

THE YSGARTH RULE SYSTEM



SUPPLEMENT 3 EXPANDING WORLDS

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A complete map of Ysgarth, Arojika, and Jahannam can be found on the back page of this supplement.

'The Gardens of Alferai Kantiss' is a mini-adventure which is in the insert at the middle of the supplement.

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INTRODUCTION

Ysgarth, as presented in the Ysgarth Rule System is only a region, not a complete world. There is much in that world beyond the borders of the Abyss and the Southern Sea, which define the limits of the European-like area called Ysgarth. In these other regions there are other races, nations, skills, and languages, and certainly many possibilities for adventure.

This second supplement to the YRS will examine the two regions nearest to Ysgarth as specifically as possible, covering the races and peoples of Jahannam and Arojika. A good bit of detail is given on the different races, to present some more variation for play. In addition, included in this supplement are some new skills, some notes on modifying the skills system, and a Question and Answer section.

This will not be the last YRS supplement, as the demand still seems to be growing for such expansions to the system. The specifics of future supplements have not been set yet, so send us your ideas on what you would like to see, or send us ideas from your campaign, as we will be accepting a limited number of contributions to the supplements from the many YRS GMs and players around the country. Your input, comments, and suggestions are essential so that we can continue to bring you the best.



YSGARTH

Even Ysgarth itself has blank areas, primarily in the Saexe Empire. While information was given on the Saexe, the many under-races which they conquered were overlooked. These peoples contributed much of the culture and administration of the government, and their assimilation enabled the Saexe to rise above their origins as warlike nomads.

THE FREJSA

Prior to the great Saexe migration there were two lesser migrations of single tribes from the steppes of northern Ysgarth. The first of these was the Frejsa, who settled in the mountains and valleys between the Magar and Kymri lands of central Ysgarth, in the region now called Frejsa. While there are people of Frejsan descent in the Saexe Empire and the southern parts of Kymria, the major concentration of Frejsans is in the Kingdom of Frejsa, a small independent nation kept stable by the Saexe Empire as a buffer zone against further invasions, both by the Kymri and Vaen nomads.

The Frejsa are of mixed ancestry, having no fixation on racial purity like the Saexe, so they are highly variable in physical type. They range from people who look like light-skinned, sandy-haired Kymri, to tall, light-haired Saexe-looking types. They are settled in a number of small Jarldoms under a rather weak central monarchy. They subsist by hunting and farming, and have very little of any sort of industry. Armies are formed on a feudal basis, with each Jarl responsible for a set number of mounted Karls for a month each year. They are religiously mixed.

Frejsan skill benefits are: -1 on Riding, -1 Mounted Lance (only if light lance is used: primarily on infantry, does WDF 16, as opposed to WDF 20 for chivalric lance), -1 Short Bow, -1 Broadsword, -2 Agricultural Skills, -1 Hunting Skills. The Frejsan language fits in Language Group II (Book 1, p20), and costs 5 LSP/level.

THE GOTT

This tribe arrived with a second mini-invasion, and settled south of the Frejsa in the central region of what is now the Saexe Empire. They are of Saexe/Vaen type ancestry, but as a tribe tend to be smaller and darker, tending towards brown and red hair rather than blond, and retaining a light complexion. They are under a tribal leader called the Gottwalda, who is nominally independent, but really just a regional governor for the Saexe, and the regions they rule are administered as part of the Empire. They are subdivided into several Vassia, ruled by Vassi. These areas are called Yaele, Varne, Sarkosa, Saeda, and Asturia. The Vassi derive their

power from the Emperor, though traditionally it derives from the Gottwalda. Their culture is mostly absorbed into Saexe culture, and they retain only nominal independence. An elite Legion in the Saexe army is formed of Gott infantry, and they have a good trained militia. They are mostly farmers. They follow Saexe religion.

Gott skill benefits are: -1 Short Sword, -2 Pike, -1 Legionnaire Shield, -1 on Halberd, -2 Agricultural Skills, -1 Smith Skills. The Gott language is in Language Group II, and costs 6 LSP/level.

THE OSCA

This is one of the two major tribes who dominated southern Ysgarth prior to the Saexe migration. They posed the first major resistance to the invasion, as they were organized into a number of powerful, well-organized kingdoms which worked together and did much to slow the invasion. They are a culturally advanced, very intense people, peaceful by nature, but skilled and formidable in war, fighting in organized units with fully developed tactics. They are somewhat repressed by the Saexe, who realize that they make up a large portion of the population of the Empire, and could potentially be a danger to stability.

The Oscan part of the empire runs along the majority of the western coast of the Empire, organized into administrative Counties, about half of which are ruled by Oscan Counts, while the other half have been replaced by appointees of the Emperor. The major Oscan counties are: Karystau, Iuria, Garda, Bajoka, Kraan, Chamev, and the Island of Destos. They also are settled in the mixed border states of Suessiones and Marsk, which also have large Kymri populations. The Osca are urban oriented people, and many of their counties are essentially city-states, usually with walled cities of 5000-20000 population, surrounded by highly developed agricultural areas. It should be noted that a large number of Osca are also used as slaves in the Empire. Religion in the Oscan region follows the pattern of Roman

Gaul. Principle deities include Taranis, Succellos, Maponos, Belenus, Epona, Cernunos, plus a variety of mother-goddess cults. There is also some worship of Saexe gods, and of other gods, including those favored by the Etrua to the south.

Osca have the following skill benefits: -1 on any single trade/craft skill group, -1 Generalship, -1 Merchant, -1 Crossbow, -1 Riding, -2 Scimitar, -1 Round Shield. Their language is Oscan, which costs 6 LSP/level, and is in Language Group III.

THE ETRUA

This race occupies south-central and south coastal parts of the Saexe Empire, especially on the peninsular regions. They

were the last part of the empire to be conquered, and in a way, they conquered the Saexe, because although they were defeated militarily, their culture came to be adopted by the conquerors, and shaped the Saexe Empire. They are a very culturally developed race, divided into a number of small regional states, ruled by Dukes. They have a semi-republican senate which supports and advises the Emperor, and is filled by hereditary Saexe and Etrua Senators. There are a

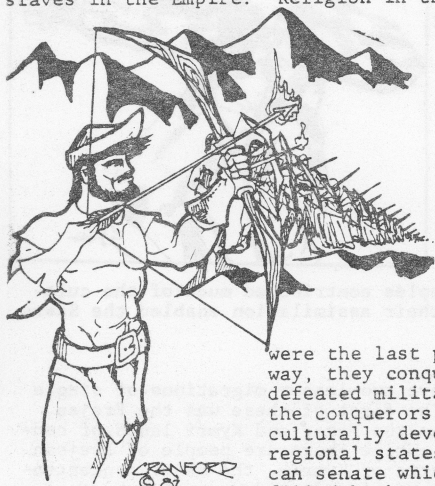
number of decent sized cities in the region. They are not a particularly warlike people, but they are very highly developed in legal, scientific, and administrative areas. For the most part they are not enslaved, though many Saexe look down on them as un-manly. However, most Saexe realize that without the skills of Etrua scribes the Empire would be too large to manage.

The Etrua states in the southern Empire include Etraz and Rehma on the western coast of the Horvath peninsula, Suav, Angaria, and Thasia in the south central area, and Sicamer, Zamora, and Oviada on the south-western peninsula. Their religion is parallel to that of decadent Rome. Popular deities include Cybele, Atargatis, Dushara, Sarapis, Sol, Tyche, Fortuna, Eleusis, and others.

Etrua skill benefits are: -1 Short Sword, -1 Pilum, -1 Scribe Skills, -1 on all Languages, -1 Diplomacy, -1 History, -1 Mathematics, -2 Law, -2 Politics, -1 Teaching. Etrua is in Language Group III, and costs 7 LSP/SL.

THE KERNWYK

This is another subject race, found in the coastal areas of the northern Saexe territories and some southern Kymric regions, particularly in Suessiones and Marsk. They are not a huge group, but have distinct culture, language and identity. They tend to be of medium height, slight of build, thin featured and fairly dark skinned, although not so dark as the Magar. They are closely related to the Kymri, and look to them for political and economic support against the Saexe. The King of Kernwyk lives in exile in Ptolemeias or with various Kymric princes. The Kernwyk are noted miners, metal-workers and craftsmen. They are religiously mixed, tending towards



the gods of the neighboring subject races, particularly the Osca, and the Kymri, although local cults still worship some odd deities. They are famous for being the worst horsemen around, so all equestrian skills cost +2 for them.

Kernwyk skill benefits are: -1 Whip, -1 Pick, -1 Ambush, -1 Disguise, -1 Climbing, -1 Bowling, -2 Net Fishing, -2 Glassmaking, -1 Glaziery, -2 Mining, -2 Bronzsmith, -2 Tinsmith, -1 Story Telling, Courtly Love/Romance -2.

THE KORRANYEIT

The Korranyeit are a dwarf race quite unlike the Dwerga of the northern areas. They are found throughout the woodlands of Kymric and Saexe areas, as well as in isolated southern and northern areas. They are rarely encountered, as they live in a rather private style, with their communities often protected by spells which project them outside of the normal plane of existence, although still reachable after some difficulty. Essentially, the Korranyeit are divided into two types, those who are normal Korranyeit, and those who have the recessive strain which makes them enter a second phase of life after adolescence, during which they essentially become giants, and are known as Foawr.

Physically, normal Korranyeit are small (use Dwarf height table) and somewhat thinner than Dwerga (use Dwarf weight -20%). The males tend to be reclusive and somewhat scholarly, working at magic and weaving. The women are more athletic, and are responsible for defense of the community and agriculture. The males are notable as Enchanters and Conjurors. All have black hair and swarthy skin. They are renowned for their sharpness at business. They have little liking for humankind, and have a long standing grudge against the Kymri of Ceredigiawn. From time to time they will also get ambitious. They trade with humans in the fine silk-like cloth they weave from the silk of sacred spiders, which is in essence a magical fabric, and highly prized. Their religion is closely linked to their craft, and the deity Crom Cruaiach.

A very few Korranyeit males grow up to be Foawr (about 3%), the first signs showing at puberty. They become heavier and grow much taller, achieving giantish height, but unusually great mass (For height roll 3D12 and add 120 inches) (For the weight use the formula $\text{Height}^3 / 800 \text{ lbs}$). Foawr practically live forever, and have great strength, but as they age their mass and heavy bones become debilitating and they lose mobility to a great extent. When a Foawr is identified, he goes into special training as a leader and warrior, and when young they lead the Korranyeit in battle. When older they head the tribes. The highest Foawr are the equivalents of chiefs and have the title of Penkawr. No females become Foawr.

Korranyeit skill benefits are: -2 Arthropod Affinity, -1 Brewing, -1 Dying, -2 Embroidery, -1 Knot Tying, -1 Sewing, -1 Tailor, -2 Weaving, -1 Woodland Skills, -1 Net, -1 Whip, -2 Shortsword (females only), -1 Javelin (female only), -1 All Conjuror Spells (male only), -1 all Enchanter Spells (male only). Foawr skill benefits are: -2 Spear, -2 Javelin, -1 Great Axe, -1 Diplomacy, -2 Folklore, -1 Generalship, -2 Law, -2 Leadership. Korranyeit have no characteristic modifications, unlike the Dwerga. Foawr characteristics are modified, they have +6 STR, -2 DEX, -4 AGI, -5 TAL, +3 JUD, +4 SOC (They may have characteristics above maximum levels as a result of these plusses).

MODIFIED SKILL BENEFITS FOR OTHER RACES

The number of SBs given out for races in these books are rather more than in the original rules, so listed here are additional SBs for old races, which should be added to the old ones, so a character of that race gets both sets.

Gael: -1 Brewing, -1 Politics, -1 Poetry, -1 Berserker Skills, -1 Thrown Axe.
Vaen: -1 Lance, -1 Weapon of Opportunity Group, -1 Thrown Knife, -1 Running, -1 Leathersmithing, -1 Saddlery.

Kymri: -2 on any 1 craft skill, -1 Ysgwyd, -1 Assassin Deception Skills, -1 Tactics, -1 Strategy.

Saexe: -2 Shield Wall, -2 Generalship, -1 Geography, -1 Pilum, -1 Legionaire's Shield.

Magar: -1 Mountaineering, -1 Wilderness Survival, -1 Torture, -1 Intrigue, -2 Mountain Survival, -1 Strategy, -1 Diplomacy, -1 Diplomacy, -1 Dagger.

Gwyllion, Eilyllyn, Gwragedd: no changes

Dwerga/Khuzda: -1 Physician skills/spells, -2 Mechanical, -1 Memorization.

Chitare: A second learned and a second native skill at -2 each.

Trozard: -2 Geography, -1 History, -1 Law, -1 Linguistics, -1 All Languages, -1 Physician Skills (not spells), -1 Weapon defense skills.

These are intended to balance the old races out a bit and make them somewhat more varied, and comparable to the new races presented in this book. Use them well and judiciously.

