

YSGARTH



Supplement 4
The Old Powers

CONTENTS

INTRODUCTION.....	3
The First Cycle: Early Non-Humans..	3
The Second Cycle: The Wrathlords..	3
The Third Cycle: The Archaeurges..	3
The Fourth Cycle: Modern Ysgarth..	3
Conclusion.....	4
THE WRATHLORDS.....	4
The Wrathking.....	4
The Wrathlord Fire.....	4
The Wrathlord Water.....	4
The Wrathlord Earth.....	4
The Wrathlord Air.....	5
Lesser Wrathlord.....	5
Wrath Wents.....	5
Dum Master.....	5
Dumlords.....	5
Dum Wents.....	5
Wrath Queen/Wrath Mistresses.....	6
DEMONS OF THE ABYSS.....	6
Zaedukrom the Eyeless.....	6
Areakitach the Soulclaw.....	6
Sjaelastevar the Iron Bard.....	7
Krodamin the Deviser.....	7
Maltukrom the Elder.....	7
Jaekrundur the Master.....	7
Kroqach the Soulless.....	7
Vathlak of the Void.....	8
Chrodag the Wise.....	8
Red Narauk.....	8
Kalravak the Eliminator.....	8
Kaltermik the Builder.....	8
Sjoekig of the Poisoned Mind.....	8
Agents of the Dark Brotherhood.....	13
Ornisaur/Hell Lancer.....	13
A LOOK AT RUNISTS.....	13
A LOOK AT BARDS.....	14
CRYOMANCY.....	15
SKILL BENEFITS.....	15
NEW MAGIC ITEMS.....	17
QUESTION & ANSWER.....	19
CHAIN OF BLOOD(Adventure).....	Insert

EDITOR: David F. Nalle
 DESIGN: David F. Nalle
 SYSTEMS TESTING: Rick Bueker, David
 Feaster, Mark Killough, Jan Mierik
 PLAYTESTERS: Lew Bryson, John Bashaw,
 Eric Olson, Rick Shaw, Howard Alt

ARTISTS: Jim Guerriero(3,6,7,8,13), Jan
 Mierik(11), Peter Chen(13), Rick
 Pressley(16)

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RAGNAROK ENTERPRISES
 1402 21st St. NW
 Washington, DC 20036



Introduction

To understand much of the material presented in this aid it will help to have a little bit of background on the strange chain of events which formed Ysgarth as it stands today and the races and powers which have inhabited it.

The First Cycle: Early Non-Humans

The original races of Ysgarth were not human. The first intelligent races in the world were the Trozards and Batraqi who rose from savagery in far separate parts of the world, and came into occasional mild conflict. As they developed basic cultures and technology, the Chitare appeared on the scene, developing quickly, posing a threat to both, and the focus of a violent series of racial wars, which eventually virtually destroyed all three races in a great clash of unthinkable magic and mechanisms. All this happened tens of thousands of years before the present date, and since that time those races have been able to keep only a tenuous hold on life.

The Second Cycle: The Wrathlords

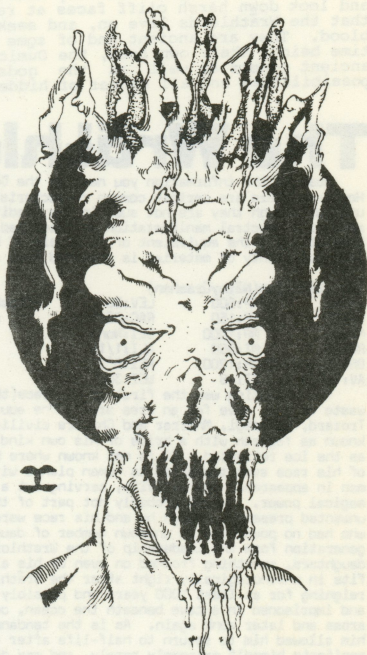
After this conflict, word got out to some other planes of existence that Ysgarth was an underpopulated world, and a small group of social outcasts from a highly magical plane decided to make it their home. They were human-like entities of unusual magical abilities of a race called the Dothian. As discussed later, they had trouble adapting to Ysgarth, and their race degenerated as their long generations went by, and internal conflict and inbreeding took their toll, though the most powerful leaders were preserved in a limited undead form through the Ritual of Rebirth, becoming the Wrathlords. Some of the Dothian born in Ysgarth retained their magical powers and increasingly large numbers were born without them. In addition, humans from extremely earthlike planes began to filter in in small groups by accident. They discovered that they could breed with the Dothian, and a new half-breed race without unusual magical powers emerged as the last of the early, high-powered Dothian died out in conflict with a renegade group called the Dumlords. The population grew very slowly, so that there were only about 100,000 of these half-breed humanoid living in Ysgarth about 5000 years ago when the situation changed.

The Third Cycle: The Archaeurgs

At this point, seeing Ysgarth to be more or less vacant once more, with only a very small population, a group of devotees of techno-magic and interplanal meddling decided to stake a claim. These beings called themselves Archaeurgs, and can only be described as a-religious minor deities devoted to social and magical experimentation, essentially crackpots. Thus, Ysgarth became the 'Great Experiment' of these 7 superpowered entities. Their program got underway immediately, as they began to kidnap small groups of population from other planes, many of them quite close to Earth or other major planal focuses. Their aim was to bring in an assortment of humanoid races and dump them in certain patterns in the world and guide their development towards a civilization based on their own model. Unfortunately, after about 3000 years, as their subjects were rising from savagery and had absorbed the previous humanoid race, things went awry. One of the 7 archaeurgs, named Faldyg, began to diverge in his philosophy from his fellows, and decided to make changes without their approval. He also gathered support among the people, and the aid of human bard/mages made prematurely powerful. A conflict between Faldyg and his supporters and the rest of the Archaeurgs was resolved by Faldyg's total defeat and flight and the eventual suppression of his followers led by the Archimage Rhithark. Unfortunately, this conflict was so violent that it caused huge changes in climate and geography, most notably in the form of a minor but significant ice age and a huge earthquake which opened a rift almost 1000 miles long and over 50 miles wide right down the middle of the main continent which came to be called the Abyss. The social repercussions were enormous, with some societies split, two major empires destroyed, and huge migrations southward of a number of warlike tribes. This was called the Time of Cataclysm, and the social chaos and interplanal bad press was so great that the Archaeurgs decided to abandon the ruins of their experiment and start again elsewhere.

The Fourth Cycle: Modern Ysgarth

The Time of Cataclysm was about 800 years ago, and in that time new empires and states have risen, and the ice has receded, although the Abyss remains. One of Faldyg's allies in his revolt was the Judeo Christian Hell, and in a deal with them he agreed to take aid from a discontent group within their ranks, and as one of his last acts, he gave them control over the large lands in the Abyss as their own realm. One of the last decent acts of the Archaeurgs was to establish the Veil Barrier which surrounds the Abyss. This is a wall of magical force which inhibits the actions and movements of entities of power, such as demons and undead, though not totally, and is maintained by hidden magical agents. It keeps the demons in the Abyss, which is the last favor which the Archaeurgs could do for humanity. The demons in the Abyss are a group of refugees of several races who were cast out of their ruined plane of Skakrodjar where they had led a war of oppression. They took up residence with allies in Hell for a time, but eventually began to cause unrest against Sathanas himself, hoping for a coup in favor of their own leader Zaedukrom. Thus, sending them to the Abyss on Ysgarth was an ideal way to provide them with their own realm and imprison them at the same time. They maintain a diplomatic relationship with Hell and other hell-planes, and seek to subvert and corrupt humankind on Ysgarth, running the Abyss as a hell, where they give physical forms to souls which they buy or corrupt so that they can enslave them. Zaedukrom and his minions cannot leave the Abyss without pain and danger, except in special cases or in the protection of a summoning, so they have to work through agents and subtle tactics. The Veil Barrier is no hindrance to those humans foolish enough to want to cross it.



Conclusion

Ysgarth goes on, picking up the pieces and building new societies without interference from alien entities, but in a delicate balance of mixed races and societies and the ongoing threat of the demons dwelling in the very heart of the world, a hell so real that you can walk to its edge and look down harsh cliff faces at realms ruled by demons. One softening factor to all this is blood. They are ancient and, and seek to protect the humans who carry a slight touch of their time being, their own foes, the Dumlords are contained and no real threat. With all of these ancient powers as well as the gods and beliefs of men, Ysgarth is a world of varied possibilities and all manner of hidden challenges.

