL

AR:12 HP:94 LEV:36 Weapon: Dagger(L/4/4)
 DC:5 FP:130 RAC:Kymri
 MR:18 MP:484 DEI:Aravn
 RC:7 MI:470 ALI:4/14
 DR:22/23/24 WR:195 HEI:5'11"
 AV:1/1/1 ST:0 WEI:158

Garddan is an ancient(87) but renowned mage. He is not for hire, but will occasionally do work for friends or friends of friends. He has an unfortunate tendency to forget things, misplace them, or do them a bit off, though he is essentially physically and mentally sound. He started his studies as an Enchanter, but has branched out, and can be considered to know or have known, all Enchanter, Sorcerer, Wizard, Divine, and Alchemist spells, plus a few others. His current kick is for Alchemy/Enchantment combinations, especially drugs and philtres with both magical and chemical powers. He is a friendly old fellow, but he has many enemies, from whom Delren protects him. He tolerates Delren's rather harsh nature because he understands his inner virtue. He is somewhat reclusive and unworldly.

GIRITHAUR, HAND OF RA

AR:47 HP:59 LEV:18 Weapon: Broadsword(L/2/12)
 DC:7(14) FP:126 RAC:Kymri Javelin(L/2/8)
 MR:20 MP:144 DEI:Ra
 RC:8 MI:40 ALI:3/3
 DR:22/23/24 WR:60 HEI:5'10"
 AV:5/3/3 ST:6 WEI:158

Girithaur is a former Champion of Ra, defeated in challenge combat by Thane Ormsson. When asked to yield for his life he refused, and so died. Because of his valor he was elevated by his god and set on a sort of probationary demi-god status. Because he is dead he may not normally manifest on Ysgarth in corporeal form, though there are ways around this. He may appear for an unlimited period in non-physical but visible form, unable to manipulate his surroundings. He has a limited ability to assume his old form and powers of his own volition, for up to 3 or 4 hours a day, unless further empowered by Ra. He may also possess a physical form for an unlimited period, usually that of a minor priest of Ra. He is considered part owner of a secret, speakeasy type tavern, known as 'The Temple', on the Street of the Gods in Ptolemeias, with his partner Pwyll ap Glyn. His sword, if he is fully manifested, is +5/+5, and +5 on DR, and has the power to glow with any level of light up to blinding(save required), does 1D8 extra heat damage, and triple damage to undead and demons. He has high levels in most assassin skills, and a number of natural magical powers. He is immune to detection spells, his presence dispells illusions of up to 50th level, he is immune to sonic spells, senses danger in advance, and can see in the dark. He is actually a fairly nice

fellow inspite of violent and treacherous tendancies. Now that he is no longer in a position of responsibility and attendant pressure, he has become a good bit more laid-back. (Tom Curtin)

KYNRELL, ABBOTT OF LLYCHLYN

AR:22 HP:68 LEV:13 Weapon: Shortsword(L/3/6)
 DC:8 FP:114 RAC:Gael
 MR:16 PP:484 DEI:Bress/Fomori
 RC:7 PI:320 ALI:4/2
 DR:15/16/17 WR:86 HEI:6'1"
 AV:1/1/1 ST:6 WEI:195

Kynrell is the Abbott of a strange sect which dwells on the isle of Llychlyn at the mouth of the River Cynfael. He is a fanatical worshiper of the Fomori, a race of daemonic sea-gods opposed to the gods of both the Gael and Kymri peoples. He should be considered to have the full range of both Darkmage and Hydromancer spells, plus a limited amount of Conjurer and Enchanter power. He is totally amoral and will do anything, no matter how foul, to advance his faith, both socially and politically. Rumor has it that he was cast out of the Kingdom of Gael-doch when he lead an attempt to overthrow King Haakon and install a Fomorite theocracy. His order owns the island of Llychlyn and keeps pretty much to itself.

PWYLL AP GLYN

AR:58 HP:234 LEV:28 Weapon: Broadsword(R/6/20)
 DC:12 FP:152 RAC:Kymri and Energy Sword(L/4/18)20%SS
 MR:39 MP:121 DEI:Manannan or Longbow(R/4/10)
 RC:9 MI:183 ALI:9/12
 DR:24/26/29 WR:45 HEI:6'0"
 AV:7/8/7 ST:2 WEI:178

Pwyll is, perhaps the most famous hero of the world of Ysgarth, widely respected and renowned. He is of demi-god rank or the equivalent, and his power and his abilities are guided in many ways by supernatural forces granted by the gods. He is a charming warrior of noble birth, who has branched out beyond his warrior abilities into some limited magic. He was once a mighty king and has lost his kingdom. He no longer has any aspirations to power, and prefers to seek self-gratification and amusements of many sorts. Chronologically he is actually some 70+ years of age, but the gods have granted him a power which circumvents this. His actual physical age fluctuates throughout the year with the seasons. At the Winter Solstice he is aged 80 or so. At the Summer Solstice he is age 16. At the two equinoxes he is about 48 physically. He progresses between these ages as the year goes on, and his characteristics should be adjusted physically, with magical and mental abilities increasing 50% at his oldest, while physical abilities are halved, and magical ability halved and physical increased by 50% at his youngest. The characteristics given above are for the equinoctial periods, and should be adjusted up or down at other times as is appropriate. When he is at full magical ability he has primarily Alchemist and Aeromancer powers, concentrating on Alchemist, but in the intermediate periods he will retain his Aeromancer spells and lose the Alchemist powers. In addition he has a number of permanent magical powers, some of them stored in two plain iron, enchanted rings. He moves and reacts in all ways at double normal speed, and runs at 4 times normal speed, for a total potential running speed of over 300ft/CR, or 50ft/second, fast enough to halve the world record in the quarter-mile. His right eye has been replaced by a specially made magical gem, which functions as a normal eye, and also has most vision spells, including Farsee, See Illusion, Witch Sight, Infra-red vision, Night Vision, True Sight, and others. He also has the powers of: Flight, Full Disease Immunity, Resurrection, Knit Bone, Silent Movement, Lightning Deflection, and he can absorb 2 spells/CR and add half their MP to his MP total. He can also teleport items weighing up to a pound which he can touch to any point within 100yds, including inside of other objects to cause explosions. Pwyll usually doesn't use the heavy armor given above, preferring less formal dress. He is friendly and helpful, and co-owner of 'The Temple', the previously mentioned tavern on the Street of the Gods in Ptolemeias, which he runs in partnership with Grithaur. He has a number of noteworthy sons, including Mannaluch, Supreme High Priest of Gilrod in Ysgarth. When not supervising his tavern Pwyll will hire out as a military advisor for local lords. He is a widower of several years. (Lew Bryson)

SAVAK THE HISTORIAN

AR:15 HP:46 LEV:12 Weapon: Shortsword(R/3/6)
 DC:5 FP:102 RAC:Achajan or Thrown Knife(R/3/4)
 MR:17 MP:361 DEI:Thoth Hermes
 RC:6 MI:223 ALI:4/9
 DR:20/21/22 WR:90 HEI:5'9"
 AV:1/1/1 ST:9 WEI:145

Savak is a 58 year old mage/librarian who dwells in a fairly high-class area of Ptolemeias, running a fairly profitable information business and lending library, loaning out books for high prices and researching information on any subject. Savak is extremely knowledgeable, and has mastered just about every magical form of information gathering. He is a master of languages, and knows just about everyone, with agents in many key places. He is totally mercenary, and will do

anything for money except endanger his life or business. Because of information he holds he enjoys the protection of many powerful patrons. He has also authored a number of key books, especially histories and cultural surveys, as well as a few novels. Treat him as having most Divine, Sorcerer, and Necromancer spells, emphasized in that order. (David Nalle)

VAL THALION

AR: 58 HP: 70 LEV: 14 Weapon: Scuabrad (Broadsword) (R/2/12)
 DC: 11 FP: 126 RAC: Gael/Prydein or Shadowstar (Fire from blade) (R/1/20)
 MR: 22 MP: 81 DEI: Odin (Hastur)
 RC: 8 MI: 30 ALI: 10/16
 DR: 44/45/48 WR: 40 HEI: 5'10"
 AV: 8/5/9 ST: 9 WEI: 165

Val Thalion is a dark complexioned warrior of early middle-age. He is greatly fallen from a former state of might. Some years ago he was widely respected as the Champion of Hastur, but he made the error of taking the open challenge of Thane Ormsson, reigning champion in Ptolemeias and the Champion of Odin. Val lost the battle but chose to yield when Thane offered clemency. He was stripped of most of his possessions, his temple was looted, and he was forced to convert, not unreasonable, as Hastur is an unforgiving and vengeful god. Val has a pronounced knack for offending deities of all sorts, and has been a wandering, embittered alcoholic for some years. He is quick to anger, and rarely goes by his own name anymore. His sword belongs to anyone who will buy it. His magical sword and the grey-black missiles which it fires, both bypass armor and do degenerative damage to the flesh beneath. Little of his other magic remains, though the GM is urged to add a few powers as needed. (Nick Hopkins)

VAREG OATHBREAKER

AR: ?-25 HP: ?-107 LEV: 17 Weapon: ?
 DC: ?-7 FP: 132 RAC: Achajan
 MR: ?-15 SP: 625 DEI: Proteus
 RC: ?-7 SI: 250 ALI: 1/11
 DR: ?-48 WR: 80 HEI: ?-5'6"
 AV: ?-0 ST: ?-2 WEI: ?-140

