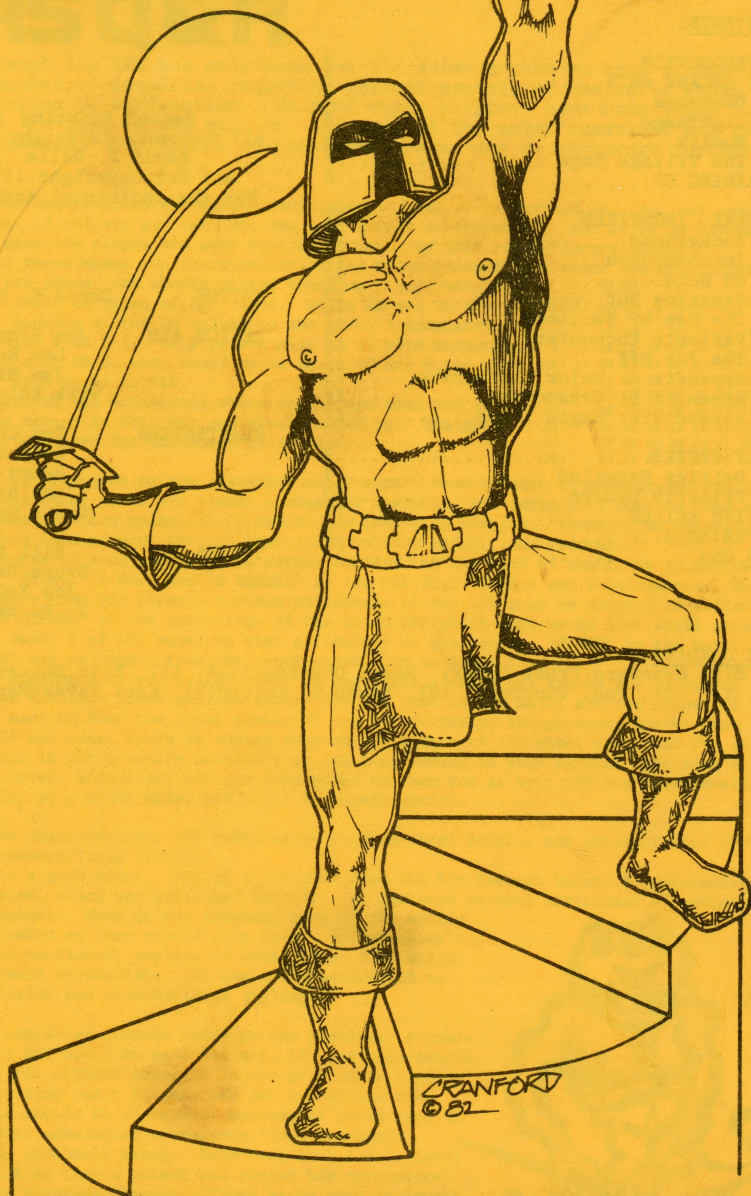


THE YSGARTH RULE SYSTEM



SUPPLEMENT ONE

The Wine of the Moon

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INTRODUCTION

No matter how wonderful a rule-system may be, no matter how complete or comprehensive, there will always be more to add to it, as the possibilities of the worlds to be simulated are virtually unlimited. The Ysgarth Rule System is not an exception to this general principle. While it is a fascinating and unusually complete role-playing system it has left many avenues open and many possibilities unexplored.

In this first supplement to the Ysgarth Rule System you will find new areas of adventure, which should help you make your YRS campaign more complete and fully developed. This is the first supplement, but not the last. It is a true supplement in the true sense of the word, not an essential aid to play. You can play perfectly well without this booklet, but you may find some new ideas and useful material here.

As this is only one of several planned supplements, it need not be comprehensive and expand on every open spot in the YRS. Instead we have decided to do a more concentrated study, fixing on magic and religion. Future supplements will cover combat, background, skills, and other subjects. An adventure scenario is also included in this book. It is suitable to follow "The Last Song of Hergest", the introductory scenario from the YRS.

Go forward, enjoy, expand your role-playing horizons.

THE ARCANARTS

Magic is a seemingly infinitely expandable art, and though there were plenty of mage classes in the YRS, there is always room for more classes specialized to certain situations. The classes given here are fully viable as mage classes, and several are also especially important for the powers which they quantify and make available to some of the priestly classes, a few of which are described later. Also described here are two crossover mage classes which represent a realistic addition to the mage types already available

DARKMAGE

The powers of darkness are often alluded to in literature and popular entertainment. Power over darkness and the night can be a significant realm of magic, with a great deal of flexibility and many impressive powers and applications. In addition, the Darkmage spells are particularly useful as powers for priestly classes of the many gods of night, darkness, and evil.

Darkmage spells are given below. They are given in the standard format used in YRS book #3 for the other mage classes and spells with no major variations. Experience Class is 3.



Spell

Black Cloud: This allows the caster to become a cloud of darkness, resembling black smoke. He may move at normal speed, and is unaffected by physical things, except barriers to movement. He can use all of his senses, but may not effect anything by physical or magical means. Winds will move or disperse the cloud. Once he returns to normal form, which he may do at will, the spell must be recast to be used again.

Black Ray*: This fires a ray of darkness from the caster's index finger which withers and does damage in the place it strikes.

Bonds of Blackness*: This surrounds the target in constricting bonds of darkness, which can only be broken on a -5 STR save. The caster must hit with the spell as with a missile.

Create Darkness: This creates darkness equivalent to a moonless night. It is a radius effect. It can count in modifying the power of spells upward as explained in the note at the end of this section.

Dark of the Mind: This darkens the target's mind, effectively suppressing his intelligence and making him an idiot temporarily.

LEV	CT	RAN	DUR	TYP	SAV	DAM
2	3	S	10M	I	---	---

3	1	50M	1C	C	MIS	6
---	---	-----	----	---	-----	---

9	2	40M	20M	F	MIS	---
					SAV	

5	3	10R	15C	J	---	---
---	---	-----	-----	---	-----	-----

10	1	T	10H	M	WIL	---
----	---	---	-----	---	-----	-----

Spell	LEV	CT	RAN	DUR	TYP	SAV	DAM
	15	10	S	10M	K	---	---
Dark Strength*: This allows the caster to draw super-human strength from darkness, varying with the type of darkness. The basic increase is 4 points added. It can also be cast separately to up CON.							
Eclipse: This will blot out one or more celestial, light generating or reflecting object. The level to learn is set, but the level in casting cost is variable with the body in question. Stars are CL1/100, the moon is CL3, and the sun is CL10. In these cases CL is standard as described in variable magic, so CL3 would be real level 30. Range given is the actual position of the darkening barrier.	10	20	20K	1H	J	---	---
Fall of Night: This causes blobs of darkness to fall from the sky in a given area, clinging and damaging all within that area. 1D20 blobs fall, not all necessarily hit, all do the set damage to any target hit.	8	9	50R	3C	J AGI		6
Form Darkness*: This allows the caster to take hold of what darkness there is available and shape it into physical forms, with physical substance for the duration of the spell. Anything non-magical can be created that he can form manually, one item per casting. For example, shields, clothes, weapons, or statues might be made. Such objects must be inanimate, but they may be manipulated.	11	2	T	1H	K	---	---
Gather Darkness*: This calls available darkness to the caster and forms it around him so he can work with it in using those spells which have a "*" marking and are modified as stated in the note below. It must be used with those spells, and varies in effectiveness, as stated below.	4	7	500	10C	K	---	---
Heatsight: This allows the caster to see in the infrared range, spotting heat emission from people and objects, so that they can be tracked and seen at night. Range of vision is much less than normal, about 30yds with any definition. At greater range people look like blobs of heat.	10	5	S	1H	I	---	---
Living Dark*: This animates an area of darkness up to which the caster has in reach so that it can move and act independantly. It can even put forth limbs with manipulatory capacity, though only of limited strength. It can also carry other spells, such as Night Fear. It can be used in conjunction with Form Darkness to make dark creatures with a full physical substance.	12	10	10R	25M	K	---	---
Merge with Darkness*: This lets the mage become part of night or a shadow, making him invisible and insubstantial. Light will return him to physical form, as will any manipulation of physical things. He is easier to spot when it is less dark.	1	2	S	25C	K	---	---
Night Fear*: Any who fail to save against this spell will gibber in fright, cover their eyes, and try to hide from the horrible, imaginary monsters.	7	2	30	8C	M WIL	---	---
Night Vision: This lets the caster see in darkness as if it were full daylight.	2	2	S	3H	I	---	---
Slaying Dark*: This creates a small cloud of darkness which floats about on the casters command. Any enveloped in it must save or suffocate in 1D4CR. It can envelope up to 3 persons/CR. It can move anywhere in the caster's sight.	11	15	5R	20C	J	---	---
Steal Sight*: This lowers the vision ability of a single target with the equivalent effect of lowering DEX by 5.	6	1	100	5H	I TAL	---	---
Withering Dark*: This darkness works as Slaying Dark, but it is less defined and more diffuse, looking like a black mist. Each CR in the cloud lowers CON by 1, with corresponding reductions in FP.	9	10	8R	20C	J WIL	---	---

A concluding note is important for many of these spells. Those marked with an "*" are altered by the amount and type of darkness available at the time of casting. Total, lightless dark, like that right before dawn, allows double effect with the spells, as does subterranean dark. Starlight and standard night darkness and created darkness let the spells have full effect. Under moonlight

Spell

Light Consumption*: This causes an area or person to be consumed by light, converted directly from matter to radiant energy. Exact damage varies with type of light. 1 cubic foot or one body area is consumed per CR for the duration of the spell. Damage cannot be healed by normal means.

Light Transport: This converts the caster into a ray of light aimed at any target he can see. When he hits that target he returns to human form, or if he hits any intervening target, or the next physical barrier. He is insubstantial and moves at the speed of light. Range is unlimited. A missile-type roll should be made to see if the target is hit.