The Wrāthlords

Most of the information you need on the Dōthian, their situation and society is given in the descriptions below. However, there are certain common characteristics which should be noted. They fit inot the general classification of undead, though they are not such in the traditional sense. All of them can assume fully human form, passing easily for men, or a spectral manifestation as described. In general, all have some magical powers equivalent to spells, and all have at least the equivalent of 15 levels of Mana Shield or Shield of Faith. Elaborations or modifications are up to you, but plenty of material is provided here as a base.

The Wrāthking(Nāthyūrasen)

AR:75	HP:500	LEV:50	Attacks:Sword(LR2/50)
DC:25	FP:150	RAC:Dōthian	or Elemental Missile(LR2/80)
MR:60	MP:1000	DEI:None	
RC:20	MI:500	ALI:1/12	
DR:60/80/120	WR:1200	HEI:6'2"15'	
AV:17/7/7	ST:8	WEI:300	

The Wrāthking was the first of his race(the Dōthian) to come to Ysgarth, at a time when the world was a barren waste of ice, save for an area around the equator inhabited by sub-humanoids and the remnants of the long morrant Trozard, Bratrangi, Mnerar and Chitare civilizations. He settled in the northern part of the continent which is now known as Ysgarth with a bride of his own kind, and established a place for his descendants in the new mountainous lands as the ice retreated. It is not known where he came from, save that it was another, stranger plane, and that no others of his race ever travelled to human planes within recorded history. When he first came to Ysgarth he was much like a man in appearance and activity, carving out a life in a wild world for his family, though he was clearly of great magical power. He was probably not part of the Archaeurge experiment, and may have caused them some trouble by his unwanted presence, though he and his race were of little concern by their era. The Wrāthking had 4 sons with power, 8 who had no power and an unknown number of daughters. These wedded together to carry on the race. This second generation form the leadership of the Wrathlords as they exist today. In addition, he had a son by one of his own daughters, something frowned on even by his alien culture, and the offspring of this mating was the Dūm Master, who fits in chronologically right after the Wrāthlord Air. Like most of his kind, the Wrāthking was extremely long lived, reigning for at least 1000 years and possibly more. In his old age, he was tricked by the Dūm Master into being slain and imprisoned in a cave beneath the ocean, on a spot where it is said that in ancient times a great volcanic island arose and later sunk again. As is the tendency with his kind he did not rest quiet, and the great magical power within him allowed him to return to half-life after a long period to watch over his descendants and guide their future. He manifests himself extremely rarely, and may do so in virtually any form, preferring human form in most cases, avoiding the flashiness of some of his sons. Like all of his breed he has relics of power which he uses to maintain his strength. These are made in the Ritual of Rebirth and are a focus and repository for power. In his case this is a throne made from the bones of his original body and a crown made from his own skull. Both have immense magical powers which he uses, and are well hidden. Note that the bones of the Dōthian who have power are hard as stone and turn blackish-grey with age.

The Wrāthlord Fire(Sūlōsānūsen)

AR:80	HP:420	LEV:40	Attacks:Sword(LR2/40)
DC:20	FP:200	RAC:Dōthian	or Fireblast(LR2/60)
MR:35	MP:900	DEI:None	
RC:20	MI:450	ALI:3/10	
DR:75/85/90	WR:1000	HEI:8'1"14'	
AV:1/1/1	ST:6	WEI:280	

This is the second eldest, and perhaps most active of this generation of Wrathlords. He died in battle with the Dūm Master and his body was burnt in the Ritual of Rebirth, which allowed his spirit to continue, gaining power and eventually reasserting itself. He was the last of his brothers to face the Dūm Master, and was able to turn Ilthrayal on him after he had been wounded, so they were both slain and taken by t.eir follower. He has powers related to all aspects of light, heat and fire, and takes the form of a large skeleton with bones seemingly made of fixed flame, though he can take human form similar to those of his brothers. He has a full range of Pyromancer spells with appropriate additional powers and control of his element. His relic is a brazier made from his bones set with two ruby crystals which were made from his eyes.

The Wrāthlord Water(Uleasōtheshadur)

AR:70	HP:450	LEV:40	Attacks:Sword(LR2/50)
DC:25	FP:300	RAC:Dōthian	or Waterblast(LR1/60)
MR:30	MP:800	DEI:None	
RC:15	MI:500	ALI:2/11	
DR:60/70/80	WR:1100	HEI:6'1"14'	
AV:1/1/1	ST:6	WEI:300	

Water embodies that element, having a form as amorphous and powerful as the waters. He appears as a humanoid form of living liquid, though he can take a human form similar to his brothers. He has complete power over water the seas and liquids, including all the Hydromancer spells and various more subtle powers. On his death he was cast into the sea by his followers. Like his brothers he was slain by the Dūm Master with Ilthrayal the Poisoned Sword. His relic is a boat made from his bones, which has a variety of magical properties, including the ability to carry travellers beneath the waves and to half-worlds of spirits.

The Wrāthlord Earth(Thalirābesir)

AR:65	HP:475	LEV:40	Attacks:Sword(LR2/60)
DC:30	FP:200	RAC:Dōthian	or Earthbolt(LR2/60)
MR:30	MP:800	DEI:None	
RC:15	MI:450	ALI:2/10	
DR:50/55/60	WR:900	HEI:6'1"14'	
AV:17/9/13	ST:8	WEI:400	

Earth appears as a huge skeleton of either stone or rusted raw iron, crusted in dirt or rock, often with a stone skull. He can also take human form. He is neither slow or stupid despite his association with the element of earth, and is actually surprisingly devious. At one time he allied with the Dūm Master, fighting by his side until the end and when he realized the error he had made and betrayed the Dūm Lord being killed in the process, but allowing his brother Fire who was already mortally wounded to take Ilthral and slay the Dūm Master(At that point Water and Air were already dead). He has all the powers of earth and control of the element, including all of the Geomancer spells. His relic is a shield made from the bones of his original body.

The Wráthlord Air(Aethúshrisar)

AR:80	HP:400	LEV:40	Attacks:Sword(LR240)
DC:20	FP:200	RAC:Dóthian	or Lightning(LR2/60)
MR:70	MP:900	DEI:None	
RC:30	MI:450	ALI:2/11	
DR:80/90/110	WR:1000	HEI:6'11/14'	
AV:1/1/1	ST:6	WEI:280	

This is the eldest of four sons born to the Wráthking. They lived and ruled four divisions of his kingdom after driving out their fifth brother the Dúm Master who had destroyed their father. In a second battle with the Dúm Master they were also slain some 500 years after their father's death. When the Dúm Master returned from his exile he brought with him Ilithryal the Poisoned Sword which he had sought out in the remains of their home world, a sword whose slightest wound was fatal. The only way to circumvent its effects was through time and the Ritual of Rebirth which had been used to preserve their father's spirit and power. As was the tradition of their people they were given to the element with which their power was connected, and their spirits lived on in that element, and as time passed their power grew and they developed half-life. When air died, his body was turned to dust and spread on the wind from the highest mountains so that it entered the upper air and is constantly carried there, so that he can see and be all places almost at once, permeating the atmosphere. He is sometimes called 'Wind', but should not be confused with his son of that name. Naturally, as he survives, the powers of Air are related to that element, essentially the equivalent to having all of the aeromancer spells with a few additions. When he manifests it is either in human form similar to the other Wráthlords, or in the form of a skeleton enveloped in a whirlwind. He has complete control over wind and the air. He can take human form, much like his brothers, appearing as a bent and ancient man of rather noble features. His relic is a giant harp made from his own bones which is hidden on a mountain top somewhere.

Lesser Wráthlords(Iron, Wind, Ice, Wood, Sand, Storm, Light, Chill, etc.)

