

YSGARTH ADVENTURE SERIES

#2: YNISARE



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ynisare

INTRODUCTION

The **Ysgarth Adventure Series** is designed to be a complete role-playing campaign for use with AD+D or TYRS. The series is intended to be an innovative introduction to new aspects of fantasy adventure. Adventures run serially, so that characters rolled up for YAS #1 can be advanced to #2, and then to #3, and so on. The cost for an individual adventure is \$1.50. Subscriptions are available at \$5 for 4 or \$10 for 8.

YAS #2, "Ynisare" is designed for characters of 2nd to 4th level, especially those who were rolled up in YAS #1. The adventure is written from the assumption that the characters used were used in #1. If new characters are rolled up you should use the guidelines in #1. If characters of a different origin are used the GM should be able to adjust the background of the adventure a little bit to justify their participation in it. For example, they might be visiting relatives on the island of Uchelglan, rather than being natives. In any case a good GM should be able to handle it.

It is recommended that the experience system included with this adventure be used for experience determination and allotment, as it will make sure that advancement stays in step with the advancement in level from adventure to adventure.

BACKGROUND

The characters have been idle in the few weeks since the last adventure, and they are beginning to wonder if there might not be more to the world than the rocky shores of Uchelglan.

The past summer a colony of youths was sent out to start a new village on the nearby island of Ynisare. They were led by Morgwaed and his new wife Baratha, the sister of one of the characters (roll at random). Among the 20 or so colonists were friends and relatives of all of the characters.

Unfortunately Spring is now well along and nothing has been heard from the colony. Morgwaed had said in the Fall that he would be in to Uchelglan at the first thaw for supplies, but that time is almost a month past and people are beginning to worry.

A meeting is held to decide who should go to Ynisare and find out if the colony survived the winter. Naturally people look to the brave youths who survived the dangers of Corryon's Castle to take on this quest. The characters may decline and lose a bit of respect, but it doesn't look too dangerous and they are concerned. Very basic equipment and a decent small longboat will be provided, and as they all have some sailing skill they should have no trouble completing the investigation in 2 days.

Ynisare is about 17 miles away to the North East of Uchelglan. It the largest of a cluster of small islands. The trip should take about 6 hours one-way. The party is expected to go to the site of the colony in a bay on the south end of the island, and find out what the situation is. If the colony is in trouble they should investigate thoroughly, do what they can, and report their findings when they return. News is eagerly awaited.

ENCOUNTERS IN THE ISLANDS

To get to Ynisare the party will have to navigate through a cluster of some two-dozen little islands ranging from a few yards in length to almost three-miles long. They reach the first island about 7 miles from Ynisare, and the 10 miles between it and Uchelglan are in calm and open sea with no encounters.

It is generally known that the islands are inhabited by a variety of animal and bird life, and there is a superstition that the Gwagedd or Sea Elves and the Roanes inhabit some of the islands.

There are thirteen main encounter possibilities. These are shown on the map of the region. In addition there are detail maps given for encounters 11, 13, and 13c, all of which are on Ynisare itself. The scale of the main map is 1000 feet per square. The scale of the details is 200ft/square for 11 and 13, and 100ft/square for 13c. The boat in which they are travelling can sail if there is a wind, at up to 3 knots, or be rowed at 2 knots. 1 knot equals about 6 squares/hour on the large map, or 30 squares/hour on the details.

The party may choose any route through the islands they prefer, but they have only a very rough idea of the true location of Ynisare in the group. They can see it rising above the others, so they know its general direction. The contour lines on the main map are at 300ft, so the main peak on Ynisare is 2,700 or so feet high, towering over the other, smaller mountains on the other islands, though there is a chance that island 5/6 might be mistaken for Ynisare because it is similar in general shape. A closer examination will prove this false.

#1: This is a small round island with a somewhat protected harbor on the north shore. It is about a mile in diameter, and has cliffs on the east side. There is a smaller rock off the east shore. The most notable feature of the island is the small volcano which rises up 600ft from the East cliffs. The island is clearly volcanic in origin and the volcano is still smoking. If anyone lands on the island there is a chance that they will disturb the Volcano Spirit, with that chance increasing as they near the cone. He will almost definitely be aroused if they get to the lip of the volcano.

