

Baelnok

Holy City of Arberth



YSGARTH SERIES 3

CONTENTS

THE SERIES.....	3
THE SET-UP.....	3
GENERAL BACKGROUND.....	3
INTRODUCTION/SCENARIO.....	3
THE JOURNEY TO BAEINOK.....	4
MAJOR DISTRICTS OF BAEINOK.....	4
MAPS.....	7
THE FESTIVAL AT SAUIN.....	9
GENERAL ENCOUNTERS IN BAEINOK.....	9
SCHULLER PROGRESSIVE EXPERIENCE SYSTEM.....	10
APPENDIX A: MAJOR CHARACTERS.....	10
APPENDIX B: GODS, PRIESTS, AND RELIGION.....	12
APPENDIX C: CREATURES, OFFICIALS, AND TOWNSFOLK.....	13
APPENDIX D: MAGICAL ARTIFACTS.....	14

DESIGNER: JAN MIERIK
EDITOR: DAVID NALLE
CONSULTANT: JON SCHULLER
BACKGROUND: DAVID NALLE
COVER: NEQUI DHARSEE
MAPS: KARL ZIVEK
INTERIOR ART: PHIL MALIN(8)
MIKE CRAMFORD(15)

PLAYTESTERS: SCOTT HERMAN
ERIC OLSON
BRIAN MACAFFEE
CARL JONES
JON SCHULLER
DAVID NALLE
DAN CREERY

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NOTE TO THE GM

This scenario is not organized along traditional lines. It must be read over completely before being run, and you must decide the exact pattern you choose for events. There are plots and sub-plots available, as well as normal encounters, and options for improvisation within highly developed background. You can't just pick it up and play, at least not well. Think it through first, and you can find virtually unlimited potential.

RAGNAROK ENTERPRISES

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THE SERIES

The Ysgarth Adventure Series is designed as a complete role-playing campaign to be run with the Ysgarth Rule System or Dungeons & Dragons. The series is intended as an innovative introduction to new aspects of Fantasy Adventure. The adventures in the series share a common background in the world of Ysgarth, and are designed to be run serially with the same set of characters. Included in the series is the Schuller Progressive Experience System, the use of which will keep advancement uniform and in step with the advance in levels the series is designed to accommodate.

A single adventure in the series costs \$1.50 plus \$.25 for postage and handling. A subscription for 4 quarterly issues is \$5.00. Two years are \$10.00.

THE SET-UP

Characters for this third scenario should be from 3rd to 5th level. If they have been run through the previous two adventures they should be the right level and have appropriate background. If not, they should be rolled up new, and the adventure may have to be toned down slightly to accommodate lower-level characters. Fortunately this is the type of scenario where level makes little difference and the skill of the player is paramount.

If the characters are new they should be informed that they are from the island of Uchelglan, a large, rocky island with a number of fishing communities, which is a minor part of the Kymric Kingdom of Morganwc. They have achieved some renown there as trouble-shooters and men of unusual bravery. They should be allowed to pick any god from the section on religions in the appendices. Warriors and nature-oriented magic users are recommended as character types.

GENERAL BACKGROUND

This adventure and its two predecessors are set in coastal and island region within the Kymric Kingdom of Morganwc. The Kymri are a race of dark Celts who inhabit the central west-coastal parts of Ysgarth in the kingdoms of Morganwc, Seisyllwch, Ceredigiawn, Ystrad-Tywi, and Marchwc. Morganwc is probably the largest of the five kingdoms, and the king of Morganwc is considered High-King and war-leader of all the Kymri. Kymric society is quite advanced, though technology is at an early medieval level. The arts, sciences, and magic are well developed, especially literature and music. Socially the region is at a Renaissance or later level equivalence. Bards, Teuluwr, are highly regarded as having more than natural power and blessedness. Religion is well developed as well, with a complex and well-defined pantheon.

The capital of Morganwc is Baelnok, a town on the coastal island of Arberth. Mador Edmyg rules from Baelnok and is a strong king for the nation. Baelnok is also a major religious center, with temples of all of the top gods of the Kymric peoples. The primary temples in the city are to Dylan, Arawn, Gwyn, Nudd Govannan, and Aranrhyd. Nudd and Gwyn, a father and son team, are considered the official gods of the royal family and nobility. More information on gods is in the religion appendix.

INTRODUCTION/SCENARIO

It is fall. The summer was unusually stormy in Uchelglan and the outer islands. Crops and fishing yields were far below the norm, and below the minimum level which the elders of the island estimate is necessary to last through the winter, even if the late fall harvest is outstanding. The decision is made to send to the King for aid and relief to help the islands through the winter. A petition is drawn up and signed by the elders pleading for aid from the king. Then they start looking around for someone to carry the petition to Baelnok. Forceful people are needed to present the petition, with the wit and skill to get past bureaucracy in the capital and gain an audience with the King as soon as possible. The party, well known for their spirit and capability, is nominated as the best candidates.

They are provided with transportation to the capital, an overnight voyage by sea in a small trading ship which stops in Uchelglan on the 25th of each month. The next stop will be on the 25th of October, and they will arrive in Baelnok on the morning of the 26th, leaving on the morning of the 25th. They are given a stake of 800 Silver Marks, all the elders could scrape together, to pay their expenses. Their passage there and back is paid. The ship returns the 25th of November, its last voyage to the island for the year. From the moment they leave the island they are on their own with the fate of friends and relatives in their hands alone.

THE JOURNEY TO BAELNOK

It is breezy and clear on the morning of October 25th. The air is chill, as is normal for the latitude and time of year. The trading ship is called "The Horn of the Moon", and is a small barque, with a crew of 20 sailor/oarsmen, and a large supply of trade-goods which they were not able to sell at the economically depressed island. The captain, Pendar Drwscyn (Appendix A), is disgruntled at the poor sales, and surly to his passengers. If they can get past his resistance and ingratiate themselves, he has a good bit of useful information on how to get about in the city. He is, however, depressed, and worried about being able to keep up payments on the "Horn". If they can help him he might help them.