Vareg is the leader of the 'Sons of Proteus' secret cult, and the founder of the cult. He is the only member who actually fills the name literally, as he is the son of the minor sea-god Proteus and a mortal princess from the land of Achaja. Chronologically he is reputed to be some 60 or 70 years old, and was once a king in his own land, until he was slain by his own son. He returned from death when the god Mordiggan, who had been imprisoned in his ancestral tomb, possessed his body. Mordiggan is a mad god, and the two beings fused into one, creating a unique, supernatural entity, with the awesome powers of god and demi-god combined. Vareg is totally mad, in a whimsical, obsessive way. He could be considered to have a peculiar form of schizophrenia, making him concentrate intensely on limited matters which catch his interest, but only for brief periods before his attention wanders. Because of this unbalancing of his mental framework, he has lost the needed control over his protean nature, and has a tendency to adopt too well to new forms, often forgetting to change back. Though clinically mad, he can easily pass for rational, especially in his natural form, which has the stats given above. He is far more powerful than other shapeshifters, in that he can assume any form he has seen, not only outwardly, but with a full psychological and knowledge overlay, including skills and magical ability, at least for a limited period. His form-changing is run like spell casting, with the spell level for a form being the level-equivalent of the form, and each change lasting for 30 minutes per casting or maintaining. Vareg has seen just about everything in creation, and can probably change into it, within reason. He also has a natural ability to travel at will between the planes. He is not malicious, though his actions can often be very inconvenient and annoying. He doesn't actually run the 'Sons of Proteus' any longer, being less than interested, and authority has been given to his disciples. (David Nalle)

CREATURES

These creatures and beings are described for use. For the most part, unless otherwise noted, they are examples of breeds, races, or general types. They are divided up by general classification (YRS6), and described in basically the same format system as is used there. Remember to place them logically and sparingly, as seems appropriate for the game situation. Attacks/CR are used as described in the last section. DC has also been added, so damage for attacks is base damage and should be modified for DC. AR serves as MR as well, unless otherwise noted.

NATURAL CREATURES

These creatures fit this classification as it was given in YRS#6. Included are those animals and other creatures which could be found in nature or variant nature with only basic alterations, including some common and harmless types.

ALLIGATOR

AR:25 HP:75 LEV:10 Attacks:Bite(20)
 DC:10 FP:30 ALI:3/11 2 Claws(6)
 DR:4/8/12 ST:11 LEN:12'
 AV:4/5/4 MV:12 WEI:1200

These are river and swamp dwelling saurians of ancient origins. They have unusually strong biting jaws, though the muscles for opening the large jaw are sort of weak. They have long, scaled bodies, four legs, and a large tail. They lower and raise body temperature by immersion or exposure to the sun. Their primary attack is the bite, but they can use their claws, though only two at a time, and only in the water or on prone targets. They like to hide in the water and emerge to snap up victims. They can vary greatly in size.

BADGER

AR:16 HP:20 LEV:3 Attacks:1 Bite(12)
 DC:5 FP:80 ALI:2/14 2 Claws(2)
 DR:7/8/9 ST:14 LEN:3'
 AV:1/1/1 MV:8 WEI:30

These are small, multi-colored(earth colors), burrowing woodland animals. They are somewhat similar to some rodents in appearance, but larger than most. They are renowned for their tenaciousness and territorial fervor, and should be treated as the equivalent of berserk when defending their home(raise AR and DC by 50%). They have a powerful bite, but small limbs. They are good diggers, and like to live in shallow burrows in shadowed, leafy ground. They are relatively intelligent as animals go.

BO-AIRIGH

AR:12 HP:35 LEV:5 Weapons:Double Axe(12)
 DC:8 FP:75 ALI:var or Battle Mace(10)
 DR:7/8/9 ST:13 HEI:5'11" or Pilum(6)
 AV:2/1/1 MV:24 WEI:170

These are the freeman-Gael militia, organized on a basic local level, usually in groups of 10-50 based out of a particular village or reason, engaging in regular practice. They keep ready and are allowed to bear arms, and they can be called up as needed to form an excellent infantry force. They are theoretically not required to do more than 50 days of active service a year, and that not during harvest, though circumstances may override this.

COBRA

AR:25 HP:15 LEV:4 Attacks:1 Bite(6)
 DC:7 FP:50 ALI:7/9 or Spit Poison/Acid
 DR:15/15/17 ST:10 LEN:4'
 AV:0/2/1 MV:14 WEI:25

This is the traditional, almost mythical poisonous Cobra. The bite of the Cobra releases a potent paralytic poison which requires a CON save with a possible minus up to -5, depending on the specimen's size and age. The poison can be fatal if the save is failed. The exact effect of the poison is equivalent to 6D8 of overall damage, which may or may not be fatal. It takes 1D8+3CR to take effect. Some Cobras can also spit their poison, which is somewhat acidic, up to 10yards. When spit, it will pierce club AVs less than a roll of 1D3+1, and do half the normal effect. Cobras also have a hypnotic effect which requires a WIL save against immobility for 1D3+2CR, but with a bonus of +5 on the save. This can be used at any range up to 20yards.

CONEY

AR:5 HP:8 LEV:1 Attacks:1 Hop/Stomp(2)
 DC:5 FP:65 ALI:8/12
 DR:8/8/8 ST:10 HEI:2'
 AV:0 MV:12 WEI:12

The Coney is sometimes more commonly known as a 'Rabbit' or 'Hare'. It is a hopping creature with long ears and fur, usually living in underbrush and burrows in hilly and wooded areas, especially near cultivated areas. Coneys are sometimes attributed with supernatural cunning and wisdom, and even some magical powers associated with luck and fate. They are not particularly dangerous.

COW/BULL

AR:10(15) HP:90(105) LEV:8 Attacks:Trample(6)
 DC:10(12) FP:70 ALI:10/10 Gore(10)(Bull Only)
 DR:4/5/6 ST:13 LEN:8'
 AV:1/1/1 MV:40 WEI:800

Cows and Bulls should be familiar to most. The numbers in parenthesis are for Bulls only and don't apply to cows. Both tend to be docile unless provoked.

FLATHA

AR:18	HP:45	LEV:6	Weapons:Claymore/Broadsword(10)
DC:9	FP:70	ALI:var	or Pilum(6)
DR:12/12/15	ST:11	HEI:5'11"	
AV:2/2/2	MV:26	WEI:170	

The Flatha are a class of Gael warrior nobles, consisting of about half Gael and half Vaen-Gael youths, trained to form an elite corps of various Gael armies. Generally Flatha are recruited for life careers from the second sons of the nobility. The reason that many are of Vaen stock is that a number of the Gael nations were conquered by Vaen tribes, and thus have royal families and upper nobles of Vaenish blood.

GOAT/RAM

AR:14	HP:30	LEV:4	Attacks:Butt(Any Goat)(6)
DC:7	FP:80	ALI:1/9	Horns(Ram)(10)
DR:12/11/10	ST:9	LEN:4'	
AV:1/1/1	MV:20	WEI:60	

Goats are useful but malicious creatures, often domesticated for milk and for meat. They like to sneak up behind the unsuspecting and knock them down, but they don't seek to do real damage. They are playful and irascible. Wild goats are quite agile, and usually live in rocky areas. Rams are male goats, and have curled horns, which can increase the damage done on a butt. Increase DC by 5 on the initial butt for the full charge.

HORSE

AR:10	HP:70	LEV:7	Attacks:1 Bite(2)
DC:10	FP:100	ALI:15/11	2 Hooves(6)
DR:6/6/7	ST:11	LEN:8'	
AV:1/1/1	MV:50	WEI:700	

Horses should be a fairly familiar creature to most. They will not use their attacks unless extremely provoked, sick, or trained specifically to use them on command. They are primarily beasts of labor and burden.

HUNTING DOG

AR:16	HP:33	LEV:5	Attacks:1 Bite(6)
DC:8	FP:60	ALI:14/9	2 Paws(2)
DR:5/5/5	ST:13	LEN:4'	
AV:0	MV:20	WEI:65	

These are the mongrel hounds used by nobles and yeomen alike to hunt down game, track it, and bring it to earth. They are trained for battle with animals, and to hunt packs. They are loyal, but not very bright, and tend to be sidetracked. They are of a large, but often variable breed, derived from hound stock, but mixed with other breeds as well, as pure-breeding is less important here than tracking and fighting ability.

MONKS OF LLYCHLYN

AR:15	HP:35	LEV:8	Attacks:2 Cesti(6)
DC:7	FP:100	ALI:7/2	
DR:12/13/14	ST:8	HEI:5'11"	
AV:1/1/1	MV:22	WEI:165	

These monks are a dour lot, followers of the Fomori, and fanatically loyal to their Abbott, Kynrell, who they view as a messiah. They fight with non-armored cesti which they keep in their robes. They dress in large, baggy robes which cover them fully, but don't restrict movement. They should have limited Darkmage or Hydromancer powers. Generally they avoid strangers, and try to maintain silence.

OX

AR:8	HP:125	LEV:10	Attacks:Horns(10)
DC:12	FP:120	ALI:10/12	or Trample(1D4 Hooves)(6)
DR:1/2/3	ST:14	LEN:10'	
AV:1/1/1	MV:30	WEI:1300	

Oxen are huge bovines, slow and passive. They are excellent beasts of burden, for hauling carts, plows, or anything. They eat outrageously, and can work for long periods. They are used by common people, while horses are reserved for the upper classes. They can also be ridden. They are slow to react, have almost no attention span, so have to be constantly prodded, and very rarely get violent. It would take serious pain to get them to use their horn attack, and the trample attack is only done by accident. They tend to get sick easily. The Ox is the focal centre of many farms, and can be treated in some ways like the modern cow. Their main asset is that they never complain.

PYTHON

AR:20	HP:45	LEV:7	Attacks:1 Bite(8)
DC:10	FP:50	ALI:8/8	Constriction(20)(Overall)
DR:4/6/8	ST:9	LEN:13'	
AV:2/2/2	MV:15	WEI:180	

This is a large jungle snake, usually found in southern, tropical areas. It is a constrictor, rather than a poisonous snake. It will constrict and crush, or at least immobilize victims, and try to eat them whole with its expansible jaws. It will also bite. They tend to sleep a lot, and lie about in the sun, especially after eating.