AR:60	HP:375	LEV:30	Attacks:Sword(LR1/40)
DC:20	FP:180	RAC:Dóthian	or Appropriate Missile(LR1/40)
MR:30	MP:650	DEI:None	
RC:15	MI:400	ALI:4/9	
DR:50/55/60	WR:700	HEI:6'12'	
AV:2/2/2	ST:4	WEI:250	

The Wráthlords all had children, at least several each, and these followed in the same mode of power as their fathers, with limited versions of the power of their particular parents. Air's children include: Wind, Storm and Chill. Fire's children include: Flame, Heat and Light. Water's children include: Wave, Mire, Rain and Ice(he is the second most fecund). Earth has the most children, perhaps because he was the last born. They include Iron, Sand, Wood and Rock. Because they were the third generation and born on Ysgarth which had a lower magical content than their home world, these Wráthlords were born strictly mortal, with lifespans of little more than 200 years(some say as a result of meddling from the Archaeurgues), and they all died of various causes, some in battle with the followers of the spirit of the Dúm Master and some of more common causes. All went through the Ritual of Rebirth and were given to their element. They can take human form at will, or else have a spirit form similar to their elders, but appropriate to their element. They also have full powers and control in their area of power. Their relics are all something appropriate to their nature, generally made from a part of their original body and used as a focus for their power.

Wráth Wénts

AR:50	HP:300	LEV:20	Attacks:Sword(LR1/30)
DC:15	FP:150	RAC:Dóthian	or Appropriate Missile(LR1/30)
MR:30	MP:400	DEI:None	
RC:12	MI:300	ALI:5/9	
DR:40/45/50	WR:200	HEI:5'10"/10'	
AV:1/1/1	ST:2	WEI:220	

Not all of the children of the Wráthking or his sons were born with the elemental powers inherent in the race. With successive generations an increasingly large number of children were born as more or less normal humans because of the anti-entropic effect of the mana field of Ysgarth. Thus, in the first generation born in Ysgarth, while there were 5 sons born with power, there were twice that number born without, and in the next generation the ratio was four to one, and in the next it was 8 to one, and the children of that generation were all born normal. However, it was possible to awaken some of the racial powers of the Dóthian in anyone with at least a touch of the blood, so long as it was not too dilute. Through a variant of the Ritual of Rebirth it was possible to awaken those without power to a form of power after death. This power was derived from that of the Wráthlords, and linked to them. These spirits would be focus human form(good enough to pass in a crowd). They have few powers, and what they have are linked to their master, and each Wráthlord will have up to 30 of them in his service, guarding his relics and performing tasks for him. They are virtually indestructable by normal means, but have little power. If slain they will eventually reform at their original deathsite. They have little will and little in the way of motivation or desires. They are called Wráth Wénts.

Dúm Master(Cheleaddabáthar)

AR:70	HP:450	LEV:42	Attacks:Sword(LR2/50)
DC:25	FP:200	RAC:Dóthian	or Darkbolt(LR2/60)
MR:45	MP:900	DEI:None	
RC:15	MI:600	ALI:2/4	
DR:65/70/75	WR:1100	HEI:6'3"/15'	
AV:5/5/5	ST:7	WEI:280	

The Dúm Master is the Wráthking's second son, and essentially of the same nature as the other Wráthlords of his generation. He could be considered the master of the non-natural element, the element of anti-nature and evil, produced by an unwholesome union between the Wráthking and his own daughter. His mother is perhaps the original source of the evil which he embodies. She was the Wráth Mistress Night(Ithryorárin), who seduced her father through deception and concealed her child so he was unaware of it until it was discovered some years later when he began to act reinforced by the duplicate genes of father and daughter, the Dúm Master developed powers over all four major elements, but with his best control and ability in applying their destructive and injurious aspects. He should have all the Hydromancer, Aeromancer, Geomancer and Pyromancer spells and control over aspects and manifestations of those elements. However, not using them for destructive purposes his MI can be considered halved, with appropriate effects. In addition, from his mother, he has special power over night and darkness, and greater power in those conditions. He manifests as a huge skeletal shadow, but can take human form as a tall, handsome man in early middle age(rather different from his brothers). His relic is unknown to almost everyone as he was raised in secret and never associated with his family. In fact, it is a mask made of fine, minute black bones. Naturally it has powers, few of them nice, and holds much of his power. As was noted previously he was slain in a final battle with the Wráthlords and his followers preserved him with the Ritual of Rebirth.

Dúm Lords

AR:60	HP:350	LEV:38	Attacks:Sword(LR2/30)
DC:18	FP:150	RAC:Dóthian	or Darkbolt(LR1/40)
MR:30	MP:500	DEI:None	
RC:15	MI:300	ALI:2/5	
DR:50/55/60	WR:800	HEI:6'11"/13'	
AV:3/3/3	ST:3	WEI:250	

The Dúm Master also had sons, bred with his own mother. There are seven of them, each the personification of a trait of evil. They all have general elemental powers, but are particularly good at twisting the human mind, using

special powers particularly Necromancer and Mystic spells. They can manifest in human form similar to their father, or in a spectral form rather similar to his. All were slain eventually and their followers performed the Ritual of Rebirth for them as was done for their foes the Wrathlords. They were slain at various phases in the ongoing battle between the two groups. They all have relics of one sort or another, which hold some of their power, and are totally dominated by and devoted to their father.

Dum Lords

AR:50	HP:300	LEV:25	Attacks:Sword(LR1/30)
DC:15	FP:125	RAC:Döthian	or Darkbolt(LR1/30)
MR:25	MP:400	DEI:None	
RC:12	MI:250	ALI:3/4	
DR:40/45/50	WR:600	HEI:5'11"/11'	
AV:2/2/2	ST:1	WEI:200	

These are the spectrally preserved followers of the Dumlords. Originally they were men, sons of the Wrathlords, or the sons of the Dumlords, but after they died (being mortal), they were given the Ritual of Rebirth and joined into the service of their dead masters, drawing on their powers like their opposite numbers. They manifest as shadows of total, palpable blackness and are weak and reluctant to act in full daylight. They shun light and fire because of the tainted magics which were used to form them, as all Döthian magic is easily flavored by the emotions and motivations of the user.

Wrath Queen/Wrath Mistresses

AR:50	HP:400	LEV:40	Attacks:Mostly Magical
DC:20	FP:250	RAC:Döthian	
MR:30	MP:1000	DEI:None	
RC:15	MI:400	ALI:5/12	
DR:50/60/70	WR:800	HEI:6'12"	
AV:1/1/1	ST:5	WEI:200	

The Döthian are not an all male race as has been alluded to before. When the Wrathking came he brought with him the Wrath Queen, his mate, as well as an unspecified number of human or at least humanoid servants of a sub-race within the Döthian. They produced the offspring already mentioned, plus a large number of female offspring similar to their mother, who mated with their brothers to produce another generation, both male and female, which mated with humans and with each other for a third generation which had no unusual powers and was essentially human in most respects. These females all embody some aspect of nature or human nature. The Queen embodies the essence of life and its various qualities, in the sense of time and living conditions. The daughters represent the qualities of the mind and emotions, and specific aspects of life, including Day, Night, Love, Hope, Memory, etc. The queen was slain by her daughter Night, and given spectral life by the Ritual of Rebirth. The other generations were mortal, but were treated with the ritual on their deaths. They are less powerful and more passive than the male of the species, and there are some 3 dozen of them all told. They do not have relics of note, and meddle very little in human matters.

Demons of the Abyss

The Uvezich and their followers are not really demons, though they are extra planar entities of power, and act as demons for all intents and purposes. However, they have little in the way of religious or philosophical nature. They live in a highly organized and power-oriented society, heavily dominated by the elite Uvezich class, of whom there are less than a thousand, although the total population of the Abyss is over a million souls (including humans).

There are certain basic powers which are not always mentioned in the special descriptions given here. All Uvezich can use some amount of magic, usually Enchanter, Conjuror or Mystic spells. All also have the equivalent of 20 levels or more of Mana Shield or Shield of Faith. In addition, they have unusual regenerative and healing ability, able to convert FP to HP at a rate of Level/5 per CR. The lesser races should also have access to specialized and appropriate magic, and also 10 levels of Mana Shield and Shield of Faith. The examples given here should form a good guideline for types and specifics.