SEA ENCOUNTER: AFTERNOON, OCTOBER 25

As the ship is travelling south, a Muir Isgain, or winged sea-serpent comes from the waves to the side of the ship and attacks. It is a carnivore, and will try to eliminate one person as quickly as possible and take him over the side to feed. (See Appendix C for Muir Isgain)

SEA ENCOUNTER: PRE-DAWN, OCTOBER 26

Before dawn, one of the party awakes (determine as you chose). He goes up on deck for a walk and hears singing coming from the water around the boat. The helmsman on duty notices nothing. To the side of the ship is a Selkie (Appendix C), who will not be visible to the helmsman or any other member of the crew or passengers. The Selkie will try to tempt the character to join it, and may even come on board in human form to expand its feeding, especially if it is successful with the first character.

SEA ENCOUNTER: MORNING, OCTOBER 26

As the island of Arberth comes close the ship is intercepted by a light sail launch from Baelnok, and a pilot is put on board to navigate the ship into the harbor safely. He has two Customs Agents with him, who wish to check the passenger's baggage and know their reason for coming to Baelnok. They also check the cargo. When told that they come to present a petition the agents laugh and exchange amused looks, but they will not explain why, even if pressed.

MAJOR DISTRICTS OF BAELNOK

The city is divided into a number of different sections, primarily by religion dominant in the regions. The total population of the city is 12,850 in regular population, but there are many transients. In the following area descriptions and the corresponding regions on the maps letter designations are given to indicate the location of points of interest which are described.

It is important to note at this point that the aim of the characters is to gain an audience and present their petition as part of an effort to get aid. There are two ways to do this. In order of likelihood they are to go to the royal fortress (11:E) and gain an audience, or to wait until the festival on Sauin-Eve (October 31) when the King will hear petitions in the afternoon. They consider the first option more likely, as there will be a great crowd on the second.

Now, it should also be noted that they will probably have zero chance of even getting near the King without a contact. There are two ways to establish a foot-in. The first is to get an Expediter, a professional lobbyist. There will be a number of these semi-reputable professionals available. Some will have offices and signs. Others may make themselves known as shown later. The second method is to get in with someone important. Opportunities for this are shown in the encounters. This will generally speed their passage and chance of success. Given here is passive description. Specific encounters are later.

1: This region of the city is dominated by the priesthood of Dylan (Appendix B). On the island (A) is the temple of Dylan. The island is rocky, with little in the way of vegetation. It is a large irregular spur of rock, which has been hollowed out in a complex and ancient network of tunnels which lead from the surface to a set of subterranean caverns which are connected under the surface of the water to the sea. This cavern is considered holy, and the services are held in it. A passage under the water connects it to a temple/cloister complex on the shore (B). In the cavern are 4D10 Roanes, who are considered sacred to Dylan (See Appendix C). At any given time there will be 5D20 priests of various levels in the caverns (see Appendix B for priest statistics). An equal number will be at the cloisters (B) at any time. There are also wandering groups of priests for possible encounter, usually in group of 1D6+2. Priests are of variable level. The temple treasure comes to no more than 10,000SM.

Also in this region are a variety of maritime craft shops and related businesses, as well as residences and general places of business. There are no inns or hostels of note in this area.

2: This is the area where the party is landed, on a public wharf. From the wharf they can see the market at point A. Visible on entering the market(A) are the signs of the Blue Dart Inn(B), Darien Carddyl(see appendix A) Expediter Extraordinary(C), and the Hostel of the White Mare(D). Not immediately visible, but in the area and of note are the Silver Claw Inn(F), and the Office of Disbursement(E). Some detail may be needed here. The Blue Dart is a high-class, overpriced inn, tavern and hostel. It is crowded but has some rooms. The clientele is high-class, mostly pilgrims. Darien Carddyl is an aggressive, expensive expediter explained in appendix A. The White Mare is primarily a set of dormitories for pilgrims. The Silver Claw is a tavern with a few rooms. It has good food and drink at a reasonable price, but an unsavory set of customers. The Office of Disbursement is the administrative office of the Treasurer of Morgancw, where all monetary paperwork is handled. In this area general encounters could be any of the types from other sections, plus merchants of all sorts in the market, and anything else appropriate. Specific encounters are given later.

3: This region is dominated by Arawn and his priests. Generally most people met will be associated with his church(see appendix B for detail on church and its priests). They will be in about the same numbers as the priests of Dylan in area 1. Point A is the temple of Arawn, a single-level, pillared hall on a hill, with pews, worshippers, and altar, similar in design to the traditional Greek temple. There will always be at least 4D20 priests in the temple, plus limited temple treasure, worth no more than 15,000SM. B is the Inn of the Grey Mask, frequented mainly by rich Arawn pilgrims.

4: This is a primarily residential section. Point A indicates the Island Star, a really scummy inn usually patronized by sheep herders and gamblers who take their market money. Encounters and people here can be of any type, with a slight dominance of Priests of Nudd(Appendix B)

5: This area has docks and businesses, and is dominated by the Priests of Govannan, who have their temple at point A, surrounded by the workshops of various types of smiths. Encounters in this area will be mostly with smiths and other manufacturing crafts. The Inn of the Scarlet Hand is at point B. It is a fair-priced, honest Inn and Hostel. Priests of Govannan are common in this region on the same basis as the priests in area 1. They are described in appendix B. The temple is a large, warehouse-like building, with lots of room for worshippers, and 2D20 priests at all times. In the temple is a treasure of 12,000SM, plus the sword Maelisgaer(Appendix D), and the Mail of Thrydoch(Appendix D).

6: This is the complex of Nudd, the oldest god celebrated in the region. It is a large complex with dormitories for priests and pilgrims, offices, and a large temple, set-up as a tower with the altar on the roof, which is covered, but open on the sides. There will always be 50+3D20 priests in the area, and at least 10% of these will be in the temple. The temple is 3 levels plus the covered roof. On the second level from the top, closely guarded, is a treasure chamber with 25,000SM, plus the Chalice of Nudd(Appendix D), and the Spear of the Sky(Appendix D). The priests are described in appendix B.