VOLCANO SPIRIT

YRS AR:7 HT:9' Attacks: 2 Fists for 1D8 + 1D8 flame
YRS DR:3 WT:2000 or 1 Magma-Ball for 1D12 + 1D8 flame
YRS AC:0 HP:125
D+D AC:8 ST:11
Level:8 AL:C/N/A

This creature appears as a humanoid made from molten rock. He can exist only near a volcano or in it, and takes double damage from cold or water type attacks. In addition to his physical attacks he has the power to move through magma and emerge through the crust in an eruption. Thus on his first attack he will emerge in an eruption at the feet of intruders on his volcano. They are territorial and hate living things. The eruption does 1D6 flame to all in a 20ft radius, 2D6 to all in a 15ft radius, 3D6 to all in a 10ft radius, and any in a 5ft radius take 4D6 and must save versus falling into the lava and being destroyed.

(EV:7)

#2: This is a long island with some trees, and a hill on the ENE end. It has steep, rocky beaches, and there is a large rock spur on the south coast. The hill is some 600ft tall, and crowned by rocky outcroppings and some trees. Anyone who looks carefully at the hill will see the movements of from 3 to a dozen large creatures among the rocks and trees. If the party comes within 4 squares of the island one of these creatures will fly out to investigate.

They are Chromatic Horses. The one which flies out will circle the boat three times in the air, and if nothing offensive is done he will land on the deck. He is in effect challenging someone to try to ride him. If none attempt it he will leave in disgust. If they fail, he will ignore them, and if one of them succeeds the horse will become loyal to him. Of course, failure to ride will mean a nasty fall. If the horse is attacked the remaining 7 on the hill will come to his aid.

The horse will attempt to throw his rider once per CR for 8 CR after he has flown to a height of 100+ feet, fairly far from the boat, over rock or sea. The rider has to roll within STR+DEX each CR on 1D100 to stay on.

CHROMATIC HORSE

YRS AR:8 LN:8' Attacks: 4 hooves in flight or 2 on land,
YRS DR:4 WT:500 for 1D8 each
YRS AC:2 HP:50 1 Bite for 1D6
D+D AC:7 ST:7 2 Wing buffets for 1D12 overall each
Level:7 AL:C/N/P

These are blackish colored horses with bat-wings. They are able to fly quite well, and travel in herds. They are much more intelligent than normal horses, but less so than a human. They cannot speak. Their name comes from the shimmering color changes in their hair under certain light and in certain situations.

(Win Horse:12EV, Defeat all horses:8EV)

#3: This island is in a curved shape, with a fair harbor on the east side. It has two hills, one on each end, both 500 to 700ft high. There is only scant vegetation here, but the island is inhabited by a flock of Fisher-Mantas, which are not above flying out to attack seafarers. There are some 24 of these creatures hiding in the rocks. They are protectively colored, and so will look pretty much like patches of lichen.

FISHER-MANTA

YRS AR:12 LN:9' Attacks: 1 barbed tail for 3D8
 YRS DR:12 WT:25
 YRS AC:3 HP:13
 D+D AC:5 ST:13
 Level:3 AL:C/N/N

These amphibious creatures resemble manta-rays, but they prefer rocky coast to the water for their habitat. They are large mantas with a 4ft wingspan, but their notable difference is their tail, which is prehensile, 5ft long, and hooked. They can use this like a tentacle, or as a fishing line of sorts, with which they skewer fish as they fly over them. A favorite tactic is to submerge in the water and follow a boat, and then fly over it at a good moment, dragging a person into the sea, where the pack will pull him under and feed on him. They are green-blue in color to blend with their surroundings. A person who is grabbed by a tentacle has a STR+DEX% chance of escape each CR. This is halved for each additional tentacle, and he will take damage each turn from the barb, unless he lies still.
 (EV:24)

#4: On this island there is a broad hill, and very thick bush-growth. There is a small lean-to shack on the top of the hill, overgrown in bushes. In the shack is the skeleton of a shipwrecked sailor, which has been there for 50 or more years. He is lying by a rotted chest in which are 5,000 marks. If anyone disturbs the silver the skeleton will come to life in 1D8 hours, and pursue that person with supernatural speed to exact vengeance for its stolen wealth. The characteristics are given below.

