



# Races of Porphyra: Ith'n Ya'roo

Daniel J. Bishop & Perry Fehr



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*“Aroooooo, yaro yaro! Gather around, little yaro, gather ‘round and listen to the stories of the past, the remembrances of long ago, of the time of the dream, of before we were. Gather, gather!” The small ones, the yaro of the ith’n ya’roo, did not have to be reminded overmuch of the time of stories, when Three-horn would act out the parts and the voices, and maybe even reveal tantalizing bits of information about the Fire Lands to the south, where he alone of the Garun ith’n ya’roo had traveled. He laid his ornately carved items around in a circle, to be admired, the ivory, bone and soapstone relics glittering in the light of phosphorescent ice-moss.*

*“This necklace is from the bones of my father, carved by my teacher in the ways of the God before we had scarcely finished eating him, he was so well beloved. So consumed with grief was I that I took his leg-bone for a club, and left the tunnels to meet the trails...” he paused for effect- “Of the stone-skin men!”*

*The little yaro squealed in terror. The stone-skin men, with so little hair on their pale bodies, where almost as frightening as The Cousins, those yellow-eyed creatures of nightmares, so like a yaro and so different. Three-horn continued his tale, acting out the parts and talking in funny voices.*

*“My father’s leg-club I took, oh yes, The Cousins, I did skirt, oh yes; the Stone-Diggers, the short ones, did sell me food for the white-tusk, oh yes. Strange food it was- white, but not bone, crumbling in the hand. What was it? Who knows, little yaro, but it sustained me until I found the strange caves of the stone-skin men. Their females screamed at me, yah’aa! Their warriors wielded the gray bone-that-stays, and shouted, but I spoke to them in their tongue, and offered my last gifts, the ice-lizard belt, and a small yellow rock that excited the most of all. How strange the stone-skin men! And they frightened me, too. They had yellow demons working for them that ate my fur when I got too close. See the scars, little yaro, where the yellow-demon tried to eat me! But I survived, I still live. Ya’rooooh! After a time I found my place with the stone-skin men, and saw many things. My skills in bonecrafting fascinated them, and I put my powers to use, earning the yellow rock which bought me more strange food. But I still miss mourning-feasts, and tasty little yaro!”*

*Three-horn roared, and gave each of the grinning youngsters a polished bone toy, and they ran off to the sleeping dens. He would tell them another day of his trip to the Fire Lands, and the amazing things that he found there. Some of them the things of his nightmares...*

*- M’ree the Strange,  
Ith’n Ya’roo Shaman*

# Races of Porphyra: Ith'n Ya'roo

By Daniel J. Bishop

From material created by Perry Fehr

You are the towering scion of generations of admixture between the fierce northern yeti and the humans who dwell near their lands. Close to seven feet tall, with shaggy white hair covering all of your body save face and hands, you sport a slightly curved, serrated horn growing from each temple. Your eyes are solid blue, and glow faintly in the darkness. You are more human-like than Prophyra's yeti, with only a wide, bestial-toothed mouth marring otherwise human features.

Your people inhabit ice caverns, glacial caves, and frozen shorelines in the northern regions of the world. They are masters of hunting and bonecraft, the creation of weapons, armor, and tools from bone. An observer in your ice tunnels would be reminded of human customs being carried out, but changed by the environment and the beings your race has become.

Your kind are not fussy eaters. Your diet consists of meat – typically from hunting megafauna, spearing seals and whales when near water, or eating the monsters that have come hunting you. You practice social cannibalism as a funeral custom, and use the bones of your loved ones for tools, building material, an art medium, etc. It is considered a great honor to have your bones used in the construction of weapons. Because your people have long lost the secret of fire, you eat food raw.

You are part of a spiritual and artistic people, who worship, create, and entertain to while away the long hours of cold and deprivation, and celebrate wildly when food becomes available. Your people feel kinship with the yeti of Porphyra. Being forced to kill one is a cause for somber reflection. Having one of your people killed by one is a grim omen.