7: This is the area of the temple of the Goddess Aranrhyd, and is dominated by her priestesses(Appendix B). The temple is in a wooded area on the hillside. It is in the center of the woods, surrounded by oak trees. It is semi-buried, a long, low sod and thatch building built into the side of the hill. There will be 1D20+10 priestesses in or very near the temple at any given time. Wandering priestesses are less common than priests in other areas, usually in groups of 1D8+5, possibly with guards. The temple is at point A. In the temple is a single holy artifact, the Staff of Drwstar(Appendix D), plus 7,000SM in cash.

8: This region is primarily government offices and the residences of government officials and court hangers-on. Point A is the office of the constabulary of the town(See City Guards in Appendix C). Point B is the office of the Ministry of Provincial Affairs, which will do its best to shunt any problems off to higher ups in the court as quickly as possible. Point C is the Office of External Affairs, which the party should not have to interact with at all. Generally government officials will try to pass the buck and avoid doing anything for anyone, unless it really seems profitable for them personally.

9: This is the temple-complex of Gwyn. The set-up is basically identical to the set-up in 6, but slightly larger, to honor Gwyn, the current top-god, and his priests(Appendix B). The temple treasure includes the Holy Sword Vynydar, the Shield Tulwyth, and 25,000SM. See Appendix D for the artifacts. Also of note is the possible presence of Isbryr Nurynn, champion of Gwyn, who may use the two artifacts, and is described in Appendix A.

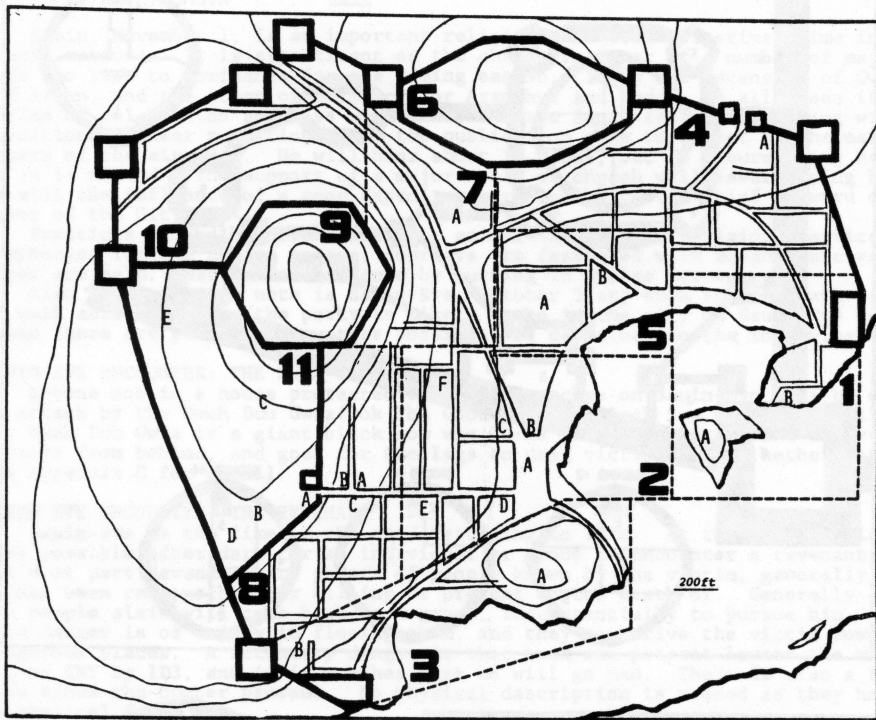
10: This is a residential section of no particular note, with a slightly higher concentration of Gwyn worshippers. It is a fairly poor part of town, and none too savory.

11: This is the area where the party is destined to end up after their rounds of bureaucratic buck-passing. This is the royal compound where the royal family and major parts of the government are housed. At point A are 5 Royal Guards (See Appendix C), who want to inspect anyone who enters and learn their business in the citadel and who they are. Suspicious persons will be turned away. B is a Hurley field. There is a small chance that a game will be in progress. On Sauin Eve the Morganwc National Hurley Team will play the Gael-league Champion Team from Gaeldoch. Stands will be set up and there will be lots of spectators. At C is a small forest, covering the hillside, fenced in, and regularly stocked with game which is brought in from the royal forests in mainland Morganwc. Llwyd Edmyg, the King's youngest brother often hunts here (See Appendix A), and the forest is guarded by 3 Royal Guards with forestry training. D is the royal lists where a tourney will be held for all three days prior to Sauin, with all of the best knights in the kingdom. The favored victor is Owain Glywdd, Royal Champion (Appendix A). If the party comes by before the start of the tourney they will meet Owain, who may offer them a friendly challenge for a few passes on the lists. If they acquit themselves well he will help them get an audience with the king. E is the Royal Fortress, which is described in detail below and mapped for reference.