RAT			
AR:10	HP:6	LEV:1	Attacks:1 Bite(6)
DC:5	FP:60	ALI:5/5	
DR:12/12/12	ST:13	LEN:1'	
AV:0	MV:10	WEI:5	

Rats are an ever popular creature, especially in medieval worlds. They are small, hairy rodents, with sharp teeth, beady eyes, and lumpy little bodies, that scamper all over urban areas. They make passable food in a pinch, but since they travel in packs, they will on occasion be diner rather than dinner. They are vicious, and show a good bit of intelligence when in packs. While they may carry any of a number of bacterial diseases, the greatest danger is not from their bite, but from fleas which many carry, which, when they hop onto humans, infest them with the Bubonic Plague(Black Death).

RHINOCEROS

AR:15	HP:150	LEV:15	Attacks:1 Horn(12)
DC:16	FP:75	ALI:8/11	or Trample/Charge(1D4 Hooves)(8)
DR:6/7/8	ST:9	LEN:12'	
AV:3/2/2	MV:15	WEI:3800	

The Rhinoceros is found in dry, southern lands. They are huge, thick-skinned quadrupeds, with a long facial horn for defensive attacks. They usually travel in family groups. They are territorial, and will attack intruders. In spite of their huge size and slow normal movement, when they charge, they are fearsome, with a 50% increase on DC for their horn attack, and their special trample attack. They don't get the trample after their initial charge. They are not generally hostile, but they are guarded and easy to spook.

WEASEL

AR:12	HP:17	LEV:2	Attacks:1 Bite(8)
DC:5	FP:90	ALI:5/5	2 Claws(3)
DR:14/14/14	ST:12	LEN:3'	
AV:0	MV:15	WEI:20	

This is a thin-slinky rodent-type creature, adept at sliding through underbrush, specializing in scavenging, stealing food from other animals, and the like. They are particularly fond of chickens and all sorts of bird eggs. They are unusually vicious and canny fighters, and quite resourceful and tenacious. They also hide well.

MYTHICAL CREATURES

These are creatures not of the natural world, but not totally alien to it. They have their sources in myth, and partake of aspects of nature or alternative possible natures, especially those of literature and imagination. They may be a bit magical, but their essential existence is not predicated on magic, and they could exist without it.

BOREYNE

AR:15	HP:50	LEV:8	Attacks:2 Claws(12)(Eagle)
DC:8	FP:80	ALI:5/11	2 Claws(8)(Lion)
DR:17/19/21	ST:10	LEN:7'	Bite(6)
AV:2/2/2	MV:26/75	WEI:185	

This is a grim creature out of legend. They are black and gold-haired lions, with bat-like wings, eagle claws on their fore-feet, and vestigial horns. They are rare, and found mainly in wilderness areas, preying on wild-deer and mountain goats. They specialize in gliding dive attacks, which give them double damage on either set of claws. In any attack they can use only 2 sets of attacks, the bite and the foreclaws, or both sets of claws. They work in family groups, and usually only attack single humans or by surprise on small parties.

FOAWR

AR:20	HP:165	LEV:20	Weapons:Spear(Thrown or Thrust)(12)
DC:20	FP:40	ALI:2/16	
DR:2/4/8	ST:4	HEI:12'	
AV:3/5/6	MV:5	WEI:4000	

The Foawr are giants of a bizarre sort. They are part of the Korranyeit race which is described later. When Korranyeit males achieve extreme age, some who display Foawr tendencies when young, develop into full-fledged Foawr, a breed of extremely wise and knowledgeable giants who rule over the Korranyeit. This second growth, which almost triples the size of the Foawr, has its costs. Increased brain capacity and strength are paid for by a progressive, crippling degeneration of bone and tissue, which leaves them virtually immobilized, so that at extreme age they can barely even feed themselves, though their minds remain sharp. Connected with this is increasing bone density, a broadening of the body, and a hardening of the skin. They are devastatingly strong, but they don't move too fast. Korranyeit look up to them for guidance. Some social detail is given under the Korranyeit.

FOMOR

AR:25	HP:100	LEV:18	Weapons:Greatsword(12)
DC:15	FP:70	ALI:8/2	or Javelin(6)
DR:9/9/12	ST:5	HEI:9'	
AV:2/2/2	MV:30	WEI:400	

The Fomori are demon/god/elementals of the sea, who live in a vast, dark land beneath the ocean waves. These stats are for common Fomori troops. They can best be classified as equivalent to demon/elementals, though of a local rather than extra-planal origin. Fomori leaders are far more powerful and flexible, although along similar lines. All common Fomori have at least one area of magical power, usually Hydromancy, Darkmage, Necromancy, Aeromancy, or Conjuring related. more powerful ones have greater powers. All are quite intelligent, and can, of course, live on land or sea. They look like large, muscular, dark-haired humans, though they have limited ability to disguise their form. Bress is usually considered the leader of the Fomori.

GABORCHIN

AR:30	HP:160	LEV:20	Weapons:2 Greatswords(12)
DC:18	FP:120	ALI:14/2	or Javelin(6)
DR:4/4/4	ST:1-	HEI:11'	
AV:0	MV:45	WEI:700	

The Gaborchin are related to the Fomori, springing from a specially bred cast within the race. They have no magical power, but are highly resistant to magic. They resemble darker skinned Fomori, usually naked, and with the heads of animals, usually horses, bulls, boars, or dogs. The sight of a Gaborchin will cause fear in most humans, with a WIL save applicable. They are essentially shock troops, and will attack viciously, silently, and relentlessly, never being put to flight. They usually have a Fomor somewhere around to lead them. What wit they have is limited and not immediately evident through their actions.

GLASHTYN

AR:3	HP:40	LEV:6	Attacks:2 Hooves(6)
DC:4	FP:60	ALI:7/6	1 Bite(2)
DR:16/16/16	ST:7	LEN:7'	
AV:0	MV:25	WEI:500	

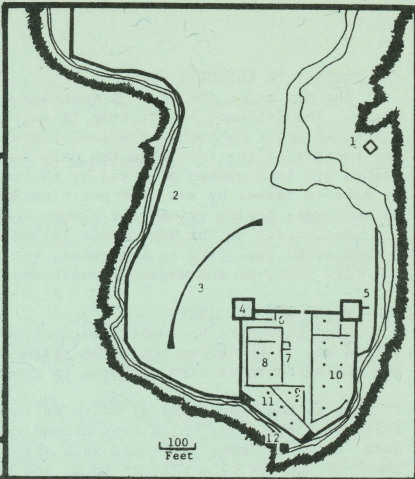
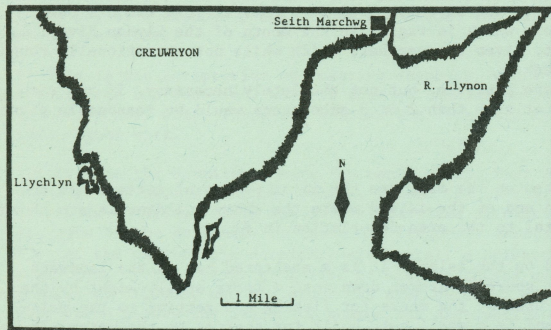
The Glashtyn lives in boggy sea-side areas, marshes, and sea-wash pools. It appears as a small, shaggy, brown colt, lost from some wandering herd. It acts as if trapped in the marshy ground, usually in the most dangerous area, with false ground or quicksand, and neigh plaintively until someone comes to rescue it. Once the victim is trapped in the marsh it will sink into the water with a neighing laugh, and hopefully the helpful passerby will be trapped in the marsh or drown. They can breathe water and walk on water as well. A save against WIL, or perhaps alignment should be made by passersby.

JUNGFRAUADLER/HARPY

AR:12	HP:30	LEV:7	Attacks:2 Claws(8)
DC:5	FP:85	ALI:1/3	1 Bite(3)
DR:18/18/18	ST:9	HEI:5'	
AV:1/1/1	MV:16/80	WEI:70	

This is a strange creature, with the torso and head of a fairly attractive woman, but the wings(arms) and lower body(legs) of a large bird, usually an eagle, vulture, or condor. While they are moderately intelligent and can speak, they retain some of the animalistic aspects of birds, liking fresh raw meat, and living in a rather filthy style. They have nasty tempers and smell, and they hate men with a vengeance. They usually attack in packs of 3D6 members, and like to live in rocky mountain or cliff areas.

Llychlyn Isle



PREFERATORY NOTE

This adventure scenario is designed for the Ysgarth Rule System, suited to character levels 4-6. Playing time should run from 3 to 6 hours. It is intended to be compatible in direct sequence with "The Last Song of Hergest" and "Ironfield", though it could be used with the Ysgarth Adventure Series. The action is set in the southern Kymric region near Ptolemeias. Encounters are described and all character and creature descriptions are given in the text of this supplement, so there are no full statistics in the adventure material itself, except for magic items and special encounters. In establishing an adventuring party we suggest a limit of 4-7 players with 1 character each. Warrior-type characters, especially humans, would be most appropriate.

BACKGROUND

Creuwryon is a major county in the small Kymric Principality of Ystrad Tywi. It is located on the southern coast of Ystrad Tywi, where the River Llynon meets the bay of the Cynfael. The capital of Creuwryon is Seith Marchwg, at the mouth of the Llynon. Vronwy Isbathyr is Count of Creuwryon. He has two sons, Uchtryd and Rewchyth, and a young daughter Gonrel. He is attached to his children, and perhaps a bit over-protective.

Count Vronwy is a devout follower of Arawn, and somewhat religiously intolerant, in that he prefers worshippers of non-Kymric deities to dwell elsewhere. Some months before the action of this scenario he issued an order which expelled several specific priests and temples from Seith Marchwg, seizing their lands and holdings in the town as well, though they were not banned in the county in general. Nothing of great value was confiscated and nothing seemed to come of it at the time.