The singular of ith'n ya'roo is ya'roi. Young are called ya'roi. Females are slightly shorter than males, with small breasts and shorter horns that curve more inward.

## 0-Level Ith'n ya'roo

A 0-level ya'roo has the following traits. These traits are maintained when the character reaches 1st level.

- **Senses:** Infravision 60'.
- **Thick Fur:** The thick coating of the ith'n ya'roo reduces damage from all cold-based effects by -2d on the dice chain. Cold-based damage reduced to 1d3 does no damage at all. This thick fur also grants the ith'n ya'roo a +1 bonus to AC. However, it causes the ith'n ya'roo to make all saving throws against fire and heat-based effects at a -2d penalty on the dice chain, and prevents them from wearing armor that grants a bonus of more than +4 (magical bonuses excepted).
- **Natural Weapons:** A ya'roo can make an attack with her horns, doing 1d4 damage.
- **Strong Stomachs:** Ith'n ya'roo gain a +4 bonus to any Fortitude saves against ingested poisons, disease, or nausea due to something consumed.
- **Subhuman Intelligence:** A ya'roo takes a -1d penalty on the Dice Chain to any Intelligence checks not related to tracking or survival in the boreal or arctic wilderness.
- **Languages:** Ith'n ya'roo can speak common and their own language, Ya'roo. They gain additional languages as though their Intelligence score was 2 points lower than it actually is. See Appendix L for details.

When a 0-level ya'roo reaches 10 XP, he can choose to progress either as a Ya'roo Hunter or a Ya'roo Mystic. Both classes are fully described below.

## 0-level Ith'n Ya'roo Occupations

0-level Ith'n Ya'roo determine their starting occupation using the following chart:

1d10	Occupation	Trained Weapon	Trade Goods
1	Ya'roo blood tattooist	Bone club (1d4)	Bone flask of blood and a bone needle
2	Ya'roo bone-shaper	Bone dagger (1d4)	3d3 interesting bones
3-8	Ya'roo flesh hunter	Bone spear (1d8)	15 lbs. of meat
9	Ya'roo shaman's assistant	Bone staff (1d4)	Bone rattle
10	Ya'roo storyteller (dream-time speaker)	Bone dagger (1d4)	1d5 pieces of carved ivory

### **Porphyra Note: Bone Weapons & Armor**

Bone is less resilient than steel. It does not hold an edge or a point as well, and is subject to breakage. Bone weapons created by other people typically do -1d damage on the dice chain and break on a natural roll of “1” or “20”. Bone armor usually has a -1 penalty to AC, increases the Fumble Die by +1d on the dice chain, and loses 1 point of AC protection each time an opponent scores a critical hit against its user.

Ith'n ya'roo bonecraft is much better than average. Weapons do normal damage, with damage dropping -1d on the dice chain each time a natural “1” is rolled on an attack. Only if a weapon's damage falls below 1d3 does it break. Armor loses 1 point of AC protection each time an opponent scores a critical hit against its user, but has no other penalty.

In both cases, this is in addition to any other effects from critical hits or fumbles.

## **Ya'roo Hunter**

You are a stealthy hunter, conditioned to bringing down large game and the strange creatures that hunt you on the ice. You are skilled at sneaking up on prey, and when you are able to observe a creature unawares, you can deliver devastating attacks.

**Hit Points:** A ya'roo hunter gains 1d8 hit points at each level.

**Weapon Training:** A ya'roo hunter is trained in the use of those weapons most easily made of bone and sinew: club, dagger, dart, flail, javelin, mace, polearm, shortbow, sling, spear, and staff. A ya'roo warrior cannot wear any armor that grants a non-magical bonus to AC better than +4. Armor sized for a human has only a 1 in 7 chance of fitting a ya'roo. Finally, if the armor is not made of bone, a ya'roo warrior has a +1d penalty to the Fumble Die.