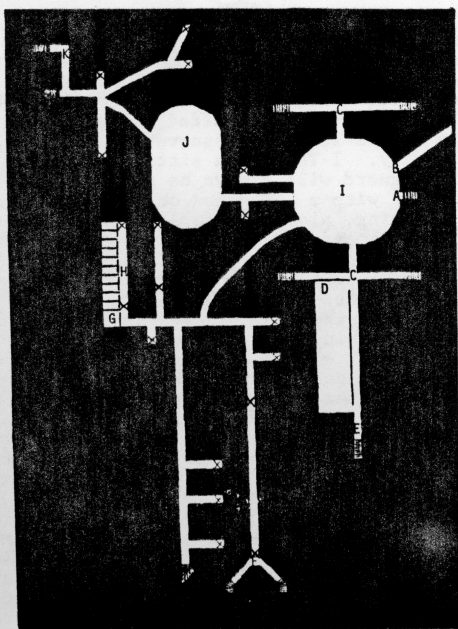
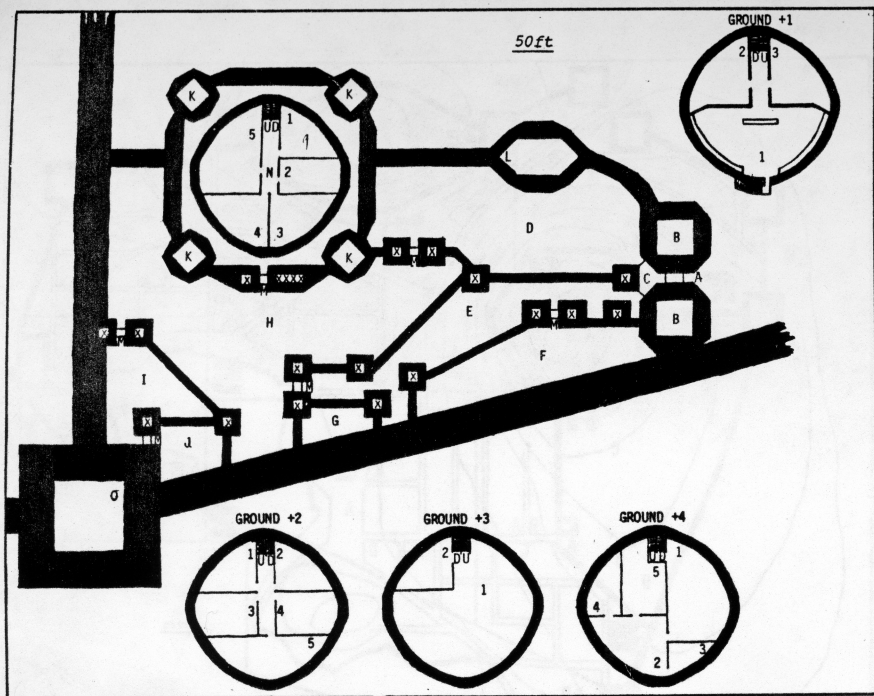
CAER EDMYG, ROYAL FORTRESS OF MORGANWC

This is the royal citadel, where the royal family and much of the court and government lives. Parts of the castle on the map are keyed by letter, except the keep, which is keyed by number internally. The minor areas are as follows: A-This is the main gate, where there are 7 Royal Guards on duty, plus the guards in the towers. It is a double gate, a bonded-oak gate and a portecullis combination. Genuine supplicants will be admitted if they have a valid letter of introduction from a government minister, provincial governor, or member of the royal household. These can be obtained through an expediter. B-These two towers are each manned by 35 Royal Guards. They are 50ft tall, and enterable by the walls and underground passages. C-This is an area sandwiched between three gates and three towers. The gates are bonded oak and there are 4 guards in the area. D-This is an open training ground. At any given time during the day there will be 5D20 Royal Guards practicing at arms. At night there will be 5 walking general guard. Note that there are a number of guards walking the walls at all times. E-This area is usually not used for much. There are always at least 5 guards on patrol. F-This is a large building designed to hold a variety of administrative offices and residences for the royal household. G-This serves the same basic function as F. H-This large open area is used for formal drills and parades, and occasional sports. I-This is a basic courtyard. This courtyard always has 10 guards on duty. None are permitted entry without papers countersigned by the King or Chancellor. J-This is the royal treasury. In it are kept the crown jewels, plus disburseable royal funds totalling 2,500,000SM. All of this is in a vault which is locked and under constant guard by 50 Elite Guards (Appendix C). In the vault are 3 Ogres (Appendix C), bound there by magic to guard to the death. The crown jewels include the Scepter of Silence and the Burnt Crown of Tharis Edmyg, plus other lesser jewelry. See Appendix D for the two magic items. K-Each of these towers has a complement of 20 Elite Guards. L-This tower has dormitories and a full time complement of 50 Royal Guards. M-These are gates, each guarded by 3 Royal Guards. X-These are small towers with 5 Royal Guards each.

N-This is the big one, the keep of the castle. First, note that U and D indicate that the stairs there go Up or Down. Also note that the keep is entered from the 2nd floor (Ground +1), and that the tunnel complex which is mapped is for countermining, and reached from the ground level. Areas here are keyed by number and level. Ground Level: 1-Office of Commander of Fortress; 2-Administrative offices of Royal Guards; 3-Chamber/Office of Guard Captain; 4-Office of second Guard Captain (See Appendix C for Commander and 2 Captains); 5-This is the chamber of the Guard Commander; All in all on this level there is personal cash totalling 1,240SM. Ground +1: This is the entry level; the entry admits to 1, by a set of open stairs on the outside of the tower; 1-This is a waiting room with benches along the wall, and a large table at the back. There is a clerk at the table, who will take names on a waiting list for an audience. The list is some 3 years long, but appropriate bribes will advance names to higher points on the list, as will an influential patron or expediter. There are two Elite Guards at the entrance to the hall; 2-This is the office of the Chief Steward, who is generally responsible for audiences and running the household; 3-This is the office of the steward's staff, about 5 clerks. Ground +2: 1-This is an office for a royal official; 2-This is used as a secondary waiting room prior to admittance to the audience hall; 3-This is an office; 4-Also an office; 5-This is a conference room for private conferences. It is a good location for the encounter with the