One of the temples banned was that of the Fomori, a group of grim, almost-demonic sea-deities of Gael origin. Kynrell, at that time Priest of the Fomori in Seith Marchwg, fled with some of his followers to an old abbey on the island of Llychlyn on the western, seaward coast of Creuwryon. For some time they have lived on this harsh rock, experiencing an unenjoyable monastic poverty without their rich revenues from the main temple in town. All but forgotten, they commune with the unseen powers of the deep and curse the name of Vronwy Isbathyr who would be hard pressed to remember that he even decreed their banishment.

INTRODUCTION

On a dark and rainy morning Count Vronwy is awakened by the keening of a nurse, who reports that Gonrel, his only daughter, all of 7 years old, has been spirited away from her bed in the night. On examining the bedchamber nothing is found except some rumpled bed-clothes stained by some drops of brine. Later that day while the Count is holding a rather somber court, flaming letters appear by magic in the floor of his audience chamber, spelling out a cruel message, to the effect that an unnamed party has stolen Gonrel, but will return her for a ransom of 250000SM, to be delivered exactly 3 days from then to neutral parties on the Island of Llychlyn, where it will be held and then transferred to those who are holding the girl. The transfer of the girl will be made at the same time. A small party of men, not to be of the Count's retinue or guards, are expected to arrive by boat at the island, with the money, which they will drop off. They will be given the girl and will bring her back if all is done properly. No ships larger than a skiff should come within 1 mile of the island, and if there is any interference the girl will be slain. The Monks of Llychlyn (exact faith unspecified) are acting as neutral parties in this exchange, and should not be harassed or in any way abused. They don't know the whereabouts of the girl or abductors.

The Count will naturally hire a group of couriers (our party), pay them a reasonable fee (500 to 1000SM each), and set them this task. He will also offer a bonus for saving the girl, the money, or any useful information. A boat from Seith Marchwg and a landing skiff will be provided.

It should be noted that while the message received by the Count says that the Monks are only a neutral party, they are actually the abductors. However, the Count and his cronies will not be in any way aware of this, though they might have slight suspicions. They don't really know the nature of the monastery, merely that the monks keep to themselves and seem harmless. They want to proceed with caution, and pay the money if necessary. For obvious reasons, under no circumstance would an assault on the island be advisable.

Encounters described here are both fixed and variable. The fixed encounters keyed to the two maps are given first. The left map is of the general area. The right map is of the south end of the island, with the abbey, keyed by number for the areas of island and abbey.

THE JOURNEY TO LLYCHLYN ISLE

The map shows the area of southern Creuwryon, with the route from Seith Marchwg to Llychlyn clear. The distance of the trip is only about 9 miles by sea, given the rough weather conditions, a trip of about 2½ hours. Overland travel followed by a short row to the island is not recommended, because of the fact that the only road to the Llychlyn area is a coastal road and has been washed out in a number of areas by the storm which is raging in the mouth of the Llynor River. It is safe to travel by sea, but not pleasant, given the weather, which while not exceptionally rough, is very wet, having rained for almost a week.

Encounters on the way to the island are possible, but not absolutely necessary. If you wish to add some, feel free to improvise, but not more than 2 or 3 encounters would be reasonable given the time involved and weather conditions.

THE ISLAND AND THE ABBEY

Described here by numbers, as designated on the map, are the major points of interest on the island and in the abbey. Only the southern end of the island where the abbey building is shown, but the northern section conforms in general to the area description in #2.

1: This is the best point at which to land on the island. It is a sheltered bay on the landward side where the cliff which runs around the shore is broken down into a rocky spill. Right by the bank, drawn up among the rocks is a skiff used by the monks for fishing and getting to the mainland. At the top of a pile of rocks and sand is a small hut, built for shelter by the water. It has a large and sturdy door and thick walls. The roof is slanted and made of flat board with thatch on top. There are no windows. Stored inside is a variety of gear for fishing, plus a second skiff (the door is large enough to get it out), and sails and masts for both skiffs. The skiff is turned upside down. Under it is an area of the mud floor which is covered by long, flat boards. Under these boards is a tunnel which leads to the tunnel network under the abbey, ending in the cellar off of area 11, where all of the tunnels meet. The tunnel is narrow and dry, and no goods are stored in it, unlike the other tunnels. It slopes upwards, running straight from the bay to the abbey.

2: This is the area up the cliff, above the shoreline. The whole central portion of the island is elevated by a 200ft cliff face over the water. The top is covered with grass of variable length, except at the north end, where there is a grove of scraggly trees on a higher knoll. Shown on the map is a combination wall and embankment which runs all along the top of the West face of the cliff, about 15ft high in all, to break the winds which come in off the sea, to protect the small gardens planted down near the abbey, and the herd of about a dozen cattle which grazes up and down the island.

3: This is a second protecting wall, made out of a wicker lattice, reinforced by hides and anchored by primitive cement. It breaks the wind, sheltering the abbey and the gardens which are behind it. It is triangular in cross section, about 10ft high, and 4-6ft broad at the base. It holds up fairly well in the weather, but has to be repaired fairly regularly. It can be moved to accommodate seasonal changes in wind direction, and can be broken down into sections. The gardens grow all different sorts of vegetables, especially hearty root types, among them are Leeks, Cabbage, Turnips, Beets, Spinach, Carrots, and a variety of beans.

4: These two towers are used as watch towers for the abbey when such are needed. The abbey is an old, old fortress, rebuilt and added to by the monks. The towers are 30ft or so tall. They are open at the top for observation. They have a central level used for storage and living quarters, and a lower level used for the same purposes. The West tower has a shallow basement used as a root cellar. A tunnel leads off of it to the central cellar off of area 11.

Status of the Abbey

All told there are 40 Monks, lodged primarily in the two towers (7 each), and in the dormitories at area number 10. The Monks are described in the section on 'Natural Creatures' in this book. Kynrell (described in 'Characters' section, is the abbot, and stays in his chambers off of area 10. The monks have various round-the-clock duties, and at any one time no more than 15 will be at liberty, although another 15 will be at flexible duty and available at the call of the abbot. There will always be at least 10 tied up completely with essential duties.

5: This is a shielded area between the wind-break and the wall of the abbey where the cattle are kept at night and during bad storms, and where they are milked and tended when not out grazing. There are always at least two monks with the cows, even when sleeping, and when out of the shelter they are tended by at least 5.

6: This path between the abbey buildings leads around to the chapel. Just off the start of the alley is the entrance to the abbey workshop used by the resident blacksmith and leatherworker. All told there are 3 monks who work here regularly, fashioning and repairing common tools and equipment around the abbey. There is a small forge, a kiln, and all manner of leather working tools. None of them are very skilled, but they can do adequate carpentry, leatherworking, smithing, and pottery-making between them.

7: This is the well for the abbey. It is sunken incredibly deep, to get below the seepage level of the ocean around it, tapping into an underground spring. The water is particularly tasty and invigorating, coming from a source over 400ft below. The water bubbles up to about 50ft below the surface, from which point it is brought up in buckets.

8: This is the refectory, capable of seating up to 50 persons. The monks eat only two meals a day, at noon and dusk. These are served at staggered seatings over a 2 hour period, and no more than 25 will eat at one time. The cooking is shared, but shares are traded so that the best cooks do it regularly. The food tends away from meat, towards fish and vegetables, with occasional beef, and a lot of wholesome preparations and herbs. The kitchen is separated by a partition at the back of the refectory.

9: This is the scriptorium and meeting chambers, where debates and study are held and manuscripts are written and recopied. Work is done on commission for nobles in the area, and much time is used to recopy holy writ. There are 4 monks who work here regularly, 2 seniors and 2 novices. They do rather good work.

10: This is the dormitory where the monks sleep. Most of them(30 or more) will be sleeping at night although one always mans the beacon, 2 tend the cattle, and one keeps watch in each tower at all times. In addition, there are special services at night at certain times of the year. The Fomori are gods of the darkness, so these are frequent, especially in the winter.

At the back of the dormitory are Kynrell's private rooms, somewhat more comfortable than the plain cots of the lesser brothers. He has two chests under his bed. One holds the abbey treasury, a total of 35000SM, and the other has some personal effects, including an Amulet bearing a single eye, which allows the wearer to summon the destructive power of Balor's magical eye once each year, which has the effect of laying everything in a 100yd radius to waste, and causing everything in that area to save against a slow, painful and wasting death. Just wearing the amulet causes the loss of 3D20 extra FP per day, plus the loss of 1 point of CON for each month of cumulative wear. It can only be used when worn. When used it drains off 2D100+50MP from the user and all of his FP. If in great danger Kynrell will try to get to it and use it.

11: This is the chapel/temple of the abbey, the center of religious observances. There is a large altar at the back. On it are a large number of statues for all of the Fomori. Principle among the statues and among the worship of the monks are Bress(a deity of illusion), Elathan(the Golden, representing leadership), and Balor(a one-eyed deity of war and destruction). Services are held here in the early evening after the meal, and in the morning before dawn.

Any monk at the altar can summon up 1D6 Gaborchin from the sea, though they have to walk to the chapel from the shore. With a human sacrifice an additional 1D6 may be summoned, plus one Fomori. Kynrell can summon 2D10 Gaborchin and 1D12 Fomori, or half again this many with a human sacrifice, and half of these will appear instantaneously in the chapel. For descriptions of the Gaborchin and Fomori see the text.

A set of stairs behind a carved wooden screen in the chapel leads down into a large basement which is used to store dried goods, books, equipment, clothing, candles, and other materials of the abbey. There are tunnels leading off from here, all hidden behind wooden screens. There are a total of 4 tunnels, one leading to the grove of trees on the north end of the island, one to the West Tower, one to the hut where the boats are stored, and one to the beacon on the southern promontory.