**Alignment:** Ith'n ya'roo are predominantly Lawful, with a strong cultural tendency toward cooperation. Neutral ith'n ya'roo are not unknown. Chaotic ith'n ya'roo are outcasts from their tribe.



**Brute Deed Die:** A ya'roo hunter gains a Deed Die, as does a Warrior. If the ya'roo hunter attempts a Mighty Deed which requires finesse, as determined by the judge, the Deed Die is rolled at -1d on the dice chain, to a minimum of 1d3.

**Great Strength:** Ith'n ya'roo hunters learn to marshal the greater strength (relative to humans) of their species. A ya'roo hunter makes Strength-based checks with a +1d bonus on the dice chain. Note that this bonus does not apply to attack rolls or damage.

**Hunter's Stealth:** Ith'n ya'roo hunters gain a +3 bonus to any checks involving hiding, quiet movement, or stalking.

**Hunter's Strike:** A ya'roo hunter that can observe a target for 1 round without being noticed may make an attack with a +1d bonus on the dice chain to the attack roll. If the attack succeeds, it is automatically a critical hit, regardless of the natural die roll result.

**Luck:** At 1st level, a ya'roo hunter's Luck modifier applies to attack rolls with one specific kind of weapon (e.g., "longsword", not "swords"), just as a warrior's does. This weapon must be chosen at 1st level, and the modifier remains fixed over time, even if the ya'roo hunter's Luck score changes.

**Action Dice:** Ith'n ya'roo hunters may use their Action Dice to attack or for skill checks.

### Ya'roo Hunter Class Table

Level	Attack (Deed Die)	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+1d3	1d10/III	1d20	+1	+1	+1
2	+1d3	1d12/III	1d20	+1	+1	+1
3	+1d4	1d14/III	1d20	+1	+2	+1
4	+1d4	1d16/IV	1d20	+2	+2	+2
5	+1d5	1d20/IV	1d20+1d14	+2	+3	+2
6	+1d5	1d24/V	1d20+1d16	+2	+4	+2
7	+1d6	1d30/V	1d20+1d20	+3	+4	+3
8	+1d6	1d30/V	1d20+1d20	+3	+5	+3
9	+1d7	2d20/V	1d20+1d20	+3	+5	+3
10	+1d8	2d20/V	1d20+1d20+1d14	+4	+6	+4

Level Title by Alignment			
	Lawful	Neutral	Chaotic
1	Tribesman	Strange One	Ill-favored One
2	Provider	Lone-Walker	Rebel
3	Arm of the Ith'n Ya'roo	Scout	Outcast
4	Hunt Leader	Far-Walker	Anathema
5	Chieftain	Kin of the Ice	Ice Demon

## Ya'roo Mystic

The bones speak to you now, as they always have. You lead your tribe's spiritual growth, following the half-remembered scriptures of your human ancestors, now mere pictograms on ice-walls. The hymns of your yeti ancestors now sound like deranged howling, but they still retain their power. There are messages from the hidden worlds of the spirits in ice and snow, and voices carried on the wind. And, always, the bones speak to you.

**Hit Points:** A ya'roo mystic gains 1d6 hit points at each level.

**Weapon Training:** A ya'roo mystic is trained in the use of these weapons: club, dagger, javelin, sling, and spear. Although there is no prohibition against wearing armor, a ya'roo mystic's spell checks are modified by armor worn. If the armor is not made of bones, Fumble checks are at +1d on the dice chain, and spell checks suffer an additional -4 penalty. Bone armor can be created with up to a +4 AC bonus, as with all ith'n ya'roo.

**Alignment:** Ith'n ya'roo mystics may be of any alignment. Lawful ya'roo mystics are honored among their tribe, while chaotic ya'roo mystics are figures of fear and hatred.