AROJIKA

Arojika is a large continent to the south of Ysgarth, across the southern sea. It has varied terrain and a large number of different races, with their own languages, cultures, and life-styles. Contact between Arojika and Ysgarth or Jahannam exists, but it is limited by obvious geographical factors. Arojika is parallel to terrestrial Africa in many ways, and thus offers an interesting change to players and GMs from the traditional European settings. A race by race examination follows.

THE MASSANDA

This is a dark-skinned race in the far northern part of Arojika, an area which is similar in climate to southern Ysgarth, well-suited to agriculture, though it is bordered to the south by the Surezar Desert. While of darker complexion than the races of Ysgarth, the Massanda are not negroes, and are also of a dark-brown, rather than black color, with straight, dark hair. In the farthest north part of this region, at the Straights of Sotun, is the River Niluvar, at the mouth of which is Sardis, the second of the Three Great Cities of the world. Sardis has a population of over 200000 persons, mostly of non-Arojikan extraction. It is tolerated by the local inhabitants, and they use it as a trading center. Most of the population is transient or semi-transient, involved in merchant shipping from Jahannam to Ysgarth, as it is the perfect stopping over point. There are a large number of pirates and merchants who work out of Sardis. The city is ruled by a hereditary prince, of a line of Achajan extraction. He supports his position with an excellent fleet, maintained by tariffs charged on ships which pass the Straights of Sotun. The city is dangerous and has huge slums, lots of slave markets, and very little law outside of the Royal City on a hill overlooking the port. The prince is called the Fahzad. Skills for Sardis natives are by racial origin.

The Massanda are divided up into family/clan units which farm collective areas as groups, under the direction of an elder or elders. These clans are individually responsible to the dominant clan, that of the Assita-Kohra, and their elder, called The Almami. Massanda are renowned as sailors and as slavers, especially for their skill in land and sea navigation. Because of their role in the slave market, they will not be found as slaves, except as criminal punishments. They will not own slaves on their own. They raid for slaves primarily among the Ka'anda and Biwemba, though more often they trade with the Ka'anda for slaves taken in war from the Biwemba. Slavery is not all that huge an aspect of the economy, except in parts of Jahannam and in Eastern Arojika. Most slaves are taken in battle, and then sold to merchants and passed on that way, or raised in slavery. Sales of family members is only common in depressed areas, and raiding exclusively for human plunder is quite rare. Religion is mixed, featuring deities from S. Arojika and other areas.

The Massanda have these skill benefits: -1 Sea Going Skills, -1 Agricultural, -1 Woodland Skills, -2 Geography, -1 Scimitar, -2 Buckler. The Massanda language, Massan, is in Language Group V(A new group), and costs 5 LSP/Level.

THE KA'ANDA

This is a warlike group divided up into a large number of smaller tribes, settled mostly in the coastal areas and along the Tanu River. They are a dark-skinned, negroid people who dwell in tribal villages of 30-50 families, which are walled and surrounded by communal farm land. Each of these tribe/villages is ruled over by a hereditary Balae, or chief. They have a written language, which is preserved by a small, hereditary caste of 2-3 families of scribes, entertainers, historians, and priests. They often raid against the Biwemba to the south, and trade across the Ituri Forest with the Ilassi to the East. They also trade north to the Massanda for manufactured goods. When engaged in a serious war, tribes will band together to form an army which will be lead very loosely by an elected leader. Impoverished Ka'anda have the nasty habit of selling their children into slavery, either within the tribe or abroad, and they will always sell prisoners and criminals into slavery with the Massanda. However, their main basis for survival is agriculture, with rice, grains, and small grazing animals, primarily goats, and poultry. The Ka'anda follow a variety of different gods, including Olokun, Orishala, Odudwa, Nana Baku, Shango, Jakuta, Ogun, Eshu, and Shaporo. They are excellent smiths and fishermen, and there is a high level of trade between villages.

The Ka'anda have the following skill benefits: -2 Smith Skills, -1 Fishing, -1 Farming Skills, -1 Aeromancy, -1 Spear, -2 Javelin. The Ka'anda language costs 5 LSP/Level and is in Language Group VI(A new group).

THE BIWEMBA

These tribes are migratory coastal hunters and fishers. They live in tribes of 15-35 families, and will hunt and fish in an area until it is exhausted (2 or 3 years), and then move their settlement to a new area. Usually a tribe will have 3-5 spots which they traditionally rotate between. Each tribe is lead by an Ayi-Non, or chief, selected from among the family heads by lot each season. Because their land is marshy and infertile and they are migrant, they don't have much technology, except a little bit of iron-working. They trade with the Mameque and Mungala, but in no organi-



zed or structured way, merely as occasion permits. They have a healthy dislike of the Ka'anda, but rather than organizing to resist them, they try to stay out of areas easily accessible to them. They are a relatively peaceful and gentle people. Popular deities include Gu, Ayi, Li, Sapata, Legba, Hu, and Avlekete.

The Biwemba have these skill benefits: -1 Hunting, -2 Fishing, -2 Spear, -1 Javelin, -1 Weaving. Their language is Biwemba, and in Language group VII(A new group). The cost is 5/Skill Level.

THE MAMEQUE

This tribe occupies the central portion of Arojika, on the southern part of the Sakan Steppes, in the foothills of the Kilima Mwezi Mountains. They are an urban-oriented farming society, organized into a number of large tribal villages, all ruled over by the Omanhene(King), from the city of Ravonga, a larger village, with a population over 2000. Ravonga is a major trading center on the caravan route across the steppes. These villages are in a loose hegemony under the Omanhene. Each village is surrounded by a number of large plantation-type farms, worked by tenant-farmers. There are few slaves. Villages are walled, and the farm owners usually live in the village while working their fields as, in effect, commuters. Their religion is essentially similar to that of the Biwemba. They have well developed technology, with a good selection of basic craftsmen in each village. They work metals, especially ornamental bronze, but also iron. Villages maintain militia with mandatory periods of service at regular intervals for all adult males. Each village is run by a council of elders, made up of selected retired warriors. Mameque are similar physically to Biwemba or Ka'anda.

The Mameque have the following skill benefits: -1 Agricultural, -1 Wood Working Skills, -1 Mountaineering, -2 Short Sword, -1 Round Shield. Their language, Mameque, is in Language Group VII, and costs 6/SL.

THE NULUMBWE

The Nulumbwe are a true urban society, essentially linked to the Luri and B'oka, but of different racial origins, sharing a racial origin with the Mameque and Biwemba. They live in fairly large towns in the lowlands between the Kilima Mwezi Mountains and lakes, and the sea. They are bordered to the North East by the Luri and to the South West by the B'oka. There is considerable mixing between these three tribes, which share common social structures. Essentially, the Nulumbwe region is divided up into 5 major City States, surrounded by small farms and some smaller settlements. The Princes of these cities are called Oni, and they have absolute, hereditary authority within the lands controlled by their city. Tribe divisions are not strong, having crumbled from mercantile interchange and the mobility of parts of the population. The five major cities are Napata, Karujet, Meronae, Sobah, and Tipsah, the last being the largest. They run from 5-10 thousand people, with Tipsah about 15 thousand. The first two are on the mountain lakes, and the last three on the coast. Nulumbwe are somewhat lighter skinned than the Biwemba and Mameque, but physically similar. They are active traders and fair sailors, trading by small boat up and down the coast as far as Northern Aegera. Their religion is a mixture of that of the Biwemba and the Luri.

The Nulumbwe have the following skill benefits: -1 Whip, -1 Net, -2 Flail, -1 Sea-Going Skills, -1 Mercantile Skills, -1 Swimming. Their language is in Group V, and costs 6/SL.

THE B'OKA

Socially the B'oka mirror the Nulumbwe fairly well, though they are somewhat more warlike, given a bit to piracy, and also involved in a bit of overland trading by horse, mainly with the Mameque, who pass goods on to Northern tribes. The B'oka region is dominated by 3 city-states parallel in size and nature to those of the Nulumbwe, but dominated by the Ta'oka of Akulan, who is considered supreme over the Oni of the other two cities, Tesha and Amasmae. Akulan is slightly smaller than Tipsah, but still quite major. The B'oka have more of a racial/tribal identity than the Nulumbwe, mainly because of their fear of attacks from the Hassa. Their preferred deities include Nyame, Nyankopon, Tano, Takora, Tamensa, Tayao, Preku, Aberewa, and Opo.

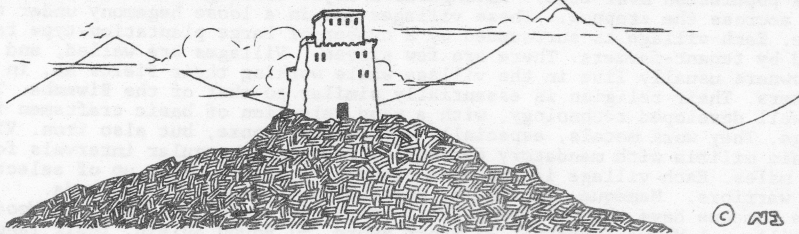
The B'oka have these skill benefits: -1 Battle Mace, -1 Berserker Skills, -1 Sea-Going, -1 Riding Skills, -2 Potting, -1 Sculpting. Their Language is B'oka, which is in Language Group VIII, and costs 5 LSP/Level.

THE HASSA

The Hassa is a unified tribal empire, ruled by the Alafin of the Hassa, essentially the emperor of this warlike people. The Hassa are dark-skinned, thin-featured negroids of unusual height. When rolling for Hassa height use the table for Chitare, but determine weight as if they were humans of parallel size. Hassa warriors are formidable, fighting with great fury with large, serrated swords. Their society is supported by a strong slave economy, maintaining major mines and large plantations. The actual Hassa population is only about 35% of the population, with the vast majority made up of slaves, mostly taken from the Banonga tribes of the Southern rain forest, but also from other neighboring tribes, with the Yodoe coming in second. Hassa nobility makes up most of the population, and the remain-

der are involved in high-class service industries. Hassa nobility makes up most of the actual Hassa population. The Hassa live in fortified cities built out of stone, and maintain extensive mines and stone-working shops. Many Hassa slaves are the descendants of long lives of slavery, and have been virtually brain-washed into an attitude which holds the Hassa to be almost-gods, and unkillable by normal humans. They view their masters with considerable awe and are quite loyal, enough so that they also make up the main part of the imperial army. Hassa religion is essentially parallel to that of the B'oka. Kanashin is the capital city of the Hassa, located in the central hills of the empire. Several states on the borders of the empire among other races are dominated, though not directly, by the empire.

The Hassa have the following skill benefits: -2 Broadsword, -1 Berserker type Skills, -1 Stone Working, -1 Masonry, -1 Mining, -1 Etiquette, -1 Politics, -2 Intrigue. The Hassa language is in Language Group VII, and costs 7 LSP/level.



THE BANONGA

The Banonga are physically and culturally similar to the Biwemba, but they are found in the southern rain-forests, in an area nominally under the control of the Hassa, though the terrain is so heavily wooded that little actual control is possible, beyond several garrisoned forts and regular cullings for slaves. The Banonga are a hunting and gathering society, organized on a migratory tribal basis, living in hammock-like dwellings built between tree branches and left behind when they move, which they do seasonally, moving inland from the stormy coast during the rainy season. They are not particularly renowned as warriors, but have the unusual aspect of a very highly developed tradition of animal husbandry, training wild animals as food sources and combat beasts. Traditionally, at manhood, a Banonga warrior will choose an affinity animal and spend a period in isolation among a herd or pack of them, developing a rapport with that breed of animal. Henceforth that animal would be his totem and he will often be accompanied by a particular pet specimen, usually trained to fight. The great cats, apes, and wild-dogs are particularly popular. Religion is parallel to the Ka'anda.

The Banonga have the following skill benefits: Unarmed Combat -1, Staff -2, -1 Beastmaster, -2 Hunting Skills, -2 Animal Tending. Banonga is in Language Group VII at a cost of 5/SL.

THE YODOE

This large tribe is racially similar to the Ka'anda and related tribes. They are a village dwelling race, organized further under a Tabala, or war-leader king who really only has power during times of crisis, and is chosen from among the most powerful tribes. Unlike the Ka'anda, the Yodoe work only a little iron, and do a large amount of hunting in addition to limited subsistence farming. They are renowned for their wood-working and carving, and live in houses decorated with complex carvings which are often brightly painted. They trade fairly freely with neighboring tribes, usually manufactured goods for foodstuffs. The Yodoe are only moderately martial, but all tribesmen train and serve in a militia, mainly as a defense against the threat of the Hassa. Trading between Yodoe tribes is very active, especially at a number of large regional fairs. Yodoe religion is akin to that of the Ka'anda. They drive chariots in battle.

The Yodoe get these skill benefits: -1 Greatsword, -1 Hunting Skills, -1 Woodland Skills, -2 Carpentry Skills, -1 Driving, -1 Cartwright, -1 Wood Milling. Their language is in Language Group VI, and costs 5 LSP/Level.