Also stored in the basement, under the guard of at least 6 monks at all times is Gonrel, the missing daughter of Count Vronwy, who has actually been kidnapped by the monks, under the direction of the Abbot. The monks will not release her, except under direct, personal orders of the Abbot, and they will kill her if necessary. They are, after all, fanatics.

12: There is a beacon on a pillar here at the south end of the island. It is always kept lit by the monks to warn ships off the island. This is part of their obligation for being allowed to hold the island indefinitely. One monk always tends it, and it is connected to the abbey cellar by a tunnel. If they have the opportunity they will chain Gonrel to the beacon pillar and call up a Morgow(see text) to eat her, as they subscribe to the belief that the Morgow are sacred servants of the Fomori. Said Morgow may even be ridden by a Fomori. This will only be done as a desperate last symbolic gesture if the abbey is assaulted and they have time to do more than just kill Gonrel right out.

The Purpose and Nature of the Kidnapping

Kynrell holds a grudge against Count Vronwy, and has a desire to spread his dark faith. His plan to do this is to stage this kidnapping, carried out by a Fomori he has summoned. He plans to use the ransom to fund missionary operations from among his fanatical followers, sending them to far lands. In this process he has tried to make it seem as if the monks are merely intermediaries.

Should he be given the money. He will say that the abductors have promised to return the girl by boat to the north end of the island when a chemical is thrown in the beacon fire to turn it blue as a signal. He says that the party must stay in the abbey for a half hour after the coloring of the signal fire. During this time three monks will take the girl through the tunnel to the grove at the head of the island and tie her up inside a hollow tree there for her protection. Out of a professed desire to protect the girl, Kynrell will act violently to detain the party from getting up to the trees before the girl is placed.

It should be noted that through the power of the monks the girl has been stricken dumb, although this may appear to be shocked at first, so she cannot verbally convey the guilt for the kidnapping, and probably won't make any kind of communication for a while at least, while recovering. Through this all, Kynrell will act as if he is acting with total impartial caution as a concerned go-between.

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DAVE NALLE

KORRANYEIT

AR:12	HP:25	LEV:4	Weapons:Long Knife(6)
DC:5	FP:80	ALI:9/11	or Spear(8)
DR:15/15/15	ST:7	HEI:5'	or Javelin(6)
AV:0	MV:18	WEI:105	

The Korranyeit are the parent race of the Foawr. They live in small woodland and mountain communities throughout the Kymric regions of Ysgarth. These villages are usually of 30-50 families, dominated by the oldest and wisest Foawr of the noble family for the region, usually called the Penkawr. The Korranyeit are somewhat shorter than humans, but of similar proportions. The women are usually quite athletic and very attractive, and the males are usually reclusive and scholarly. The males have significant magical powers, usually relating to Enchanter of Conjuror spells. The females are usually more combat and labor oriented, though the males weave the outstanding cloth which the race is renowned for, and raise the silk-yielding spiders who produce the material for the cloth. As a race, they stay away from humans, except for isolated contacts. They are known to some degree for their shrewdness in trade. They are darker than most humans of the same areas, with black hair and swarthy skin. They usually go clean-shaven. Foawr are usually in charge of communities. For more information see the earlier description of them.

MANTICORE

AR:12	HP:65	LEV:7	Attacks:2 Claws(8)
DC:9	FP:70	ALI:4/8	1 Bite(6)
DR:10/12/11	ST:10	HEI:7'	
AV:1/1/1	MV:17	WEI:300	

The Manticore is a humanoid creature, with the lower body and legs of a man and the upper torso, arms, and head of a tiger. They are larger than normal men, and of only somewhat more than bestial intelligence. They live in hilly areas, and are great leapers and jumpers. Walking erect, but crouched, they sneak up behind a potential victim, and leap to maul him from behind. They like man-flesh.

MELUSINE

AR:18	HP:80	LEV:11	Attacks:Scimitar(10)
DC:10	FP:100	ALI:9/15	Constriction(20)
DR:6/8/11	ST:7	LEN:14'	or Shortbow(6)
AV:2/2/2	MV:30	WEI:300	

The Melusine is an unusual, intelligent creature, part of a rare race which can be found in only the most remote spots, often near the sea coast. They are the product of matings between Incubi and Lamia. Because Incubi/Succubi are essentially duo-sexual and Lamia are female, all Melusines are females, but they can breed true with human males, or any form of demonic male, producing true Melusines, as their breed is dominant. Nonetheless, the original stock was small and they live in hard conditions, so there are always few around. They are of full human intelligence, and capable of working magic, usually of Low Mage varieties, though not all are well endowed for magic. They are reclusive, but when they meet strangers they try to be helpful, so long as it does not endanger their privacy. They can be fierce warriors, but are not committed to many causes and try to stay neutral. They are not evil or particularly nasty as their ancestry might lead one to believe. They appear as large snakes topped by the upper torso of a rather attractive woman, plus the wings of a dragon. They have two human arms, plus full flying ability, and snake movement. Their hair is usually long and of a dark-black/blue hue.

MORGOW

AR:15	HP:220	LEV:27	Attacks:1 Bite(20)
DC:25	FP:100	ALI:3/3	
DR:3/7/12	ST:3	LEN:40'	
AV:4/7/9	MV:40	WEI:15000	

The Morgow is a fearsome sea-creature which dwells in muddy coastal waters, especially around the mouths of bays and rivers. They are giant, segmented worms, similar to burrowing, sea-bottom worms or earth worms. They can live in water or on land, but are too heavy to move much on land. They swim quite well, and are carnivores, but they are none too bright. Their main attack is a bite with their greatly expandable mouth, but they can also constrict, an attack they usually use on small ships, which they will wrap around and try to crush, so that they can feed on swimming passengers. They usually travel in groups of 3D4 or so. They only come to the surface to feed from time to time, when they exhaust the supply of large fish near the ocean floor. They can also burrow through earth at a fair rate, but won't attack on land unless food is really scarce. They are much dreaded by coastal fishermen, especially in S. Kymria, who have an ancient prophecy which predicts a massive rising of Morgow to attack the land at some future unspecified date.

TWRCH TRWYD

AR:20	HP:120	LEV:12	Attacks:Tusks(12)
DC:12	FP:80	ALI:1/8	Trample(16)
DR:12/14/15	ST:5	LEN:6'	or Spine Cut/Pierce(10)
AV:2/3/2	MV:50	WEI:500	

This is a semi-mythical breed of large boar with long, sharp spines running the length of its back. They run at unusual speed, and in addition to their normal tusk and trample attacks, they will also attempt to cut with their spines, which are hard and sharp enough to pierce metal. They will only use this attack on a charge, or a roll against a fallen victim. In the charge, they hit the victim sideways with their back, hurling the whole force of their body into him. The spine damage is doubled on this charge attack. In addition, the spines bear a gooey poisonous substance. Those who don't save successfully will fall into a deep sleep in 1D6CR, and if they don't save again, they will die in 1D10 Minutes.

MAGICAL CREATURES

These are creatures whose very nature and existence are based in magical or some sort of creative power, be it only an overpowering will to exist beyond the normal limits of death.

BANSHEE(GWRACH)/FERSHEE

AR:0	HP:50	LEV:7	Attacks:Fear(-5)-of variable effect
DC:0	FP:50	ALI:15/11	
DR:20	ST:5	HEI:5'	
AV:0	MV:40	WEI:0	

These are protective spirits, attached to families, places, or clans in the Gael and Kymric regions. The Banshee and Fershee are male and female counterparts, found primarily in Gael regions. They will usually be associated with a family, though they may become attached to places, especially if associated with water. If the two can be combined, they will do so. The Gwrach is an essentially similar female version found only among the Kymri. They are often thought to be agents of the Y Mamau or Mother Goddesses. They appear either as aetherial forms, usually out of doors, looking more or less human, but not interacting with their environment, or sometimes indoors and in more substantial forms, as old, misshapen persons, who can interact with the environment around them and will take food, but cannot communicate. In both cases they can speak, but only to give general warning, not to communicate or answer questions. They make lots of shrieking noise to attract attention, and then will usually proclaim a sentence of prophecy, placing themselves in the role of the listener, for example 'My son is dead' when addressing a mother whose son will die. Warnings will not get much more complex than this. They cannot attack, except that their sight causes fear. If attacked in physical form they will revert to non-physical form. If damaged up to their HP they are dispelled, and cannot return until the following midnight.

BUIDSEACH/Y GOTA

AR:8	HP:25	LEV:8	Attacks:Dagger(6)
DC:4	FP:100	ALI:1/11	
DR:12/12/12	ST:6	HEI:5'	
AV:0	MV:20	WEI:80	

These are the famous 'hedge witches' of the Kymric rural Cantrefs, though some are also found in the Southern Gael regions. The power of a Beuidseach is hereditary, and runs matrilineal from mother to daughter in a family. They have basic magical powers related to Enchantment, Conjuring, and Healing, plus some animal and nature spells. They should have most spells in these groups of less than 6th level, as seems appropriate. They are, of course, of all ages and some variance from this description, and they are generally accepted into the society for their healing and other skills, though they are often looked on as unreliable, because of their wild ways and clinging to ancient beliefs. They have the additional ability to take alternate forms, usually that of a brown hare, though some can also become pigeons or doves. They almost always marry Gawe Mwach, and their male children will be of that breed.