Mirror: This creates a reflective disk 2ft in radius anywhere within the caster's reach. It is useful for deflecting light attacks, and can be moved with ease, as it is weightless. It has no physical substance.

Wall of Light**: This creates a barrier 10ft by 10ft of the appropriate type of light. Passing through it does stated damage, and viewing it does the light effect. Damage is overall, with no save, as it must be taken on voluntarily.

This class is similar in many ways to the Darkmage, but obviously of a different orientation. Take note of the differentiation of effect by light type. This becomes even more important among light-using priests, who may be restricted to Sunlight, Moonlight, or Starlight, depending on the nature of the deity they serve.

RUNIST

The Runist, or Cartomancer, is the master of magical symbols and signs. He uses written or drawn images, usually in a secret alphabet or language to exercise power. As a magical art this is closely related to the powers of the Enchanter or the Bard, and designed along somewhat similar lines. Runists are Experience Class 4, but class as Low Mages.

Runists have certain basic manipulatory spells, parallel to those of Enchanters, but on a more limited basis. They are allowed to take 20% of their required 50% of LSP in areas outside of Runist, and these spells are learnt as runes, usable with the manipulative spells. These runes learnt must be spells of a passive or inactive nature. They cannot be of types A,B,C,G, or J. In general other types are possible for use. Runes can be divided into two types, as detailed in the spells below. These are Active and Passive Runes. The first type are immediately effective on casting. The second are triggered by certain conditions. In addition there are spells given for modifying such things as triggering time and the nature of trigger. See the spells below for detail. They are given in standard format.

Spell

Create Active Rune: This spell allows for the creation of a Rune with active powers, taking place on drawing of the rune. Its Level and CT are added to those of the spell on which the Rune is based, and it has the same effect, though the cost is adjusted up for the new level. Both the spell and this spell must be known by the caster. Such runes can be cast by drawing in the air or on the target, depending on the appropriate range. The range of the spell takes over from the specific Rune range. If the Rune is drawn in the air it can be seen travelling towards the target in the air. Active Runes will only work on one target. Each Rune is invisible until in power and taking effect. It will then glow a color appropriate to the nature of the caster and the type of spell base.

LEV	CT	RAN	DUR	TYP	SAV	DAM
14	8	T	5C	I	TAL	8

10 3 U 1C I MIS ---

2 1 T 3C J --- ---

12 3 10 5M J --- 10



LEV	CT	RAN	DUR	TYP	SAV	DAM
3	3	T	1M	---	AGI	---
					DEX	
					TAL	

Spell

Create Passive Rune: This is a subtler use of the rune concept. It works as the rune above, using a normal spell of one of the acceptable types, and adding the level and CT of the rune creation to that of the spell to create the rune. The rune can be set to be triggered by any circumstance, condition or combination of factors, of high or low complexity. The rune may be cast more than once on the same target, in which case only one rune will be triggered each time the conditions are met, and the next one will be held for the next occurrence of the condition. Such a rune must be cast on a specific object, which will be the locus of the effect. It is drawn there by the caster, but becomes invisible to others after a brief delay of 1D3 CR. It becomes visible when triggered.

LEV	CT	RAN	DUR	TYP	SAV	DAM
7	10	T	1W	J	---	---

In addition to these two essential spells there are several more spells which should be described here. Given below are some runes and spells unique to Runists or which serve as excellent examples. A indicates Active, P passive.

Rune

	LEV	CT	RAN	DUR	TYP	SAV	DAM
<u>Barrier(P)</u> : When cast this rune will block off a given area of up to 10x10ft, making it impassible to a single specified type of being or object, i.e. all humans, all swords, etc. Objects will glow red hot as they approach, beings will feel a physical barrier.	7	5	T	3H	J	---	---
<u>Madness(P)</u> : When viewed the meaning of this rune will become clear to the reader, whatever his native language, and he must save or go insane for 1D20 hours. He must be able to read to be effected.	9	15	T	5D	J	WIL	---
<u>Negation(A)</u> : This rune, when cast will erase any rune of its level or less within a 10ft radius. If the total levels of the rune effected are less than those of the negation nothing happens. It can be cast at any level to increase effectiveness, but must at least be cast at the base level given. In this case actual level at casting, not Casting Level, matters.	3	5	10R	1C	D	---	---
<u>Obscurement(P)</u> : This makes any writing on which it is cast unreadable by anyone except the caster. Any who try to read it will get about 1 in 5 words, as well as eyestrain and a headache. Each casting is good for a single written surface up to 3x3ft.	1	3	T	8W	J	---	---
<u>Revelation(A)</u> : This will reveal the location and color of any runes in a 20ft radius. Color is keyed by specific type of magic of the spell or rune, i.e. the type of magic it is based on(Colors are: Red-Pyromancer, Blue-Hydromancer, Green-Naturalist, Grey-Geomancer, Brown-Beastmaster, Silver-Enchanter, Gold-Wizard, Maroon-Necromancer, Purple-Sorcerer, Yellow-Mystic, White-Lightmage, Black-Darkmage, Rainbow-Conjuror. If this rune is cast at CL7 or more the exact spell/rune is revealed.	2	5	20R	5C	D	---	---
<u>Translation(A)</u> : If cast this will translate a single written surface up to 3x3ft from any language to one with which the caster is familiar for the duration.	3	4	T	10M	I	---	---
<u>Warding(P)</u> : This works in a fashion similar to a barrier rune, but when the set thing enters its 10x 10ft field it will announce a set warning, visually or verbally, or set up an alarm. Such a message may be up to 25 words. It does nothing to stop anything in a physical way.	4	10	T	5D	J	---	---

THE VILLAGE MAGE

One character type should not be overlooked, merely because it is so common that it is taken for granted and never thought of as a potential class for player characters. This is the common Village Mage, a frequent feature of adventures who rarely gets the consideration which he deserves for his unique place in his society and potential for flexibility and outstanding role-playing.

Every village has some crotchety old fellow or wild-eyed youth who is credited with unusual and supernatural powers. He may be a shaman, skilled in ancient arts passed down from his fathers, a mad hermit in the nearby wilderness, a traditional witch with the lore of plants and animals, or something wilder and more sinister.

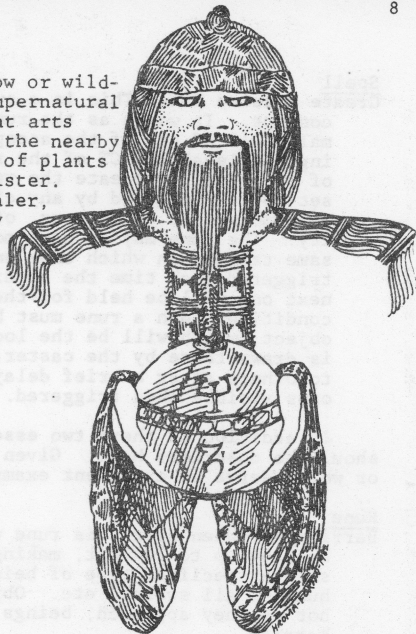
Whatever his actual nature, charlatan, healer, madman, or true mage, the Village Mage usually commands respect, or at least fear from his neighbors. He can get good pay for his services in a rural area where competition is non-existent, and maintain a solitude which may support unwholesome interests. Even a mediocre mage can make it big in a smaller town.

In setting up a Village Mage character the GM and player have to work closely together. Because of his role, such a mage or shaman should be especially diversified, so that he can be suited to the needs of his people.

A village mage should start out with at least 30% of his LSP in Alchemist, Beastmaster, Divine, Herbalist, Physician, or one of the four Elemental Mages. In choosing this primary concentration, consider the type of area in which he lives and the skills which are needed. Herdsmen would need a Beastmaster, Fishermen might need an Aeromancer.

Next, a secondary concentration of 20% should be established in another one of those classes, but definitely not the same class. This should also be something appropriate. A final concentration of 10% should be required in magic of any of the 18 areas already described, but not one of the two already taken. The Village Mage should also have Mystic or Priest skills and powers available as spells for this 3rd concentration.

Remember that beyond the mechanical limitations there should be psycho-social limitations on the character. He is a provincial, holds great responsibility, and should definitely have some psychological quirks. The most common of these is probably to be anti-social, but many others are possible. A good reason for his not being at home and being an adventurer should be given. He can be an outcast, or even be on a quest to save his village or reputation. Also consider the possibility of a variant on this class with no real magical power, but parallel skills and the wit to fool his neighbors. Shamens, Witch-Doctors, and some Priests fit this general classification. Most should be EC2.



TRAINING UP

In many cases in our real world, Physical, Mental, and Social characteristics are not static. Through the application of time and effort they can often be increased, though there are limits to just how much they can be raised, and some are far harder to increase than others.

In game terms Learned Skill Points represent conscious learning and training, so it is logical that characteristics could be increased through the application of LSP. The first thing to note before going into specifics is that any increases of characteristics from training will not increase the level of the character's LSP retroactively, and that any increases will only change LSP gained with levels after the characteristic is increased, not the base number or any previous LSP amounts.

Characteristic increase is just like any skill. Each Skill Level has a set cost, and each SL adds one to that characteristic. What makes these increases different is that the SL cost is not static. Instead it is progressive, and each SL costs more than the previous one with that characteristic. The characteristics are given below, with the LSP cost for each successive SL.

CHARACTERISTIC	1st SL	2nd SL	3rd SL	4th SL	5th SL	6th SL
CON	8	12	18	27	41	62
STR	5	8	12	18	27	41
DEX	7	11	17	26	39	59
AGI	6	9	14	21	32	48
TAL	12	18	27	41	62	93
INT	15	22	33	50	75	112
WIL	6	9	14	21	32	48



IRONFIELD

An adventure scenario for the Ysgarth Rule System, suited to character levels 3-5. Playing time: 4 to 8 hours.