Zaedukrom the Eyeless

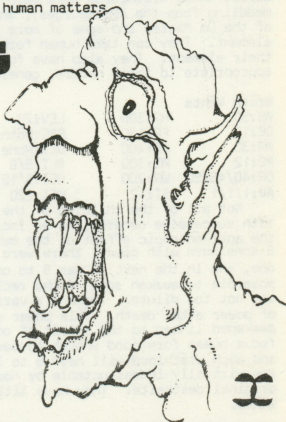
AR:70	HP:425	LEV:40	Attacks:Claws(RAL3/20)
DC:20	FP:300	RAC:Uvezich	or Energy Blast(LR2/80)
MR:40	MP:800	DEI:None	
RC:15	MI:450	ALI:4/2	
DR:65/80/100	WR:1000	HEI:9'5"	
AV:5/8/10	ST:6	WEI:380	

Zaedukrom is the demon lord of the Abyss. He comes from the plane of Skakrodjar, of a race (the Uvezich) with a high rate of mutation, and was born without eyes, though he has indentations in his facial skin where they should be. To compensate, as he was of the ruling line, he was genetically altered to have natural sonar. He is a tall, leathery-skinned humanoid with large, claw-like hands. It should be noted that he and his companions, though demonoids, are not of the same race as judeo-christian demons and fallen angels, and share only some of their characteristics. He likes to tear peoples eyes out as a trademark, and is rather misanthropic. He has an exceptionally well developed magical defensive ability, equivalent to 50 levels of Mana Shield. In addition, he can also deflect any material or energy missile instead of taking one of his attacks. Theoretically he could opt not to attack and block 7 missiles a round instead. This same effect can be used against weapons in hand to hand, but there is only a 50% chance of success. He also has the energy missile attack listed above. He is extremely intelligent, but cannot leave the Abyss for more than a few moments because of extreme pain, so he has many covert agents on the outside, as humans may pass to and from the Abyss more safely.

Arekitch the Soulclaw

AR:45	HP:375	LEV:32	Attacks:Hell Lance(L3/30+10)
DC:15	FP:250	RAC:Uvezich	or Hell Lance Ray(L2/40+20)
MR:35	MP:1100	DEI:None	or Claws(R4/L4/12)
RC:10	MI:700	ALI:5/-3	and Bite(M2/8)
DR:45/53/69	WR:800	HEI:8'6"	
AV:7/9/12	ST:4	WEI:250	

Arekitch is Zaedukrom's younger brother, and sometime chief advisor and advisor. He is of the Uvezich and looks somewhat similar to his brother, tall, greyish leather skinned, with golden eyes and elongated ears. His mutation is not visible, but he suffers from a dangerous metabolic deficiency, where his attributes all go down from a loss of magical energy (all of his race are magical in nature). He can only maintain his level of activity and his massive use of mana in research and magic by feeding off the mana of others, usually humans trapped by his agents or lured to his fortress on a mesa in the southeastern portion of the Abyss. He uses a Hell Lance, a powerful energy weapon which works on magitech principles and fires a heat beam. It is charged with mana, though other sources are possible. His agents the Onisaur Demons also use smaller versions of this weapon. It resembles a 3 to 4ft long black metal chivalric lance, and can also be used as a glowing sword in hand to hand, doing point and heat damage. Arekitch is a skilled Enchanter and Alchemist, and also has Assassin and Wizard skills. He engages in extensive experimentation, and develops all sorts of nasty poisons. He is paranoid and psychotic, and can be quite dangerous. He is also a skilled assassin. He has very little compassion or care for human life. He has 30 levels of Mana Shield, and can regenerate up to 20 located points of damage per CR.



Sjaelastevar the Iron Bard

AR:65	HP:400	LEV:30	Attacks:Sword(L3/50)
OC:20	FP:200	RAC:Uvezich	Magic
MP:25	MP:800	DEI:None	
RC:15	MI:550	ALI:2/9	
DR:55/65/85	UR:700	HEI:9'8"	
AV:18/20/15	ST:-2	WEI:1000	

Sjaelastevar is one of the most powerful of the Abyss demons, but quite different from the others in that he is relatively friendly towards human life. This is even more interesting in light of the fact that he is blessed with the unusual capacity that he is immune to the powerful shielding spells which keep the rest of his people in the Abyss. He is capable of travelling for limited periods of time in the outside world, and sometimes acts as an agent for other demons, though he also works very hard at gathering information through a wide network of informants among humankind. Sjaelastevar is Zaedukrom's cousin, and also afflicted with a disabling mutation. He was born without hands, and they were replaced with organic-metal prostheses. On the right arm he has a large black harp, and on the left he has a large sword. He is capable of playing the harp directly, without touching it with his second hand. The organic-metal also extends as armor over his entire body. He is a skilled and accomplished Bard, and can do some amazing things with his harp, including shatter weapons and stone, cause unconsciousness and fear, and even killing those within hearing range. He is also skilled as a Conjurer and Enchanter, and in most areas of elemental magic. While he doesn't go around actively being nice to people, he tends to treat them fairly decently, especially when they serve his purposes.

Krodamin the Deviser

AR:90	HP:325	LEV:38	Attacks:Hell Lance(LR3/80)
OC:20	FP:200	RAC:Uvezich	or Hell Lance Ray(LR2/60)
MP:60	MP:800	DEI:None	
RC:15	MI:350	ALI:3/9	
DR:90/95/100	UR:700	HEI:9'	
AV:3/5/6	ST:-3	WEI:300	

Krodamin is one of Zaedukrom's three uncles who came with him from Skakrodjar. Krodamin is a learned scholar of the Uvezich race/caste, and skilled in the use of all forms of artificing, enchantment and technology. He is the builder and designer of the Hell Lances and other weapons, including some of Sjaelastevar and Arekitach's equipment. He is of the same general physical type as his nephew, but rather than being blind, his personal mutation is in the form of having 8 fingers, triple jointed and exceedingly long and thin, ideal for manipulating things. They are all opposable and essentially double jointed and he has no thumbs or claws/nails. He is naturally extremely deft and good with his hands. He has basic magical defensive ability equivalent to 20 levels of Mana Shield, plus should be equipped with all manner of strange and dangerous weapons and devices.

Maltukrom the Elder

AR:60	HP:350	LEV:40	Attacks:Hands(L4R3/20)
OC:25	FP:250	RAC:Uvezich	or Energy Blast(LR2/40)
MP:30	MP:1000	DEI:None	
RC:15	MI:500	ALI:7/9	
DR:40/45/50	UR:1000	HEI:10'	
AV:3/5/4	ST:-5	WEI:350	

Maltukrom is another of Zaedukrom's uncles, and was his mentor on Skakrodjar. Maltukrom was the leader of a religious order called the Brotherhood of Zetithros. It was an unusual organization of devout and oddly gifted beings, all with unusual powers which encouraged them to stay apart from society. All of the members of this order are cursed with an intense form of broadcast empathy over which they have little control, but which the order tries to train them to deal with. Each member broadcasts one emotion or impression with extraordinary strength. For some this is good, for others less so. Maltukrom will be accompanied by 5-10 members of his order, who fit the general Uvezich racial description. They broadcast such things as Despair, Fear, Anger, Love, Hatred, Pity, Lust, Contempt, Envy, jealousy and Greed, through no fault of their own, and with the equivalent of -10 on a save against an intense reaction. Remember that each one has only one such broadcast. Maltukrom himself broadcasts a feeling of respect/reverence/awe, at an even greater power, equivalent to a -20 save, but he has developed some control. His empathy is so powerful that people will actually willingly enslave themselves to him and almost worship him without realizing it. There is almost no one who would attack or even offend him. As a result, he is often used by Zaedukrom as a negotiator, either diplomatically or with factions in the Abyss. Fortunately, he is intelligent, mature and fairly wise, so he does not abuse his power.

Jaekmudur the Master

AR:50	HP:300	LEV:30	Attacks:2 Swords(L3R2/40)
OC:15	FP:200	RAC:Uvezich	or Longbow(LR2/30)
MP:30	MP:500	DEI:None	
RC:15	MI:300	ALI:2/9	
DR:70/80/75	UR:1000	HEI:9'	
AV:8/10/12	ST:-2	WEI:800	

Jaekmudur is the third of Zaedukrom's uncles. He is a rather nice and friendly old fellow, a retired master at arms, responsible for training Zaedukrom and the other Uvezich and maintaining their fighting form, but not very active, preferring to stay at home, managing his large estate in the south of the Abyss which is manned by human slaves, has an area of over 10000 square miles, and produces huge amounts of food for the population of the Abyss. It is run very efficiently and workers are driven hard and replaced by raiding. His mutation, like that of Maltukrom is the ability to broadcast a fairly weak combination of fear and intimidation.