CYHIRAETH

AR:18	HP:80	LEV:10	Attacks:2 Claws(8)
DC:9	FP:100	ALI:1/9	1 Bite(4)
DR:20/22/42	ST:1	HEI:6'	
AV:0	MV:60	WEI:60	

The Cyhiraeth is a funerary spirit, a rather gruesome apparition associated with the burning of the dead, sacrifices, and funeral pyres. It is sometimes called a 'wicker man', because of its resemblance to a man of sticks or straw. In actuality a Cyhiraeth is an animate skeleton held together by tendons sinew and some emaciated muscle. All of this is dried and yellowed with age, and a red glow comes from the eye holes of the skull. They move fast, and make a habit of dancing around funeral pyres after mourners have left. They are guardians of the

newly dead, and often are thought to escort them to new realms. They have full physical substance, but can dematerialize at will, and move in non-physical, invisible form, reappearing when they wish. They cannot talk, and usually travel in groups. They are particularly opposed to grave robbers, but they are often mischievous as well, and will play jokes on mourners and at funerals. Sometimes they also reenact funerals, especially those of famous or murdered men. They also take vengeance on occasion, and when ired can cause their bodies to burst into flame for up to 20CR per day, doing 1D12 additional damage/contact.

GAWE MWAGH

AR:17	HP:75	LEV:10	Attacks:Variable by Weapon
DC:12	FP:100	ALI:3/12	
DR:6/7/8	ST:7	HEI:6'	
AV:1/1/1	MV:28	WEI:190	

The Gawe Mwagh are the male counterparts of the Buidseach, usually their husbands, sons, and brothers, though there are relatively few of them, as the trait is not passed on to all sons of a family, usually only the first. They are essentially smith/mages of considerable power, forging all manner of magical and improved implements in rural towns. They forge some weapons, but not many. There will probably be only one in each 5 families of Buidseachs, though there may be more who are adolescent. Once they reach old age, they tend to retreat into the hills to meditate and study. For the most part they are followers of the demigod Whelan ap Vidvar. They have Enchanter, Alchemist, Beastmaster and Divine skills and powers, though usually not of any level higher than 6th or so. They cannot be told from normal men by appearance, and live freely among them. They tend to be free-spirited, and one of the reasons for their being relatively few in a community which has a Buidseach family with a number of women is that they often abandon their families and go wandering from town to town, doing needed smithing work where there is no smith, staying a few months, and then moving on. They also have the inherited ability to take the form of a hare, and in some cases a raven or a crow.

LAMIA

AR:26	HP:45	LEV:9	Attacks:Bite(8)
DC:5	FP:80	ALI:8/4	Constrict(24)(Optional)
DR:34/34/34	ST:4	HEI:5'8"	
AV:0	MV:30	WEI:110	

The Lamia is a creature of the demonic undead, akin in concept to the Vampire. A Lamia is a beautiful woman, perfectly formed, charming, and able to pass in all ways for a normal woman. She drinks blood like a vampire, draining off FP at a rate of 1D20+20 each CR, and knocking 1pt from STR and CON/CR for a period of 3 days. Should STR, CON or FP go below 0, the victim will die, essentially becoming a mindless, enslaved zombie in the service of the Lamia. The Lamia can attract victims with a sexually-based charming effect with a -3 WIL save against all male victims, who will come to her willingly if they fail. The Lamia can also assume the form of a large snake, and will do this if involved in violent conflict, or in those cases where she wants to hold a victim while feeding on him. They are unnaturally strong and quick in reactions. They should also have limited magical powers, primarily in Conjuring, with some Necromancer or Sorcerer spells as well. They are fully intelligent. Unlike many types of Vampires, they can walk abroad in daylight, though they tend to avoid it. They also have no particular reaction to holy symbols, but they may be injured and slain by normal weapons, though some of the most powerful may return from the dead. Lamiae can also use drained power to increase their own strength for a limited period, so the powers of one who has just fed will be greater than normal.

MANDRAKE/MANDRAGORA

AR:10	HP:8	LEV:3	Attacks:2 Claws(6)
DC:3	FP:50	ALI:2/4	
DR:30/30/30	ST:6	HEI:2'	
AV:0	MV:10	WEI:12	

The Mandrake is a small creature, of indeterminate sex, which lives in the woods. They are essentially animate roots of a magical nature, animated by malevolent powers, usually only in the darkest and most magical of forrests. They seek to feed by bathing in human blood, and to do this they have to attract human victims. There are several powers they use to do this. They have a shriek which causes insanity and a song which acts as a powerful sexual lure to attract either sex. Victims who are enthralled will lie down among the Mandrakes who will then proceed to tear them apart and burrow into their bodies to bathe in blood, which increases their power and size. They usually live in packs of 20-30 and burrow in shadowed ground. When in a group they are not intelligent, but if taken away and raised among humans they may develop low human intelligence with a good bit of magical potential. They look like humanoid roots, with small black eyes, and are made of wood, though they bleed human-like blood if cut. They are often taken to use in a variety of potions and philtres.

BATTLECRAFT

Presented here are a selection of corrections, modifications, and variants for use with YRS combat. They are generally intended to make combat run more smoothly, and in some cases, better. They are not necessarily replacements for the YRS combat system as stated in the 2nd Edition, but they are viable alternatives. All or any can be used, but none must be.

ARMOR AND EFFECTS

While armor works well as described in the YRS there are several clarifications needed in key areas, some suggestions, and some variants, which are presented below.

ARMOR COMBINATION AND EFFECTS

When combining armor there are some problems with defining just how much armor can be worn in an area and whether armor of different types can be layered on to create higher AVs. As a general rule, the Club AV of the armor in an area cannot add up to more than 5 points, if the character wishes to retain the use of that area. This means that Heavy Plate could be worn over Leather, but not over anything bulkier. Shields do not count into this limit. For figuring AV in an area use the total of all armor layered in that area.

In contrast, when armor is combined, the DV used is only that of the armor type with the highest DV, which is usually that worn on the outside. Thus in the Plate over Leather example mentioned before, the DV would be that of the Plate armor, though the Leather would add into AV.

ARMOR ENCUMBRANCE IN COMBAT & MAGIC

The amount of armor worn has a concrete effect on the capabilities of a warrior or mage in combat or spell casting, because it can be somewhat restrictive to movement and manipulation. This effects several areas, notably Movement, Attack, and Magic Index.

Movement is reduced for armor by a factor equal to the average AV of all leg armor. Thus a character wearing Light Plate armor Jambes on calves and Cuisses on the thighs would average the AVs to get a minus 3 off total Movement. In this calculation Club AV is always used.

AR is reduced by the total average AV of the character on his arms, figured separately by arm if both are used with weapons. This works in much the same way as the reduction on MV mentioned previously.

Magic Index is reduced in a somewhat different way. The average AV on arms is added to that over the mouth(if any), and this amount is multiplied by 5 to find the reduction on MI or PI. If a shield is used it should be added to the AV total, not averaged in with the arm AV.

HIT LOCATION AND DAMAGE

Included here are some expansions of the basic Damage Location system and some modifications which make it more variable and some of the effects of damage more clearly defined.

DAMAGE MODIFICATION FOR ARMOR

As an alternative to the current YRS damage adjustment for armor, which often tend to make armor somewhat too formidable, try this reasonable variant.

Instead of reducing the DC of the attacker by the AV of the armor before calculating the die-type rolled, use the AV as a direct subtraction from the actual damage rolled with unmodified DC and WDF. This yields roughly the same average damage, but makes much clearer the effects of armor absorption, and allows a greater range of combat possibilities.

For example, if a character has a DF of 1D10 after modification for DC and is attacking against an AV of 4, two general results are possible. If the attacker rolls a 4 or less, no damage is done to the target, as all is absorbed by the armor. If a roll greater than 4 is made, the damage taken is that roll minus 4, direct, indicating the amount of force to penetrate the protection of the armor.



ALTERNATE DAMAGE DIE DETERMINATION

This is an alternate idea for finding the die to roll for damage from DC and WDF. Rather than being additive like the original system it is based on a multiplicative function, which can be figured by the formula $DF = (WDF \times DC) / 5$, this formula tends to make a more realistic and natural damage curve. Damage will tend to be greater for those with high DCs, and somewhat lower with lower DCs.

Given in the table to the right is the revised version of the "Adjusted Weapon Damage" chart from Book #2, page 21, using this new system. It is important to note how the chart works. The value found on the chart is the maximum of the die type rolled for final damage. WDF is the standard

ADJUSTED WEAPON DAMAGE

WDF	DC																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4
2	1	1	1	2	2	2	3	3	4	4	5	5	5	6	6	6	6	8
3	1	1	2	2	3	4	4	4	5	6	6	8	8	8	10	10	10	10
4	1	2	2	3	4	5	6	6	8	8	10	10	12	12	12	14	14	14
5	1	2	3	4	5	6	8	8	10	10	12	12	14	14	16	16	18	18
6	1	2	4	5	6	8	8	10	10	12	14	14	16	16	18	20	20	22
8	2	3	5	6	8	10	12	14	16	18	20	22	24	26	28	28	32	36
10	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
12	2	5	8	10	12	14	16	20	22	24	26	28	32	34	36	38	40	44
14	3	6	8	12	14	16	20	22	26	28	30	34	36	40	42	44	48	50
16	3	6	10	12	16	20	22	26	28	32	36	38	42	44	48	52	54	58
18	4	7	11	14	18	22	26	28	32	36	40	44	46	50	54	58	62	64
20	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72

maximum for the weapon type and DC is that already found and fixed as that of the character using the weapon. Thus, a character with a DC of 8 and a weapon of WDF 8 would have an adjusted DF of 12, and roll 1D12 for damage instead of the basic 1D8 indicated by the DF of his weapon. This damage should then be adjusted appropriately for armor and such.

LOCATION RANGE AND ADJUSTMENT

The system given in YRS Book #2 for location adjustment is acceptable, but could benefit from some more development and detail, which is given here.