BACKGROUND

This adventure begins in the city of Ptolemeias, the largest city in Ysgarth. Characters run through "The Last Song of Hergest" in the YRS, or from the Ysgarth Adventure Series are suitable for the scenario.

Any number of characters can be used in the adventure, but a smaller number, say 3-6, plus a number of hired locals is the best arrangement.

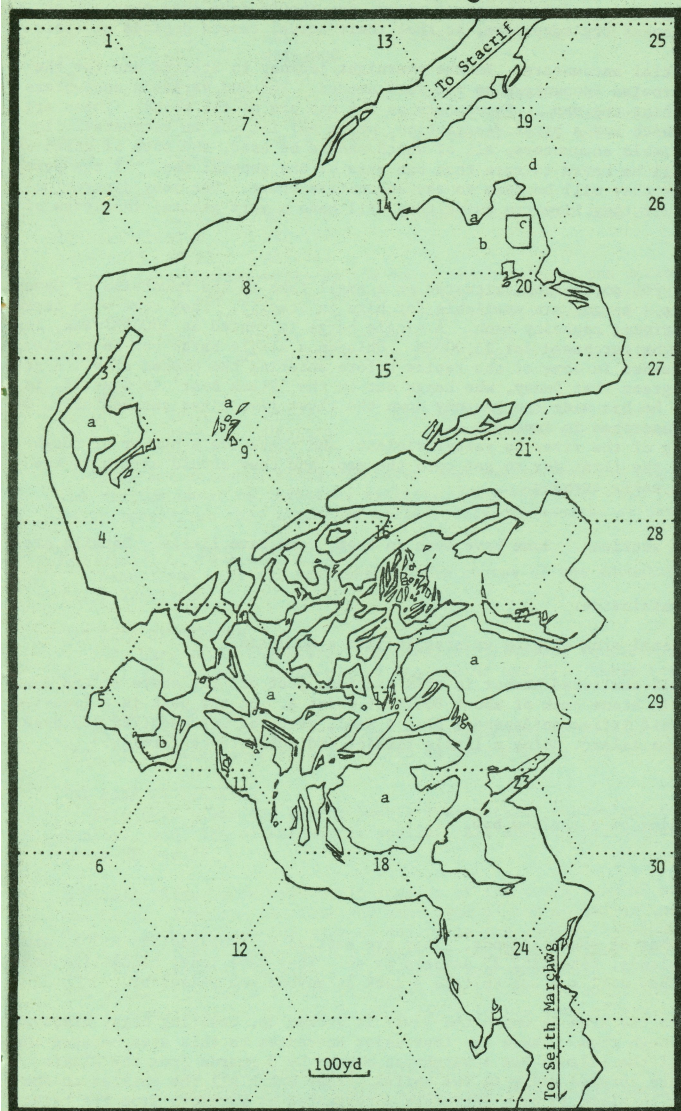
Ptolemeias is in a lowland river valley south of the two Kymric Kingdoms of Ceredigiawn and Ystrad-Tywi. The region is not rich in iron, though it is excellent for granite quarrying and agriculture. Ptolemeias is a major industrial center, but it has to import many things, including iron for weapon and tool manufacture. Mining is not highly developed in the nations closest to Ptolemeias, partially because it is not yet necessary, as there are many bogs and moors where found iron can be gained with little or no excavation. The richest areas for such prospecting are to the North West of Ptolemeias in the Kingdom of Ystrad Tywi, mainly in the foothills of the Mountains of Cyveni.

Merchants in Ptolemeias are always looking for new ventures to speculate in, so when one spots an upcoming Iron shortage he will often send out an expedition to Ystrad Tywi to gather iron and bring it back. Iron bearing bogs regenerate iron at a slow rate, so speculators are always looking out for reports of newly discovered fields or newly fertile areas.

INTRODUCTION

The characters are seeking or maintaining their fortunes in Ptolemeias, when one of them is approached by a representat-

ive of 'Phoenix of the East Shipping Lines', who makes it clear that the services of a half-dozen or so capable adventurers are needed by his master, Turamarth. He explains that mercantile, diplomatic, wilderness, combat, and magical capabilities will be needed. If the character can gather a group fitting these needs, they should come to the offices of the line, where they will meet with the master and be informed of the mission. Assuming they go, they will meet with Turamarth (See Appendix A), who will size them up and then tell them the mission. They are to take the overland road to Y-Traeth-Mawr, but stop in the Mountains of Cyveni, at a town called Stacrif, which is a bit off the road. In Stacrif they are to hire a barge, or more if needed, and head south on the Fawlys River, which merges with the Llynnon in Crewryon. They'll have to negotiate the rapids of the stream until they reach the bog region where the river slows and widens for a bit. In that area they should contact natives and find any of several reported iron fields, load up the barges, and head south to the Llynnon and Seith Marchwg on the south coast of Ystrad Tywi. The trip to Stacrif should take a day and a half on the mountain road, and they can take up to a month getting back, though they should rush. They will get a commission of 5% on their return (negotiable up to 10%), after the sale of the iron, and they are given 35,000SM up-front to cover expected expenses, outfitting, transport, and local labor. They might also want to hire a guide in Stacrif.



GM NOTE

Although the party is being given a fair amount of money, you should make sure that all of it gets spent before the conclusion of the adventure, so that their actual reward depends on their success in the venture.

Concerning the map and initial encounters. In the overnight journey to Stacrif and for the stay in Stacrif you should improvise encounters as you feel needed. Set and variable encounters keyed to the map start on reaching the map. Encounters on the map are of two sorts. There are 30 areas to the map, each of which has a brief description, which may include an encounter. In addition there are several variable encounters, all of which should be used, and some of which are absolutely essential. They will be keyed to more than one area or the general map. If the party enters an area on their journey they will be open to any encounters there. Use your discretion with the variable encounters. If they hire the guide they will have a very general knowledge of areas 13, 19, and 16.

STARTING OUT

Stacrif is a town of about 700 population, situated on a small lake in the Mountains of Cyveni at the head of the River Fawlys. Barges are available for hire in Stacrif. They come with three man crews and have a 7000lb carrying capacity each. A single barge is rented at 2000SM/week, including the crew. A barge can be purchased for 25,000SM. Unladen, a single barge can be carried by six men, and this will be needed in some of the rapids before entering the mapped area. A guide can also be hired. Everyone agrees that Danvy, who hangs out in the 'Black Boar' in Stacrif, is the best guide to be found, as he has made the journey down the river five times successfully, or so everyone believes. He is described in Appendix A.

The trip down the first leg of the river is rather violent, and there are a number of rough spots. It should take most of the first day to get onto the map, and they should arrive in the lake tired and worn out in the early evening.

THE MAP BY SECTIONS

The map is in 30 hexagonal sections. Some have much in them, some have little. Details are given here

1: This is a heavily wooded mountainside.

2: This is a heavily wooded coastal area sloping up steeply into a mountain.

3: There is an island with a well sheltered harbor in this section, just off the shore of the lake. The island is hilly, with a bald stone peak of about 800ft at point A. On the peak is a lean-to which is manned by a single Tydif Tribesman (Appendix B). A small group of Gwragedd (YRS #6, page 10) live on the north end of the island, doing a little fishing and subsistence farming.

4: About the same as #2.

5: Another coastal region, opening on a shallow bay.

6: About the same as 1.

7: See 2.

8: In this area there are a number of small islands. They are settled by Gwragedd (YRS:6:10), about 7 families spread among the islands, totalling 25 members or so. They have long, canoe-like boats to get between the islands. They will row out to take a look at anyone who passes by.

9: This area covers the entry to the area in which the river is broken up, creating boggy areas with a number of clear passages through them. There are four major entrances to this area between three islands and the shore. Each of the islands has a watchpost manned by 3 guards from the Clasir Tribe (See Appendix B). They are rotated daily in two shifts. They watch all the entries to the broken land, and will send out an alarm to have intruders intercepted by warriors from the tribe, as described in one of the encounters.

10: This area includes a number of islands and good passages, plus two lettered areas of note. A indicates an island with a boggy composition, featuring a large iron field, with a yield of 50lbs per person per day, up to a total of 5 tons of iron. The bog is infested with Water Snakes, they total over 300, from some 20 nests, so precautions should be taken, as any sizable harvesting will undoubtedly disturb them. The Water Snakes are described in Appendix B. Point B indicates an island in a bay, which is used as a nesting place by a family of three Gryffins (See YRS 6:12). They live in a small rocky cave which is lined with reeds. They have gathered shiny trinkets, including a total of 37SM, plus a Ring of Painlessness (YRS 6:17). The Gryffins hunt small animals and sometimes larger ones, and feel territorial about areas 4, 5, 11, 17, 16, 9, and 10.

11: See 2. In general the river/bog area is surrounded by low mountains of 1000-6000ft.

12: See 1.

13: At this point the Fawlys opens out into a lake above the bog and channel area known as the 'Broken Land'. When the party reaches this point it will be hailed by a voice from the left bank. 5 Tydif Tribesmen stand watch there, hunting on the hills of the promontory. They will send a

runner to Tydif and ask the party to wait. In half an hour or so, a large coracle will come to meet them and guide them to the village. If the party refuses to wait 3 coracles, bearing 10 warriors each will show up as they cross the lake and attempt to divert them, by violence if necessary. See Appendix B for detail on the tribesmen. The coracle, common vehicle of the tribesmen, is a bowl-like boat of hide over a wood frame, either round, for 1 to 3 people, or elongated and up to 30ft long, perhaps with decks, for larger groups. They are light and can be carried. They move with moderate speed in the water, can be rowed or sailed, and are particularly steady in rough water.

14: This section is open lake. In the center the lake is quite deep, usually more than 100yds, and it stays deep in most of the center up to a dozen yards from the shore, except for a few ledges, most of which are around the islands.

15: This is a coastal area between the 'broken land' and the lake. The peninsula shown is a steep hill, heavily wooded.