king's second brother, which is explained later, providing the encounter has not already been used. Ground +3:1-This is an audience hall/dining hall. At any one time when the king is hearing audiences there will be 20 supplicants waiting, plus some 50 court members and 15 Elite Guards. Also present will be King Mador Edmyg on his throne(See Appendix A); 2-This is a fully staffed kitchen to serve refreshments and meals. Ground +4: This entire floor is reserved as royal apartments for the king and his immediate family. 1-This is a sitting room/lobby also used to entertain personal guests. A guard will always be posted in the stairwell. Treat him as an Elite Guard, but with a 25% bonus on all attributes. 2-This is the private chamber/study of the king, also used for dining and living by his family. The Kymri are more family-oriented than the peoples of the terrestrial middle-ages, thus the children are chambered separately from the parents. 3-This is the chamber of Cradoc, heir apparent to the throne. He is the eldest son, about 8, and considerably older than his sisters. 4-This is the room of the two twin princesses Brandren and Mavlin who are two. They sleep here with their governess. 5-This is the chamber of the king. He sleeps here with any of a number of courtesans or mistresses(morals are relatively lax in Kymric culture). His wife died giving birth to the twins. He is considering taking a new wife if he can find a good candidate. Monies in this area will total about 500SM in spending money. Ground -1: This is the tunnel complex which is mapped. When aligned properly it fits directly under the map of the fortress at the same scale. Most of the passages exist to connect the towers which can only be entered from below. The parts of the system are keyed by letter. A-These stairs connect to the ground level of the keep. B-This corridor connects to the Temple of Gwyn, and is always guarded by at least 2 guards. C-These corridors go to the towers in the keep-wall. D-This is a barracks for Elite Guards, and holds up to 100 men. E-This goes to tower L. F-These branches go to towers B. G-There are always 4 regular Royal Guards and 1 Elite Guard on duty here. H-This is the dungeon, and there are usually a couple of criminals being held, usually for crimes against the state. I-This is a general administrative center for castle guards. There are desks set up, and usually at least 5 Elite and 20 Regular guards here doing various chores or waiting to go on duty. There are benches, and it can serve as a seige-barracks. J-This is a barracks which holds up to 200 Royal Guards in bunked cots. K-This corridor goes to tower O, which is one of the towers of the general city defenses, manned by City Guards, who are roughly equivalent to the Royal Guards. There are 40 in the tower. All of the tunnels are rigged to be caved in remotely by controls in the keep. Xs represent trap-doors and ladders to small towers. Cave-ins can be caused anywhere at 20ft intervals. The total complement of the fortress is 750 Royal Guards(some barracked in Towers), and 250 Elite Guards



THE FESTIVAL AT SAUIN

Sauin, November 1, is an important religious and social festival time in the Kymric nations. It is significant as the change in power of a number of major gods who rise to dominance for the coming season. It is the ascension of Gwyn and Arawn, and the start of dormancy for Aranrhyd and Nudd. In all cases it is a time of celebration and mass merriment. At the Sauin festival the King will traditionally hear petitions from the public from noon to sunset in the main square of the city(2A). He will hear about 50 pleas, but to assure being heard, an in is needed. The support of a major noble or church will assure being heard, as will the influence of a good Expediter, or a bribe to the Chief Steward or Mayor of the City.

Practices at Sauin include multiple animal sacrifices, religious services, prophecies for the coming season, doorways are festooned with Rowan branches, races are held. Sacrifices are done by burning in wicker cages.

Also of particular note is Sauin-Eve, October 31st, when the dead are said to walk abroad. Since the party is likely to be in the city on Sauin-Eve and Sauin there are several encounters possible, as described in the following.

SAUIN EVE ENCOUNTER: THE HWCH DDU GWTA

Anyone not in a house protected by Rowan branches on Sauin-Eve will be open to attack by the Hwch Ddu Gwta(Ook Thu Goota), the "Black Sow without a Tail". The Hwch Ddu Gwta is a giant black sow who lurks in back alleys. She always attacks from behind, and goes for the legs to drag victims to the nether world. See Appendix C for detail.

SAUIN EVE ENCOUNTER: THE REVENANT

Sauin-eve is the time of the dead returning to life. At this time it is always possible after dark for an individual or group to encounter a revenant. For the most part Revenants are ghosts of people known by the victim, generally any he has been responsible for killing or present at the death of. Generally all the people slain will come back in a group, insubstantially to pursue him. The main danger is of injury in fleeing them, and they may drive the victim towards dangerous places. A secondary danger is that each one present lowers the victim's WIL or INT by 1D3, and if it reaches zero he will go mad. There is also a fear save minus the number present. No physical description is needed as they have no physical form.

SAUIN DAY ENCOUNTER: SAMHANACH

During the evening and afternoon of Sauin day, bands of Samhanach will be loose in the city, and will try to accost and abuse anyone they can catch in groups smaller than their own(See Appendix C).

Note that any of the regular encounters in the next section are also possible during the festival if it seems appropriate.

GENERAL ENCOUNTERS IN BAELENOK

These encounters are possible in the areas indicated at the GMs discretion. They should be employed at a point where it seems appropriate. Use each only once as a general rule.

THE FORGE OF WELAN AP VIDDAR(5,7,2,4)

As they are passing by a large, open forge, a broken sword blade flies out, and strikes one of the characters for 1D12+3 damage. The blade belongs to an unfinished sword(see Appendix D). Welan will let them have the sword. He will not repair it, but he doesn't care if someone else fixes it. He threw it out in anger at it breaking during tempering. He is in a bad mood. He is described in Appendix A.

MARKET SCAM(2)

As they are passing through the market one of the party catches sight of a statuette of a Satyr which he finds fascinating and feels an urge to pick up. If he does so, the statue will break in his hand. It can only be repaired by the merchant who owns the booth. He insists on payment, a full 15,000SM, as the statuette was the work of a master who toiled for weeks, and irreparable. The statuette cannot be repaired in any way other than his magic, and it is worthless broken. He will enforce his insistence on payment with Bobo, an Ogre who is sitting behind the booth eating lunch(See Appendix C).

CONSPIRACY(2,11)

The King's second brother Rhys Edmyg is forming a plot to overthrow the throne. He and two standard thugly confederates will be working on the first stages of the plot in this encounter. It can happen in either of two ways. The

party can either overhear this conversation in their inn, where one of the co-conspirators is staying, or in the Royal Keep, at room 5 on the 2nd floor. The plot which they overhear is to slay the middle brother, Cradoc, who is a priest of Gwyn, but also heir to the throne. On hearing of this plot they have many options, of course. There is also a chance that they will be noticed overhearing the plot. This leaves the option of pursuit by Rhys and his henchmen, who are the equivalent of 50% better Elite Guards. If caught they have the further option to cooperate, in which case they will have to kill Cradoc, who is a stand-ard Priest of Gwyn. Data on Rhys Edmyg is in Appendix A.