The operation of this modified system requires the establishment of nine Location Classes, each of which represents a die roll range. The LCs are numbered I-X, and represent the roll ranges from 1-100 to 1-1000 respectively. These LCs are found from the mark a character needs to hit as appropriate in a given combat. A table for finding LC or LR is found in Book #2, but the new table given to the right is somewhat better. Using this table a character who needed a 7 to hit would roll location on 1D600, while one who needed only a 2 to hit would roll on 1D400, etc. As explained in Book #2 this range roll can be targeted specifically as desired.

In addition, this LC is further modified for the length/size of the weapon in

WDF	LC REDUCTION
1-3	-4
4-6	-3
8	-2
10	-1
12+	0

use, as logic would tend to dictate, as there is less room for variation from a target with a smaller, more manageable weapon. For this modification from LC see the table to the right. Thus, a character who needs a 11 to hit would be LC VIII, but he is using a dagger with WDF 4, so that is lowered by 3, so it becomes LC V, so that he locates his damage on a 1D500, rather than the normal 1D800 for the stated mark to hit. This gives some more control in combat, and makes things a bit more realistic.

REVISED AND EXPANDED LOCATION CHARTS AND DAMAGE INTERPRETATIONS

Given here are new location charts for rolling location on non-humanoid and non-standard humanoid creatures, including the basic humanoid chart given in the rules. Also given is a new range of damage results at 1x, 2x, and 3x HP damage in the areas, indicating special results of that damage. See the multiple function chart below for all of this.



AREA HIT	% HP	RESULTS(CEP)			Human	Trozard	Chitare	Horse	Pegasus	Avian	Serpent
		1xHP	2xHP	3xHP	TYPE #1	TYPE #2	TYPE #3	TYPE #4	TYPE #5	TYPE #6	TYPE #7
Pate	15%	UU-	UD#	DDD	068	068	054	058	041	068	060
L Eye	3%	IIS	SSD	DDD	070	070	056	060	042	070	063
R Eye	3%	IIS	SSD	DDD	072	072	058	062	043	072	066
Mouth	10%	II-	US#	SSD	082	082	066	070	049	082	085
Throat	5%	I#I	###	DDD	091	091	073	077	054	091	097
Neck	14%	UU-	PD-	DDU	111	111	089	094	066	111	
L Hand	7%	II-	BSI	SSI	131	131	105				
LFA	12%	II-	BSI	SSI	165	165	132				
LUA	18%	II-	BSI	SSI	214	214	171				
L Hand(2nd)	7%	II-	BSI	SSI			187				
LFA(2nd)	12%	II-	BSI	SSI			214				
LUA(2nd)	18%	II-	BSI	SSI			253				
L Forehoof/Paw	10%	II-	BSI	SSI			115	081			
L Foreleg	26%	II-	BSI	SSI			179	125			
L Forethigh	38%	II-	BSI	SSI			251	180			
L Wing	45%	II-	BSI	SSI				315	220		
L Chest	50%	UUU	P##	#DD	303	303	324	327	368	303	
General Body	400%	UUU	P##	#DD							000
R Chest	50%	UUU	P##	#DD	392	392	395	403	421	386	
R Wing	45%	II-	BSI	SSI					556	495	
R Forethigh	38%	II-	BSI	SSI				475	611		
R Foreleg	26%	II-	BSI	SSI				539	655		
R Forehoof/Paw	10%	II-	BSI	SSI				560	670		
RUA(2nd)	18%	II-	BSI	SSI			411				
RFA(2nd)	12%	II-	BSI	SSI			438				
R Hand(2nd)	7%	II-	BSI	SSI			477				
RUA	18%	II-	BSI	SSI	441	441	493				
RFA	12%	II-	BSI	SSI	475	475	520				
R Hand	7%	II-	BSI	SSI	495	495	559				
Abdomen	45%	UUU	P##	DD#	590	585	635	638	725	580	
Groin	35%	UUU	U##	#D	640	625	676	676	763	620	
Tail	40%	II-	BSI	SSI	670	670	676	686	772	766	
L Thigh	38%	II-	BSI	SSI	720	740	740	758	827	818	
R Thigh	38%	II-	BSI	SSI	800	810	804	830	882	870	
L Calf	26%	II-	BSI	SSI	875	880	877	894	926	919	
R Calf	26%	II-	BSI	SSI	950	950	950	958	970	968	
L Foot	10%	II-	BSI	SSI	975	975	975	979	985	984	
R Foot	10%	II-	BSI	SSI	000	000	000	000	000	000	

The new damage result tables are broken down by Club, Edge, and Point weapon, so that wounds from different types of weapons have different effects, some of them different from those given in the original chart. In addition, HP are spread over a range up to 3 times total area HP in damage. Note that Overall damage is treated the same as General Body Damage. Also note that the charts given for location are for several different physical types, and so the listing of body areas is extended, and not all areas listed appear on all rolling charts. Rolling is done with 1D1000 in all cases, or adjusted for Location Class.

Some new terms are given under Damage Results, all are explained here: U=Unconscious, character loses consciousness and may make a save to return in a number of CR equal to his points of damage in the area over 1x, which save may be made at each interval of that number of CR after that if previously failed(Use a CON save); '-'=No Result, nothing more than normal damage happens to target; D=Death, character dies immediately, no save or delay; #=Delayed Death, requiring a roll of 1D20+(20-HP over 1x in area)CR to indicate how long the character will live before eventually dying of his injuries, also, a save against CON to avoid unconsciousness should be made, and at the end of the indicated period, unless the character has been healed, he will die; I=Incapacitated, meaning that that limb or body part may not be used in the normal way, though in a leg a AGI save each round will keep the character standing, and in an arm a DEX save will allow simple manipulation, but movement and weapon wielding are both out in the respective cases; S=Severed, indicating that that part of the body is eliminated, non-functional immediately, and never to return; P=Paralyzed, showing that the victim loses all use of his body below that point, indicating a broken spine; B=Broken, essentially the same as I, but can only be cured with a Knit Bone, in addition to standard Healing, although an I result can be fully restored by normal Healing, also somewhat worse as far as manipulation or standing, as once character is down he may not get back up, and nothing at all may be lifted, assuming a broken leg or arm respectively.

The additional location charts given are for 7 general creature types. Each is listed with a number and typical example. Type #1 is the standard for humans and other 2 armed bipedal humanoids. Type #2 is for 2 armed bi-pedal humanoids with tails, such as Trozards, Monkeys, or Mnarar. Type #3 is for 4 armed, bi-pedal humanoids, such as Chitare. Type #4 is for all standard Quadrupeds, like Lions, Horses, Wolves, and such. Type #5 is for Winged Quadrupeds, like Pegasi, Boreynes, Gryffons, and such. Type #6 is for all standard Avians, including Eagles, Hawks, and even Harpies. Type #7 is for all standard Serpent types.

In some cases location charts given here may not exactly fit a creature, especially those which are quite complex and unusual. In such a case we suggest a bit of ingenuity and invention to create a new or hybrid chart.

BLOOD LOSS

Something which was not adequately explained in the YRS rules was the effect and specific mechanics of blood loss in a situation where a character has been seriously wounded. In general, consider the loss of blood as doing overall damage,

at the following rate. The loss of blood per CR is equal either to the total points of damage in an area divided by a quantity X, or full 2x damage in that area divided by the same X. X is variable by weapon type, at 5 for Point Weapons, 7 for Edged Weapons, and 15 for Club Weapons. This means that if a character with 30HP took 12 points in the chest from a Javelin he would lose 2.4HP overall in each CR after getting hit, assuming the Javelin is not stuck in the wound. Alternatively, the same character, if he had his Forearm cut completely off, would take $2x/7$ (Edged Weapon implied), or 1 point per CR subtracted from overall HP.

In cases where a point weapon sticks in the wound, usually when it is barbed, like an Arrow, Pilum, or Dart, it will do only half normal blood loss while still in the wound, but double normal loss after pulled out (It may be pulled out by the wielder if it is a hand-to-hand weapon).

The effect of overall blood loss is fairly simple. 1x overall damage equals fainting from loss of blood, with a save on the same basis as area-induced unconsciousness as indicated in the previous section. 2x damage from overall HP causes death as a result of blood loss.



RATE OF FIRE WITH MISSILES

In YRS Book #2 there is a system for determining multiple strikes with weapons in hand-to-hand combat. A parallel system is needed for missile fire. This is done fairly simply. Standard missile weapons are given in the table to the right, and each is assigned a Speed Rating, which SR is used in the table given below to find the Shots/CR when compared with the character's DEX. In some cases a fraction may be given. This means one shot in a number of CR, for example 1/3 means 1 shot every 3 CR, usually on the last CR of the set. The table to the right can be expanded or filled in to add new weapons, within the general speed framework based on the unwieldiness and complexity of the specific weapon.

WEAPON	SR
Dart/Shirukin	1
Thrown Knife	2
Javelin	4
Pilum	5
Arlatl	7
Short Bow	9
Long Bow	10
Bola	12

ile weapons are given in the table to the right, and each is assigned a Speed Rating, which SR is used in the table given below to find the Shots/CR when compared with the character's DEX. In some cases a fraction may be given. This means one shot in a number of CR, for example 1/3 means 1 shot every 3 CR, usually on the last CR of the set. The table to the right can be expanded or filled in to add new weapons, within the general speed framework based on the unwieldiness and complexity of the specific weapon.

SHOTS/CR

DEX	SR	1	2	3	4	5	6	7	8	9	10	11	12
5	2	2	1	1	1	1/2	1/2	1/2	1/3	1/3	1/3	1/4	
9	3	2	2	2	1	1	1	1/2	1/2	1/2	1/3	1/3	
13	3	3	3	2	2	2	1	1	1	1/2	1/2	1/2	
16	4	4	3	3	3	2	2	2	1	1	1	1/2	
19	5	4	4	4	3	3	3	2	2	2	1	1	
21	5	5	5	4	4	4	3	3	3	2	2	2	
23	6	6	5	5	5	4	4	4	3	3	3	2	
24	7	6	6	6	5	5	5	4	4	4	3	3	

The use of this system makes missile weapon fire a bit more variable, and makes up to some degree for the range disadvantages for firing missiles. It works best in conjunction with the alternate ranging system given in the next section.