VENGEFUL SPIRIT

YRS AR:8 HT:6' Attacks: 2 Claws for 1D8 + numbing
 YRS DR:6 WT:25
 YRS AC:0 HP:75
 D+D AC:8 ST:5
 Level:6 AL:L/N/A

This spirit has the physical form of a skeleton, and can only be stopped if destroyed. It can not be hit by any weapon less than +2, and is immune to all missile attacks, which pass through or around it. It can travel at 75ft/CR on land or sea, and is distinguishable by its red-glowing eyes. It will seek only vengeance, and attack only the person or person it identifies as the thief who robbed it. Its touch numbs, rendering the area touched useless for 1D20 hours. In the head or neck, this causes unconsciousness.
 (EV:4)

#5: The physical features of this island are not immediately apparant, because it is shrouded in mist. The tops of the two hills, the nearer one 900ft tall, and the farther one 600ft tall may be visible. The south end of the island has on it a small colony of Gwagedd. There are 4 huts of mud and wood along the shore on stilts. There are 8 adult males, 5 adult females and 3 assorted children. There are 4 fishing coracles in the settlement, and it is likely that 1D3+1 of them will come out through the mist to greet the boat. The leader of the Gwagedd will be on one of these. He has a +1 spear and a Ring of Mists. All of them are armed with spears, and each coracle carries two males. There are 1D100+10 marks in each hut.

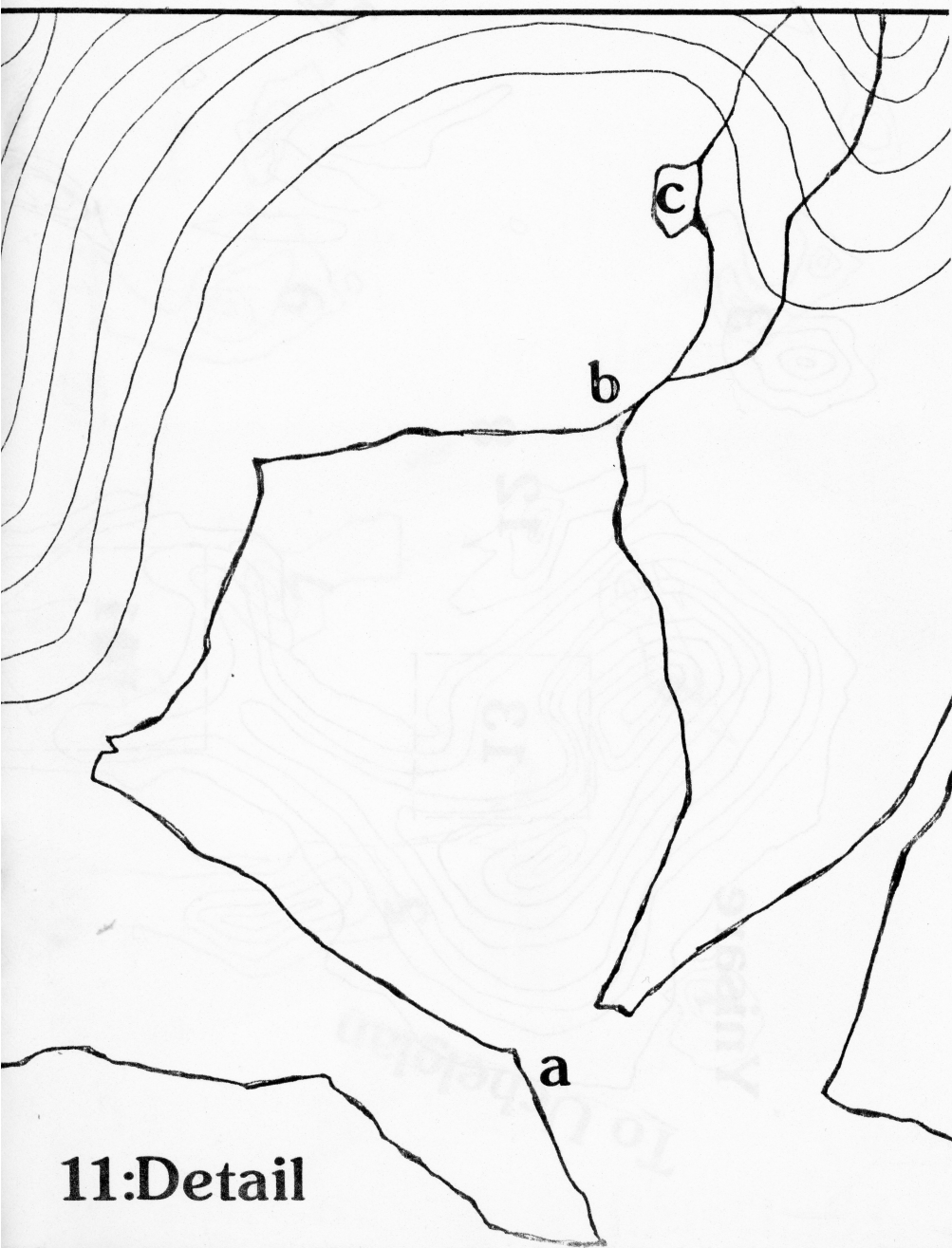
GWRAGEDD

YRS AR:7 HT:5'5" Attacks: 1 Spear for 1D8
 YRS DR:11 WT:100
 YRS AC:2 HP:30
 D+D AC:5 ST:7
 Level:6 AL:N/N/N