DARIEN CARDDYL, MASTER EXPEDITER(2)

There is the option available to have Darien approach the party in the market or dock area if they look like they won't be able to get help any other way. Darien will come on a little strong, so they may not trust him. He is detailed in Appendix A.

You can, of course, improvise encounters and switch them around, as seems fitting.

SCHULLER PROGRESSIVE EXPERIENCE SYSTEM

In previous scenarios in this series exact experience values for use with the SPES have been given for determining experience. For this adventure we suggest that, as it is more flexible and free-form, you assign EVs yourself for the form in which you present the encounters. As a measure of the level which EVs should be set at, EVs solely for overcoming or otherwise dealing with or eliminating the various creatures of the adventure are given in Appendix C by creature. Some are also given in Appendix A.

To determine specific EV values, use the table below and to the right for the amount of Experience for a set total

TOTAL EV	PARTY EXPERIENCE
10	1000
20	4000
30	9000
40	16000
50	25000
60	36000
70	49000
80	64000
90	81000
100	100000
120	144000
140	196000
160	256000
180	324000
200	400000
220	484000
240	576000
260	676000
280	784000
300	900000

of all of the encounters which the characters went through. Round up. Lower EV if they failed to make the most of the encounter. The table to the right gives the EV and the corresponding experience total. This total is divided among the characters on the adventure.

Next, rate the characters on a scale of 1 to 10 for their role-playing deftness in that adventure. Consider 10 the best and 1 the worst. Then

RANK	MODIFIER	look at the table to the
10	x1.5	left to find the Experience
9	x1.4	Point modifier. Multiply
8	x1.3	each players experience by
7	x1.2	this modifier, or the one
6	x1.1	specifically found for the
5	x1.0	character in question.
4	x.9	This will give you that
3	x.8	character's final experience
2	x.7	total.
1	x.6	

To find more exact experience amounts from EV, use the formula: $XP = (EV^2) \times 10$. For an example of how this works: A party has 4 members. They get a total EV of 45 after a few encounters played and have to stop. This gets them 20,250XP between the four of them, or 5063 each. Generally, the harder or more challenging the encounter the higher the EV and the more the XP gained. In this example the characters would have their XP adjusted for their role playing, and the actual XP might range from 3544 for an inactive player to 7088 for a good, imaginative player.

APPENDIX A: MAJOR CHARACTERS

These characters are major persons mentioned in the text of the scenario. They are described generally and in terms of both the Ysgarth Rule System and Dungeons & Dragons, so that sufficient material is provided to run them under just about any game system on the market, although a bit of adjustment and intelligent thought might be needed for more unusual systems. A good GM should be able to deal with such problems with a little thought. Personality, intention and motivation are given roughly, but you may have to improvise, expand, and add detail.

PENDAR DRWSCYN, CAPTAIN OF THE "HORN OF THE MOON"

AR:12 D&D AC:4 SAV:10 Weapon:Scimitar 1D10
 DC:9 HP:44 LEV:10
 MR:11 FP:80 DEI:Dylan
 RC:6 MP:-- ALI:8/13
 DR:7/8/11 MI:-- HEI:5'7"
 AV:3/2/2 WR:36 WEI:140

Pendar is fairly well connected in the city, and might hook the party up with an Expediter. He is a good leader, but currently in financial and personal difficulties which will make him unwilling to help unless they can seriously impress him.

DARIEN CARDDYL, EXPEDITER EXTRAORDINARY

AR:13 D&D AC:3 SAV:7 Weapon:Dagger 1D6
 DC:8 HP:34 LEV:14
 MR:13 FP:104 DEI:Arawn
 RC:6 MP:121 ALI:7/12
 DR:17/18/21 MI:95 HEI:5'11"
 AV:3/2/4 WR:45 WEI:165

Darien is a first-rate expediter. He is suave, sophisticated, and has excellent connections. He is the brother-in-law of the Chief Steward. His fee for obtaining an audience is 100,000SM divided by the number of days the customers are willing to wait, plus expenses for bribes and gratuities. He has limited magical abilities, primarily related to enchantment and illusion.

ISBERYR NURYNN, CHAMPION OF GWYN

AR:45 D&D AC:3 SAV:5 Weapon:Magical Broadsword: Vynydar
 DC:15 HP:97 LEV:19
 MR:18 FP:100 DEI:Gwyn
 RC:8 MP:-- ALI:17/9
 DR:25/26/29 MI:-- HEI:6'3"
 AV:6/5/7 WR:26 WEI:215

Isberyr is not outstandingly bright, but he was raised from childhood to be a great warrior by his father who was a retired mercenary. He is fanatically loyal to Gwyn, and totally dominated by the High-Priest.

LLWYS EDMYG, THIRD BROTHER TO KING MADOR

AR:18 D&D AC:7 SAV:12 Weapon:Broadsword 1D8 or Longbow 1D6
 DC:9 HP:32 LEV:8
 MR:20 FP:80 DEI:Nudd
 RC:9 MP:-- ALI:9/18
 DR:12/13/14 MI:-- HEI:5'9"
 AV:1/1/1 WR:20 WEI:143

Llwyns is the youngest of the 4 royal brothers. He is 16. He likes to hunt and enjoy himself. Realizing that he has little or no chance at the crown he is concentrating his studies and interests in other areas, such as literature, the arts, and administration.