**Spellcasting:** Ith'n ya'roo mystics know a number of spells as determined by their level and Personality modifier. They learn and cast spells as do clerics (using their Personality modifiers), but a ya'roo mystic must have a bone remnant to cast a spell on any particular living target. This does not need to be a bone from the target itself, but could be from a compatriot, an ancestor, a descendent, etc. In the case of a spell like animal summoning, the bone remnant need merely be from the animal species to be summoned. The bone remnant is in addition to all other spell components, and is not consumed by the casting. In all cases, the judge is the ultimate arbitrator as to whether

a bone remnant is sufficient, and the judge may modify the spell check based on a particularly appropriate (or badly chosen) remnant.

Some spells available to ith'n ya'roo mystics are normally wizard spells. These spells are cast with a -2 penalty to the spell check. If a spell requires spellburn, the ya'roo mystic must drain his own blood to the necessary amount, but gains no benefits to spell checks as a result.

Ith'n ya'roo mystics never suffer from corruption. Instead, they suffer disapproval in a way similar to clerical disapproval, but using their own table (Appendix D).

**Arcane Tattoos:** Using the blood of a magical creature (as determined by the judge), a ya'roo mystic can create an arcane tattoo on another creature. This takes 1 turn per ya'roo mystic level and grants the creature a +1 bonus to saves vs. spells for every level the ya'roo mystic has at the time the tattoo is created. This also binds the creature to the ya'roo mystic, so that he has a similar penalty to saves against any spell cast by the tattooist. Moreover, if the ya'roo mystic is reduced to 0 hp, all creatures with an arcane tattoo linked to that mystic immediately take damage equal to the ya'roo mystic's current level. No creature can have more than one arcane tattoo of this type; if a second tattoo is made, the first becomes non-magical. Finally, a ya'roo mystic can create no more tattoos of this type than she gains in levels of ya'roo mystic; if additional tattoos are created, earlier ones become non-magical.

**Bonechanter:** By taking 1 point of temporary Personality damage, a ya'roo mystic can chant over a bone weapon for one turn, making it act as though a steel weapon for strength, damage, critical hits, and fumbles. This effect lasts for 24 hours. By taking 1 additional point of temporary Personality damage, a ya'roo mystic can also increase the damage of the weapon by +1d on the dice chain for the same period. By taking 2 additional points of temporary Personality damage, a ya'roo mystic can make the weapon magical, equal to a +1 weapon, over the same period. A ya'roo mystic need not increase the damage of a weapon to make it magical, but cannot increase the damage or make a weapon magical if she has not already caused it to be as strong as steel.

**Luck:** At 1st level, a ya'roo mystic chooses one spell to apply his current Luck modifier to. Although the ya'roo mystic's Luck may change, this modifier is unaffected. A ya'roo mystic may spend 1 point of Luck to target a creature he doesn't have a bone remnant for. In this case, the spell check is rolled at

-1d on the dice chain. Finally, a ya'roo mystic may spend 1 point of Luck to negate a disapproval roll.

**Languages:** Ith'n ya'roo mystics automatically speak the language of yeti, and gain one bonus language, in addition to those gained on the basis of Intelligence.

**Action Dice:** Ith'n ya'roo mystics may use their primary Action Die to attack or cast spells, but their secondary Action Die can only be used to cast spells.

Level	Attack	Crit Die / Table	Action Dice	Spells Known by Level					Ref	Fort	Will
				1	2	3	4	5			
1	+1	1d8/III	1d20	4	-	-	-	-	+0	+1	+1
2	+2	1d10/III	1d20	5	-	-	-	-	+0	+1	+1
3	+3	1d10/III	1d20	5	3	-	-	-	+1	+2	+1
4	+3	1d12/III	1d20	6	4	-	-	-	+1	+2	+2
5	+4	1d12/III	1d20	6	5	1	-	-	+1	+3	+2
6	+5	1d14/III	1d20+1d14	7	5	2	-	-	+2	+4	+2
7	+6	1d14/III	1d20+1d16	7	6	3	1	-	+2	+4	+3
8	+6	1d16/III	1d20+1d16	8	6	4	2	-	+2	+5	+3
9	+7	1d16/III	1d20+1d20	8	7	5	3	1	+3	+5	+3
10	+8	1d16/IV	1d20+1d20	9	7	6	4	2	+3	+6	+4