These are a breed of sea-going fishing Elves. They are pale skinned, and in this case rather poor. They are moderately friendly, but tend to be separated from the rest of the world. They don't generally know what's going on around them, or outside of their fishing communities.
 (Peaceful Relations:EV15, Successful Violence:EV8)

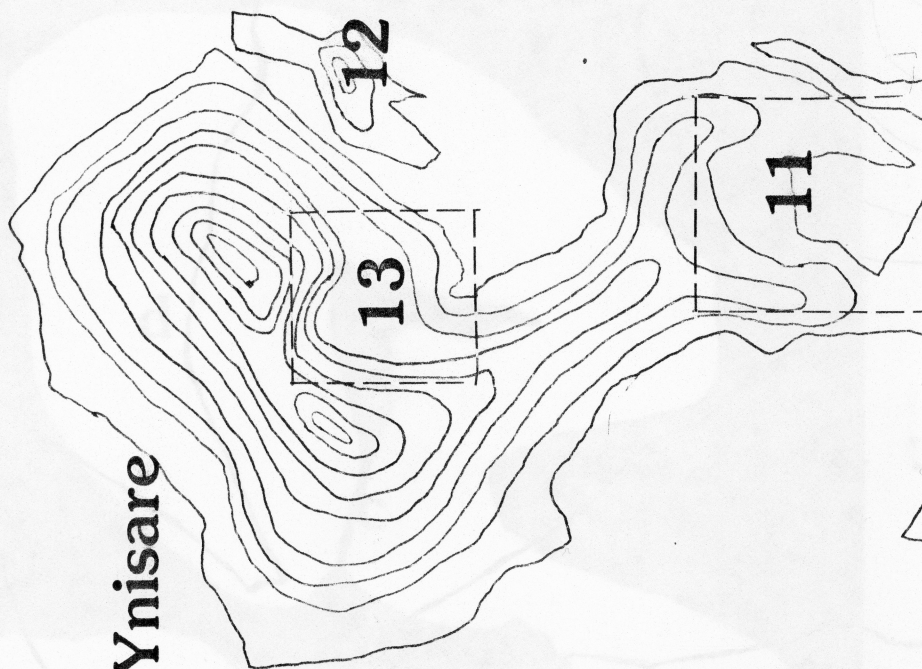
RING OF MISTS-This item has 50 charges. Each charge will create an area of mist with a volume of 100 cubic feet, i.e. a 4 or so foot cube, or a 10x10x1ft wall. This mist is very thick, and totally obscures vision.