16: This is the central part of the bogs and islands. At point A, among the smallest islands is the center of Clasir tribe settlement. A number of the small, rocky islands are connected by bridges and have huts built on them. On one of the larger islands in this cluster of small islands is the long-house of Durcws the Bald, Head of the Clasir (See Appendix A). There will be 20 warriors in the area of the long-house and more scattered about. Total population of the islands is about 800, though they are fairly widespread. Durcws will allow the party to hire children, old people, and women from the tribe at 20SM per head per day. They can gather about half as much as an equal number of able men. There are a total of 100 available and willing. The Clasir also travel by coracle. They tend towards smaller sizes. If warned and prepared, Durcws can gather about 200 warriors and enough coracles to carry all of them. Clasir-tref is not exactly a repository of wealth, but there is a treasury of 5830SM in the long-house, buried under the fire which is always burning in a trench down the center of the hall. Danwy can help them negotiate with Durcws, and speaks the river dialect with some skill. Relations with Tydif are strained at best.

17: This area has a really major iron field on it, at point A on the large island shown on the map. This field has a yield of 60lbs/man/day, up to a total of 11 tons of iron. In the center of the island there is a large, round, grassy hill. At the top of it is a 4-storey stone tower, which can be seen from a fair distance. The hill is fairly easy to ascend, but natives will warn the party against doing so. The entrance to the tower is open and there is no door. The windows are dark. On entering the tower a save against magic must be made (-3). Those who make the save see a gutted tower with no furnishings and no roof, open to the sky. Those who fail will see something quite different. To them it looks as if they have walked into a grand hall, royally furnished. There is a great table, set, but with no food. There are arms and armor on the walls, obviously functional and used, but on display. There is a throne at the head of the table on a dais. In each of the 20 seats is a harp. The harps seem progressively fancy towards the head. None of the harps have any unusual powers, except for the top three, which are the harps of Myrddin, Rhydderch, and Taliesin. All of the harps belong to dead bards, and are inscribed with their names in Ogham, the ancient writing of the Kymri. The powers of these three harps are given in Appendix C. They are removable, but they are definitely mixed blessings. If the party does something to offend the spirits of the bards who are watching them they will be compelled to leave and perhaps cursed in some way. Those who see the vision cannot see the others, and seem to be standing in a trance.

18: About the same as 11.

19: This is another very important area. In the bay off the lake shown here it is shallower than elsewhere in the lake, because of a large ledge which sets the bottom at about 10yds. Point A is a guard tower, which commands a view of the whole lake, manned by 3 Tydif warriors with an alarm gong. B is the passage into the bay. C is Tydif, a village raised on pylons above the lake. It is completely separate from the shore, but connected by three rope bridges designed to be cut away in event of an attack. There are some 75 huts on the platform, holding a total of about 500 people. In the middle of the platform is a circular meeting house where group meals are cooked and Grondrel the Great (Appendix A), ruler of the Tydif holds court. Grondrel will do his best to take advantage of the party. For a large price he will mount an expedition to the field at 10b in the territory of the hostile Clasir. He will charge 5 times as much as the Clasir, but will send up to 50 warriors instead of expendable types. He will want to go in maximum secret. Tydif is iron poor and uses more than the Clasir do. Their higher technological level lets them survive against the enemy's greater numbers. They will try to keep the party from contacting and dealing with the more honest and less greedy Clasir. D is a valley between two mountains which is cultivated. There is also a small iron field here, yielding 10lbs/person/day up to a total of about 500lbs.

20: This is roughly equivalent to section 3, with a similar Gwagedd settlement on the island.

21: This is a rather more open section of the 'broken land' Clasir are settled on some of the islands and there are small amounts of iron about, but nothing to write home about.

22: This area has an iron field as important as that in area 17. It is convenient and easy to get to, but the Clasir will tend to be rather wary of it. At A is a low area, reaching to the point of the peninsula. It is rich in iron, yielding 75lbs/man/day up to a total of 13 tons of iron. There are also three mounds about 20yds in diameter and 10yds high in the field. These are burial mounds of extreme antiquity, so much so that nothing recognizable can be found within them. However, their influence acts upon the ground, creating Bog-Men, who's hands will emerge to grasp the feet of searchers. If a AGI save is failed they will be able to hold on. If a STR save is failed the victim will be dragged into the water. If the STR save is made the Bog-Man will emerge and attack. See Appendix B for stats. There are 18 available. These make searching out the iron somewhat more dangerous.

23: This is the entrance to the southern part of the Fawlys which leads to the Llynnon and Seith Marchwg. Clasir escort or pursuit will not go beyond this section.

24: This is a standard river section, but on a calmer part of the Fawlys than that above the lake and bogs.

25: As 1.

26: As 19D, mostly agricultural and timber harvesting for Tydif.

27: As 2.

28: There is a small mixed settlement of Gwragedd and Gwyllion households, of about 8 families, for a total of 25 individuals. They trade with the Clasir, and will be friendly towards any new visitors. For stats see YRS 6:10.

29: See 11.

30: See 11.

This completes the general descriptions of the 30 hexagonal map areas. Be sure to look them all over before running characters through them. Some of the encounters given below are keyed to certain areas and may have to be adjusted for what is in those areas. When and where the encounters happen is mostly up to you.

VARIABLE ENCOUNTERS

These encounters are possible in any of a number of areas. The areas are listed. Detail is given, with reference to the appendices. Use with discretion, but use all of them.

COBLYNAU ROBBERS(10,17,22,23)

While the barges pass between two close-together islands ropes fly across over them, entangling the oars and crew, ropes come from each side, treated with sticky sap and hooks, and weighted on the ends. A tree has been prepared and falls to block the channel. 15 Coblynau(YRS 6:11) swarm out along the tree and jump into the barges, attacking the party to steal everything they have. Party members, crew, and passengers will have 50/DEX CR getting out of the entangling ropes.

RIVER SPIRIT(7,8,9,13,14,15,18,20,21,22,23,24)

As the barges are travelling along two huge arms emerge from the water and encircle one of them, probably the lead one. They try to pull it under. There is a 20% chance of success per CR, or 50% if they are fully laden. These are the arms of a River Spirit(Appendix B), who is not at all mad, but wants to play with the boats and feels that anything which enters his realm is his to keep. An interesting offering will drive him off. An attack will make him mad.

METEOR(See in any area. Land in areas:3,10,16,17,19,21,22,23)

At night at least one of the members of the party sees a falling star or meteor hit somewhere nearby, in one of the areas listed above. The meteor will have landed either on land, or in very shallow water. Members of the party with even minimal education will be aware that meteors are high in iron content and often in nickel as well, an unexpected and valuable metal. Those who saw the meteor will realize that it is fairly large, probably including 80lbs of iron and 300 of nickel, all easily harvested. However, enclosed in the meteor was a Star Demon, who will break out as it cools and cracks(See Appendix B for stats). The value of selling both the iron and nickel is given in a later note. Note that the meteor may do a direct hit on one of the settlements.

THE GIFT(10,17,18,21,22,23)

As the barges are moving through some narrow pools and channels, a white-robed figure of a supernatural woman rises from the waves bearing a silver sword. She is Nimwe, a minor goddess, described in Appendix A. She bears the sword Tanclau. If she looks into the souls of the members of the party and finds one who is truly good by his inclination and past acts, she will give him the sword, to use if he can, or to pass on. If she spies someone truly evil she will attack berserkly to kill him. If they are all middle-of-the-road types, she will sneer at them and submerge in discuss. The sword is in Appendix C.

HUNTING ACCIDENT(13,7,2,3,4,5,11,18,24,30,28,27,26)

The party is afloat about its business, when a stray arrow from the shore hits either one of the party members or one of the barges. It should not be a fatal blow. A shaggy form emerges grinning from the woods on the shore. He is Jotmen, a wild man who lives off the land in the area. He has an unusual background and is potentially useful to the party as he is very familiar with the region and its dangers. He will ask for his arrow back in a brusque way and will have to be intrigued if they want his help. See Appendix A.

FIRST LOVE(19,15)

While the party is feasting in the hall of one of the tribes one of the lovely young living wenches, a Brynwen, takes a real liking to one of the members of the party, probably the most charming and generally attractive one. She wants to marry him and live happily ever after. She is attractive, intelligent, and nice, so he might also go for the idea. Her family is pushing it as is the head of the tribe. However, she has a boyfriend, one Madawg, who feels rather proprietary. If any member of the party is too friendly with her, he and 6 bully-boy friends will try to waylay him and give him a good beating. Note that these characters can be in either tribe. Both are described in Appendix A. For the bully-boys use the standard warrior description for the appropriate tribe.

THE PAY OFF

There are no set encounters for the return, and you should fill in as you feel needed. Once back in Ptolemeias Turamarth will gladly handle the sale of the iron and nickel. He will get a price of 12SM a pound for iron and 75SM a pound for nickel. If the characters hold back any iron or nickel and sell it themselves, they should get 8SM for iron and 50SM for nickel, as they don't have the connections. They will get a 10% commission on whatever Turamarth sells.

APPENDIX A: MAJOR CHARACTERS

These are descriptions of the major characters already mentioned briefly in the text. They are given full stats and detail.

TURAMARTH

AR:22	HP:115	LEV:17	Weapon:Greatsword(12)
DC:18	FP:100	RAC:Saexe	
MR:12	MP:0	DEI:Odin	
RC:10	MI:0	ALI:12/10	
DR:8/9/10	WR:48	HEI:7'3"	
AV:3/2/2	ST:4	WEI:660	

Turamarth is 67 years old. In his youth he was a renowned warrior in the Saexe legions, but he retired some 35 years ago and entered into a career as a merchant shipper. He is a grandfather, with a son, Yoltan, and a grandson Khed. He is an astute merchant, and a literal giant of a man. He is over 7ft tall and immensely fat. He has retained most of his strength in spite of his age. He is ruthless in his business dealings. His father was a dispossessed Saexe nobleman.