Krogach the Soulless

AR:50	HP:325	LEV:32	Attacks:Hands(L3R2/20)
OC:20	FP:200	RAC:Uvezich	or Energy Blast(LR2/30)
MP:30	MP:300	DEI:None	
RC:10	MI:200	ALI:18/3	
DR:30/35/40	UR:1500	HEI:9'2"	
AV:10/12/13	ST:-3	WEI:450	

Krogach is another hereditary retainer of Zaedukrom's family. He was the last in a long line of judges specially bred for that purpose. His only physical mutations are an unusually bulky body shape and heavy build, suiting him well to the traditional form of trial by combat, ritual wrestling. It is actually rarely practiced, but attempting to wrestle him(his great recreation) would be totally insane, as he can wrestle elephants and dragons, crushing them in his mighty hug. As a jurist he is quite effective, completely protected from all forms of magic and artificial influencing, and with a highly developed sense of law(his memorized 1000 years of statutes), and he likes to carry out the sentence himself. He is brutal and effective, and carries out his duties with enjoyment and expedition.



Vathlak of the Void

AR:100	HP:400	LEV:35	Attacks:Hell Lance(R4/50)
DC:25	FP:300	RAC:Kaltuga	or Hell Lance(R3/40)
MR:75	MP:300	DEI:None	
RC:15	MI:200	ALI:7/5	
DR:60/65/75	UR:700	HEI:7'5"	
AV:5/8/7	ST:-3	WEI:150	

Vathlak is the senior representative of the Kaltuga race, the race sometimes called 'Ornisaurs' or 'Hell Lancers'. He is essentially the top-sergeant of the Abyss, the field commander of Zaedukrom's shock troops, very loyal and very effective, as well as rather vicious in performing his duty. He is a typical, large and imposing member of his species, with unusually large numbers of battle scars. Kaltuga in general are about 7ft tall, lizard-like, with dark green skin, but very humanoid body and limb structure, two arms, two legs, and a rather nasty looking short-jawed saurian face with lots of teeth, but clear markings of intelligence. They have fine scales and a webbed ridge down the middle of their head. Their most notable feature is their large, leathery wings which they use to fly, but mostly for gliding. Vathlak and his men are adept at aerial and land combat, and their wings fold up quite nicely. Their one problem is a rather light body weight and fragile bones, though their dense musculature maintains amazing capabilities, including their strength.

Chrodag the Wise

AR:30	HP:225	LEV:33	Attacks:Magic/Non-Violent
DC:10	FP:180	RAC:Skraedja	
MR:15	MP:600	DEI:None	
RC:10	MI:400	ALI:15/9	
DR:35/40/50	UR:600	HEI:6'2"	
AV:5/3/2	ST:-2	WEI:150	

Chrodag is the senior representative of his race among the demons of the Abyss. The Skraedja are the most humanoid of the race, of approximately human size, with humanoid body structure, and slightly greyish skin with scales to fine to notice. Their facial features are very manlike, and they have feathery hair on some parts of their body, though it often falls out everywhere except parts of the face and head at a fairly early age. When they get old, they get really ugly, and their skin wrinkles phenomenally, sometimes with little bristly hairs popping out all over making them look even worse. They are rather intellectually oriented, and are good with theoretical magic and all areas of research. They run the educational and clerical systems. Chrodag is extremely old, looking pretty much like an inconceivably old, gnome-like man. He is the chief chronicler of the Abyss, supervising a large staff to administer the realm. He is an avid collector and investigator of literature and obscura.

Red Narauk

AR:55	HP:325	LEV:32	Attacks:Claws(L3R2/30)
DC:20	FP:200	RAC:Uvezich	or Energy Blast(LR2/30)
MR:35	MP:200	DEI:None	
RC:30	MI:180	ALI:7/4	
DR:75/55/50	UR:650	HEI:9'2"	
AV:5/5/5	ST:-2	WEI:375	

Red Narauk is a rather annoying and distasteful relative of Zaedukrom who is marked by the reddish tinge of his skin, looking rather like that of a boiled lobster. He is disliked but tolerated by the other Uvezich and valued for his skill at military command, though he is unreliable and treacherous. He is of somewhat lower social status and thus feels put down and has a bit of an identity problem. As a result he is rather warkile and vicious, always scheming new ways to get out of the Abyss and kill anyone he can get his hands on. Not a nice fellow.

Kalravak the Eliminator

AR:180	HP:425	LEV:34	Attacks:Any Weapon as Needed
DC:30	FP:300	RAC:Uvezich	or Magic
MR:150	MP:1200	DEI:None	
RC:20	MI:150	ALI:1/2	
DR:55/60/65	UR:900	HEI:9'2"	
AV:3/5/6	ST:-4	WEI:1400	

Kalravak is a degenerated younger cousin of Zaedukrom who has developed a fascination for killing people. He was born with natural chameleon ability, highly developed, essentially warping light around him so that he is essentially invisible when not moving at great speed. He has also worked hard on his skills as an assassin, and mastered almost every known weapon and appropriate skill. He is followed rather faithfully by an organization made up mostly of Skraedja called the Dark Brotherhood, and in addition to feeling a responsibility for eliminating Zaedukrom's enemies in an effort to impress him, he operates an intelligence and information gathering network in the outside world, and also arranges to buy souls of people to serve in the outside world and later in the Abyss where skills of the Skraedja can return them to a life of slavery. He is rather egotistical and has a higher self-regard than is justified, considering his youth. He is also a bit effeminate and foppish.

Kaltermik the Builder

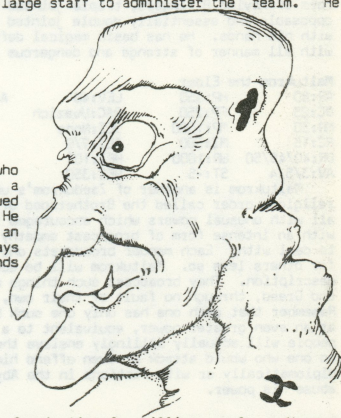
AR:45	HP:300	LEV:30	Attacks:Hammer(LR2/40)
DC:15	FP:300	RAC:Skraedja	
MR:25	MP:400	DEI:None	
RC:15	MI:250	ALI:7/5	
DR:35/45/50	UR:450	HEI:6'3"	
AV:5/3/2	ST:-1	WEI:160	

Kaltermik is interesting because he is an old retainer of Zaedukrom's family, their private architect, who has now been given a large jurisdiction as the chief engineer and fortifier of the Abyss. He is afflicted with an exceptional and convoluted mind and imagination, and an obsession with building. He builds at a furious rate, driving his workers to death, and making vast walls and fortresses which he never stops working on and become increasingly complex and baffling piles of passages, traps and hidden passages. He is mad, but his best fortifications are lethal and virtually unassailable. When he's working(all the time) it is almost impossible to distract him, and he dislikes annoyances with a vengeance. His only physical mutation is an unusually low forehead and forward thrusting face, though his brain capacity is not limited by it. He is a master of Geomancy and related magics.

Sjoeikig of the Poisoned Mind

AR:55	HP:250	LEV:35	Attacks:Claws(L3R2/30)
DC:20	FP:300	RAC:Skraedja	or Any found weapon
MR:35	MP:500	DEI:None	or Special magic
RC:15	MI:300	ALI:1/6	
DR:50/60/75	UR:800	HEI:6'0"	
AV:5/3/2	ST:-3	WEI:150	

Sjoeikig is a renegade Skraedja, once the head of the enormous bureaucracy of the Abyss(now replaced by Chrodag), but all that paper shuffling had a bad effect on his mind, and he fled, moving into the farthest north reaches of the Abyss and taking up residence there, using his assassin skills to ambush and slay anyone who came after him. He makes that part of the Abyss a place of constant danger, though he cannot be everywhere at once, and he strikes madly at



The background for this adventure is mostly explained in the sections on the Wrāthlords and on the demons of the abyss, but the specific situation needs to be illuminated.