MAP INSERT



11:Detail

To Morganwc

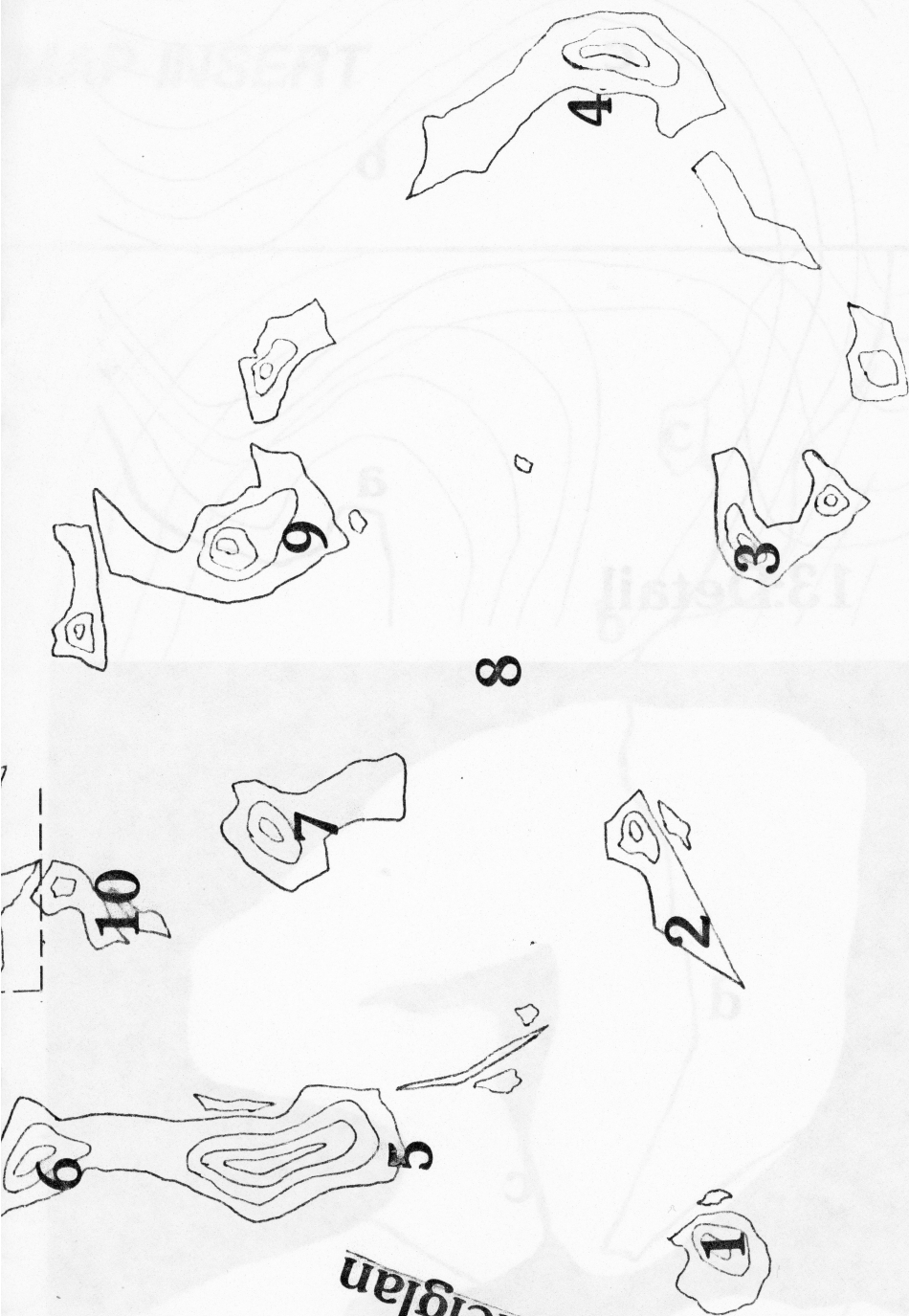


Ynisare

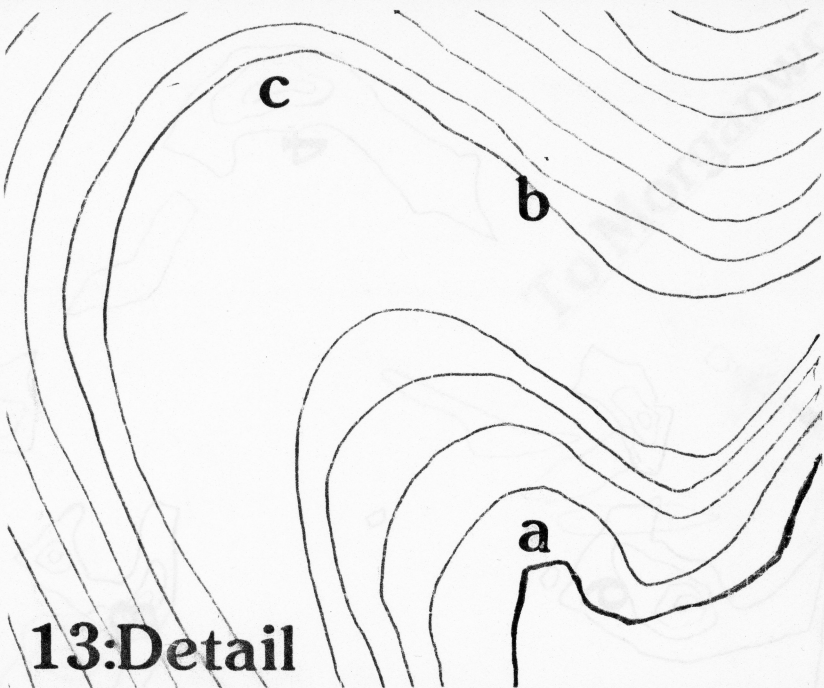
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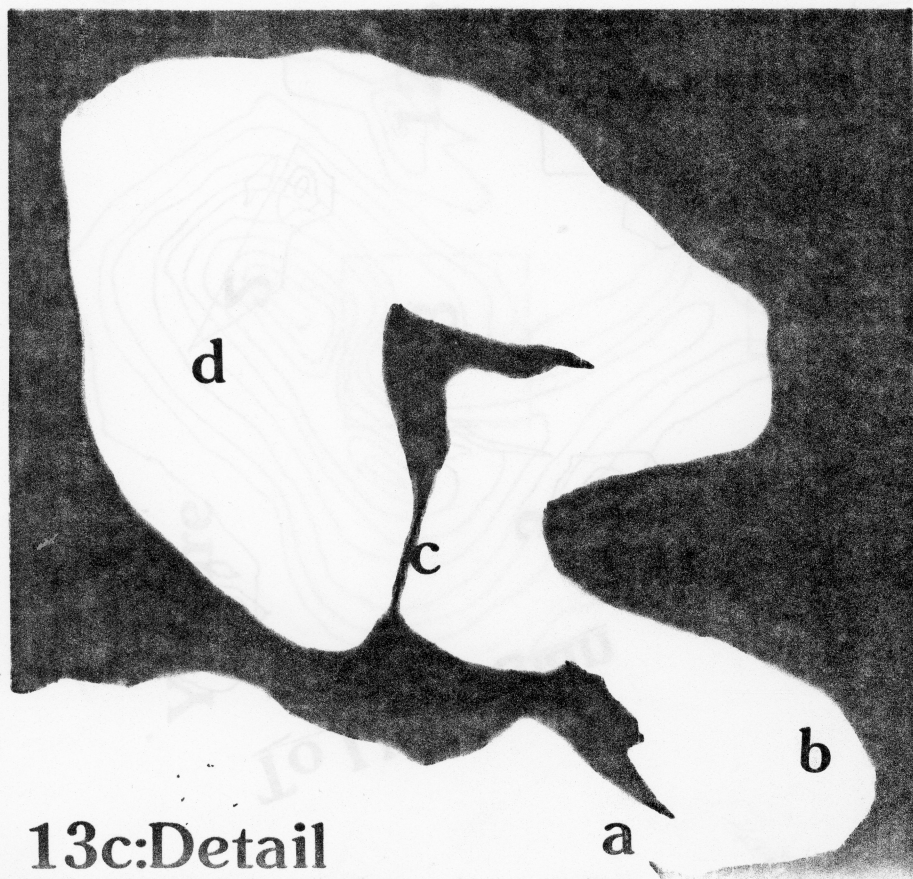
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To Uchelgjan