THE KANI

This small tribe is also related to the Ka'anda. It is unified in a single nation ruled by a Takani, who is looked on as the son of the god Olokun. They are a sea-faring race, travelling in small boats around the coast, and fishing off the coastal waters. There are no sub-tribes, only villages administrated by hereditary nobles who derive authority from military obligation to the Takani. They participate in light trade, and are particularly good at trapping crustaceans. In general they are a peaceful and friendly people, with almost no crime or civil restrictions. They are unusually non-violent. They worship the same gods as the Ka'anda, with particular emphasis on Olokun and Jakuta. They also raise sheep.

The Kani get these skill benefits: -1 Cudgel, -1 Dying, -1 Embroidery, -1 Fishing Skills, -1 Sea-Going Skills, -2 Additional on Trap Fishing, -2 Weaving. Their language is in Group VI and costs 4 LSP/SL.

THE ILASSI

The Ilassi are a large group of nomadic tribes who live in the grasslands of the Sakan Steppes, south of the Surezar Desert and north of the Kilima Mwezi Mountains and Lakes. The Ilassi are primarily a herding culture, depending for their sustenance on large herds of cattle which they prize very dearly. One tribe of Ilassi will often raid against another to steal cattle, and a man's worth is estimated by the number he owns. Cattle are also used as the main medium of trade between individuals and tribes. The Ilassi are unusually athletic, fast and agile, and quite good in battle, especially in the tall grasses of their native areas. Each Illassi tribe is about 50 families, and has a clearly denoted territory on the steppes, which they will defend fiercely. Within this territory they will have a mobile village of tents and semi-permanent buildings, which they will load up on their cattle from time to time and move to better grazing lands within their territory. Ilassi are unusually suspicious of outsiders and of magic, and will often react very violently to them. Each Illassi tribe is lead by an Eze, who is a combination of Chief and Priest. The Eze is elected for life by a council of elder warriors, and he has supreme judicial and military authority. The Illassi worship a variety of gods, including Chuku, Anyanwu, Kamalo, Ale, and Olokun, for the most part nature and weather-related deities. In addition to herding they also do some food gathering. Physically they resemble the Ka'anda, with perhaps a touch of Massanda blood. They will occasionally cross the desert to trade with the Massanda, and often trade with the Ka'anda. Many of them work on caravans across the steppes from Aegera to the southern lands.

The Ilassi have the following skill benefits: -1 Animal Tending, -1 Fletching, -1 Bowery, -1 Leathersmithing, -1 Tanning, -1 Jumping, -2 Running, -1 Short Bow, -1 Spear, -1 Parry. Their language is Illasi, and is in Group VI, at a cost of 6 LSP/Level.

THE LURI

The Luri are the last remaining black tribe of Arojika. They are physically somewhat similar to the Massanda, though of a yellower, sallower complexion, and often with sharp, long noses. Culturally they are similar to the Nulumbwe and the B'oka. They live in a scattered selection of towns and cities, ranging in size from 1000-8000 persons. Their cities tend to be more numerous and of smaller size than those of the Nulumbwe or B'oka. They build in wattle and brick, and usually wall and fortify their towns. They are a mercantile/agrarian society, heavily involved in trade and minor manufacturing, as well as a great deal of ship-building. Most of their towns are centered either on the coast or in the area around the lakes on the Astasobas River. The largest village is Kahrar, with a population of about 12000, a major sea-port. They are not very strongly bound together along tribal lines, aligning by village more than anything else. Their religion is similar to that of the Ilassi tribes.

Luri have the following skill benefits: -1 Bricklaying, -1 Brickmaking, -1 Coopers, -2 Shipwrighting, -1 Short Sword, -1 Sling, -1 Thatching, -1 Wicker Weaving. Their language is in Group V, and costs 5 LSP/Level.

THE AEGERA

The Aegera are a race of sallow-skinned humans, racially related to the white tribes of Ysgarth or Jahannam, but concentrated in a powerful empire in the valley of the Astasobas river and the delta of that river in North Eastern Arojika. They are a caste-organized society, extremely rigid, supported by a large slave population, both of born native slaves and captured foreign slaves. The society is ruled by the Hekathi, a semi-divine king who is attributed either with direct descent from the gods, or at least special favor of the gods. Below him are two roughly equal hereditary classes, one of nobles, called Urmasa, who hold military and regional power, based out of the cities along the Astasobas, and the other of priests and administrators called Absepsa, who pretty much run national and local government, and the many temples of the land often called 'The Land of Many Temples.'

The Aegera nation, called Aegera, is bounded by the desert to the West and the sea to the East, and many parts of it are quite arid. The Astasobas floods its banks in the spring, making its valley very fertile. Most



of the population of Aegea is of the Enen class of serf/slaves, either in the control of the government, a temple, or a major Urmasa household. While the life of an Enen can be extremely hard and very short, it is possible to rise surprisingly high in society while remaining essentially a slave. Enen can be granted lower officer positions in the well-developed army, and even significant positions in church hierarchies, though upper levels in both organizations are generally barred to them, unless their outstanding merit is recognized by the Hekathi himself and he elevates them to another caste. He is the only person with this power. Generally an Enen will follow in the footsteps of his father and ancestors. They are allowed freedom of religion, and in most cases a fair amount of free action, though they are expected to be subservient and obedient. They are almost a society unto themselves, and in some cases many stores and businesses will be run by a middle-class of Enen, who are pretty much free, but pay a basic percentage of their profit to their 'owner'. The Enen make up a total of about 85% of the population, and would probably not be so docile if they did not include within their nominally enslaved ranks a wide range from the poorest laborers to the upper middle-class. Some Enen actually become phenomenally wealthy because of the unscrutinized opportunities available to them which are not open to the other castes. Generally the native Enen rise faster and higher, and have more opportunities for advancement than those captured or of other racial descent.

The Urmasa are hereditary nobles much like those of other nations, directly responsible to the Hekathi in his role as war-leader and father of the people. They rule over the various parts of the land and maintain local armies and contribute to the national defense. Urmasa families are usually fairly large, with many extra sons. The top few sons usually take over the family holdings, while younger siblings are encouraged to enter full-term military service as officers.

The Absepsa are the priests of the different gods. Depending on the god to which they are devoted they may or may not be celibate, about 40% total are celibate. New Absepsa are either born into the caste, or recruited from among the Enen who serve in that temple. Aegea religion is very highly developed, quite complex, and extensive. Each city honors a particular god personal to that place, and the general populace worships the full range of gods of Egyptian origin, many of which are described in the YRS, such as Sutekh, Ousir, Anpu, Hor, and Ra, as well as many others. Absepsa are also administrators and government officers, and they do much of the teaching and record keeping for the empire.

The Hekathi rules with absolute authority, derived from the god Ra, in direct linear descent. He is considered the supreme leader of both the Urmasa and Absepsa, and performs important ceremonial roles for both castes on key occasions, especially major festivals, of which there are many. The family of the Hekathi is usually large, as they practice polygamy, and younger siblings of both sexes are required to take powerful oaths to bind them into one of the other castes, so that they cannot in any legal way contest the throne.

There are a large number of major Aegea cities, all along the Astasobas, including Aaneb, Musebti, Opet, Uast, and Pautanu, the capital, located at the base of the Astasobas delta. Aegea is divided into five major provinces. Semtu is the mountainous area in the far south. Anersa is the area along the western border on the desert. Atebut is the eastern coastal area. Peheratat is the area of the delta and northern coast. Uazet is the central area along the river. Each area has several walled, highly populous cities, usually with one dominant.

The Aegea are obsessed with death, so most of their gods relate to the after-life in one way or another. They have magnificent temples, build their cities in stone, and also build truly amazing tombs and necropoli, often as large as or larger than their actual living cities.

Aegea skill benefits are broken down by caste, so a character should specify his caste to identify what bonuses he gets. In addition, the priests have a second, caste language. The Enen have -1 Short Bow, -2 Driving (Chariots), -1 Dagger, either -2 Agricultural or -2 Stone Cutting + Masonry + Mining, -1 Merchant. The Urmasa have -2 Scimitar, -1 Driving, -2 Generalship, -2 Leadership, -1 Poetry, -1 Javelin. The Absepsa have -1 Battle Axe, -1 Dagger, -2 Basic Priest Powers, -2 Priestly Skills, -2 Scribe Skills, -1 Diplomacy, -1 Law, -1 Politics, -1 Time Keeping. The Priestly language of the Absepsa is Amaxtet, which is in Group V. They may learn either it or Aegea as a native tongue. If they learn Aegea as native, Amaxtet costs them only 3 LSP/Level, but it costs all others 8 LSP/Level. Amaxtet has both a written and spoken form. Aegea, the common language of the people is in Group V, and costs 6 LSP/Level.

THE KAMEK

This tribe dwells on the peninsula off the east coast of southern Aegea. They are physically and culturally similar to the Aegea in many ways, but they are of a somewhat darker, bronzed complexion, and have broader facial features. They are an agrarian-oriented society, though they build cities as farming centers, working in wood and stone. The society is very hierarchical, with a fair amount of upward mobility based on merit, but rigidly defined social positions. Variable positions are not possible, but change within the limits of the social structure is. There is a clearly defined priestly hierarchy, and a large separate class of

scribes and administrators. There is an aristocracy of merit, with heirs being appointed by their predecessors from among a pool of qualified subjects. This same pattern of succession by merit is mirrored in the priesthood, the clerical schools, and in the actual royal succession. As with the Aegea, the King, called the Sapa Kamek, is looked on as semi-divine, a descendant of the sun and sky gods, a concept parallel to that of the Aegean Hekathi. The tribe is organized as a single nation. Aristocracy is based on military service, not land holding, except for small personal lands. Village-farms are run on a collective basis by administrators under the direct authority of the Sapa Kamek. They are an isolated



people, partially because of the mountainous terrain of their area, and partially by choice. They are not great sailors, but trade to some degree by sea with the Luri and Aegea, usually with Luri merchants who come to their port cities while traveling north. The Kamek are religiously intense, and practice lots of human sacrifice, especially to maintain fertility, as it is hard to live off of their rather rocky lands. Some of the gods favored by the Kamek include Huitzilpochtli,

Mictlantecuhli, Xipe Totec, Tezcatlipoca, Quetzalcoatl, and many others. Their society is highly developed, both philosophically and scientifically, and while they are not very warlike, they have refined individual combat to a very high level of skill.

Kamek skill benefits include: Bola -1, Atlatl -2, Battle Mace -1, Unarmed Combat -1, Mystic -1, Time Keeping -1, Mathematics -1. Their language is in Group IX(A new group), and costs 6 LSP/Level. It is called Sihoatl.

THE TECTAN

This tribe is found primarily on an island to the South East of the Kamek territories. While they are related to the Kamek, they maintain wholly separate culture, society, and religion, and have a strong independent national identity. Physically, the Tectan are similar to the Kamek physically, but have sharper features, reminiscent of the Aegea, often featuring pronounced eyebrows, chins or noses, which jut out rather sharply. Their complexion is dark, but not negroid.

National organization within the Tectan could be characterized as feudal aristocracy, with a small noble class, and a large number of slave/serf workers on vast plantations. Priests are taken from the noble class, and their religion is rather harsh, featuring a large amount of human sacrifice. Trial by combat is an accepted and popular method of settling all kinds of disputes among the Tectan.

Religion is similar to that held by the Kamek, but with the addition of some strong elements of nature and spirit worship, including ancestor worship and the worship of local devil-deities. They are somewhat more warlike than the Kamek, but somewhat less developed technologically. They produce excellent mages, especially in elemental specialties, and there are a large number of wandering 'bush mages' in the society.

Tectan skill benefits include: Thrown Knife -1, Running -1, Jumping -1, Short Sword -2, any single type of elemental magic -1, Painting -2. They speak Hikhavi, which is in Group IX, and costs 5/Level.

THE NJEMUGAN

The Njemugan are a race of pygmies, spread throughout the grassy steppes of central Arojika, near the lakes, in areas shared with the Ilassi and Mameque. They may also be found elsewhere. They are short humans, with broad features and dark skin. In rolling for Height, use the Dwarf chart(1:4.11), but roll 2D8 instead of 1D20, and in finding Weight, use the Dwarf chart(1:4.12) minus 10%. They have no characteristic modifications.

Njemugan culture is fairly basic. They are mainly hunters and gatherers, with some herding, mostly of goats. They live in semi-permanent settlements, moving with the game, which is mostly medium-size herd animals. They hunt with poisoned darts projected by any of several means. They use a curare-type poison derived from a bush-root found easily in the grasslands. Tribes are organized in a simple heirarchy, with a hereditary chief and an advisory council of elders from the major families within the tribe.

Their religion is basically the same as the Ilassi, but they also have a bit of worship of animal-spirits, including the use of tribal animal totems, which play a fairly major role, especially in common ritual and symbolic practices.

Njemugan skill benefits are: Blowgun or Dart Caster -2(These are two new missile weapons. Blowgun is in a separate group, costs 3, and has a RF of 5, with a

DF of 4, but DC does not apply. Dart Caster is in the 'Articulated Weapon' group and costs 4. It is similar to the Atlatl, but fires a dart with a RF of 8, a DF of 4, and with DC applying), Dagger -1, Teaching -1, Cooking -1, Hunting -1. Their language is in Group VI and costs 6/Level.