DANWY

AR:14	HP:33	LEV:8	Weapon:Dagger(6)
DC:7	FP:88	RAC:Kymri	
MR:14	MP:0	DEI:Gwyn	
RC:8	MI:0	ALI:5/10	
DR:15/16/17	WR:18	HEI:5'8"	
AV:1/1/1	ST:9	WEI:140	

Danwy is a hunter and trapper in the mountains. He is very familiar with the river, and has travelled down it to Seith Marchwg with furs several times. He knows many of the dangers of the trip, but not where the iron fields are. He also is conversant with the dialects of the two river tribes.

DURCWS THE BALD

AR:17	HP:65	LEV:15	Weapon:Spear(8)
DC:8	FP:80	RAC:Kymri	
MR:15	MP:0	DEI:Arawn	
RC:9	MI:0	ALI:8/13	
DR:17/18/19	WR:32	HEI:5'4"	
AV:1/1/1	ST:7	WEI:135	

Durcws is the headman of the Clasir. He is short and bald, sun-burned, and cheery. He is a noted fisherman, and not a bad warrior. He is quite intelligent and manages the tribe well. While he is out to make some money off the strangers, he will treat them fairly and do his best to aid them without jeopardizing his people. He is in his late 40s, and aware of some of the general dangers around the iron fields. He is also aware of just where the fields are. He will warn of the fact that the tower is dangerous and that 22A has some unclear danger. His aid and support could prove quite valuable to the party. He will also escort them out of the area. He will like them a lot less if they come in with lake-people to steal iron, and will probably have them drowned if they are captured.

GRONDREL THE GREAT

AR:14	HP:75	LEV:14	Weapon:Battle Axe(10)
DC:10	FP:60	RAC:Kymri	
MR:12	MP:0	DEI:Hafgan	
RC:9	MI:0	ALI:7/7	
DR:12/13/14	WR:14	HEI:5'10"	
AV:1/1/1	ST:9	WEI:280	

Grondrel is great in girth, if in nothing else. He is an able administrator and leader, but he has little else to recommend him. He is a greedy profiteer, who tries to get every cent he can out of the trappers and prospectors who come down the river. If he helps the party he will try to get much of the iron for himself, or at least a large amount of money for it. He also wouldn't mind an excuse to attack the Clasiir. He is aware of the existence of the three largest iron fields, but not of any dangers in the area, except that they are in Clasiir territory.

NIMWE

AR:27	HP:120	LEV:25	Weapon:Tanclau(12)
DC:15	FP:100	RAC:Godlet	
MR:6	MP:400	DEI:Arrawn	
RC:4	MI:150	ALI:4/23	
DR:22	WR:50	HEI:5'11"	
AV:0	ST:2	WEI:110	

Nimwe is a powerful water spirit or lesser goddess. She has a full range of water, enchantment and weather related spells. Her charge is to find a suitable person to use or pass on the Tanclau. If she finds a really nasty person she will attack berserkly. If no one is nasty or good she'll leave in disgust. A bearer has to be of at least 20 on the good/evil scale.

JOTMEN

AR:18	HP:65	LEV:13	Weapon:Spear(8)
DC:10	FP:112	RAC:Kymri	Bow(6)
MR:22	MP:0	DEI:Gwyn	
RC:12	MI:0	ALI:1/11	
DR:15	WR:75	HEI:6'2"	
AV:0	ST:6	WEI:150	

Jotmen is tall, thin, hairy, unkempt, and scantily clothed. He is an excellent hunter, and knows all the dangers of the islands. He dislikes the lake-people and has friendly relations with the elves and bog-people. He might be a useful second guide.

BRYNWEN

This attractive young woman has no significant combat ability. Her CHA is 17, and her APP is 19, however. She is 15 years old and quite romantically inclined. She has no magic skills.

MADAWG

AR:15	HP:45	LEV:9	Weapon:Spear(8) or Axe(8)
DC:11	FP:68	RAC:Kymri	
MR:13	MP:0	DEI:Gwyn	
RC:9	MI:0	ALI:8/8	
DR:12/14/17	WR:22	HEI:6'1"	
AV:2/2/2	ST:10	WEI:180	

Madawg is young, but one of the top warriors of his tribe(whichever you choose). He is well liked, and has no trouble gathering a few buddies to lean on some foreigners.

APPENDIX B: CREATURES

These creatures are mentioned in the adventure and are described here in short format. Some of the creatures mentioned can be found in YRS #6.

TYDIF TRIBESMEN

AR:9	HP:35	HEI:5'9"	Weapon:Battle Axe for 1D12(Adjusted for DC)
DR:7/8/9	ST:13	WEI:165	
AV:1/1/1	MV:20	ALI:7/9	

These are standard warrior types, really just fighter/fishermen.

CLASIR TRIBESMEN

AR:10	HP:30	HEI:5'8"	Weapon:Spear for 1D12(Adjusted for DC)
DR:8/9/10	ST:14	WEI:160	
AV:1/1/1	MV:18	ALI:6/12	

These are just another tribe of fisher/fighters. Perhaps a bit less obnoxious of personality.

WATER SNAKES

AR:12	HP:5	LEN:3'6"	Attack:Bite for 1D6 plus poison
DR:35	ST:15	WEI:10	
AV:0	MV:8	ALI:3/10	

These are medium-size snakes with a virulently poisonous bite. If the first save is failed the character goes unconscious in 1D8 CR if a second is failed he dies after another 1D12 CR. If the first save is made the area hit will swell up and be useless in 1D12 CR and if a second save is failed the character will be unconscious for 3D20 minutes. If the second save is made the limb will just stay swelled for 1D6 days.

RIVER SPIRIT

AR:20 HP: HEI:30' Attack:2 Fists for 3D20 each
 DR:3 ST:1 WEI:2000
 AV:0 MV:50 ALI:2/13

This is the river spirit Fawlys. He is a minor river spirit, appearing as a huge man with greenish-blue skin, no hair, and a somewhat mottled complexion. He is old, ageless, but has the mind of a child. He wants to play, and perhaps drag under a barge to play with. He is pretty much magic immune.

STAR DEMON

AR:25 HP:120 HEI:5'6" Attack:2 Claws 1D20 each plus 1D12 flame each
 DR:15/19/24 ST:0 WEI:190
 AV:4/6/10 MV:25 ALI:3/3

This is a glowing-white/yellow being which infests the meteor, imprisoned there, who has finally brought it and itself to earth. He has complete fire and light magic powers, plus most Wizard type magic. He is nasty, and exists only to kill humans or other intelligent beings, and so will attack viciously. Anyone who engages in combat for more than 3CR will lose their sight for 1D3 days as a result, and anyone within 20ft loses 1D20FP and 1D4 HP per CR from heat.

BOG MEN

AR:10 HP:80 HEI:7' Attack:2 Fists for 3D8 each
 DR:5 ST:6 WEI:400 or 1 Grapple for 3D12 overall
 AV:0 MV:15 ALI:12/1

These are animated earth creatures, who emerge from the bog-mud. They will attempt to drag the victims under as indicated earlier. Otherwise they will just try to kill. They are essentially undead, so they cannot be killed, only dismembered or destroyed.

APPENDIX C: MAGICAL ITEMS

These items were all mentioned in the course of the adventure and referred here, where they are fully described.

THE HARP OF MYRDDIN

This harp gives the bearer the power of illusion, equivalent to 30SL of Conjurer spells, which it will allow him to throw off of his own MP and FP. These are treated as Bardic songs.

THE HARP OF RHYDDERCH

This gives the bearer the power of Necromancy, equivalent to 20SL of Necromancer spells and 10SL of Sorcerer spells, all treated as Bardic songs and thrown off of the users MP and FP.

THE HARP OF TALIESIN

This harp gives the bearer powers over nature, equivalent to 20SL of Beastmaster, 10SL of Naturalist, and 15SL of Aeromancer spells. All are treated as bardic songs and thrown off of the users MP and FP.

NOTE:All three harps have magic indexes of the users base MI plus the number of SL of spells in the harp. They are sentient and bear some of the spirit of the bard who originally owned them. Thus, they will urge the user to follow in the bard's footsteps. Myrddin's harp will tend to make the bearer power-hungry with a desire to manipulate others and direct history. Rhydderch's will make the bearer increasingly anti-social and xenophobic, eventually driving him into seclusion in the wilds. Taliesin's harp will give the bearer the additional power to see the truth and sense the supernatural world, and he will begin to see less of reality and become alienated.

TANCLAU

This is the equivalent of a 'holy sword'. It is +5/+5, hits for 1D12, and is made of a silver metal. It can glow with blinding light, and does double damage on any undead or demonic type beings. It has 35% sword of sharpness against non-good beings, but none against good beings. It will have a double normal chance of fumbling against non evils, and triple against good-types. It can deflect energy and magic attacks which have coherent form, and will absorb 3D20% of the effect of area effect spells. The chance of deflecting such things as rays and beams is DEXx5%. It is a broadsword in design. It will turn on the bearer at his first disreputable deed, and his dead body will have to carry it until it finds a new bearer.

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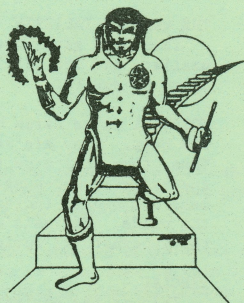
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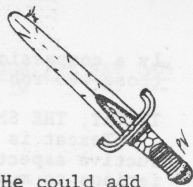
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CHARACTERISTIC	1st SL	2nd SL	3rd SL	4th SL	5th SL	6th SL
JUD	8	12	18	27	41	62
ZEa	7	11	17	26	39	59
APP	4	6	9	14	21	32
CHA	9	14	21	32	48	72
SOC	10	15	22	33	49	74



For example, a character might have 30 or so LSP to spend. He could add 3 to his CON at a cost of 38(8+12+18), or 2 to his INT at 37(15+22). Most characters won't be able to add more than 2 or 3 points to any of their characteristics, unless they want to sacrifice their skills.