13:Detail



13c:Detail

#6: On this end of the island the mist is a bit lighter. The rocks are riddled with caves, some of them under water. In these caves live a tribe of Roanes, who will definatly turn out in a friendly mob to greet the boat. In their smelly caves they have shiny trinkets worth about 10 marks. They like shiny things, and will try to steal them. There are 30 in the tribe.

ROANE

YRS AR:5 HT:4' Attacks: 2 Claws for 1D4+1 each
 YRS DR:13 WT:55 1 Bite for 1D6+1
 YRS AC:2 HP:20
 D+D AC:5 ST:10
 Level:3 AL:C/N/N

These are seal-like humanoids with oily, slick-grey skin. They are of less than full human intelligence, but still quite clever. They can manipulate objects, and communicate in signs or a pidgin language. They like shiny objects and will steal them. They swim very well, and are quite friendly. They will only attack if provoked, but are then quite fierce.

(Kill Roanes:EV10, Leave Peacefully EV:15)

#7: This is a bare island, with a rocky 600ft hill. Seated on the slope of the hill, facing NW, is Strondar, a large Giant. He is a traveller, and not essentially hostile to humans. He is definatly curious, and if he is not offended there is a %chance equal to 3 times the average CHA in the party that he will opt to join in and aid them for an equal share in any gains. He is travelling north in a giant coracle, which is on the W shore of the island. He will fight if offended.

STRONDAR THE GIANT

YRS AR:10 HT:14' Attacks: Thrown Spear for 4D6
 YRS DR:2 WT:1200 or Club for 4D8
 YRS AC:3 HP:175
 D+D AC:7 ST:8
 Level:12 AL:N/N/N

Strondar is an easy-going giant, off to visit his brothers who live on an island to the north. He has just arrived in the area after coming from a merchant venture in the far south. He has 500 marks on him.

(Kill Strondar:EV:11, Become Friends:EV13)

#8: This is the hunting territory of a Wave-Serpent. He views intruders as trespassers and fair game, and will attack them warily, and probably from behind.

WAVE SERPENT

YRS AR:7 LN:18' Attacks: Bite for 1D12 + Poison
 YRS DR:10 WT:250 Constrict for 3D6 overall and smothering
 YRS AC:5 HP:80
 D+D AC:3 ST:10
 Level:8 AL:C/N/N

This is a green-blue, scaled serpent with bat wings. They are capable of travel on land, air and water. They attack with a poison bite which does 1D20 overall system damage, and with a constriction in which they encase the victim in their wings as they crush him, causing a save against suffocation.