OWAIN GLYWRDD, ROYAL CHAMPION

AR:40 D&D AC:0 SAV:3 Weapon:Lance 1D20, Greatsword 1D12, Longbow 1D6
 DC:14 HP:118 LEV:22
 MR:22 FP:160 DEI:Nudd
 RC:10 MP:81 ALI:12/13
 DR:29/30/33 MI:77 HEI:6'1"
 AV:4/3/5 WR:80 WEI:182

Owain is in later middle age, and has developed his skill as a champion beyond mere physical prowess. He has limited skill as a Beastmaster, plus significant talent as a leader, administrator, and tactician. He is subtly influential at court, and everyone holds him in high-regard. He is an honest and fair man, and holds a commission as a Royal Emissary and travelling magistrate. He will be nominated to supervise the commission to look into the Uchelgrian situation. He is an excellent entre to the court. (EV:18)

MADOR EDMYG, KING OF MORGANWC, HIGH KING OF THE KYMRI

AR:25 D&D AC:4 SAV:7 Weapon:Rapier and Dagger, 1D7/1D4
 DC:11 HP:35 LEV:17
 MR:14 FP:60 DEI:Gwyn
 RC:8 MP:100 ALI:19/15
 DR:22/23/24 MI:125 HEI:5'8"
 AV:1/1/1 WR:52 WEI:135

Mador is a distinguished and just ruler. He is well liked by his people and has performed well. He is about 43 years old, and has ruled for 16 years. His health is failing him for no apparent reason, but he has dismissed his physicians. Chances are that he has lung cancer, and he has frequent coughing fits, and is reduced in physical activity. He continues to be as sharp as ever, and may live

for quite a while, especially with magic. He is a Mystic, and uses the skills of the study to keep his illness in check, though he cannot cure it.

As far as the plea for aid goes, he will grant it if it is presented clearly and in an appropriate manner, especially if there is support from members of the court. He will sign papers creating a commission to visit the island, under the command of Owain Glywdd, who will be given monetary privilege. The commission will leave in about 2 weeks. The party will be given a letter of credit for 80,000SP for expenses and as a sign of intent, and they will be given royal transport back to the island to report.

WELAN AP VIDDAR

AR:30 D&D AC:6 SAV:-3 Weapon:Smith's Hammer 1D8
 DC:17 HP:185 LEV:32
 MR:15 FP:200 DEI:None
 RC:10 MP:400 ALI:3/12
 DR:18/19/20 MI:325 HEI:6'8"
 AV:1/1/1 WR:105 WEI:200

Welan isn't just any smith. He is a demi-god equivalent smith. He only makes weapons on commission, and only does that for people he likes and when the weapons are going to be put to uses he approves of. He is tall, thin, and wiry strong. He has the strength of a giant in a large human form. He has long red-brown hair. He can be considered as having all artificer, enchanter, and alchemist magic. He cares little for money, but is highly curious.

RHYS EDMYG, SECOND BROTHER TO KING MADOR

AR:28 D&D AC:6 SAV:6 Weapon:Broadsword 1D8
 DC:12 HP:45 LEV:15
 MR:17 FP:92 DEI:Bress
 RC:8 MP:100 ALI:6/5
 DR:20/21/22 MI:70 HEI:5'7"
 AV:1/1/1 WR:72 WEI:135

Rhys is second in line for the throne, after Cradoc. Succession in Morganwc is from brother to brother, with the children of the 1st brother following the last brother. Rhys would like to accelerate the process of inheritance by eliminating Cradoc and helping Mador along. He is anti-social, but a capable warrior and leader, though he tends to be ruthless and Machiavellian. He is actively trying to kill of Cradoc, but in such a way as not to be implicated. Once king he plans to kill of the young prince and the two princesses, kill off Llws, and bring his own two young sons into inheritance. He is also trained as a Sorcerer, and though he professes to worship Govannan, he actually worships the Fomor Bress. (EV:15)

APPENDIX B: GODS, PRIESTS AND RELIGION

There are six different gods represented in the city. Each of them has a priesthood with its own particular nature, and a little bit of background on the gods could also be helpful.

THE FAITH OF NUDD LLAW EREINT

Nudd is a sky, war and prosperity god, the father of many other gods. He has a magical silver hand fashioned by Govannan. He commands the winds and rides in a chariot drawn through the sky by four horses. He is unbeatable in battle. His priests follow standard priest patterns, specializing in Aeromancy equivalent powers. In D&D treat them as Druid/Mage combinations. They range from 4th to 7th level, with a few higher. Many have significant fighting skill.

THE FAITH OF GWYN AP NUDD

Gwyn is Nudd's son. He is a bit grimer, a god of warriors, death, and the mountains. He is the master of the wild hunt. His priests will all be warriors, but may have some additional general priest skills and Aeromancy powers. For D&D treat them as Druid/Clerics. Level ranges are the same.

THE FAITH OF ARAWN PEN ANNWN

Arawn is a god of the afterlife. He is a grey man, skilled in the magic of illusion and Bardic skills. His priests will be skilled with Bardic lore or Illusion. For D&D treat them as Bard/Illusionists, or either of the classes combined with Cleric. Level ranges are the same.

THE FAITH OF DYLAN OF THE WAVES

Dylan is a sea god, relatively pacifistic. He rules over all sea creatures and fishermen. His priests are Hydromancer/Mystics. For D&D treat them as a combination of Monks and Druids. Levels are roughly the same.

THE FAITH OF ARANRHYD

Aranrhyd is a mother/nature goddess, with a particular orientation towards wild animals, especially horses and birds. Her Priestesses will be Beastmasters

and her Priests Beastmaster/Warriors. For D&D treat them all as Druid/Fighters. Level ranges are the same.

THE FAITH OF GOVANNAN

Govannan is a blacksmith god. His worshipers are varied in nature, as he also covers a lot of different areas of commerce. His priests will be Warriors basic Priests, Artificers, or Enchanters. For D&D make them Warrior/Mages. The level ranges are the same.

There is mild competition and rivalry between the different faiths, and they are all active proseletizers and competitors for the attentions of the many pilgrims who come to Baelnok.

APPENDIX C: CREATURES, OFFICIALS, AND TOWNSFOLK

Described here are the various generic types mentioned in the scenario, including creatures and guards.

MUIR ISGAIN

YRS AR:1 HP:65 Weapon:Claws 1D8
YRS DC:8 ST:9 Bite 1D6 or Spit Fireballs 2D8, plus 1D6 for 3CR
YRS DR:10/14/18 LN:4'8"
YRS AV:5/6/3 WT:60
D&D AC:2 AL:C/N

The Muir Isgain is an aquatic saurian. It is a miniature winged dragon with blue-green scales. It is unusual in that it spit balls of clinging liquid flame up to 30ft. The flame does initial damage, and will seem through armor and continue to burn.