The adventure begins one clear spring night when one of the characters (the GM should select one) is visited, seemingly in a dream, by the Wrathlord Fire in human form. Fire seems like a tired and rather harried old man, and has come to the character at the end of a long journey looking for aid (naturally, the character should be worth asking for aid). He will briefly explain (simplified) who the Wrathlords and Dumlords are, and the background of their conflict. He will go on to outline the current situation and what he needs done. This help will be rewarded in some unspecified way along the line of a boon or gift from Fire and his brothers. The situation is that the Dum Master and his followers are being held on what is left of the plane on which the Wrathlords originated, linked to Ysgarth by the Gate of Thodrayan, located in the Lesser Abyss, a large chasm located in the Vaen territories near the abyss. The gate was sealed before the time of Cataclysm, using a ritual known as the Chain of Blood. However, through the work of demons from the abyss in alliance with the Dumlords the chains have been weakened and need to be replaced by the performance of the proper ritual. However, the gate was originally sealed before the Cataclysm, and the Lesser Abyss is now behind the



Veil Barrier established by the Archaeurges, which means that no entities of power can cross it, and while that was meant to stop demons, it also causes difficulties for the Wrathlords, and if one were to cross the barrier he would be too weak to perform the ritual in any reasonable period before demons in the area could drive him off. Humans aren't effect by the Veil Barrier at all, thus the need for a human agent or group of agents. If they choose to take the mission, they will be given the ritual written in a familiar tongue, and given the implements which they need, particularly the Poisoned Sword which will also serve to protect (some) them should the Dumlords get through during the ritual when the barrier will be weakened. He will play down the dangers from demons and the possibilities of the Dumlords getting out, and plead for their aid. Nothing will be done to them if they don't take the mission, but he will stress the world-wrecking possibilities. They should study the ritual before performing it, which will make them aware that a human sacrifice (accept no substitution) is necessary for success.

NOTE

This is an adventure for experienced characters. We recommend levels between 8th and 12th as ideal, though characters as low as 6th might get by. If necessary, power level can be adjusted to keep it fun and competitive, but it should never be an easy mission, and can be lethal if that suits your campaign.

THE MISSION

Presumably the characters undertaking this mission will start out from somewhere in civilized territory, such as Ptolemais or one of the Kymric kingdoms. The expenses and preparations will have to be in their hands and the Wrathlords will provide some protection but cannot do much that is concrete. The first leg of their mission is to locate Undrag Bundarsson, the Shaman of the Saesing tribe somewhere in the Vaen steppes. They need to find him as soon as possible (as he is rather old and infirm), and he can tell them where the sword Ilthral is located. Once they have located and obtained the sword they will have to go to the Lesser Abyss and perform the ritual to seal the gate. The location of the Lesser Abyss is shown on the small inset map of Ysgarth. It is located on the east end of the Vaen territory above the river which comes out of Kruadaral, and can be seen as the separate blob of blackness which is near the edge of the main Abyss. The route and mode of transportation is up to them.

VISITING THE SAESING

Finding the Saesing may not be easy, but they will probably run into some Vaen tribe, and if they can get friendly with them members of the tribe will probably be able to tell them that at the Allthing a few months before they met with the Saesing who said they would be in the mountains near the Abyss, trading with some of the settled tribes there. Hostile tribes may cause problems if they are encountered. They may have to meet with more than one tribe and perhaps a few of the settled stedings in the mountains before they find the Saesing.

When they do find the Saesing the reception will be cold at best, as the tribe is a bit at edge given the impending death of their Shaman Undrag Bundarsson who is at death's door. Naturally the chief of the tribe, Oleg Volkaron will be reluctant to let a bunch of strangers barge in and bother his dying Shaman, so they will have to be resourceful and convincing, and avoid being offensive. The Saesing is a large tribe, temporarily settled, with about 3000 members plus a large herd of cattle, though a good part of the population is off mercenarying or about other business. They are in the foothills of the mountains by the Abyss, about 250 miles south of the Lesser Abyss. If they get to see Undrag he will understand their mission, recognize that they are legit and endeavor to tell them where the sword is, informing them that it was buried two summers ago about 25 miles north of where they are between two lightning-struck oaks on a hilltop. No one else in the tribe knows this, and if they question him further there is a 35% chance he will die. If he dies during their interview it will be taken as a bad omen and most of the tribe will want to sacrifice them to bring good fortune. There are about 500 able bodied warriors around camp at any time, so this may be rather dangerous.

After seeking and recovering the sword which may take a while, but is located as described, they will need to go to the Lesser Abyss. There are some encounters noted for this section and they should be considered and applied at the appropriate points.

AT THE LESSER ABYSS

The party will eventually arrive at the Lesser Abyss, hopefully after some travail. Remember that it is behind the Veil Barrier, and any entities of extra-planal origin or an unnaturally maintained magical nature will take

1020+5 damage overall each OR that they are on the other side, with no relief possible. Described here are the static sights and facts of the Lesser Abyss, particularly the east end, which is shown in the map. The Lesser Abyss is entered from the west end, where there is a gravelly trail down the cliff face. This entrance is about 35 miles from the east end, so there is still a good day's travel inside the Lesser Abyss. The descent of the cliff face is about a half a mile, and all other faces are extremely hard to climb down (110-SL of Climbing) chance of falling (10100+20 damage overall 100+2 broken bones). The descent in the east is slippery and treacherous, but feasible, but not safe for horses, who will almost certainly fall. Each person descending by this route has a (50-SL of Climbing) chance of falling. Those who fall take 4020+10 overall damage and 105 broken bones, unless an AGI save is made, in which case damage is halved, sprains are given instead of breaks, and he must continue his descent, making another roll with a 20% increase of risk of falling. Once on the bottom things are fairly safe. The Lesser Abyss is a rocky plain of steppe-like land, with small pools and streams here and there, long grass, and wild goats and other animals. It is generally not inhabited, and there are some hilly areas, with increasingly rough terrain towards the east end.

The east end consists mostly of a hilly area which begins about 10 miles from the back of the Lesser Abyss. The hills will be entered about a day after descending into the Lesser Abyss, so it will be necessary to camp somewhere, either in the hills if the Lesser Abyss is entered at dawn, or earlier if it is entered later in the day. Shown on the map is the target point, the very end of the Lesser Abyss, with points of note keyed by letter. Contour lines shown are 300ft each. The black area indicates the back wall of the Lesser Abyss, a sheer cliff about 4000ft high.

A: This is the entry area indicating where travellers from the west and descent will enter the final leg of their journey and come on to the map.

B: This is a bald-topped hill. Most of the rest of this area is covered with bushes and small trees, with a few goat trails which may not lead where men want to go. At the top of this hill is an old campsite, which is often used by members of the Dark Brotherhood, but ther will be no sign of them until well after dark. It commands a good view of the area, and is fairly well located tactically, probably the best camping location around. However, there is a good chance that 3-7 of the Dark Brotherhood will show up at some point in the night.

C: This is the first of 3 500ft tall spire placed here a very long time ago. They are 50ft in diameter at the base, narrowing a bit towards the top. They are made of some greyish metal. At the top of each one it is possible to see a glowing, multi-colored numbus, which some may guess has something to do with the Veil Barrier. This first spire has three colored panels set into one face at about head level. They are silver, red and orange in color, and if pressed, they have special effects. Pressing the silver panel makes the Veil Barrier around the Lesser Abyss totally impassable and faintly visible until the panel is pressed a second time. Pressing the red panel alters the nature of the Veil Barrier around the Lesser Abyss, so that any being of whatever nature which attempts to cross it will take 20100 damage overall, once. The yellow panel is defective and anyone pressing it will take 10100 overall, and have to make a -5 CON save against going unconscious for 4020 minutes.

D: This spire is essentially like the previous one, but the three panels on it are yellow, green and blue. These have different effects when pressed. Pressing the yellow will case the toucher in a field of energy which will last for 10 minutes, and provides the equivalent of 30 levels of Mana Shield against mind attacks, Mystic and Enchanter spells, drawing power from the Veil Barrier to work. Touching the green panel has the same effect, but this energy field protects against all forms of elemental magic at the same level and with the same power source. The blue panel does the same, but working against detection type magic. If anyone who has touched a panel once touches it a second time, he will be cased in the protective field, but it will draw from his MP, plus he will take 10100 mana loss whether the field is used or not. A third touch doubles the mana loss, and a fourth doubles that, and so on.

E: This is like the other three spires, though on a lower level. It has only two panels on it, which are Purple and Black. Touching the purple panel will drain off all of the toucher's MP and use them to fuel the Veil Barrier. Touching the black panel will give the toucher an infusion of MP, totalling 300(150 if using new halved MP) points, but if those points plus whatever mana he has exceed his maximum capacity, he will lose 1 point of TAL for each 10 points which the new total is over his maximum, and that loss of TAL is permanent. The MP which he is left with will be his maximum capacity for his new TAL.