THE ASACHAE

The Asachae are the major non-human race of Arojika, although most of the other non-human races are represented in some way. The Asachae are related to the Trozards, but they were separated from the stock which grew up in Ysgarth, and developed a separate culture and at a somewhat slower rate. They were not involved in the wars which destroyed the Trozard urban civilizations, and developed uninterrupted, but on different lines. The Asachae differ somewhat from the Trozard stock, being shorter, and lighter weight. To find Height, use the Chitare Height Table(I:4.11), but subtract 1 from the roll. To find Weight use the Human Weight Table(I:4.12), but for the appropriate Height, and subtracting 10% from the result. They have somewhat squarer features and more pronounced bone-structure, plus a grey-brown skin, rather than the silver-grey-green skin of the typical Trozard. They also tend more towards mottled hide. They are of full human intelligence, or perhaps more, but often rather passive in expressing their knowledge and ability. They should have the following characteristic modifications: CON -2, STR +1, TAL -2, CHA +2.

The Asachae reside in the mountains of central Arojika. They dwell in a large number of villages in the high mountain-valleys. They are organized under an elected governing council, representing each village. They trade with humans, but prefer to exclude them from their society. They are very even-tempered and oriented towards egalitarian living, so there are rarely any major crimes or internal conflicts. Their great vices are in the area of crimes of deceit. They love to lie, are sharp merchants, and love to make deals and totally twist them without going against their wording. They also like all sorts of physical, mental, and chance games. Villages are fairly large, ranging from 1000-3000 individuals, and there are some 30-50 of them. They are universally well-trained militarily, and quite protective of their homes and young. They have been securely settled in the mountains for ages, and have developed high technology and science, expressed more intellectually than physically. They farm and mine the mountains around them. Asachae are not unusually religious. For the most part they practice ancestor worship, although some will embrace human deities. They are not as adaptive to human culture as Trozards. Religious services are unstructured, and held in their large cemeteries, which often feature over 10000 dome-like tombs dating back for half-a-dozen centuries or more.

The Asachae get these skill benefits: Gambling Skills -1, Movement Skills -1, Conning -2, Rapier -2, Poetry -1, Mining -1, Mountaineering -1, Tumbling -1, Running -1. Their language is in the same general group as Trozard, and costs 6.

JAHANNAM

Jahannam is technically part of the same continent as Ysgarth. However, it is separated by such geographical boundaries as the Great Abyss, which runs north to south, dividing Jahannam and Ysgarth. The only passages around the Abyss are the long overland trek through the frozen steppes of the north, or the sea voyage to the south by the Central Sea. Jahannam is an area of highly varied races and climate, quite different from Ysgarth, with greater ranges in temperature and humidity. There are arid steppes to the north, and near-jungle areas in the south, as well as many areas of arid coastal hills, plus deserts, mountains, and a full range of other possibilities. Culturally Jahannam covers parallels to Eastern Europe and the Middle-East, with a variety of races and nations, both human and non-human. Major groups are examined here, with the same details as given for previous groups.

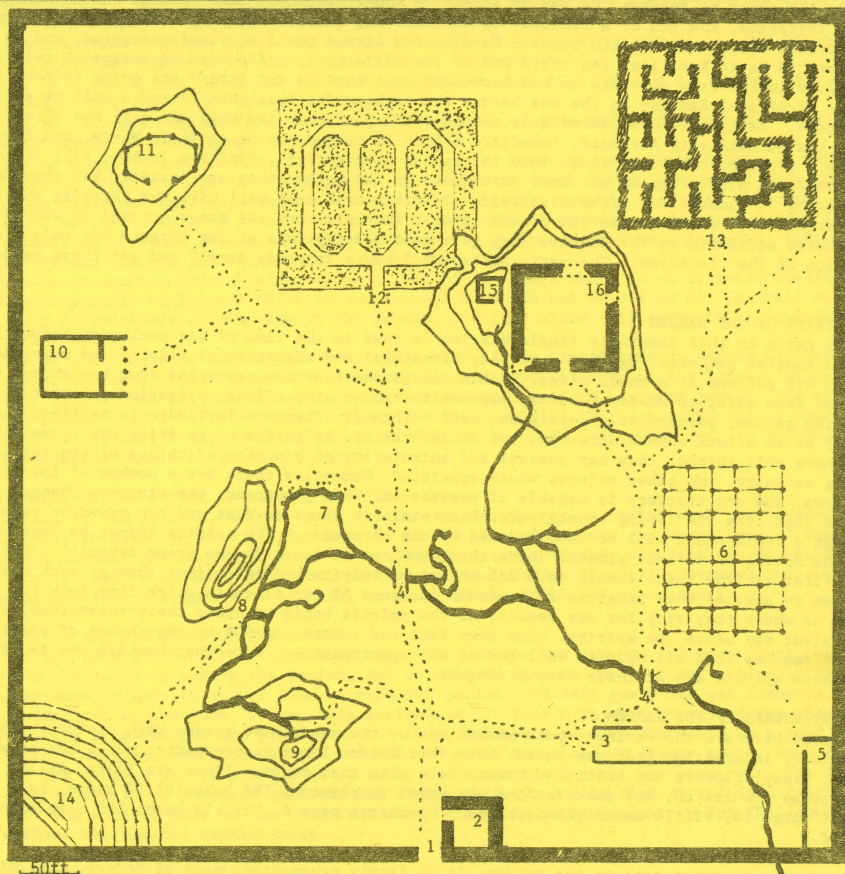
THE HELLAGA

The Hellaga are settled in the far South West corner of Jahannam. They have been settled there for a very long time, although they once ruled over larger and more valuable areas, in which many are still settled under other, conquering races. The Khusik and Achajans have pushed them back into their current position, but many still live along the southern coast.

The Hellaga rule the two small nations of Elymais and Lysia. The Lysian Empire fell to the Achajans some 50 years ago, but Lysian exiles still hold the far Western parts of their territory, a buffer between Elymais which has yet to be seriously attacked and the Achajan holdings in the South Eastern promontory which was once Lysia. There are still many Lysian slaves under the Achajans in their old homeland. Elymais benefits from its isolated location and excellent protective terrain, with mountains to the north, sea to the south, the Abyss to the west, and a broad bay to the east.

The Hellaga are a very highly culturally developed race, akin to the Etrua of southern Ysgarth, both racially and temperamentally. They tend to be slight of build and with black hair, but fair complexions. They are good warriors, but they

THE GARDENS OF ALFERAI KANTISS



THE STORY OF THE GARDEN

More than four generations past, in the reign of the Guild Lord Ariasti Darak, last of his line, Alferai Kantiss was a powerful merchant prince, known throughout Ptolemais and the surrounding area as a kind, just, understanding and compassionate man with good business sense tempered by a strong sense of responsibility. His holdings were large and his ventures profitable, so that by the time he was less than two-score years of age he was one of the richest men in the city. His worth and station established, he was lucky enough to take to wife the charming Shamavra, youngest daughter of the Guild Lord himself, though she was a score of years his junior.

Alferai Kantiss had a younger brother named Tharin who worked for him in a provincial office, but made frequent trips into town as a courier. Soon after the wedding Alferai had a palatial estate built in the Upper City to house his new bride and the family which he planned. At great expense he bought a large area of hilly land, removed the buildings, and built on it a tall house surrounded by a sculptured and landscaped garden.

Alferai soon grew to love and dote on his new bride, but it is not the way of young women to be faithful to old husbands, and their blood will often run hot. It was the merchant's custom to take a nap after the evening meal and work at night by candlelight, but one evening after he had parted from Shamavra after dining he found that he could not sleep, so he went out in the twilight for a walk through his beautiful gardens. Great were his horror and woe when in his newly planted grape arbors he found his young wife and a lover lying together on a cushion of leaves shadowed by the vines. There his life of balance ended in a white-hot flare of passion, and he fell on them with his dagger and slew them both, so that their blood soaked the roots of the vines. Even greater was his horror when he discovered that he had been cuckolded by his own brother.

The people of the city understood and even the Guild Lord felt obliged to pardon Alferai for the slaying of his daughter. No punishment was needed, for Alferai Kantiss was beyond the reach of mortal laws, for his reason had fled from his guilt and remorse. For the rest of his life he walked the gardens aimlessly, sometimes hardly aware of where he was. Upon his deathbed he instructed the few servants who remained with him to maintain and preserve the gardens as a public park open at all times to anyone, to be provided for with the remains of his fortune, placed in trust.

Thus the gardens remain to this day, a park where lovers and poets may wander free from the bustle of the city around them, guarded, some say, by the spirit of Alferai Kantiss.

THE SITUATION

Arless Varmainan is one of the leading merchant princes in Ptolemeias, and his is a strong and wealthy trading house. He is of old Oscan stock from the south of Ptolemeias and trades mainly overland to the south by caravan. He has an attractive young daughter names Karmina who is enamored of Airmad Thyrsbane, the son of a recently established but quite wealthy Gael sea-trader Suatem Thyrsbane. Arless feels that a match between Karmina and Airmad would be disadvantageous, and he has promised her to Maris Kutilliss, the third son of the Guild Lord, a far more advantageous relationship.

Arless learns from servants in his household that Karmina and Airmad are going to meet in the Gardens of Alferai Kantiss on the eve before the Samhain festival when everyone will be active and distracted. As this is discovered only on the morning of that day when the girl has already gone out to the markets with her maid, immediate action is needed, so he calls in Maris, and they decide to hire a group of cutthroats to go into the garden at nightfall, find the lovers, kill Airmad, and bring back the girl. They do not know just where in the garden they are meeting, but they know that the meeting is planned for after nightfall. For this task they will hire the party (it should be of 4-7 characters of no more than 5th or 6th level). They will pay the group a total of 40000SM, to be distributed equitably by the leader. They give good descriptions of the targets but only minimal explanation of the situation. The party has about 3 hours to ready itself and get there before night falls.

THE SPIRITS OF THE GARDEN

The catch to this seemingly simple mission is that in the time of his seclusion before his death Alferai Kantiss gathered together a variety of natural and supernatural spirits and made them at home in his gardens at a small price. Within the garden they are protected from banishment or exorcism and from going to whatever reward may await them or other odious obligations. In return they guard the garden, particularly lovers who meet within it. They are forbidden to manifest themselves visibly or to attack anyone directly, but in defense of the garden or to drive out those who they sense have evil intent, they may possess and animate any of a number of things within the garden, including statuary, and other objects where specified. Generally there are a number of spirits for each area, and any statuary is capable of possession. When possessed, the statuary changes form and becomes just like its living counterpart. Once slain it turns to dust and can never be reanimated, although a replacement will be commissioned by the caretaker. The spirits cannot be destroyed. Note that the spirit of Alferai himself leads them, and can be found in the grape arbor(6). When the party first arrives there should be a 25% chance of spirits acting against them at each opportunity for them to act. As they progress this should increase 5% per place in which they look for the two lovers or where they stop for any reason, as the spirits begin to sense their intentions. Those with high Talent may sense the spirits. Once they find the lovers add 50% to the chance of spirit action. Once it reaches 100% all spirits will act at all opportunities. Note that Samhain eve is the night when these spirits are at their very strongest.

THE PARTICULARS OF THE GARDEN

Listed here are the various spots marked out on the map of the garden with statuary and other animable or interesting features noted. Note that dotted lines denote paths, which are separated by bushes, grass, flowers and scattered trees. Note also that contour lines are 100ft. All of the numbered areas are listed, and descriptions are keyed to previous YRS books (VI:18 means 'Last Song of Hergest' page 18, VII:16 means YRS Supplement #1 insert page 6, VIII:15 means YRS Supplement #2 page 15, etc.)

- 1/This is the entrance gate to the garden. It is finely ornamented, made of bronze, 20ft high, with spikes all over it. It is kept open, but can be animated. The walls are 20ft thick, 50ft high. The gate has the equivalent of 200HP.
- 2/This is a guard house, usually occupied by the gardener or his son during daylight hours. They sell flowers and other products of the garden, including wine (for a high price and secretly). The wine is from the arbors, and is a dark, blood-red. It causes hallucination, nightmares, and frightens unfaithful lovers into a confession. At night the gates are open but the guard house is left empty.
- 3/These are stables. Most of the stalls are clean and empty, but there are three which are used to keep plow horses for the gardner. The horses will react to the presence of spirits if they are already accompanying the character.
- 4/These are two bridges. Under each is a rather stylized Troll statue. These statues can be animated by spirits. For stats once animated see VI:13. Note that all statues, when animated actually take the physical form and attributes of the creature in question. They return to stone and crumble when slain, and the spirits move on to animate at the next opportunity.
- 5/This is a low house and tool shed. In it lives the gardner, his father, his wife and three sons. The gardner and his family are descendants of the original staff of the estate, and manage and are supported rather well by the garden trust.
- 6/This is the grape arbor, which has been mentioned before. It is probably the most concentrated magical area in the garden. This is where the spirit of Alferai Kantiss himself will probably take action. The arbor is roofed with a grate from which hang thick red-green vines bearing large grapes. The vines can become animate, and will loop down and garrotte those who pass under them, with a -3 STR save to avoid dying in CON/3CR. They can attempt a garrotte attack once per person per square segment. In the central segment is a statue of Dionysius which will be animated by Alferai if necessary. When animate and attacking, treat it as equivalent to a Fomor (VIII:10), but armed with a spear. Alferai can also speak through the statue.
- 7/This is a large, shallow pond fed by the stream which runs down from the hills. In the middle is a statue of a River Spirit, which can be animated with full powers as the one described in VII:17 (note that HP should be 175).