SELKIE

YRS AR:7 HP:25 Weapon:Bite for 1D8
YRS DC:5 ST:5 Claw for 1D5
YRS DR:18/18/18 HT:5'9"
YRS AV:0 WT:120
D&D AC:7 AL:C/E

The Selkie is an unusual and highly magical creature. It is a sea-dwelling creature, taking the form of a large seal while at sea. It can assume the form of a dark-skinned, dark-haired man while on land or out of the water. It has a hypnotic power to paralyze victims, and a siren-song like ability to attract its victims. Once it has its victim, its bite is the equivalent of a vampire bite, draining 2D20FP per round and lowering CON by 1. Each point of CON drained adds 5% to each of the Selkie's characteristics. Anyone who kills a Selkie will be accursed, and will be -5% to 10% on all rolls for several weeks.

ROANE

YRS AR:9 HP:30 Weapon:Bite 1D6
YRS DC:6 ST:10 Two Claws 1D8
YRS DR:17/18/19 HT:4'7"
YRS AV:1/1/1 WT:70
D&D AC:6 AL:C/G

A Roane is a man-seal creature which lives in the water. It is a small, seal-skinned humanoid. They are playful and fairly harmless unless provoked.

ROYAL GUARDS(General)

YRS AR:12 HP:38 Weapon:Broadsword 1D8
YRS DC:8 ST:13 Longbow 1D6
YRS DR:9/9/12 HT:5'9"
YRS AV:2/2/2 WT:165
D&D AC:6 AL:Variable

These are the standard guards of the Royal Fortress. They are a bit better than the average fighter, but not amazing in any way.

ELITE GUARDS(General)

YRS AR:16 HP:46 Weapon:Broadsword 1D8
YRS DC:10 ST:11 Longbow 1D6
YRS DR:11/11/14 HT:5'10"
YRS AV:2/2/2 WT:170
D&D AC:5 AL:Variable

These are picked elite guards for the royal household. They are somewhat better than the average Royal Guard.

HWCH DDU GWTA

YRS AR:25 HP:175 Weapon:2 Hooves 1D20 each
 YRS DC:15 ST:1 1 Bite 1D12
 YRS DR:16/18/20 LN:7'
 YRS AV:1/2/4 WT:700
 D&D AC:4 AL:C/E

The Hwch Ddu Gwta is a tailless black sow. Merely sighting her causes fear which will make the subject flee. She can teleport, and always gets one attack every two rounds from behind with double damage. She always attacks the legs. If she succeeds in knocking the victim down and dragging him away she will vanish with the victim, who will never be seen alive again.

SAMHANACH

YRS AR:10 HP:27 Weapon:2 Claws for 1D10
 YRS DC:7 ST:7
 YRS DR:12/13/15 HT:4'7"
 YRS AV:1/1/1 WT:75
 D&D AC:7 AL:C/E

These are small, leathery humanoids who run around on Sauin, released from hellish regions. They like to play practical jokes, and leap on lone travellers who they abuse obnoxiously and often fatally. Their bands are of 3D10+3 members. They can move silently and hide in shadows.

OGRE(Bobo)

YRS AR:12 HP:115 Weapon:Club 2D12
 YRS DC:18 ST:9
 YRS DR:3 HT:12'
 YRS AV:0 WT:1000
 D&D AC:9 AL:C/N

Ogres are primitive giants of limited intelligence and repulsive appearance and personal habits. They are strong and violent. They can develop loyalty to human individuals.

APPENDIX D: MAGICAL ARTIFACTS

These are magical items present in the scenario, though many of them may not come anywhere near the characters hands.

MAELISGAER(Sword)

This weapon is considered +3/+2. It has the unusual power to drain off the magical attributes of weapons or armor used against it at a rate of 10 levels of power per CR.

MAIL OF THRYDOCH

This mail is D&D AC2, or YRS DV5/6/9 AV6/5/7. It will regenerate itself in areas which are damaged.

CHALICE OF NUDD

This is a magical silver chalice. If the chalice is filled with blood it will acquire healing properties parallel to the blood fed it. The effect is that one person or many may bleed off HP and they can be transferred one-for-one as healing onto other persons.

SPEAR OF THE SKY

This is a throwing spear which has unlimited range. It has a Rowan shaft and a silver head. When thrown it will continue to fly at any distance to hit its target as long as the target is in the open or reachable, and the thrower can envision the target. It does 3D10.

STAFF OF DRWSTAR

When struck on the ground this will bring forth a stream or spring. In addition, the touch of the staff will turn any kind of animal back or aside for a period of 1D6CR.

VYNYDAR(Sword)

This is the holy sword of Gwyn. It is +5/+4, and has a bonus of +3 on defense. It has the additional unusual power of being able to deflect one weapon blow per round with 100-attacker's AR% chance of success. Use the attacker's level for D&D. It does 1D12 and is a broadsword.

TULWYTH(Shield)

This causes any attacking the bearer to have their chance to hit made 5 worse with the added effect that each CR the character's vision will be reduced by 5%. Thus, in 20CR the foe will be permanently blind. Partial vision loss should be

translated as a reduction to hit and to defend.

THE SCEPTER OF SILENCE

The bearer of this scepter can wave it and strike up to 20 people dumb for 5 days in each round. There are a total of 300 charges at 1 charge per person.

THE BURNT CROWN OF THARIS EDMYG

This looks like a silver and bronze crown which has been burnt badly and to a degree, melted. Putting it on makes the wearer go catatonic for at least 1020 days. When he recovers he is insane, and when lucid thinks his is King Tharis, who was burnt to death in a revolt 300 years before.

THE UNFINISHED SWORD

When thrown this broken sword-blade strikes for 1D12+3. Welan will not put it back together, and it will be usable but still unfinished when repaired by any lesser smith. In the repaired state it will look like a poorly made, unmarked or signed blade. It is -2/+5, and hits 1D12 as a broadsword. It has the unusual aspect of causing any wounds which it makes to be stigmatic, i.e. never healing or healable, bleeding at a rate which keeps the victim weak but will not kill him if he eats regularly. Such a wound can only be healed by holy intervention.



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