Level Title by Alignment		
Lawful	Neutral	Chaotic
1	Spirit Caller	Spirit-Touched
2	Dreamwalker	Wind-Walker
3	Snow Shaman	Oath-Howler
4	Ice Shaman	Child of the Blizzard
5	Bone Shaman	Brother/Sister to the North Wind

Ith'n Ya'roo Mystic Spells					
	Level 1	Level 2	Level 3	Level 4	Level 5
1	Animal summoning 129	Banish 270	Dispel magic 208	Cause earthquake 295	Mind purge 252
2	Blessing 255	Curse 273	Gust of wind 219	Control ice 239	Planar step 225

3	Chill touch 133	Detect evil 259	Make potion 223	Sanctify/desecrate 298	Weather control 302
4	Detect magic 260	Detect invisible 165	Remove curse 289	Turn to stone 233	
5	Food of the gods 262	Locate object 178	Slow 288		
6	Holy sanctuary 263	Monster summoning 184	Speak with the dead 290		
7	Magic shield 146	Neutralize poison or disease 277	True name 293		
8	Mending 147	Phantasm 187			
9	Resist cold of heat 266	Ray of enfeeblement 190			
10	Runic alphabet, mortal 154	Restore vitality 278			
11	Second Sight 267	Strength 198			

## Appendix D: Disapproval for Ya'roo Mystics

Each and every time a ya'roo mystic rolls a natural “1” on a spell check, he must roll on the table below. In addition, any time a ya'roo mystic rolls within his disapproval range (based on number of failed spell checks on this day), disapproval also occurs. The roll is  $1d4$  for every point on the spell check. For example, if the ya'roo mystic rolled a natural “1”, he would roll  $1d4$ . If he rolled a natural “4” and that counted as disapproval, he would roll  $4d4$ . And so on. This roll is reduced by the ya'roo mystic's Luck modifier, and is in all other ways similar to clerical disapproval.

Roll	Disapproval
1	The ya'roo mystic has lost his connection to the spirits of the bones. Until he does nothing but offer ululating howls to the spirits for 10 minutes, he has no access to spells.
2	The ya'roo mystic's own bones turn against him. He suffers 1 point of temporary Strength, Agility, or Stamina damage each turn until he spends at least a full hour doing nothing but meditating. He takes no damage while meditating from this disapproval, but if he stops before the full hour is finished, any damage he would have taken occurs immediately.

3	The spirits demand a sacrifice! If the ya'roo mystic does not ritually sacrifice the bones of a foe or a prey animal before the next sunrise (a process that takes a full hour), he takes a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The ya'roo mystic immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The spirits create a great flesh-hunger within the ya'roo mystic. Until he has the opportunity to consume raw meat equal to his level in pounds (taking 1 turn to consume each pound), the mystic loses all spellcasting ability. Once the spirit-hunger is satisfied, spellcasting is restored.
6	The ya'roo mystic incurs an immediate -1 penalty to all spell checks until he spends at least 24 hours in an arctic climate. This need not be a true arctic expanse; traveling above a mountain's snowline is sufficient.
7	Spirit sickness. The ya'roo mystic gains an illness that costs him 1 point each of Strength, Agility, and Stamina. The ability score loss heals at the normal rate of 1 point per day. Until all damage from the spirit sickness is healed, the ya'roo mystic's disapproval range increases by another point.
8	The ya'roo mystic immediately incurs a -4 penalty to spell checks on the specific spell that resulted in disapproval. This lasts until the next day.
9	The ya'roo mystic immediately incurs an additional -2 penalty to all spell checks that lasts until the next day.
10	A minor spirit spurns the ya'roo mystic. He loses access to one randomly determined level 1 spell until the spirit is enticed back. Doing so requires that the ya'roo mystic spills blood equal to 1d4 points of Strength, Agility, or Stamina loss. This spell cannot be cast until the sacrifice is made.
11	Spirit allies are dissatisfied with the ya'roo mystic. He incurs an immediate and permanent -2 penalty to all spell checks. The only way to lift this penalty is for the ya'roo mystic to commit blood sacrifice. Each day, the ya'roo mystic may sacrifice up to 10 points (combined) from Strength, Agility, and Stamina (as per spellburn). Thereafter, the ya'roo mystic rolls 1d30. If the result is equal to or less than the ability points sacrificed, the spell check penalties are removed. Points sacrificed are cumulative, even if days pass with no sacrifice, until the penalty is removed. Note, however, that sacrifices made for cumulative instances of this disapproval are not cumulative with each other; the ya'roo mystic must specify which instance each point goes towards appeasing.
12	The ya'roo mystic is temporarily abandoned by the spirit world. For the rest of the day, the character cannot accumulate XP and may not gain class levels as a ya'roo mystic. After the time period expires, the character begins to accumulate XP again as normal but does not accrue "back pay" (so to speak) for XP missed while he was abandoned.
13	The ya'roo mystic loses access to two randomly determined level 1 spells. These spells cannot be cast until the next day.