- 8/At the base of the hill, above the pond there is an artificial grotto. It features 5 statues of Satyrs(VI:13) which can be animated. This is one of the best sheltered places in the garden, a likely meeting place for lovers.
- 9/This is a watchpost on the top of a hill, with a raised platform with 4 statues of eagles, one on each corner. They can be animated and fly to almost anywhere in the garden. See VI:11 for stats.
- 10/This is a temple to Cybele, a nature goddess. There is a full-sized statue of her riding in a chariot drawn by three lions. It can be animated. For lion stats use VI:11. For her stats use the stats for Aethylia in VIII:3, modified as appropriate.
- 11/This is a small, semi-enclosed structure erected on this hill, with a 6ft wooden wall around a group of benches. There are no statues here.
- 12/This is a flower garden. At each of the ends of each of the central flower beds there is an animable statue of a Melusine(VIII:15).
- 13/This is a maze. Once hostile people enter it, it can rearrange the thick bushes of which it is made, to trap, enclose and destroy them. Each bush is about 5ft in radius and they grow quite close together. Once animated they can attack anyone who touches them with 1D6 barbs for 1D12 each, and may also stop anyone who tries to pass through as well as do extra damage if they are attempting to break through a bush. Generally, if someone goes down a dead-end, they will close it off and box him in, closing in to tear him apart.
- 14/This is an outdoor amphitheatre. On each side of the stage there is an animable Basilisk(VI:14).
- 15/This is a small bell-tower which is two storeys high and has a bell in it. The bell will ring an alarm if intruders do violence in the garden, and that alarm will activate all animating spirits in all areas.
- 16/This is the remaining ruin of the original tower/palace. Little remains except for the outer walls. The area within them has been cleared out except for some of the larger fallen stones, and statues have been moved in, many of them damaged, to form a statue garden. The statues in the garden are: 3 various human warriors(VI:10), 1 wolf(VI:10), 1 bear(VI:10), 1 Boar(VI:11), 2 winged horses(VI:13), 3 alligators(VIII:7), and an ox(VIII:8). They are all animable and will be animated should circumstances urge it.

INVOLVEMENT OF THE SPIRIT OF ALFERAI KANTISS

Of all of the spirits, Alferai's is the leader. He may try to parley with the invaders to spare the lovers, threatening or cajoling them. He is the only spirit who can speak, and he can possess and speak through any of the statues. He would rather avoid further bloodshed in his garden, and will work to seek a harmless solution, perhaps by moderating a discussion between the concerned and opposing parties. The powers of anything he animates should be 50% over normal.

THE ARRIVAL AND PLACEMENT OF THE LOVERS

The two lovers will arrive separately, sometime between 6pm and 8pm. With any luck they will come in while the party is casing the garden, and be able to take to cover without being interfered with. If an attempt is made to accost them outside the garden, the city guard may get involved. If they are intercepted at the gate, it may take action(see 1). They will meet at any of the places listed as they have arranged but the party does not know. Perhaps a roll of 2D8 would be a good way to place their destination, although areas 8, 10, 16 and 6 are the most likely spots. Note that no maps of the gardens are available, so it is up to the party to scout the place out. The lovers are wary, so they will be somewhat cautious and circumspect. Note also that Airnad is a fairly good warrior, and will do what he can to defend them. Treat him as equivalent to Val Thalion(VIII:6), but without the magical capabilities.

GENERAL SPIRIT & STATUE NOTE

Spirits can animate any statue, but their power cannot go beyond the walls of the garden in any way or form. Note that spaced along the walls at 100ft intervals are statues of Boreyne which face inward, and can be animated. Note that there are a total of 25. At no time can more than 15 total statues be animated. For Boreyne stats see VIII:9.



ABYSS 26

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Davies, Jones, Munchkin, Nalle, Olson, & Others

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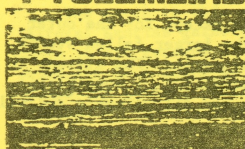
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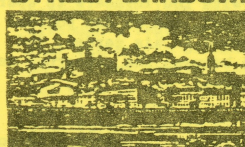
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are rarely able to field as many men as they need, because of unwillingness to practice any form of conscription, relying instead on an inadequate system of local militia. They are particularly good at fighting in organized tactical units and in coordinated actions with small forces. They are fairly good seamen as well, and the Hellaga under Achajan control in Lysia have built a considerable fleet for the Achajans. Achajans live in walled cities, usually built on hills or elevated areas, with a variety of surrounding farms and villas. They raise a variety of crops, especially grapes and some grains. Elymais is organized under a king who rules from the city of Mykeia, chief among several other notable cities. He is advised by a council of representatives from the other cities in the kingdom. The Hellaga tend towards autocratic government, and reigning lines rarely last very long, as they are prone to violent overthrow. Religion follows an Eastern influenced Greek model.

They have these skill benefits: Agricultural Skills -1, Dying -1, Potting -2, Painting -1, Shipwrighting -1, Vintning -2, Generalship -2, Ambush -1, Infiltrate -1, Forgery -1, Bribery -1, Rapier & Dagger -1, Rapier & Rapier -2, Short Bow -1, Broadsword -1. Their Language is Hellak, and is in Group III at 6LSP/level.

THE ACHAJA

The Achaja are essentially related to the Hellaga and Etrua, but they come from a branch of the tribe which was isolated in the mountains of the central area of Jahannam, and only emerged in the last few centuries, after a period of consolidation, development, and population growth. They are a conquering race, but fairly highly civilized and culturally aware. Physically, the Achaja tend towards medium stature, bronze skin and red-blond hair.

The Achaja are unified into a single empire of loosely confederated states in a militaristic hierarchy. This is called the Hegemony of Free Achajan States. It covers the mountainous heartland which was originally Achaja, plus Lysia and much of Gelat on the eastern coast. The various states within Achaja are democratic and focused on major cities within the region. Conquered races are used widely as slave labor, but most are well treated and respected. City governments are democratic.

They are fierce in battle, fielding mostly foot soldiers, but some units of horsemen designed to break up enemy formations. They fight with spears and shields, using a specially designed shield which facilitates spear use. They can often be convinced to settle conflicts by individual combat, and are quite honorable.

In peacetime, they are primarily a herding and gathering culture, able to live off of sparse land. They have a strong oral and written tradition of drama and of poetry, and a good sense of national identity. They have taken to sea-faring quite well, and are developing a noteworthy navy in captured Lysian ports.

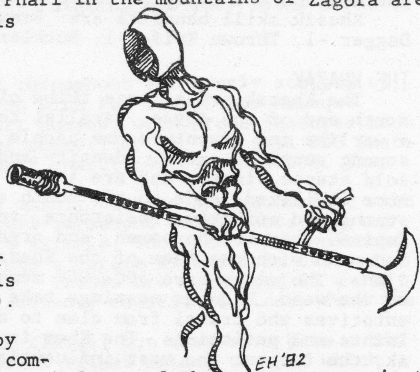
The Achaja have these skill benefits: Animal Tending -1, Butchering -1, Embroidery -1, Mime -1, Playing -1, Public Speaking -1, Geography -1, History -1, Law -1, Mathematics -1, Politics -2, Sexual Technique -1, Spinning -1, Teaching -2, Spear -2, Parry -1, Legionaire Shield -2, Herding -1. Their language is Achajan and is in Group III at a cost of 6/SL. Religion is parallel to the Hellaga.

THE PHARI

The Phari are a fallen race. Some centuries ago they were a powerful maritime empire, trading in many coastal areas, from their current lands and from major bases on the island of Cythera. However, caught as they are between the expanding forces of the Achaja and Khazaks on two sides, and the rock hard might of Ilchania to the other, they are being slowly crushed, retaining little of their former culture and no real might. The only free Phari are in the Kingdoms of Gelat and Zagora, the former on the coast and the later somewhat inland. The rest are under the yoke of the Achaja or the Ilchanids. Gelat itself is not much of a kingdom, as it has been mostly eaten away by neighbors. The Phari in the mountains of Zagora are a pitiful rustic remnant of former glory. This is a race doomed to be eventually absorbed and forgotten.

Physically, the Phari are of average height, thin, and dark or olive complexion, with dark brown hair. Gelat is really not organized, and Zagora is ruled by a monarchy which is totally dependent on the nobility for survival. The army of Zagora survives as private forces under regional leadership.

Zagoran culture is in shadow, and they are for the most part subsistence farmers, or slave-plantation farmers (though the economy is no longer strong enough for many plantations). They are noted for their prowess as mounted archers, a technique borrowed and developed by the Ilchanids, but they seem to be unable to combine skills in this area with organized tactics. A force of Phari does serve in the Ilchanian army as a special imperial unit, but native forces don't meet potential.



Phari religion mirrors that of Ilchania, mainly from foreign influences, with a great deal of reverence for local gods and spirits, especially when associated with particular holy places, oracles, and events.

The Phari have these skill benefits: -1 Bowery, -1 Fletching, -1 Agricultural Skills, -2 Mounted Archery, -1 Shortbow, -2 Morningstar. Their language is in Group V and costs 7/SL.

THE ALMID

The Almid are a centrally located tribe in the areas west of the coastal Phari and east of the Abyss. They border on the Khusiks to the south and the Khazak to the north. They are fortunate to be separated from the Khazak by a range of mountains, though vigilance is required to control incursions across the passes.

The Almid are a race of hirsute, dark-skinned people, usually fairly heavily built and fairly tall. They wear their hair long and complexly braided, and are not famed for washing often. They oil their bodies, and usually go nude to the waist in all weather, unless it is quite cold. Both men and women wear long, pleated and slit skirts.

Culturally they are related to both the Achajans and Phari to some degree, although their language is of different origins. They follow a caste system, with a large serf population under the control of a fairly large merchant and noble class which is spread about on local holdings, and responsible for providing troops for national defense. They subsist as farmers on a large scale, and their main exports are foodstuffs and finely worked metal goods. They also do a fair amount of mining and stone-working.

They are divided into two major nations, Mazedran to the west, and Kilan to the east. In battle they are characterized by their large use of chariots and various siege engines, as they are mechanically inclined. They support a number of well built, small cities, sprinkled about the hills and mountain-sides of their territory.

Almid religion follows a Babylonian model, strongly dominated by such deities as Marduk, Nergal, and Ishtar, although a wide range of faiths are represented, especially in the border provinces, where more contact is made with the outside. These areas maintain relatively large standing armies.

The Almid get these skill benefits: Agricultural Skills -1, Baking -1, Carpentry Skills -1, Cartwright -2, Goldsmith -2, Driving -1, Intrigue -1, Mechanics -1, Battle Axe -1, Short Bow -1. Their language is in Group X (a new group), and costs 5/SL.

THE KHUSIK

This tribe is fairly closely related to the Almid, located somewhat to the south, in an area partially overrun by the Achajans. They have retained local autonomy before the Achajan onslaught by allying with the conquerors and paying a large tribute of troops and wealth. The Khusik are physically similar to the Almid in most respects.

Khusik culture is rurally-oriented, with their society concentrated in a set of large mountain valleys, where they raise herds of various animals and grow common crops. They are not outstandingly warlike, but fight well and fiercely in defending their own land. Politically they are similar to the Almid, with an overlay of adopted and imposed Achajan forms. They are unified into a single nation called Khusistan, which is ruled by a Khan. They are not an urban oriented people, and the Khan's court is mobile with the seasons and a complex schedule of stops in local trading villages. Religiously the Khusik are like the Almid, but again with a strong Achajan influence. The people resent the Achajans, but realize the benefits of the alliance, looking down on their neighbors who resisted the conquerors and are being defeated. They feel that they are on the winning side.

Khusik skill benefits are: Brewing -1, Coopers -1, Sculpting -2, Tailoring -1, Dagger -1, Thrown Knife -1, Buckler -1, Net -1. Language is Group X at 5/SL.

THE KHAZAK

The Khazak are a large tribe of nomads originating in the steppes near the north end of the Abyss, parallel to the steppes of the Vaen in Ysgarth. They are a warlike and adventuresome people, with sallow complexions, dark hair, and a strong sense of racial identity and purity. They dress mainly in furs against the cold steppe winter, and are animal herders for survival. They also prey on the more civilized lands to the south and east, although some of these have organized strong and effective resistance, resulting in a standing treaty with the Ilchan Empire. They are horsemen, and organized on a clan basis, each clan led by a Hetman, and with the Khem of the Khazak supreme over a loose federation of these clans. The clans have 500-2000 members each, somewhat smaller than the Vaen tribes to the west. Regular meetings take place between clans, and the Khem has representatives who travel from clan to clan gathering information and hearing complaints and petitions. The Khem is hereditary within the line of the Kajahal Khazak, the largest and most influential of the clans.