The ability to raise characteristics, even the most unlikely ones, through training, is a realistic parallel to conditions in the real world. Naturally, some are easier to raise than others. Each also has a clear justification in the real world. For example STR is raised by exercise of a certain type, different from the type used to raise CON. JUD is raised by study. APP is raised by the use of cosmetic skills. SOC is raised by learning proper etiquette and the like. Other characteristics increase in similar ways.

HOLY ORDERS

A bewildering number of gods and religions are mentioned in Book 4 of the Ysgarth Rule System, but fewer than a quarter of these are given in any detail, and only 9 priest classes are fully described. In this section some more material is presented to expand from that base. In the first section some more gods are described, and in the second section are several priest classes for gods described here or already detailed in the YRS.

DEITIES DETAILED

These ten noteworthy deities are given some detail here to flesh them out beyond the few words in the YRS. Those marked with a "*" have priest classes given in the next section.

SUTEKH*

Sutekh is the brother of Ousir, and the deity of 'Evil Incarnate'. He represents the harsh desert, drought, and darkness, as well as all wild and destructive aspects of nature. He appears or is represented as a large white(chalky) skin, red hair, and the head of an anteater-like creature. He was, for a period the top god of the Egyptian Ennead, but was cast down and driven out into the desert for murdering Ousir. He has assassin and killer associations. He is an unusually vicious and merciless god, worshiped more to be propitiated than to be invoked. His powers should be great and varied, and he has a particular disdain for others.

DYLAN

Dylan is a god favored by the Kymri. He is a god of the sea, but does not have the associations with death which are connected to many other Kymric Sea Gods. Dylan embodies the coastal waters, rocky shores, and shoals. He appears as a 5' tall seal-man, covered with seal fur, and looking rather like a cross between a seal and a man in physical form. He should have full powers over water and water creatures, and some power over weather. He is of a wild but friendly disposition, and served by coastal creatures called Roanes, which are considered sacred to him. Roanes are essentially intelligent, magical seals.

ZEHUTI, LORD OF HOLY WORDS

Zehuti is an extremely powerful member of the Egyptian Ennead. He has no ambition, however, and so has no part in their many power struggles. He is the oldest son of Ra, but prefers to advise other rulers, rather than rule himself. He shaped the first men, taught them everything, invented science, art, and magic, and all other forms of learning and skill. His worshipers maintain that he made the world, the gods, and man with the power of his voice. He is faithful, loyal, kind, and compassionate. He is a moon god, represented with the head of an Ibis. He is almost infinitely powerful. He is usually the apologist and protector of humanity among the gods.

COEL

Coel or Cumhail(pronounced Coel) is a sort of background god of the Gaels, a parallel to the Kymric god Nudd. He is a sky-god, depicted as an ancient king, a bit senile. He is mainly noted for the deeds of his son, Fionn, a great hero of the Gael. He is widely worshipped, but only with moderate fervor.

ANPU, LORD OF THE LAND

Anpu, or Anubis, is another major Egyptian deity. He is the guide of dead souls, and the protector and avenger of burial places. He is represented as a black-skinned, jackal-headed man. He presides over funerals and embalmings. He is the 4th son of Ra, raised by Isis. He has some healing powers, and is general-

ly a compassionate god towards the newly dead, though he is viciously opposed to those who rob and abuse the dead. He should have Necromancy and Dark powers.

TEZCAT, THE SMOKING MIRROR

Tezcat is an interesting Aztec god. He is a sun god, representing the destructive aspect of the sun. He brings drought and sterility. He also has associations to music and dance. He is often depicted as a giant wearing a veil of ash and bearing his head in his hand, or as a grey-skinned, bat-headed man, or striped like a bee, with the head of a bear. He causes dissention and war, and can spread wealth. He is often credited with the power to utterly destroy the world if he wishes. His powers are generally of fire, heat, and light, but primarily of a destructive sort. He is a bit of a prankster and likes nasty practical jokes. He is also considered a god of evil magic.



HEIMDALLR

Heimdallr is a god of light and a guardian deity. He personifies the dawn and the rainbow. He is tall and handsome, with golden teeth, and guards the Bifrost Bridge, the only entry to Asgard. He doesn't sleep, can hear all, and has a horn which can be heard throughout the world. He is a great foe of Loki. He is modest, noble, and honest, and can take many forms. He bears a sword and rides on a glowing horse.

SIN THE UNKNOWNABLE*

Sin is an Assyro-Babylonian god, associated with the gods called the Igigi. He is a father god, the father of Shamash and Ishtar. He is a moon god, exceedingly wise, and violently against any sort of criminal. He appears only by night, and watches from the moon to spot criminal deeds done in the night. He controls darkness, illusion, and dreams, and will give oracular visions. He appears as an old man with a long green and black beard, with horns which poke through his turban.

CYBELE*

Cybele is a mother goddess of Roman origin, popular in the Saexa Empire. She was a goddess of the new year, with many holy days, leading to a great rite of purification and rebirth in the end of March (the Roman New Year). She is associated particularly with madness and wild animals. Her rites feature self-flagellation, mutilation, and castration. She is represented as riding in a chariot drawn by three lions.

THOR, THE THUNDERER

Thor is a rather familiar Teutonic/Scandinavian deity, also called Donnar. He is a god of thunder and the storm, as well as battle and warfare. He is an important leader god, second only to Odin. He is of moderate wit, but noble and brave. His voice fills the enemy with terror when he gives his battle cry, and he bears the hammer Mjolnir as a weapon. He also has a girdle which doubles his strength and gloves which allow him to grasp Mjolnir. He lives in his castle of Bilskirnir in the region of Thrudvang in Asgard. He rides in a chariot drawn by two self-resurrecting goats which can fly. He appears as a tall, red-haired and bearded Viking type.

PRIESTLY ORDERS

Given in this section are five priestly classes. Three are to go with the gods described above, one fits Ahriman, already described in the YRS, and one is for general use and for use as a guideline.

KAVIS, PRIESTS OF AHRIMAN

The Kavis is a priest trained in the mysteries of Ahriman, the Persian god of darkness (described in Book #4 of the YRS). They have powers appropriate to their god. They should be treated as priests, and given a LSP division of at least 35% Darkmage and at least 10% Geomancer, plus 15% Mystic powers. It is a demanding class, devoted to the powers of darkness and the control of temporal authority and the gathering of power in the world. They are EC2.

PRIESTS OF SUTEKH

The Priesthood of Sutekh is well off in Eastern lands, in that part of Ysgarth known as Jahannam, beyond the Great Abyss. Set is primarily worshipped among the common people and not by the conquerors and rulers, who cast him in an adversarial role. To these people he is seen more as a god of wild nature than as a destroyer. Priests should have the following base LSP division: Priest:10%, Mystic:30%, Martial Artist:10%, Assassin:5%, one other mage group:10%. EC is 2.

ASHIPU

The Ashipu are an order of wandering priest/mages associated with the Babylonian gods, especially Sin. They have no formal hierarchy, but meet once a year in a conclave. Their purpose is to rid the world of evil and to protect mankind. They will often go to extreme lengths and risks to do this, and many value their life fairly poorly. They have no vows of poverty, chastity, or obedience, but most join the sect because of a solitary personality and wanderlust. As a result of their mobile nature they will not only be found in regions largely worshipping Sin and his associates, but in far off lands as well, serving other peoples. They are by no means religious proselytizers, and realize that other gods may be the same in essence as Sin. Their powers relate primarily to healing and exorcism. The LSP division should be: Priest:5%, Mystic:12%, Sorcerer:20%, Necromancer: 20% Physician:13%. Ashipu are EC3.

GALLI, PRIESTS OF CYBELE

The Galli are the priests of Cybele. This is perhaps one of the most self-denying and self-abusing sects, and not one to be entered by those who are of only moderate faith. Prime examples of this self-abuse are the acts of castration and flagellation which all new initiates undergo. Their are only priests in this cult, no priestesses, and all are castrated on achieving full initiation. Many actually castrate themselves in religious ecstasy. Rituals tend to be riotous, violent, and rather insane looking to an outsider. The high-priest is the Archigallus. Priestly powers should follow the division: Mystic:20% Beastmaster:30%, Physician:10%. Galli are EC1.



THE VILLAGE PRIEST

Like a Village Mage, the common priest of the rural community should be considered as an interesting character class. Such a priest will have widely varied and generalized ability, so that he can serve a need in a small area that several priests would be available for in a larger region.

In any village or region, economic, racial, and geographical factors will tend to contribute to the religious make-up of the community. As a priest serves the needs of that community his abilities will also be shaped by these factors. In general small villages, tribes, or regions, with population of 500 people or less will rely on a single priest, with the skill and ability to serve and honor all of the major gods in fashion in that region. These gods are often related, sharing a pantheon, but in some cases they may be of similar function instead, and sometimes they may even be widely different. The Village Priest really has to be a jack of all trades. In communities of less than 100 people the priest and mage may often be the same person, or the Headman may be the priest as well. All of these smaller communities also rely on the services of visiting priests of specific gods, who bring news and inspiration, and can carry out the complex functions too specialized for the Village Priest. Most major regional religions will maintain a number of junior priests as 'circuit clerics' to fill this function. They will fit the general classification for their faith.

Thought Village Priest powers will vary with area and required functions, certain basic powers will be needed anywhere. All Village Priests should start with a base of 10% Priest and 10% Physician. An additional 25% should be taken in the area most needed for the region and an additional 15% in a secondary area or areas. He may use his remaining LSP to round out this selection. Some logical examples of how this works might be as follows: The Priest in the Kymric town of Llydoraff needs to serve the needs of a coastal fishing and sheep-herding community set on a mountainous shore, so he takes his 25% in powers for Dylan (Hydromancy), and his secondary powers for Gwyn (Aeromancy). The Priest in the Gael Village of Guidarch needs to do his best for the common hunters and herders, but also serve the family of Vaen-Gael nobles, so he takes 25% in powers for Coel (Either Aeromancy or Lightmage), and 15% to serve Freyr (See Vanar in YRS #4). The Priest of a small Vaen tribe would try to cover several of the major Vanir gods. In an agrarian community a similar division would exist to suitable gods. Racial considerations might also break up the division.