MISSILE RANGE ADJUSTMENT

The adjustment of missile fire for range given in YRS Book #2 will work, but it is a bit unwieldy and could work better and more simply. Given here is a formula to replace the charts in II:7.12. Basically, use $(\text{Range}(\text{ft})/\text{WRF}+\text{RC})-10$ as a minus to hit at a given range, for example with a WRF 14 Longbow and a RC of 6 at 300ft, there would be a minus of only 5. This reduction, divided by 2 should also be used as a reduction to the DC of the firer. Thus with a DC of 8 and a Longbow and the same stats as the previous example, DC would be adjusted to 5, to do 1D6 damage. In this case, ranges which give a + from the formula, instead of a minus should be treated as unmodified, thus our previous example who would have +10 at 100ft, would actually be unadjusted, and just +0 at that range, or any other range below 200ft.

A NOTE ON MULTIPLE STRIKES

The multiple strike system in Book #2 is essentially correct, but note these additions. Any weapon in a non-preferred hand is -6 on DEX, when DEX is used in figuring DR and AR, assuming that is the only weapon used, and none is used in the preferred hand (missing, incapacitated, whatever). This minus also counts in finding multiple strikes. If two weapons are used simultaneously the reductions are -3 DEX on preferred hand and -9 DEX on second hand. In addition, use an exact parallel reduction for STR in finding DC in these circumstances. This new reduction system can still be used with the improvement skills given under Multi-Weapon Skills under the Warrior class, though those skills still apply directly to AR and DC after determination with the reduction, and to DR as well at a rate parallel to the increase in AR for the skill.

YRS Q&A

Although the YRS has been out for less than 9 months, we are still getting a fair number of queries about areas of the rules which can be clarified and explained. Some of these questions are answered elsewhere in supplements or in the revised 2nd edition, but some major questions are given here. Our thanks to those who wrote, and we encourage further questions from all.

"I don't see where you say how long it takes priests to throw mage spells. I assume that some do take longer than others." (Dan Shimizu)

A good point. In those cases where a priest is casting a mage spell as a priestly power use the CT given under the appropriate spell when used by a mage. CT are given for all Priestly and Mystic Powers as well.

"Will there ever be a revision/errata sheet for those of us who have the 1st edition." (D. Shimizu)

These supplements could be considered to fill that function to some degree, however, many more have been sold of the 2nd edition than the 1st edition, and none of the revisions are of a vital nature. Should we receive a large number of requests we will do such a sheet, however.

"Are characters of less than 10 TAL/ZEA able to become Mages/Priests?" (Vaughan Allen)

Yes, such characters may become Mages or Priests, though having such a low characteristic is a disadvantage. To find MP/PP for such a character just square their TAL or ZEA, whichever is appropriate. You can find the amount restored per day by extending the table in YRS I:4.4

"How do you decide if skills are used successfully or not." (Vaughan Allen)

In many cases a specific roll for success is explained in the description of the skill. In some cases levels add directly onto something else, as in AR for weapons. In those cases where no obvious system is given, the chance of success should be $SLxCharacteristic/3$. Use a characteristic appropriate to the activity. For example, a character with SL8 as a Sculptor and DEX of 17 would have a $(8x17)/3$ chance of successfully making a figure, coming out to 45%.

"The sample character sheet contradicts the rules on languages. Sobast got one language for free, but the rules say he should get only -3 on a native language." (Vaughan Allen)

We've found that the system used on the sample character sheet works rather better. With it the character gets his native language free, and it contributes 3 levels free within the same language group, as he gets that language free to 3rd level.

"Can a character who is not of a Mage or Priest class get spells from those classes, assuming he doesn't pass the LSP% limitations?" (Vaughan Allen)

Yes. That is specifically why the LSP distribution system was designed, so that characters can take a limited and controlled number of skills outside of their main areas of concentration, making them more balanced and believable, while not getting the advancement benefits of a class and actually devoting a large proportion of LSP elsewhere.

"Is it totally up to the GM to determine whether an initiate in a Holy Order moves up in the heirarchy of his church." (Vaughan Allen)

While the GM should have a dominant, deciding role in determining such social/heirarchical advancement, he should always set himself some consistent guidelines to work within for all such situations. For the specific example of a Priestly heirarchy, a number of factors have to be considered, such as the size of the church, the devotion of the character, and the attitude of his superior. While an advancement exactly parallel to level advancement is possible, it may not be an accurate representation of how he would advance. While one only moderately devout and only adequate at his job might study hard and gain a lot of experience through his actions, another who did more for his church outside of actual playing time, and proved of more use to it might get less actual experience. In this manner the first would advance in power faster than the second, though the advancement within the church, if based on merit, should happen in the opposite pattern. Thus, the GM has to adjust organizational advancement for the relative value of the priest to his church, and his value as an administrator or prelate. In addition, there are different tracks within such an organization, which have different possibilities for advancement, for exam-

ple, in any large church there will be places for administrators, bureaucrats, record-keepers, preachers, prophets, councilors, warriors, diplomats, politicians, and many other sorts. While some of these tracks would lead to rapid and far-reaching personal, heirarchical gains, others might be almost static in this area while yielding great spiritual and respect-oriented advancement. Like any other organization, a church has room for all sorts of priests in all sorts of jobs. Just how you determine advancement has to be done on a basis tailored to the situation. What guidelines you set are up to the CM.

"Why does a priest need JUD? Even a very holy priest can be quite naive, foolhardy, mono-maniacal, etc." (Lee Gold)

While JUD is recommended as a characteristic useful to priests, it should be noted than nowhere in the rules is any concrete effect of high JUD specifically for priests established. Thus, while it is suggested that a priest who wishes to be effective at the day-to-day decision making, clerical and counseling functions of his order, should have a good JUD, a priest is certainly viable without it, though his orientation might be somewhat different from that traditionally associated with the following.

"Is Cthulhu a member of the Flame faction(I know it doesn't say so in book #4, but it also doesn't say that Hastur is, though he seems to be.)" (Max Gilbert)

The Flame, Pool, Root, and Mist factions have their origins in the original Uttgart campaign which was played from 1975-78, using an early prototype of the YRS. Each faction represented one set of deities parallel to a pantheon from traditional mythology, specifically Egyptian, Aesir, Vanir, and Cymric. In the course of the campaign the Flame and Pool factions developed a dominance among player characters, and the strong rivalry between the two groups developed into a power struggle which was eventually carried onto other worlds by missionaries and refugees. While the rivalry has died down somewhat, it still exists, and the factions still struggle behind the scenes. In the course of this business the two main groups acquired allies and friends of many sorts from other pantheons and stranger sources. For example, the Flame accepted Girod as a member and it's representative on Uttgart, although he is a non-associated deity, and the Root has always been allied with the Pool in most major matters. The Flame faction and associated groups is characterized by more groups but fewer total members, while the Pool has only a few allied groups, but some of them are quite large. There are also a number of neutral religions. The main core of Flame allies includes Babylonian, Cthulhian, and Chaos deities, plus numerous small groups and lone gods. The Pool's main allies are the Root and the Greek pantheon, though these tend towards extreme inaction. Hastur and Cthulhu, while nominally allied with the Flame are by their nature essentially independant. Current developments in the struggle are interesting. Agents of the flame have formed an alliance with the Fomori and other beings inimical to the Cymric and Gaelic gods, so they are being scouted out as potential Pool allies. Those listed as Flame gods in book #4 are mainly those strongly linked to the core of the faction.

"Are the various Lovecraftian deities organized together, and is there a R'lyeh on Ysgarth?" (Max Gilbert)

A curious question. By their nature the Lovecraftian deities tend to deny organization, and in Ysgarth they are a small minority at best, based primarily in the city of Ptolemeias, where they have individual temples. These churches may be allied, but no overall organization exists. As for R'lyeh, we generally consider Ysgarth to be an independent world, one of many planes, including that of Lovecraft's earth, where R'lyeh exists. It seems logical given that that only one R'lyeh exists, as Cthulhu can only be in one place at a time. His presence in Ysgarth would be primarily metaphysical and indirect.

"In the Ysgarth campaign what is the usual advancement rate for a year of adventuring and for a year of non-adventuring?" (Max Gilbert)

In the current Ysgarth campaign(#3), advancement is highly variable dependent on just what activities the character is involved in. A game year(7/Real Year) generally features 10 adventures actually played, with a rate of advancement for adventurers of about 5 levels in this period. However, the rate of advancement becomes much slower after about 4th or 5th level. A character will usually pick up about 30 or 40 thousand EP in a game year. EP acquisition has run somewhat higher in previous Ysgarth campaigns, which works well as the system was designed for play at a range of higher levels as well as low levels. As for non-adventuring, experience in the same period runs at a third or less of adventuring experience, varying on what the character does. If a character just hangs around and does some common job advancement is minimal, token at most. If a character is involved in something along the lines of an apprenticeship or employment involving some effort and risk, experience is greater. The most experience usually goes to those involved in original actions and plotting of one form or another, especially pre-adventure negotiation and preparation, or extra-adventure conflict, such as assassinations and intriguing. As a general rule, experience gained outside of adventures should be commensurate to personal risk and expense taken.

"What is the Damage Factor of Mounted Lance, it is missing in Book #2?" (Ian Hense)

Thanks for catching this omission. The Damage Factor of lance should be 16. It should be noted that this applies only on a mounted charge, as it is not an effective weapon in other situations. By the way, watch ABYSS for an article on applying Field of Honor to YRS and other FRP systems. Eric Olson and Kevin Sullivan are working on it.