Khazak warriors use a variety of weapons, but are especially noted as mounted swordsmen, using long, light, curved blades from horseback for infighting and passing charges. Their cultural development is limited, but they make an effort

to get what they can from 'inferior' races, usually by taking educated slaves for use as teachers, or by marrying conquered women into Khazak clans. They have no scruples about mixing blood, because they believe strongly in the rights of adopted clan members, so long as the Khazak spirit remains dominant.

The Khazak have these skill benefits: Animal Tending -1, Butchering -1, Leather-smithing -1, Pelting -1, Saddlery -1, Tanning -1, Riding -1, Mounted Combat -2, Short Bow -1, Scimitar -1. Their language is in Skill Group XI(a new group), and costs 7.

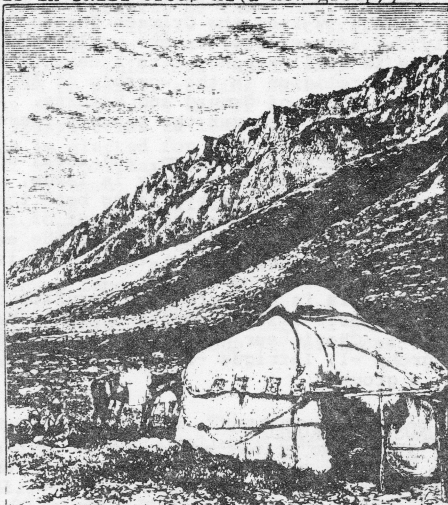
THE ARANI

This tribe actually has its origin on the far side of the Abyss, in Ysgarth itself. They are of the same extraction as the Saexe, Vaen, and related tribes, but migrated across the icy wastes north of the Abyss and down to the coasts of the Northern Sea, where they have been building a strong nation centered on several major trading centers which have grown to respectable cities. They tend to be tall and of variable skin coloration, often with blond or mixed hair color.

Most of the Arani are still nomadic, in the unclaimed steppe-land away from the northern coasts. Those who have settled have taken well to life in many small agricultural villages, and the larger trading centers on the rivers and coast. A large number of younger Arani males will hire out as mercenaries in the Ilchan armed forces. In general they do not like the Khazak much, as they compete in some areas for control of the steppes. Their nation is called the Kingdom of Galaz, after the major city which controls river trade to the south. All Arani are nominally part of this kingdom, but many are not fully aware of this. Princes and tribal chiefs in outlying regions pay only lip-service to royal authority, but they always like a fight, and it is easy for the king to raise a respectable armed force. Religion is highly mixed.

While the Arani are notable warriors, horsemen, and herdsman, their greatest achievements and renown are as craftsmen and manufacturers, with accompanying mercantile skill. The Arani make various trade goods highly valued throughout the regions around them. While these are usually not of the most valuable or complex sort, they are sturdy, functional, and attractive. They are especially good with wood-working and the manufacture of mechanical devices.

The Arani have these skill benefits: all Carpentry skills -1, Cartwright -1, Coopers -1, Glassmaking -1, Merchant -1, Painting -1, Bronzsmith -1, Farriery -1, Foundry -1, Sculpture -1, Woodworking -2(total), Shipwrighting -1, Mechanical -2, Bastard Sword -1, Round Shield -1. Their language is in Group II and costs 5/SL.



THE VORATES

This race is actually a mixture of highly diverse eastern desert tribes and nations, with organized states along the coast, in fertile valleys, and wandering tribes inland in the desert areas. They tend to be short, swarthy and dark-haired, though there are exceptions. They dress in loose robes, and are good horsemen and astute traders. Their nations are many and small, primarily farmers, and tribes in the desert tend to be based out of oases which they consider their headquarters and personal territory. A great deal of overland trading takes place between the coastal princedoms and the desert tribes.

Religion among the Vorates is mixed, with a great deal of Djin worship and odd little local cults, following deities long forgotten elsewhere. The Vorates prince doms are built in the ruins of major lost Phari settlements, and the language survives as a common tongue, although there are regional and tribal languages as well. The local version of Phari is a simplified form called Barak, which is spoken as a trade speech in many coastal areas. The leading Vorates nation is the Principality of Zarnizegethusa. Both areas raise horses, but camels are also found inland.

Vorates are divided up for purposes of skill analysis between the Desert Vorates and the Coastal Vorates. Desert Vorates have these benefits: Herding -1, Animal Tending -1, Riding -1, Currier -2, Desert Survival -2, Flattery -1, Mendicancy -1, Riding -1, Scimitar -1, Mounted Lance -1, Trailing -1, Dicing -1, Silent Movement -1. Coastal Vorates have these benefits: Dagger -1, Parry -2, Garotte -1, Thief Manual Skills -1, Thief Burglar Skills -1, Thief Movement Skills -1, Cooking -2, Net Fishing & Weave Nets -1, Knot Tying -1. Their language is Vorat, costs 5 per level and is in group V.

THE ILCHANIDS

This is one of the largest and most powerful tribes in Jahannam. They hold the area north of the Gulf of Cythera and for quite an expanse around there. They are an old and cultured people. They tend to be tall, lean, and sharp featured. A large number have dark complexions, but their ancestral traits cause a surprising number to be born with blue eyes, and many even with golden hair. The average Ilchan tends to be dark, and the lighter complexions are more common in the upper classes.

The Empire of Ilchania is an old and established force in Jahannam, ruled by Heliarchus IV from the Crimson Throne in the great city of Carzal, which is probably the largest city in the world, vying with Ptolemeias for that honor. The empire is still strong, with a centralized administration. Although the official imperial religion in the worship of Ahriman, most other faiths are tolerated, except for those of Ormuzd and Mithras. At one time Ba'al was supreme, but his worship has died out over the hundred years since a revolt of magicians felled his temple.

The government is firm, and local administrators on the top levels are appointed by the emperor. The army is large, consisting of many conscripted infantrymen, a cadre of noble cavalry, using both the traditional war chariots and more fashionable war-horses. An elite element of the armed forces are the Imperial Lions, a special picked unit loyal only to the emperor, who act as his personal guards and as a secret-police force. Their duty is to insure loyalty and order in the empire by whatever means necessary.

Ilchania is noted for its manufactured goods, priests, philosophers, and generals. Their skill benefits include: Merchant -1, Priest Skills(Only) -2, Mechanical -1, Charioteer -1, Scimitar -1, Block -1, Round Shield -1, any one trade skill or group -1, Intrigue -2. Their language is Ilchan. It has a cost of 6/level and is in group V.

HOUKOSI AND KOULO

These two tribes are found on both sides of the Abyss. The forms given above are plurals. The singulars are Houkos and Koulos. They are scattered in small clan/family groupings throughout civilized lands, and live in a migrational style moving from land to land. The two tribes are related, but have been separated except for occasional trade for over 700 years, so there has been some divergence.

These are a very private people, keeping to themselves, even though they are a sub-group within another society. They have a highly developed sense of tribal identity. They survive by working as migrant laborers and tradesmen. They are particularly noted as tinkers and workmen. They also transport and sell goods, and provide entertainment services.

The differences between the tribes are fairly slight. The Koulo are found in Jahannam and the Houkosi in Ysgarth. Houkosi are most common in Magar and Saexe held areas, but can be found anywhere. Koulo are most common in Achaja and Hella-ga, but are found elsewhere as well. They sometimes settle in urban areas or migrate around them. They often form a significant portion of the underworld in a city, and have a reputation as bands of travelling thieves. They are quick tempered and protective of their possessions. Houkosi tend to be less city oriented than the Koulo. Koulo are often found gathered in ghettos in major towns, while urban groupings of Houkosi are much smaller and travelling bands are larger. Also, the Houkosi still pursue the tradition of an annual trading meeting somewhere in the mountains near the Toth-Orszag, a tradition abandoned by the urbanized Koulo.

There are some variations of skills for the two separate major tribes. The Houkosi have: -1 Dancing, -1 Driving, -1 Conjuror Spells, -1 Poetry, -2 Dagger, -1 Parry, -1 Thief Skills. The Koulo have: -1 Midwifery, -1 Sexual Technique, -1 Cooking, -2 Street Sense, -1 Embroidery, -1 Tumbling, -1 Painting, -1 Playing, -1 Divine Spells, -2 Thief Skills, -1 Dagger. Both have separate languages which are in Group III and cost 6 each.

THE MNERRAR

This is one of two major non-human races found in Jahannam. Of all the non-human races mentioned in this supplement and in the YRS these are by far the least common, dwelling primarily in the mountains beyond the Great Western Desert (Dasht al-Maghrib), and in north western wastelands. They are a race of intelligent felines. They walk erect on their hind legs, although they tend to be stoop-backed. Use the Elf height and weight tables, but subtract 3 from the roll on the height table. They tend to be short-furred, with feline facial features, although a bit broader and better defined. They retain retractable claws, but have developed an opposable thumb. They are quite intelligent, but their logic is not often clear to humans who they try to steal clear of. They prefer the company of their own kind, and will be found among humans mostly as merchants or slaves. They are fleet of foot and quite dextrous. They should have +2 on DEX, CON, and AGI, and -2 on STR, ZEA, JUD, and CHA.

Mnerrar are organized in clans, and usually wear clan badges. Whole clans are often wiped out in blood-feuds which last for centuries. They live communally, with little sense of the traditional family, and there is a large caste of wandering warriors, both male and female. Major clan groups are often distinguishable

by natural coloration differences. They can speak human tongues, but tend to hiss and hiss. They subsist mostly by herding and hunting.

Their skill benefits are: -1 Accounting, -1 Dying, -1 Glassmaking, -1 Etching, -1 Jewelsmithing, -1 Etiquette, -1 Flattery, -2 All Alchemist skills, -1 Short Sword, -1 Short Bow. Their language is in its own group, and costs 7/level.

THE BATRAGI

Batrags are a race of intelligent amphibians related to frogs, but considerably larger. They are also able to walk erect, and live out of water for an indefinite time, although they dearly love to soak. They have thick, tough skin, with a ridge of spikes from the top of their head to their large tail. Their tales are very sturdy, almost a third leg, helping their balance immensely. They do not hop. Rather, they walk, but they retain outstanding swimming ability.

Batrags are rather religious, usually following deities of Babylonian or Egyptian origins, especially Dagon and Ba'al. Batrags are often found among humans, or at least more than most other races, though primarily in Jahannam. In the wild they live in swampy areas, usually in partially submerged villages made up of agglomerations of mud and weave buildings. However, many work as warriors for human employers. Among men they like to live in large dormitories based around communal hot baths. They have no real cities of their own, but do trade actively.

Roll for height on the Chitrate table, but add 2 to the roll. For weight use the corresponding Trozard weight, but add 30% to the total. Batrag characteristics have these bonuses: +1 STR, -2 DEX, -2 AGI, -2 INT, -1 WIL, +2 JUD, +3 ZEA.

Batrags have these skill benefits: Swimming (Special, 1/2 normal cost total), Jumping -2, Wilderness Survival -1, Brickmaking -1, Coopers -1, Priestly Skills -2, Scribe Skills -1, Vintning -1, Javelin -1, Halberd -2, Backstrike -1, Ambush -1. Their language, Batraksch, has a cost of 5 and is in its own group.

ADDITIONAL LANGUAGES AND DIALECTS

As a final note to these three sections some mention should be made of other languages spoken within these areas and dialects of the languages already mentioned to round out the picture.

Any decent sized, discrete area will have a dialect. In general to pass as a native of a region you must learn the dialect of that region. 3 levels of skill in a given language yields native-speaking ability, but with only one dialect, that of the home of the speaker or his teacher. Each additional dialect learned should have a cost of 1 skill level with that language. One exception to this rule should be noted, specifically the language Kernwyk, which is spoken in the southern parts of Ceredigiawn as well as parts of Marchwk and Suessiones (all in Ysgarth). It is a discrete language spoken by a people essentially identical to other Kymri, but retaining their language. It is in Group I and costs 5/level.

Another language group as yet unmentioned is that of urban or class argots, a selection of languages which can be classed as 'underworld languages', spoken by the dregs of humanity in various areas. Although these languages have a common origin, they have diverged, and form a discreet group. These parallel in many ways the secret role of a 'Thieve's Cant,' and are used by criminals to hide their activities from the authorities. These languages form Group XII. They are (with cost and region): Kennik (4/N. Saexe), Jennisch (4/S. Saexe), Hantyrka (5/Magar), Gamman (5/Kymric), Berlager (6/Gael), Tari (5/W. Jahannam), Chugo (6/E. Jahannam).

Also of note is Trade Speech, previously mentioned in YRS Book #1. It can actually be split into three discreet languages and is related in some ways to the previous group, although it forms Group XIII on its own. The parent language is called Sapra, and has a cost of 5. It is a language spoken primarily by sailors and others involved with the sea, and has a number of dialects. The two offshoots of this language are based out of the two largest cities. Ptolemaic Trade Speech costs only 3, and is actually called Cansa. Carzal Trade Speech costs 4, and is called Tafir. These two variants are independent because of influences from local languages.