(EV:5)

#9: This island is uninhabited as are the accompanying smaller islands. The plants which grow on it seem stunted and seem to be variants of familiar types. They do not look wholesome. This is because there is a source of radiation on the island. Anyone who stays on the island for more than an hour will lose 1 point off his CON. An additional point will be lost each day thereafter. (Approaching island and chosing to avoid it:2EV)

#10: There is a sandy beach on the SE side of this island. Washed up on it, partially buried in the sand is an old wreck, of which nothing but the hull remains. The hull has a hole in the bow, which is just at the high-tide line. The stern is partially in the water, and partially buried in the sand. If the wreck is examined it is seen that sea-weed, sand and other detritus has gathered in a pile in the stern, left there by the receding tides. The corner of an old chest pokes out of the pile. What else is in the jumble of sea-weed is unclear.

If anyone touches the chest, three Zombies will begin to emerge from the sea-weed and attack him. They will try to drag him into the sea-weed and smother him. They are the remains of dead seamen. They are hidden in the weeds

until someone comes in range, so they get a surprise attack. They will attempt to grapple. They have a 20% chance each, minus the strength of the victim of subduing him. Thus if 2 succeeded in grappling and the victim had a 15 STR they would have a 35% chance of pulling him in and smothering him. The victim may try to escape three times, but the percentage chance of holding him is twice that of grabbing him. If he is suffocated in the weeds he too will become a Zombie in 1D20 minutes after death.

In the chest there is a Ring of Painlessness and 5,000 marks.

RING OF PAINLESSNESS-The wearer of this ring is immune to pain. He will never pass out from pain or even feel torture, and will not notice wounds and damage, possibly to his own detriment as he will not always think of healing them.

ZOMBIE

YRS AR:3 HT:6' Attacks: 2 Claws for 1D6 each
YRS DR:3 WT:150
YRS AC:0 HP:30
D+D AC:9 ST:9
Level:5 AL:N/E/A

These are animate corpses driven by a need for vengeance for their death, or some other source of potent magical energy. They cannot be slain, and can only be disabled. They are unnaturally strong, and do not speak. They like to kill.
(EV:8)

#11: This is the harbor where the colony was established. More information is available on the detail. It is protected to the North by the main mountain of the island, and to the East and West by spurs of tree-covered land. On the North shore, inside the harbor is a sand beach and the outlet of a mountain stream. When the detail is examined there are 3 points of interest.

a: There is a large tree here which seems to have been carved into a statue of Arawn. It has been burnt and broken.

b: There are the foundations of about 5 huts here, including a number of personal belongings, but no skeletons or valuable items. The huts appear to have been crushed and burnt, and the whole area, including several gardens and part of the forrest is burnt black.

c: There is a pond here, fed by the mountain stream. The streambed is dry, and the pond has only a little bit of water in it, and is filled with heat-baked mud. Some of the foliage around it is burnt.

Hiding in a bush is what appears to be a wild-man. He is dressed in rags and very dirty. The party does not see him immediately, but he bolts into the woods if they come near. He would not be too difficult to catch. He is Morgwaedd. On close examination he has been badly burnt about the torso and neck, and has lost the use of his voice. He also seems to be deranged and afflicted with a bizarre paranoia. He may recognize members of the party and cling to them pathetically. He seems to have an unreasoning fear of the sky.
(Acquire Morgwaedd's friendship:EV3)

12: This island is harsh and rocky. There is little growing on it. At the center is a 600ft tall hill. It is infested with snakes, about 3,000 of them, all poisonous, causing sleep, all with 1D6HP, and biting for 1D4. The rocks are riddled with holes in which the snakes live. The holes but not the snakes are visible from the water.
(If avoided:EV1)

13: This area is shown on two details. It is a moderately good harbor at the foot of a mountain. The area is rocky.

a: There is a sandy beach area here on which are set what appear to be 2 large packages enclosed in leather and canvas held with straps and buckles. They are 8ft long, 3ft wide, and 3ft high. In the sand next to them is a depression as if a 3rd package had once lain there. There is a 25% chance that Volkinas will be here in human form.

If the packets are opened small packages will be found within them. Packages #1 and #2 are on the beach. #3 is above in 13c-d. The contents of each package are described below. On the bottom of each are large straps like on a back-pack.