In non-village areas where a number of farms and homesteads are served by a rural priest or hermit, perhaps with a shrine or chapel, a basically similar pattern of set-up is used, with an appropriate concentration.

In addition to holy powers Priests may want to take Native and Learned Skills which benefit the flock, such as Herbalist, Beastmaster, and Physician skills. In general Village Priests should be EC1.

NATIVE SKILLS

There are many areas which fit into the general classification of Native Skill and by no means were these all covered in Book #1 of the YRS. Given here is a short list of additional skills to learn with NSP, with costs and general description. In most cases assume a chance of success of $\text{Appropriate Characteristic} + (\text{SL} \times 5)\%$. In general let the GM figure out what relative levels of skill mean. In those cases where a skill fits into a previously described skill group the information is given in the description. They are in the format used in YRS Book #1.

SKILL	DESCRIPTION	NSP COST
Barber	This gives full tonsorial skill, advancing in quality with level, including hair-cutting and shaving.	2
Bowling	This is the skill of bowling well, in the traditional form of bowling on grass with balls of two different sizes.	4
Cider Making	This is the skill of making fermented cider from apples.	4
Dancing	At lower levels this covers traditional, tribal, folk, and common dancing. At higher levels it includes stylized and formal dancing, and at the highest, performance dance styles.	3
Diplomacy	This includes general international relations and diplomacy, with quality dependent on success.	6
Driving	This is the skill of driving horse-drawn vehicles, such as chariots, wagons, or carriages.	2
Etiquette	This is the skill of behaving properly, especially in those occasions where it is most important, at court, at balls, etc.	4
Excavation	This is the skill of directing digging, tunnelling, and the building of earth-works.	4
Flattery	How to butter up important people to get what you want out of them.	3
Generalship	Military tactics and strategy and their use in combat-type situations.	5
Geography	Knowledge of the lay of the land. Each SL extends the radius of knowledge by 10 miles from the character's normal habitat.	3
History	Knowledge of the legendary and factual past of native regions and peoples. Accuracy, periods known, and area covered increases with levels.	4
Hurley	This is the skill of playing the famous Celtic predecessor of field hockey, called 'The Battle Sport'. Two teams of 15 men engage in this contest similar to soccer, ice-hockey, and rugby, extremely violent and raising great fervor in fans.	6
Intrigue	Plotting and planning in political and social situations, especially at court or in organizations.	7
Jumping	This skill is divided into two areas, for height and distance. They are learned as two separate skills, but the cost/SL is the same. Height jumping distance, assuming a running start is: $[(\text{AGI}/\text{SC}) \times (\text{SL}/3)] + 3\text{ft.}$ Distance jumping is found by: $[(\text{AGI}/\text{SC}) \times (\text{SL})] + 6\text{ft.}$	4
Knot Tying	This is the skill of tying a good, firm knot, or at higher levels, any of a number of special-purpose knots.	3
Law	This is the knowledge of common and cannon law and the ability to practice that knowledge in court. In some areas formal certification may be required.	8
Leadership	This is the skill of commanding others and persuading them to follow your direction.	5
Lip Reading	This allows the character to read spoken words in a familiar language without hearing them if he can see the speakers lips. The amount understood is $\text{SL} \times 5\%$.	6
Mathematics	This lets a character move beyond popular math to abstract concepts, such as the decimal system, fractions, or even zero. The average sod can deal with numbers 1-3, maybe 5, or 10 if really bright. Anything more is 'many', and really big numbers are 'many-many'. Progressive levels in this skill should bring addition, subtraction, multiplication, division, algebra, geometry, trigonometry, spatial geometry, and various levels of counting and computational ability. SL5 covers addition and subtraction and some grasp of zero. SL10 is enough for multiplication and division. Higher levels get into the more abstract areas.	5

SKILL	DESCRIPTION	NSP COST
Mendicancy	The skill of begging for fun and profit, with the income dependent on SL. It includes making oneself unattractive for the customer.	3
Midwifery	This is the skill of delivering babies successfully.	5
Poetry	The construction of pleasing, lyrical verse in any of many forms and styles.	7
Politics	The ability to create a pleasing public and private image and attain positions of power and trust.	6
	The skill of copulation and other sexual activity for maximum pleasure and entertainment.	
Running	This is the skill for running for speed or distance, both of which are learned as separate skills, but at the same cost. The first increases running speed by 5% per SL, the second increases running endurance by 5% per SL.	4
Sexual Technique	This skill increases pleasure given and achieved from various sexual activities.	5
Spinning	Making thread and yarn from wool or other fibers.	1
Swimming	This lets the character stay afloat and move in water if not overburdened. Higher SLs increase duration and speed of swimming.	2
Teaching	This is the skill of imparting one's knowledge to others. It lets the teacher pass on any skill which he has at least 10SLs of, at a cost reduction of SLx2% (that's teaching SL). The student must pay the appropriate NSP or LSP when learning the skill. Cost reductions are either done overall, or rounded down.	6
Time Keeping	This is the skill of telling time by the sun, moon, seasons, or other factors, including general date and time of day, increasing in accuracy with SL.	7
Valet	This is the skill of dressing others or of dressing oneself, in clothes which are appropriate and attractive.	3
Wicker Weaving	This is the skill of weaving baskets, furniture, and cages from wicker, rattan, or similar materials, for functional or ritual uses.	4

These skills should prove useful in many situations and areas. They should prompt you to other ideas along similar lines, as well. Special thanks to Lew Bryson and Bill Keyes in this compilation.

EXPERIENCE

One area in which the YRS does not go into exhaustive detail is that of experience, not how much is needed to advance, but at what rate that experience is acquired. Generally, advancement in the YRS is intended to be somewhat faster than in some other systems, because levels are less of a huge difference, and a constant or at least progressive rate of advancement keeps things going well.

In general the average character should go up about 1 level per decent length adventure session, adjusted for his actual activity, his personality development, success, and other factors. The actual rate is highly variable and up to GM discretion, but a character who has little personality and rarely does anything original should go up maybe one level every 5 sessions of 3-6 hours, while the best playing and personality should get the character up a level or a level and a half every session. It is intended that this should encourage better role-playing by rewards. The range need not be this extreme, and if all play well, none should be penalized just to keep a balance. EP should

be given out on a more or less individual basis by the GM.

It is often difficult or arbitrary to just set EP at the end of an adventure, so some guidelines are given here for determining EP by a more or less static set of formulae which can be set up in advance, though attention should be paid in preparing the adventure to just how much experience is desired by the GM.

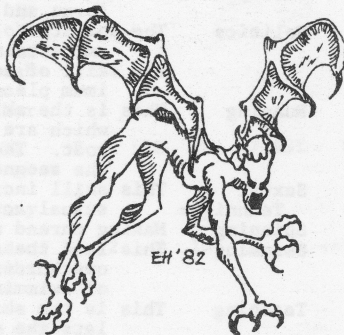


Given in the listing below are a number of common elements which might be part of an encounter. For the purposes of experience each major phase of an adventure or major interaction is considered an encounter. Each encounter should be given a base Experience Value. This can be found using the guidelines given below and adjusting as you see fit. The tougher the encounter the higher the EV. A normal adventure runs about 3-5 encounters per hour of play. Add up the EVs for the elements which are in an encounter to find its total EV.

ELEMENT OF ENCOUNTER

BASE EV

Mechanical Trap(Darts, Poison, etc.)	1-3
Complex Trap(Balances, Moving Walls/Rooms)	2-5
Basic Magical Trap(Reactive Spell)	3-6
Greater Magic(Charming, Illusion)	4-7
Beings Fought With or Overcome: 0-25HP	1
(EV=HP/25 in general) 26-50HP	2
51-75HP	3
76-100HP	4
101-125HP	5
126-150HP	6
151-175HP	7
176-200HP	8
Attacked With Surprise	6
Disadvantaged Position	1-5
Riddle/Puzzle/Problem/Test	2-7
Each Monster Power or Unusual Capability	1-3



This is a rough guideline at best, and significant GM discretion should be used in rating encounters in advance. Some encounters are subtle and the actual EV will have to be estimated rather than found straight from the table. Additional foes or creatures should add not the full EV, but rather 1/5, so 6 monsters of EV10 would be 20 rather than 60. The examples given below may be of some help in seeing how you can estimate and adjust EV. It is especially difficult to do so in non-combat situations and ongoing or recurrent encounters.

EXAMPLE #1: The party enters a room and the door closes behind them(1). A 50HP Minotaur(2) is guarding a chest with a poison barb on the lock(1). There is a small statuette in the chest. If it is bathed in blood it will become a 75 HP monster and attack anyone of the choice of the person whose blood is used. If it is left unattended for more than a minute it will come to life and attack the party(4). The total EV is therefore 8.

EXAMPLE #2: The party has to convince an old and nasty-tempered begger to lead them to a lost necropolis, a dangerous journey which he may not survive. In this case the GM must set the EV for convincing the begger, probably somewhere around 5 or 6.

EXAMPLE #3: The party is walking along a road when three bandits step out in front and ask them to "Stand and Deliver". There are 12 more bandits in the woods to the side. The EV for this encounter would be about 14, counting 6 for surprise and 8 for the combat ability of the bandits.

Usually lower level characters shouldn't face anything with an EV more than 10, and as they go up in levels so should the EVs they face. In the course of an adventure a running EV total should be kept, and this is used to find experience at the end. In situations where the ideal result is obtained by the best means, full EV should be given, but if they get only partial or clumsy results EV should be lowered. For example if in #3 a member of the party had died trying to beat out the bandits the EV should have dropped at least 5. In some cases additional EV bonuses should be given to individual players, or a separate EV total should be kept for each player.