SKILLS

There always seems to be room for additional skills and expansions to the lists of skills already in the rules. Here you will find a number of new Native and Learned Skills with descriptions, plus a cumulative listing of both Native and Learned Skills.

NEW LEARNED SKILLS

SKILL	DESCRIPTION	COST
Lariat	This skill fits in the 'Articulate Weapons' group, and is a skill of using a rope and slip-knot to immobilize a target. It is rolled as a normal attack, and for each round after success, the target must make an AGI save to avoid falling, or may attempt to cut it. It does LD3 damage as well.	6
Nunchaka	This is an articulated double club, with two night-sticks attached by a chain. It has a WDF of 5, and strikes twice per CR, rolled to hit separately.	5
Bite	This is the skill of biting for damage, with an appropriate WDF. (Humans are WDF 2).	1

SKILL	DESCRIPTION	COST
Claw/Cestus	This is the skill of using a claw to attack or an artificial claw, like a Cestus. Claws have variable WDFs, but the WDF of a Cestus is 6.	2
Katana/Tulwar	This is the skill of using these two weapons, which feature straight backed blades with curved edges. They are WDF 10.	7
Khukri	This skill works for this weapon or the Yataghan, both of which have hooked blades with an internal edge, ideal for cutting throats. They are WDF 6.	6
Knife	This is an edged equivalent of the standard stabbing dagger with the same WDF.	2
Ranseur/Glaive	These are pole-swords, with curved blades and extended handles, halfway between a falchion and a halberd. They may also have hooks for pulling opponents down. WDF is 8.	6
Pick/Adze	This is the skill of using the military pick or adze, essentially a point-axe. The WDF is 6.	4
Damage Strike	This skill replaces the previous damage enhancement system given in II:2.3. Each level adds one to DC with any weapon, but only a number of levels can be applied to a given weapon equal to its LSP cost to learn.	15
Observe	This is the skill of spotting objects or incidents or any observable phenomenon just off hand. The base chance is $-(JUD+SL) \times 3\%$.	3
Contagion	This is a magical enhancement skill which increases the effective CL of spells by the use of objects which have been in contact with the target or subject of the spell. If such a contaminated/exposed object is used, it will raise the effective CL of the spell by $SL \times 3\%$. Spell types-E,I,K,L,N.	5
Relativity	This works as the previous enhancement skill, but works through the use of objects which were once part of or intimately connected to the target or subject. Increases CL by equivalent of $SL \times 4\%$. Works with spell types-E,I,K,L,N.	6
Sympathy	This works by using images and representations of a subject or target to raise the CL of the spell by a $SL \times 3\%$ margin. It works with spell types-E,F,H,I,J,K,L,M,N. There is some margin for variation here, and it generally also will work with most elemental spells. All three of these are subject to GM adjustment, and may take a while because of the elements involved. Strength may also vary for quality of materials. Artistic skills help with Sympathy.	5
Charioteer	This is the skill of driving a war chariot in battle, and can be useful. It includes associated skills.	3
Anatomy	This is the skill of knowing the parts and nature of the body.	3
Liturgy	This is the skill of knowing the formal speeches, sayings and creed of a faith.	3
Shield Wall	This is the skill of forming and maintaining a good, strong shield wall in defensive combat.	3
BlowGun	This is the skill of using air/mouth propelled missiles. They have a WDF of 2, but may carry poison and the like.	4
Shiruken	This lets one use throwing stars which have a WDF of 3, and strike as edges.	3
Boomerang	This lets the character throw the classic Australian weapon, a curved plane with sharp edges, which hits as an edge or club (depending on use) with a WDF of 6.	7
Trident/Spetum	These are multi-pointed thrusting weapons, which have WDF of 6.	4

NEW NATIVE SKILLS

SKILL	DESCRIPTION	
Accupuncture	This is the skill of alleviating pain and curing some minor afflictions with carefully placed needles.	7
Aesthetics	This lets one appreciate art, culture, interior decorating and the like.	5
Courtly Love	The skill of romance, allowing one to pay suitable court to one of the other sex.	3
Criticism	The skill of analysis, observation and comment, especially of art and action.	4
Diving	The skill of entering and submerging in water safely and speedily.	3
Enameling	The application of enameled pigments to various surfaces.	4
Spear Fishing	As other fishing skills but with spear, mostly in rivers.	3
Folklore	The knowledge of regional myths and beliefs, good for one distinct people and area per SL. Everyone gets their native group free. Some races are split.	4
Fortune Telling	Not so much prediction as the formulation of believable sounding predictions.	6
Glaziers	The art of staining glass and pottery.	4
Golf	Playing this game of stick, ball and hole.	3
Herdng	Tending and guiding herd animals of any sort.	3
Hold Breath	This lets one hold breath in for $(CON+SL)/8$ minutes.	3
Knitting	Putting strands of yarn together to make clothing.	2
Linguistics	Knowledge of the principles of language and its structure in general. It contributes to learning actual languages in any group.	5
Massage	The art of manipulation of other bodies for therapy and relaxation.	2
Mechanical	Understanding of and ability with machines of basic kinds available in the culture around you, including some constructive ability.	8
Memorization	The ability to memorize material, with the amount and rate increasing with SL.	5
Mosaic	The skill of making artistic and representational patterns of glass and tile.	6
Oracle	The skill of making predictions sufficiently vague and cosmic to apply to any situation when taken in hindsight.	7
Philosophy	Understanding and interpreting the essence of what is real and what is believed.	9

<u>SKILL</u>	<u>DESCRIPTION</u>	<u>COST</u>
Printing	The skill of reproducing material by any of a number of means with available equipment. Includes some knowledge of building equipment needed.	6
Quilting	Making quilted material from patches of other material, including padding.	2
Astronomy	The general skill and knowledge of the stars, planets and other heavenly bodies, including some aspects of astrology.	10
Sewing	Using needle and thread to join fabric or other materials.	3
Sleight/Hand	Manual manipulation to create minor distractive illusions, card-tricks and the like.	8
Tinsmith	As other smithing skills, but specifically for the working of tin.	3
Soccer	Playing this sport of ball on field, popular among a number of cultures with local variations.	4
Story Telling	Recounting and embellishing legends, tales and adventures for an audience, a lesser variation on the function of a bard, with fewer demands and less status.	6
Strategy	The skill of maneuvering, supplying and supporting large military units in long and complex campaigns.	4
Street Sense	Familiarity with life in the streets of a city, ability to deal with local characters and groups and survive the dangers of the seedier parts of town.	3
Tactics	The skill of maneuvering and managing small military units in direct action over single-encounter periods.	4
Gathering	The skill of picking berries, digging roots and otherwise gaining sustenance from the wild land.	2

OPPORTUNITY ATTACK SKILLS

These are combat skills based off of Native Skill Points, basic combative abilities with non-standard, unexpected weapons. Essentially, these are the combat skills one learns in social situations or in childhood, bar-room brawling, rock-throwing and the like. They form a skill group and contribute to each other. They are distinguished by the fact that they cannot be used with any weapon for which there is another skill.

<u>ATTACK</u>	<u>DESCRIPTION</u>	<u>COST</u>
Hand Weapon	This lets one use any available object as a hand weapon, doing damage appropriate to the size, shape and nature of the object. For example, a chair has a WDF of about 6, while a table might have a WDF of 12. In some cases these weapons do overall damage, and club, edge and point divisions are important.	4
Missile	This lets one throw things which are just lying around to do damage, such as a rock, a mug, or a chair. Damage and damage type are appropriately variable, as is Range Factor. Again, no standard weapons may be used.	5
Shield	This covers picking up cloaks, chairs, boxes and the like to use as a shield. Each SL adds one to the character's DR while using the shield. Nothing close to a standard shield may be used.	5
Parry	This lets a character use the object he has picked as a weapon for defense as well. Note that if an item is being used as a shield it may not be used to parry or as a weapon, and if it is being used as a weapon it may be used to parry but not as a shield. Each SL adds one to DR while in use.	6

Note that the attack skills above add to AR. Note also that if a weapon of opportunity is used and kept for more than a brief period of time, to be used again, it will cease to be a weapon of opportunity eventually. A weapon of opportunity must be something found at the scene of the fight, not something brought by the character. Complete lists of Native and Learned Skills are on next page.

GENERAL SKILL USE FORMULAE

Formulae have not been provided for the use of all of the skills given, although some method is needed to find out if a character is successful in doing something, so these guidelines should be of help.

First, certain skills cause improvement of some other statistic or value which is then used as modified. These skills should cause a 3-5% increase of that value per SL.

A second type of skill are those which a character should have no aptitude at unless he has studied them. These should generally have a percentage chance of success based on the formula: Characteristic x SL/2-4%. The characteristic in question is whichever one is appropriate to that skill. When two characteristics might be involved, average them. In this and the above formula, the percentage, ranging either from 2-4% or from 3-5% should be determined by the GM depending on the skill in question.

In the case of skills where everyone, regardless of training, should have a base chance of success, use the formula: (Characteristic + SL) x 1-3%. Again, this finds chance of success and the percentage is variable. Remember that if more than one characteristic may apply the concerned characteristics should be averaged.

These formulae should be applied carefully. In general the average character with average characteristics and 10SL in something should have 40-60 percent chance of success with that skill, with some room for variation.

LEARNED SKILLS	COST	GROUP/SKILL	COST	GROUP/SKILL	COST
Archery Skills		Trailing	5	Two Hands	4
Crossbow(P)	5	Defensive Skills		General	5
Long Bow(P)	8	Dodging	6	Wand/Rod/Pistol/Lance	6
Short Bow(P)	6	Hand Parry	10	Staff/Rifle	7
Articulated Weapons		Foot Parry	15	Thrown Weapons	
Atlatl(P)	6	Weapon Parry	5	Dart(P)	2
Bola(C)	5	Weapon Block	4	Javelin(P)	3
Flail(C)	7	Weapon Beat	6	Knife(P)	5
Lariat*	6	Enhancement Skills(Mage)		Hammer/Club/Stick(C)	3
Morningstar(C)	5	Enhance Will	6	Pilum(P)	5
Net	4	Contagion*	5	Axe(E)	4
Nunchaka*(C)	5	Control	1	Blow Gun(P)*	4
Sling(C)	5	Relativity*	6	Shiruken(E)*	3
Whip(E)	7	Sympathy*	5	Boomerang(C)*	7
Attack Skills(Assassin)		Equestrian Skills		Thrusting Weapons	
Backstrike	9	Charioteer*	3	Spear(P)	5
Garotte	9	Riding	4	Rapier(P)	8
Vital Strike	8	Mounted Combat	8	Pike(P)	2
Attack Skills(Unarmed)		Mounted Archery	10	Trident/Spetum(P)*	4
Bite*	1	Mounted Casting	9		
Claw/Cestus*	2	Lance	5		
Butt(C)	3	Gambling Skills(Thief)			
Chop(C)	4	Card Playing	5		
Double-Chop(C)	6	Cheating	9		
Flying Kick(C)	10	Boardgaming	4		
Hand & Foot	7	Dicing	4		
Multi-Hand	6	Wagering	6		
Punch(C)	2	Grapple Skills			
Axe Weapons		Grapple	4		
Battle Axe(E)	4	Throw	6		
Double Axe(E)	5	Mage Clerical Skills			
Hand Axe(E)	3	Research	13		
Halberd(E)	6	Preparation	10		
Bardic Skills		Lost Scripts	14		
Instrument	5	Mana Manipulation Skills			
Voice	7	Shield	7		
Berserker Skills		Blast	9		
Berserkerang	4	Manual Skills(Assassin)			
Control	5	Set Traps	4		
Induce/Terminate Rage	6	Poisoning	9		
Blade Weapons		Manual Skills(Thief)			
Bastard Sword/Claymore(E)	6	Cut Purse	5		
Broadsword(E)	4	Palming	7		
Dagger/Misericorde(E/P)	2	Pick Pocket	8		
Falchion/Varang(E)	3	Search Person	2		
Greatsword(E)	7	Movement Skills(Thief)			
Katana/Tulwar(E)*	7	Climbing	4		
Khukri/Yataghan(E)*	6	Concealment	4		
Knife(E)*	2	Silent Movement	5		
Ranseur/Glaive(E)*	6	Multiple Weapons &c			
Sabre/Epee(E)	6	Double Dagger	8		
Short Sword/Gladius(E/P)	4	Rapier & Dagger	10		
Scimitar/Cutlass(E)	5	Rapier & Rapier	12		
Burglar Skills		Physician Skills			
Casing	3	Anatomy*	3		
Conceal Item	5	Arrest Bleeding	2		
Evaluate Item	6	Arrest Poison	6		
Observe*	3	Herbal Curing	5		
Open Silently	2	Herbal Healing	7		
Pick Lock	7	Locate Herbs	3		
Search Area	3	Minor Surgery	8		
Search Object/Person	4	Priestly Skills			
Club Weapons		Liturgy*	3		
Battle Mace(C)	3	Sacrifice	6		
Cudgel/Nightstick(C)	1	Prayer	5		
Hammer(C)	3	Counseling	5		
Mace(C)	2	Divine Aid	3		
Pick/Adze(P)*	4	Preaching	3		
Staff(C)	6	Conversion	8		
Damage Strike*	15	Rituals	5		
Deception Skills(Thief)		Shield Skills			
Bribery	4	Buckler	8		
Conning	6	Round Shield	6		
Disguise	7	Chevron Shield	9		
Forgery	8	Legionaire Shield/Ysgwyd	12		
Intimidation	3	Shield Bash	5		
Research	5	Shield Wall*	3		
Deception Skills(Assassin)		Targetting Skills			
Ambush	6	Hand	3		
Infiltrate	8	Eyes	2		
				NATIVE SKILLS	COST
				Accounting	7
				Accupuncture*	7
				Aesthetics*	5
				Agricultural Skills	
				Harvesting	1
				Planting	2
				Tending	2
				Animal Tending	2
				Baking	3
				Barbering	2
				Bar Tending	2
				Bookbinding	3
				Bowling	4
				Bowery	5
				Brewing	6
				Bricklaying	2
				Brickmaking	3
				Butchering	4
				Carpentry Skills	
				Woodworking/Carving	5
				Furniture	3
				Joining	4
				Cartwright/Wheelwright	4
				Cider Making	4
				Cooking	3
				Coopery	3
				Courtly Love/Romance*	3
				Criticism*	4
				Curriery	2
				Dancing	3
				Diplomacy	6
				Diving*	3
				Driving	2
				Dying	4
				Embalming	5
				Embroidery	5
				Enameling*	4
				Etching	7
				Etiquette/Protocol	4
				Excavation	4
				Execution	5
				Falconry	5
				Fishing Skills	2
				Net	3
				Line	4
				Trap	3
				Find Fish	3
				Weave Nets	4
				Spear*	3
				Flattery	3
				Fletching	4
				Folklore*	4
				Fortune Telling*	6
				Generalship	5
				Geography	3
				Glassmaking	6
				Glaziery/Staining*	4