Package #1 contains the butchered remains of 5 young women, each cut up into individually wrapped pieces. There are also 3 whole roast children. Also in this package is a small chest wrapped in canvas. In it are 50,000 marks, a ring that is recognizable as belonging to Morgwaedd's wife, and a Light Switch.
(When attached to an object and switched to the on position, this item consumes the object as fuel and converts it to light.)

Package #2 contains the butchered, individually wrapped remains of 10 men, plus a package of salt for curing, and a sack with 5,000 marks and a +3/+3 battle-axe. There is another satchel containing 5 Hush Puppies. (These are golden spheres, which when broken cause total silence in a 50ft radius for 1D10 minutes.)

Package #3 contains 5 more women, a partially eaten child, and three sheep. There is also a bundle of valuable cloth worth about 1,000 marks, a box of 25,000 marks worth of jewelry, a +3 Shield, and the Serpentine Sword. (This sword is +4/+3, hits for 1D12, is used two handed and has several powers. It allows the bearer to control his level in Hit Die of snakes, move silently, and use a charm effect 1 time per day. The blade is poisoned and causes paralysis unless a save is made.)

b: At this point Morgwaedd will get extremely frightened and try to flee up the mountain unless stopped.

c: This is the entrance to a large cave. The mouth is quite wide. At this point further detail is needed:

(a)-again, this is the cave mouth. Voices and footsteps from here on echo in the cavern. Everything seems to be quite clean and well kept up, as if it were occupied.

(b)-There is a smell of charred flesh here and a pile of fresh bones with a bit of roasted flesh still clinging to them. One of the bodies is that of Morgwaedd's wife. He is understandably upset,

(c)-The wall is very thin here. 4 humans could break it down, as could a Dragon. Volkinas knows this.

(d)-This is Volkinas' new lair. He is moving in after ridding the area of vermin(humans). He is able to take on human form, and there is a 30% chance that he will be in that form when they arrive, so that he can unpack package #3. He doesn't like humans, but he is sneaky and vicious.

VOLKINAS, BLUE DRAGON OF THE ISLES

YRS AR:16 LN:35' Attacks: Breathe fire for 3D12

YRS DR:3 WT:15000 or Bite for 1D12

YRS AC:10 HP:250 2 Claws for 3D6 each

D+D AC:-1 ST:3

Level:18 AL:C/E/A

Volkinas is a medium old dragon, with scintillating blue scales. He is amphibious, and his flame works under water. He is protective of his treasure and hates thieves.

(EV:18)

experience

For this adventure it is highly recommended that you use the Schuller Progressive Experience System, so that level advancement will remain parallel to the level advancement between the adventures in this series

After the description of each room or encounter there will be given an Experience Value in parenthesis. This indicates the relative difficulty of that encounter, and is used in determining experience. At the end of the adventure all of these EVs should be totalled up and the table below should be consulted to find the final experience. This should then be divided evenly among the members of the party.

If the party gets all it can from a room with minimal losses it should be given the full EV, however, if it takes large losses, or fails the goal of the room, it should get half EV. If it ignores the room it should get no EV. In addition there is an Individual Character Modifier determined. This is found by ranking the characters on value and role-playing on a scale from one to ten. Then consult the chart for this given below to find the multiplier to be used to modify their personal experience after the total party experience has been divided. A rank of 10 is considered the best, and 1 the worst.

RAGNAROK ENTERPRISES

1402 21st St. NW, Washington, DC 20036 202/466-8410

STAMP

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MAIL TO:

FIRST CLASS MAIL

FIRST CLASS MAIL

TOTAL EV	RANK	XP
1	10	10
2	40	40
3	90	90
4	160	160
5	250	250
10	1000	1000
15	2250	2250
20	4000	4000
25	6250	6250
30	9000	9000
35	12250	12250
40	16000	16000
45	20250	20250
50	25000	25000
60	36000	36000
70	49000	49000
80	64000	64000
90	81000	81000
100	100000	100000
120	144000	144000
140	196000	196000
160	256000	256000
180	324000	324000
200	400000	400000

CHARACTER RANK	XP MODIFIER
10	1.5
9	1.4
8	1.3
7	1.2
6	1.1
5	1.0
4	.9
3	.8
2	.7
1	.6

You may want a more exact XP determination in the higher numbers. For this use the general formula: $XP = (EV \text{ squared} \times 10)$. Thus, from this you get the experience for each character. For example, if a party of three racked up 25EV on a short adventure, they would each get 2083XP, and as one was ranked 9, one 7, and one 3, this would come out to be 2916, 2500, and 1666. This is a fair and equitable division of the experience, taking into account all major factors.