14	A ya'roo mystic's powers reside in the bones he has collected. The spirits demand that the ya'roo mystic sacrifice 1d6 of these bones. These must be useful bones, which allow the ya'roo mystic to target worthy subjects with his spells (as determined by the judge). The ya'roo mystic takes a permanent -4 penalty to all spell checks until this sacrifice is complete. The judge may allow an especially important bone, such as that of a dragon, to count as multiple bones for this sacrifice.
15	The spirits are not forgiving on this day. When the ya'roo mystic rests for the night, he does not "reset" his disapproval range at the next morning – it carries over from this day to the next. The disapproval range resets as normal on the following day.
16	Bones and blood do not respond. Any arcane tattoo that the ya'roo mystic has created has no beneficial effect, and the ya'roo mystic cannot use his bonechanter ability, for the next 1d4 days. After that time, things return to normal.
17	Spirit revolt. The ya'roo mystic loses access to 1d4+1 spells, randomly determined from all the character knows. These spells cannot be cast for the next 24 hours.
18	Spirit-wrack. The ya'roo mystic suffers an immediate -4 penalty to all spell checks. Each time he casts a spell, he takes damage to Strength, Agility, or Stamina equal to the spell level. This condition lasts at least full 24 hours, and has a 1 in 3 chance of lasting an additional 24 hours (roll each day until the 1 in 3 chance fails).
19	The spirits demand the sacrifice of the flesh and bones of a specific creature (determined by the judge), within 1d100 miles of the ya'roo mystic's current location. Until this sacrifice is made, the ya'roo mystic loses access to half his spells (randomly determined, and rounded up). The creature should be difficult, but not impossible, to defeat. This may be a good time for the judge to pull out that adventure he's been wanting to run....
20+	Bone sacrifice. The spirits demand that the ya'roo mystic sacrifice one of his own bones, resulting in a permanent loss of 1 point of Strength, Agility, or Stamina. The ya'roo mystic cannot cast any spells until this sacrifice is made, and takes a -4 penalty to spell checks for 1 week thereafter.

## Appendix L: Languages for Ith'n Ya'roo

Language	0-level Ya'roo	Ya'roo Hunter	Ya'roo Mystic
Bear	—	01-02	01-06
Bugbear	01-20	03-15	07-08
Chaos	—	—	09-10
Dragon	—	—	11-18
Dwarf	21-40	16-34	19-24
Elf	41-55	35-55	25-26
Fox	—	—	27-32
Giant	56-75	56-70	33-39
Hare	—	—	40-45

Law	—	—	46-56
Neutrality	—	—	57-60
Owl	—	—	61-66
Seal	—	—	67-71
Walrus	—	—	72-77
Whale	—	—	78-82
Wolf	—	71-75	83-88
Yeti	76-00	76-00	89-00



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