SKILL/GROUP	COST	SKILL/GROUP	COST	LANGUAGE GROUP VI	COST
Golf*	3	Street Sense*	3	Ka'anda	5
Greengrocery	1	Survival Skills		Yodo	5
Herdling*	3	Desert	5	Kani	4
Hiltyer	3	Mountain	4	Ilassi	6
History	4	Wilderness	3	Njemugan	6
Hold Breath*	3	Water	5		
Hurley	6	Swimming	2	LANGUAGE GROUP VII	COST
Inn-Keeping/Hostelry	4	Tactics*	4	Mameque	6
Intrigue	7	Tailor	5	Hassa	7
Jewelsmithing	6	Tanning	3	Banonga	5
Juggling	8	Tarriery	2		
Jumping	4	Teaching	6	LANGUAGE GROUP VIII	COST
Knitting*	2	Thatching	2	Nulumbwe	6
Knot Tying	3	Time Keeping	7	B'oka	5
Law/Judicial	8	Torture	7		
Leadership	5	Tumbling	7	LANGUAGE GROUP IX	COST
Leathersmithing	4	Valet	3	Sihoatl	6
Linguistics*	5	Vintning	6	Hikhavi	5
Lip Reading	6	Wax-Chandlery	2		
Masonry	6	Weapon/Combat Opportunity*		LANGUAGE GROUP X	COST
Massage*	2	Hand Weapon of Op.*	4	Almid	5
Mathematics	5	Missile of Op.*	5	Khusik	5
Mechanical*	8	Shield of Op.*	5		
Memorization*	5	Parry of Op.*	6	LANGUAGE GROUP XI	COST
Mendicancy/Begging	3	Weaving	5	Khazak	7
Merchant/Sales	4	Wicker Weaving	4		
Midwifery	5	Woodland Skills		LANGUAGE GROUP XII	COST
Mime	7	Bivouack	1	Kennik	4
Mining	5	Hunting	2	Jennisch	4
Milling	4	Tracking	5	Hantyrka	5
Mosaic*	6	Trailfinding	4	Gamman	5
Mountaineering	5	Trapping	3	Berlager	6
Oracular Prediction*	7	Gathering*	2	Tari	5
Painting	3	Wood Milling	3	Chugo	6
Papermaking	5				
Pelting	3			LANGUAGE GROUP XIII	COST
Philosophy*	9			Cansa	3
Pitch-Chandlery	2	LANGUAGES		Tafir	4
Playing	7	LANGUAGE GROUP I	COST	Sapra	5
Poetry	7	Kymraeg	7		
Politics	6	Gael	6	LANGUAGE GROUP XIV	COST
Potting	5	Calwdaeg	6	Trozard	7
Printing*	6	Kernwyk	5	Asachae	6
Public Speaking	5				
Quilting*	2	LANGUAGE GROUP II	COST	NON-GROUPED LANGUAGES	COST
Running	4	Lloegran	6	Chitare	11
Saddlery	4	Saexe	5	Old Tongue	12
Salt-Packing	2	Vaen	5	Daemonic	9
Scribe Skills		Frejsan	5	Grave Argot	7
Writing	10	Gott	6	Mnerrar	7
Calligraphy	5	Arani	5	Batraksch	5
Illumination	7			Korranyeit	6
Mapping	4				
Sculpting	9	LANGUAGE GROUP III	COST		
Sea Going Skills		Magar	6		
Navigation	8	Marmar	5		
Helm	5	Oscan	6		
Combat	6	Etrua	7		
Rowing	1	Houkosi	6		
Astronomy*	10	Koulo	6		
Sewing*	3	Hellak	6		
Sexual Technique	5	Achajan	6		
Shipwrighting	5				
Sleight of Hand*	8	LANGUAGE GROUP IV	COST		
Smith Skills		Andorian	9		
Armorer	7	Ellethar	8		
Bladesmith	8	Seregondian	7		
Bronzesmith	6	Valeyar	10		
Farriery	3	Dwergmal	9		
Foundry	5	Khuzda	7		
Goldsmith	7				
Ironsmith	4	LANGUAGE GROUP V	COST		
Tinsmith*	3	Massan	5		
Soap-Chandlery	2	Luri	5		
Soccer*	4	Amaxtet	8		
Spinning	1	Aegera	7		
Stone Cutting	4	Phari	7		
Story-Telling*	6	Vorat	5		
Strategy*	4	Ilchan	6		

YRS Q&A

No game is perfect. At this point Ysgarth has been out for a little more than a year, but we keep finding ways to improve it as we work towards a revised third edition planned for 1984 (we hope). Here are the answers to some more questions on the rules, and we hope that you will keep sending in your queries so that we can answer them in future supplements and so that we can eventually include such modifications in the new edition.

The WDF of a flail in YRS II:8 says 18. Is it 8, 10 or what?" (Pete Bratach)

Neither. It is, as it says, 18. Note that WDF are listed in several places which are beyond the range of any standard die types. Such values should be rolled with appropriate die which have that value as their maximum result. For example 3D6 for a WDF of 18.

How come no weights are given for weapons or equipment?" (Pete Bratach)

Certainly a good question. These values were omitted solely by an oversight, so until we can publish a complete listing, I suggest that you estimate weights as well as you can, using real-world analogs or any other aids you can find. Weights for weapons and armor are given. There is a hart for weapon weight by WDF in book #2 and armor weights are given in that same book.

What would the movement multiplier for sprinting be, since running is 3xMV in feet/CR?" (P. Bratach)

It should be noted that the 3xMV value for running is for sprinting or the equivalent. Lesser values cover slower paced running. More is explained under the running skills in Supplement #2. The basic value given in the rules is just for finding top speed as a general measure.

Can the vital-strike skill only be used with point-type weapons? Can it be used with missile weapons with low enough WDFs? What happens when it is used against someone who is prepared for it and as a considerably longer weapon?" (Rick Bueker)

Good questions. Yes, Vital Strike is only for use with point weapons. It also cannot be used with missile weapons in any case. Your last section is the most interesting. In cases where the target is prepared for the assassin to use Vital Strike on him, and is wielding a longer weapon, it is necessary for the assassin to get within his guard. This is done simply. The assassin must roll a normal attack with the weapon not using vital strike. If he makes the roll he has gotten within the guard, and after that point may use Vital Strike at will. The round that he gets inside the guard he may carry through with a Vital Strike if he makes the roll to hit modified for his Vital Strike bonuses. If he misses this roll to hit, he may still make a normal attack that CR with the weapon and use Vital Strike the next CR. This limits the power of Vital Strike a bit, but it is still quite formidable and a bit more realistic. Note that in the attack to get within the guard all of the defenders DR counts. Note also that this roll may be made once for each attack that the assassin has that round. Finally, note also that if a Vital Strike is made in a round and the assassin has multiple attacks, they are nullified and he may make only as many attacks as he would have if the WDF of the weapon were equal to its WDF plus his levels of Vital Strike.

I've been abusing the 'Bless' spell in our campaign, and it seems to me it may be rather too low level for the effects." (Rick Bueker)

Quite so. Generally, I'd recommend raising the level of this spell to 7, although an alternative method of dealing with it is possible. Alternatively the level could be kept the same and the spell would have to be learned separately for each attribute or value which the caster might want to raise. The first alternative is probably simpler and more playable, although the second has its interesting aspects. While we're at it, along the same lines, knock out the spell 'Lesser Curse' altogether and incorporate its effects into 'Major Curse'.

Does Casting Time for spells increase when the Casting Level of the spell is raised? It seems logical that it might if CL denotes added effort, but if CL denotes added psychic effort that might not be the case." (Rick Bueker)

The CT does not actually increase, because the same effect is achieved by the increased level inherent in increasing the CL, which reduces the character's chance of casting that spell, so that to compensate and maintain him MI he may have to take more time. This is equivalent to raising the CT in those cases where the spell may be on the borderline of the caster's capacity.

Still abusing the Priestly system, I've found that Priests have a huge advantage in the fact that their PI is higher than a mage's MI, and they also have the ability to raise their ZEA (theoretically) fairly easily. Is this a good idea?" (Rick Bueker)

The troubleshooter strikes again. You're right, Priests have it too easy. Two alternatives to the old PI system are possible, and you should pick one and stick by it. PI could start from a base of ZEAx3. Alternatively, the Magic Index table in Book #3 could be used, replacing DEX with ZEA. Either of these will work, and both are recommended, though a single one should be picked and kept official in your campaign.

Do Mystics have PP or MP? What is the source of their power?" (Rick Bueker)

Mystics can derive power from either Talent or Zeal, but they must make the choice and stick by it throughout their career. If they choose TAL they should use the MI formula for mages. If they choose ZEA they use the formula for Priests. If they use PP they get their power from their god in the same way as a Priest. If they use MP the source is internal, the same as with a mage.

"When using contribution I have found that if I get a skill that costs 1 I can contribute all of the points I spend to another skill and essentially get the first one for free. This is too easy it has to be an error?" (Ian J. Hense)

Right you are. This is an area too ill defined. This is fairly easy to solve. You cannot contribute away from skills which cost only one point, although you can contribute to them. Second, you have to spend 1SP for every SP which you spend from contribution. This may seem a bit harsh, but it is simple and keeps the problem strongly in control.

"Is it possible to strike to subdue, and how is it done?" (John Davies)

When an attempt is made to subdue, it is possible to do so without such obvious methods as severing limbs and the like. Generally, the attack does only $\frac{1}{2}$ normal damage, but it does full damage counted separately as subduing damage. With subduing damage, all I or # results cause subdual, and all U results cause unconsciousness with no save against it. There is a save against subdual in I and # cases, made on WIL. Only the halved damage actually counts, and it is considered as club damage. Intention to strike to subdue should be stated in advance.

"I know that in general combat is considered to be simultaneous, but are there circumstances where a first strike might be relevant, and if so, what determines who strikes first? How does this relate to the multiple-strike rules?" (John Davies)

In cases where two characters with an equal number of strikes per round meet combat is simultaneous, trading blow for blow. However, when one character strikes more often than another, he is generally allowed to strike first, before the other character. Generally after this, the blows are to be spaced evenly. For example if one struck twice per round and another 3 times it would be set up as ABABA. Other possible patterns which might occur are: ABA, ABAA, AABAA, ABABA, ABABABA. In all but the third example, a special circumstance is involved. In a case where one player goes first and they will be alternating blows as shown in the other examples, even if the 'B' character is eliminated on the first blow, he gets his first strike in, as a 'final strike' or 'falling blow' as it will have already been initiated. This applies all the way through. The blow after a stopping blow will always go through, but none after that, assuming the 'B' character is knocked out somehow. The only exception is example #3, where 'B' will get no counter attack if eliminated on 'A's first attack. Effectively, blows set in sequence uninterrupted are simultaneous. Thus, ABAB means that the first pair and second pair are paired simultaneous attacks. For a general example, Grongo has 2 S/R and Momballa has 3 S/R. Momballa hits first and knocks Grongo out. Grongo will still get his first attack, but he will not get his second attack. Momballa need not take his further attacks. By the same measure, if Grongo knocked out Momballa on his first attack, after Momballa's first attack, Momballa would still get his second, but not his third. In mass combat this need not be worried about too much, but in one-on-one and inter-character combat it should be taken into full account.