Actual experience can be found on the chart to the right, comparing total EV for an adventure. This EP is divided evenly among the members of the party, or even better, each member can be given a number of shares proportionate to his role in the adventure and quality of play, for example 30 shares might be assigned among 5 players, 8 for the best, 7 for the second, 6 for two average players and 3 for the worst one. In a case where the total EV had been 85 they would have gotten 72,250, about an average low-level adventure, which would break down to 19267, 16858, 14450, 14450, 7225. You may want to adjust the exact numbers to suit your campaign, but this amount should have been for 5 hours play with 2 and 3rd level characters, raising them about 2 levels each. Just reduce it by a percentage necessary to adjust the advancement rate. In addition you may want to make an adjustment so that higher level characters receive say 2% more per level to get them advancing at a parallel rate if there are also low levels on the adventure.

TOTAL EV	PARTY EP
1	10
2	40
3	90
4	160
5	250
10	1000
15	2250
20	4000
25	6250
30	9000
35	12250
40	16000
45	20250
50	25000

Formula: $EP = EV^2 \times 10$

levels on the adventure. This is not necessary if all the levels are fairly close together.

In general, remember that advancement in experience keeps the game interesting and that rewards should be given where they are earned by merit. If these guidelines do not fit your needs, adjust, change and replace them.

YRS Q&A

Although the YRS has only been out for a few months we have already recieved a fair number of inquiries regarding various aspects of the rules which may need clarification or explanation. Many of these problems have been fixed in the just released, revised second edition, but some of the major questions are given here with responses. Our thanks to those who wrote, and we encourage further communications.

"On numerous charts there are only a few numbers listed for a certain ability, not every number at any time. I believe you take the row your number is closest to, and if it is between two numbers, you give the player the more beneficial row. Is this right?" (Bruce Danner)

In all cases where two characteristics are cross-indexed on a chart and only single characteristics are given, you should always round up. For example, the combat table is given to the right. On it AR and DR are compared. Looking at the DR column to the left, 3 indicates 0-3, 6 is 4-6, 9 is 7-9. If a person with AR 16 were attacking someone with DR 8, they would round up to 18 and 9, so he would only need an 11 to hit.

In fact, in all situations where charts are used and it seems to be set-up in this way you should round up. You never round down, whatever the situation on a chart.

DR-C/E/P	AR/MR	3	6	9	12	15	18	21	24	27	30
3	14	13	12	11	10	9	8	7	6	5	
6	15	14	13	12	11	10	9	8	7	6	
9	16	15	14	13	12	11	10	9	8	7	
12	17	16	15	14	13	12	11	10	9	8	
15	18	17	16	15	14	13	12	11	10	9	
18	19	18	17	16	15	14	13	12	11	10	
21	20	19	18	17	16	15	14	13	12	11	
24	21	20	19	18	17	16	15	14	13	12	
27	22	21	20	19	18	17	16	15	14	13	
30	23	22	21	20	19	18	17	16	15	14	

"How does the flip-side of the character sheet work? Some is easy to understand (like the spell section), but other parts are almost a complete mystery. For example, I have no idea what '# HAD' under LSP distribution means, or '# NEEDED' in that same section. There is no place to keep a record of how much of your LSP you have spent on each skill." (Joe Younger)

The source of your confusion is rather unclear, as the back of the CS is rather obvious in most ways. First, '# HAD' and '# NEEDED' is for LSP distribution and requirements. When a character has more than one class a certain percentage of his LSP must be devoted to different skill groups. '% NEEDED' is the percentage of the total LSP which must be in that skill group. '# NEEDED' is the exact # of LSP equal to that percentage of the total. '# HAD' is the total LSP in that group, which may be higher than the requirement, but no lower.

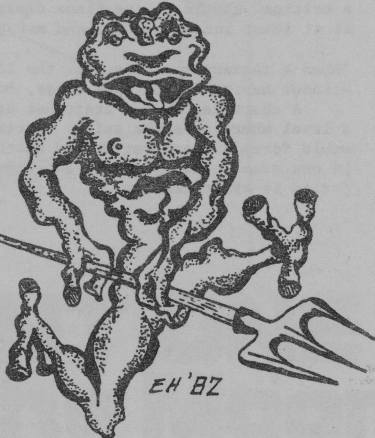
As to keeping a record of LSP spent on each skill, there are spaces for recording skills on the front of the CS. These include spaces for the cost of the skill and the number of levels. From this it is easy to find the total number if you can multiply, though contribution must also be considered. In any case, there is enough room on the margin of the sheet to record the actual amount spent, though it isn't really necessary if you keep adding to your skills. Assuming all LSP are spent each level, additional LSP are just added on when you go up. LSP are never really subtracted from a skill, so a total spent per skill is rarely useful.

"I found the characteristic EYE referred to in some thief skills, but couldn't find how to calculate it anywhere." (Joe Younger)

This is a good point. EYE is a holdover from the New Ysgarth Rules, a predecessor to the current system, which was published in 1980. It featured several additional characteristics, including Eyesight. When it was dropped, some of the skills weren't adjusted as they should have been. In any cases where EYE is mentioned, replace it with DEX or JUD, whichever seems more appropriate. It was a characteristic to represent vision and observational ability.

"Combining character classes leads to one problem. A character can be EC1 until he gets to, say, L8, and then become a priest at its highest level (L8 is not as high as priests go, but once they reach L8 they can get any office they want). This should be discarded, because it could tend to towards rather unbalanced characters." (Joe Younger)

This is seriously wrong. Read over Book 4:4.3. Level 8 only indicates that a priest has passed his apprenticeship and may progress through offices as he goes up levels at the GMs discretion. Level eight is not a change of class for a priest. It is only a mark of having reached full status and respect. If a character does add on another class, having started at EC1, he will be adequately penalized by having to go down at least one level because of the increase in EP requirements, and having a harder time going up his next levels. Combining character classes works just fine, and maintains balance rather than hurting it.



"The YRS has no table for giving out loot, so I have no idea how rapidly characters will become wealthy." (Bill Keyes)

Tables for 'loot' are one of the biggest problems in many R'P'ing systems, as they encourage the giving out of random treasure with little justification, in just about any game situation. Generally we give out very little money as a result of adventuring in Ysgarth, letting characters earn their money with gainful employment and services. What money is gotten is usually in reward or as payment for deeds done. Generally, characters should not become rich too fast. Don't leave pots of gold buried all over the place, and don't heap tombs up with coins and jewels. In general a character should make from 10000 to 100000 SM per game year, maybe 1000 on the average per adventure, but with most adventures far lower and a few far higher, averaging at 1000. Don't just give the money out randomly. Only do it when its justified by circumstances, and you won't need any 'loot' tables. Similar caution should be used with Magic Items, and they should only be available as rare discoveries or as tools in use by friends or enemies of greater power. Above all be cautious and don't let either get out of hand.

"What is the rate of Karma Point and Obedience Point increase or decrease." (Bill Keyes)

This is another case where tables are not given because of an important element of GM discretion. In the Uttgart campaign, where KP were first introduced, we had something called the "Karma Wars", where Karma became overblown and outrageously important, and some characters were up as far as 1000 negative Karma. This was when we had a set table for giving out Karma. Generally, give Karma fairly sparingly, and treat OP about the same. Any legitimate crime can lower both, and any legitimate good deed or obedient deed can raise both. Murder tends to be the worst. A murder against an unarmed victim would be about -15KP. If it was an execution which was legally but perhaps not morally justified it would add about 50P, but if it were just plain old illegal murder it would be around -150P. Lesser crimes, such as theft, rape, and other nasty acts will generally do less. Mass murder has a declining result, basically 1 fewer KP off per additional person. Thus 3 killed would be -42KP (15+14+13). Killing in combat situations should knock off a few KP and OP. Defiance of laws, especially thievery and victimless crimes are bigger on OP loss than on KP loss. KP and OP should not be increased just for doing nothing, but should go up for specific good acts parallel to the bad ones mentioned, including preventing crimes.

"What difference does it make to a character if he is Chaotic or Lawful? Good or Evil? Do other characters have any way of knowing his alignment?" (Bill Keyes)

Alignment is not something which the character or any other characters are aware of or can detect in any way. Only immediate intentions can be detected by others, or general trends parallel to alignment. Alignment is an aid to the player in understanding the orientation of the character so that he can play the character better and react better in different situations where the characters morals and loyalty are important. It is not directly involved in game play or mechanics, save as it is interpreted and applied by the player.

"Are the tribes of Ysgarth uniform in alignment, or diverse? That is, does the Gael nation consist of all Lawfuls, while the Vaen are all Chaotics? Or do they have both?" (Bill Keyes)

What a silly concept. Tribal origin should have little effect on alignment or personality, certainly no more than modern stereotypes are true. All Poles are not stupid, and all Scotts are not misers. There should be a realistic diversity in alignment within all tribes. Good and Evil should be totally balanced. Some tribes may tend (statistically only) to have more Chaotics or free spirits or more Lawful types, but this would only be apparent in a census-like analysis of statistics. In addition, Law and Chaos are subjective. A Vaen is true to his own Laws as much as a Gael is to his, but one may seem wild and chaotic to the other nonetheless, because the laws are structured differently and serve a different purpose.

"In many cases a critical hit can do less than the regular damage roll." (Bill Keyes)

This is true, and it is an error. It has been corrected in the second edition. In brief, a critical should do one times damage in the area hit, plus the normal damage roll. In this way it at least incapacitates, and may do much worse.

"When a character starts out, the LSP division makes it hard to take skills from a second class without having to add that class, how is this dealt with." (J. R. Davies)

A character should start out specialized at low level, and then diversify as he goes up to a level where it seems safer. Certainly for the first three levels adding too many outside skills would force a character to add another class. Instead, use these early levels to get really good in one area. Then you will be secure enough to expand into new areas of interest and won't be forced to split classes.