F: This is the Gate of Thōdrāyan. It is a stone wall, about 150ft wide and 200ft high, and about 30ft thick, seemingly made of a reddish metal. No chains or openings are visible, and the surface is featureless. More is said in the section below on the ritual.

G: This is a secret tunnel from the Abyss, separated from breaking through by a thin wall of rock, through which the more powerful demons can pass insubstantially. They monitor activity in the Lesser Abyss, and if they discover the presence and plans of the party, they will send in opposition, probably in the form of one major demon (probably Jaekrmudr, Red Naraok or Kalravak) plus 20 or 30 members of the Dark Brotherhood. Interference from Vathlak and his Hell Lancers (50) will arrive somewhat later from the air. The demons are not prepared, but will arrive within 1012 hours of spotting the party, which will happen at some point after they get into the Lesser Abyss. It would be best dramatically for them to arrive right before or during the ritual.

THE RITUAL

The Chaining Ritual can be performed from anywhere within 2000ft of the gate. The hilltop with the spires might be a good point. However, the human sacrifice must be made at the gate itself, so the performer of the ritual can be far away, but at least one person must be on the spot. There are two parts to the ritual. The first is an incantation which makes the chains visible. When it is pronounced, the gate will appear, a huge set of glowing doors in the wall, covered with flickering chains of energy, clearly failing. It is then necessary to dispose of the chains. This can only be done with the sword Ithrayal, which can cut through them safely. At this point the gates will begin to open, and it will be necessary to provide new chains. First, the blood sacrifice must be made, and then the Chaining Ritual performed, creating a new set of chains which will close the gate and create strongly glowing chains which will eventually fade out once the gate is sealed. However, the ritual takes time, and in this time some Dūmlords may slip out. The GM should roll 5 times with 1d6 to see what gets out: 1-40=nothing, 41-70=1 Dūm Wēht, 71-90=1 Dūmlord, 91-100=the Dūm Master. Naturally, whatever gets through will try to stop the process. An additional roll should be made for each hesitation or delay of even a moment. Finally, the person or persons at the gate performing the sacrifice and cutting the chains must make a -5 AGI save as the gates are resealed to avoid being sucked into the plane where the Dūmlords are, and coming to a swift and painful end. Once all of this is completed, the gate will be sealed. The first phase of the ritual takes about 10 minutes, and the period of uninterrupted incantation required after the sacrifice is about 10 minutes as well, and during that time the party will have to keep the incantator safe from interference from demons or Dūmlords. Two rolls for things getting out should be made before the sacrifice, so there may be foes there to stop the sacrifice. If the sacrifice is stopped, Dūmlords will keep pouring out. If the ritual is completed successfully, the gate will be re-chained and the party may leave, keeping the sword and getting rewards within the powers of the Wrāthlords (generally any minor boon, power or benefit at the discretion of the GM). Those who die within the Lesser Abyss will not be ressurectable, their souls coming under the control of Zaedukrom. Note that they may also have to fight their way out against anything which escaped and enraged demons.

ENCOUNTERS AND EVENTS

In addition to these fixed and expected events there are things which may happen in their quest which are not expected. These incidents can come from various sources and may be rather dangerous and significant, as there are forces which oppose their plans.

Enemy Vaen Tribes

Not all Vaen are like the Saesing and under the wing of the Wrāthlords. In fact, there are a few of Dūmlords who were never captured or disposed of and they are subverting influencing people against their enemies. Three of particular note are the Dūmlords who call themselves Vengeance, Cowardice and Pestilence. They have the power to create those conditions and emotions in addition to their basic powers, and are aided by Dūm Wēhts. They have been working with several tribes, particularly the Durok and Turing tribes who are traditional enemies of the Saesing, and there is a fair chance that the party may run into patrols from these tribes (2-8 men) and have to do some fast talking. In addition, they will probably want to spend nights with settled Vaen in their steadings near the eastern mountains, and some of these are of these two tribes, so they may wake up in the middle of the night sleeping in a grand hall full of 30 or 40 armed enemies inspired by these Dūmlords.

Wrāthlord Visitation

It is possible that other Wrāthlords may show up to give advice, show support, or just to chat. They may come incognito or in great pomp, depending on their personality, but they are all interested and curious, and some have mixed feelings about the advisability of the venture. This may happen more than once, and they might come alone or in groups with retinue.

Guardians of the Sword

The Dūmlords cannot actually touch or use the sword Ithrayal, but they do have a watch on it, so invisible somewhere near it are 4 Dūm Wēhts, three of whom will attack those seeking the sword, and one of whom will go off to fetch one of the Dūmlords already mentioned, leading to some pursuit as they head for the Lesser Abyss.

Veil Guards

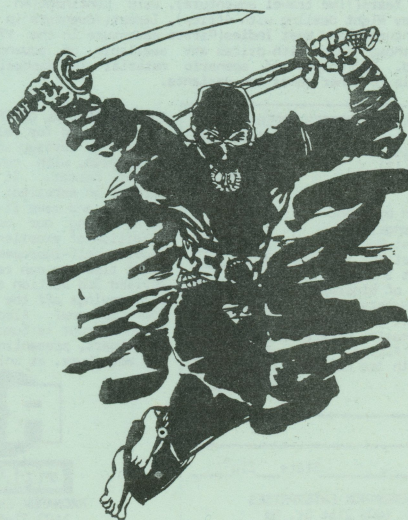
As they approach the Lesser Abyss and pass through the Veil Barrier they will come into the border area around the Abyss and inside the Barrier which is patrolled by groups of 8 Ornisaur or Hell Lancers. These may attack, and will certainly report back if they spot them. They may or may not be spotted before entering the Lesser Abyss, but the farther they get along, the more patrols the worried demons will send out, and by the time they get most of the way to their objective they will certainly be spotted and reinforcements will be sent for as mentioned above. Earlier on, patrols will take initiative and attack trying to kill or capture. Later they will send for help and come in larger force at a dramatic and inconvenient moment.

Chance Demon Encounter

They may luck out (sic) and run into a single big-time demon while in the Lesser Abyss. If this happens, it will be Sjaelastear (fairly friendly, neither helping or hindering), Maltukrom (curious and neutral), Krogach (with 5-10 assistants, ready to judge and execute), Kaltermik (preoccupied and annoyed), or Sjoekig (raving and homicidal). They might even run into more than one, and just how they interact is up to you, based on what the party does and the nature of the demon in question.

CONCLUSION

This scenario is fairly open ended and how you apply and vary it is up to you. There are plenty of possibilities here, and you should use imagination and a sense of drama to make this adventure tough, trying and dangerous, even with a few fatalities and losses. It is not an easy adventure, even for experienced characters, and should not be a walk in the park.





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random. He keeps constantly and screams going into battle, with a cry which causes humans to have to make a -3 save against insanity and paralytic fear. He has become cannibalistic, and will kill and eat anyone or anything he can get. There are those of the Uvezich who would like to hunt him down and kill him, but the Skraedja reverse him as a symbol of the dangers of their work, and do their best to prevent that.

Agents of the Dark Brotherhood

AR:50	HP:150	LEV:20	Attacks:Any Weapon as Needed
DC:15	FP:120	RAC:Skraedja	or Magic
MR:40	MP:180	DEI:None	
RC:15	MI:150	ALI:5/3	
DR:40/45/50	WR:300	HEI:6'3"	
AV:4/2/1	ST:2	WEI:190	

These are Skraedja, generally of young to middle age, trained in two areas, the mystic arts and assassination. All told about 5000 of the Skraedja are trained in this way. They perform two functions for Zaedukrom and their leader Kalravak. First, in the Abyss they act as a secret police, keeping order and internal control. Second, through their mystic skills they use a technique similar to Astral projection to send their spirits and semi-physical forms beyond the Veil Barrier to gather information, recruit agents and buy souls in the outside world. Because they are Skraedja who are close to humans in many ways, they are more free to travel with less pain and damage than any of the other races in the Abyss. They can be a troublesome and over-reaching faction, and are kept under careful observation.

Ornisaur/Hell Lancer

AR:45	HP:120	LEV:17	Attacks:Hell Lance(L2/40)
DC:15	FP:180	RAC:Kaltuga	or Hell Lance Ray(L2/30)
MR:35	MP:120	DEI:None	
RC:10	MI:100	ALI:2/7	
DR:35/38/42	WR:200	HEI:6'7"	
AV:3/6/5	ST:5	WEI:130	

These are essentially the army and shock troops of the Abyss, under the leadership of Vathlak. They are of the Kaltuga race, always considered a servile race by the Uvezich, and the lowest on the social scale(except humans). They are similar in description to Vathlak. They patrol the borders of the Abyss, and usually fly in groups of 6-12. There are some 10000 of them in the Abyss, and they live in caves along the edges of the Abyss. They are of medium-low human intelligence, but not stupid or animalistic, though they are rather brutal and nasty, liking to toy with and torment victims. They cannot cross the Veil Barrier in any way.



A Look at Runists

As some may have noticed, because of a few problems, the potentially interesting Runist profession is essentially either unplayable or very difficult to play. These suggestions modify the system for running runistry so that it is a more practical and more rewarding profession to pursue. Under this new system runes are broken down into four classifications, retaining the same general purpose, but redefining the nature and function of these types of runes. The new types are described below with revised mechanics.

Active Runes

Active Runes can be made of most spells of types E, H, D(but limited to a single target per casting), K, I, H, M, J(except those with J, A, B, or F) so long as they effect only a single target or very limited area(i.e-RAN must be no more than 50, and may not be G, S, R, or M). Active Runes have a level of (2/3 of Original Spell Level)+1. Casting Time is (Original CT/5)+3. Range 10ft.

Attack Runes

Attack runes are rather limited, and can be made of most spells of types A, B, F. They have a Level of (Original SL/2)+1. They have a CT of 2 for type A, 3 for type B, and 4 for type F. Range is 10ft.

Detection Runes

This covers any spells of Type N, but works only with Detection or Location effects, or with Analysis to the extent of answering yes/no questions by color change, at a cost of 1MP/2FP per query made(query is made as a rune drawn over Analysis Rune. Detection works by glowing if response is positive. Location works by the rune travelling in the direction of the target for 3 minutes per CL. Level is (Original SL/2)+2. CT is 5 for Detection, 7 for Location, and 9 for Analysis. Range is touch.

Passive Runes

Passive Runes are based on spells of types E, H, I, J, K, M, or D(but as an individual effect). However, Passive Runes can only be done at touch range, and are either set with a specific triggering effect specified on casting, or are of continual effect from casting until they wear off. These two types are referred to as Constant and Triggered runes. They effect either the object on which they are cast or those persons viewing them, differentiated as Visual and Direct. Visual will only work with types M, H and J(only if clearly visual in nature). Constant will only work with types E, I and K, and only when clearly passive in effect. Visual, Direct, Constant, and Triggered must be specified when learning. Level is (2/3 Original SL)+1. Casting Time is (Original CT/5)+3. Range is touch.

General Note

Ignore old rules on active and passive runes, but maintain use of specific runes given. Also, Runists must specify a primary area of runic specialization, i.e. a second class which is their type of runistry, and a secondary specialization which is another magic class. 30% of their LSP must be in runes of the primary specialization, 20% in runes of the secondary specialization.

A Look at Bards

14

Patterns	Level	CT
Circle of Protection**	2	15
Glow/False Light	1	3
Negative Magic	1	20
Sleep	2	9
Conjure Beast*	5	15
Control Beast*	3	12
Hold Beast	2	4
Summon Beast	2	20
Turn Beast	3	8
Control Plant*	2	6
Entangle	3	4
Expand Plant*	3	6
Reduce Plant*	2	6
Summon Woodland Spirit*	6	45
Summon Plant*	4	30
Turn Wood**	2	4
Wall of Thorns**	4	7
Warp	2	5
Wither	6	12
Wood Weave*	2	6
Curing	4	32
Healing	1	20
Knit Bone*	3	45
Neutralize Poison	7	20
Psychic Sanctity	3	32
Resurrection	12	120
Restoration	5	50
Call Lightning*	6	12
Call Weather	2	36
Call Wind	3	28
Control Weather	4	45
Control Wind	6	8
Create Mist**	1	30
Wind Barrier**	8	16
Wind Blast	7	4
Wind Walking**	5	45
Animate Stone*	5	36
Assimilate**	5	12
Binding Earth*	6	8
Burial*	8	8
Cloud of Dust	6	8
Conjure Earth	7	40
Crumble	8	30
Earthquake	9	15
Excavation	8	50
Summon Earth Elemental*	8	100
Animate Water*	5	15
Control Water	5	10
Create Vapor	3	20
Dehydration*	7	6
Dissolve*	9	10
Drench/Rain	1	4
Heat/Cool Water	2	4
Purification of Water	1	8
Summon Water	6	10
Summon Water Elemental*	8	80
Tsunami	11	40
Wall of Water**	2	10
Water Spout*	5	25
Water Walking	1	15
Cause Fire*	1	3
Extinguish Fire	2	12
Fireblast*	3	3
Fireburst	4	20
Firedome**	6	8
Firefall	7	16
Firestorm	12	30
Flash	5	4
Heatwave	2	8
Spontaneous Combustion*	10	10
Summon Fire Elemental*	7	75
Wall of Fire**	4	10
Animation*	7	10
Charge*	7	10
Create Matrix*	9	35
Enchantment*	10	12
Generation*	6	30
Protection	10	15
Control Dreams	3	30
Enlarge*	5	30
Hold*	2	4
Mending*	1	10
Preservation*	1	10
Reduce*	6	30
Slow	4	4
Song of Command	1	3
Age*	2	12
Animate Dead	3	40
Banishment*	11	75

BARDIC ADDITIONS & REVISIONS

One mage class which has presented problems for some players and GMS is the Bard. Now, this is a good class, but some players have found that there is not enough variety or definition, and some GMS have seen too much power at high levels. These additions and changes for the class are recommended and should work to make the class better. Also, as patterns are the stock of the bard, a complete list of spells which work as patterns is given to the left with level and CT, and other information is as the base spell of the same or similar title in another group. The rules for notes given previously should work find.

NEW SKILLS

Selective Sound: This skill determines how many targets the bard can except from the effects of his spells, with the formula: $(50/DEX+SL)=Min \#of$ targets(round down). Cost 4

Bardic Illusioning: This skill converts Conjurer skills to Bard skills, allowing him to do illusions of any level up to his SL with this skill, treating them as illusions for effect, but as bardic patterns for casting purposes. Cost 5

SKILL CHANGES

Let us introduce new formulae for the effects of 'Instrument' and 'Voice'. MI with Notes=MI+((INSx4)+(VOIx1)-(SLx5)). MI with Patterns=MI+((VOIx4)+(INSx1)-(SLx5)). In both cases SL is Spell Level, and the normal mage adjustment for increasing or decreasing MI for Spell Level should be ignored.

Range Note

Ranges work somewhat differently with bardic spells than with other spells. Bardic Spells have different effects at different ranges. At a range of 5ft they all have full effect. At 10ft targets get +1 on their save, at 15 they get +2, at 20 +3, etc. In the case of spells with ranges within 5ft, they work as normal. In the cases of spells without saving throws or not effecting objects which get saves, range is treated as 5ft for any spell. Increasing CL can increase effects at range in the standard way.

General Note

When using Bardic Magic which effects multiple targets because they are all within the range of the spell, there is no increase in the level of the spell as far as MI or the like, but the FP and MP costs are increased as if the spell were being cast separately for each target involved. However, Bards are assumed to have control over volume, if not selective targetting, so they may play quietly and close to a single target so that only one is effected, assuming that target allows it, but this is quite different from excluding some targets and not others who are all in range as is done with 'Selective Sound'.

When Ensorcelled Patterns are triggered, they still come out as patterns, and take the full original CT to play and be effective.

Grave Rot*	6	10
Mental Suppression*	6	55
Repel Undead	1	4
Summon Spirit*	6	60
Lesser Summoning*	2	60
Prime Summoning*	6	72
Greater Summoning*	10	84
Alter Mass*	3	20
Alter Density*	3	20
Defense Mesh**	3	15
Disintegration*	7	15
Dissipation*	10	20
Plane Gate*	15	200
Repulsion**	8	15
Timestop**	9	15
Wall of Force**	8	12

*at CL1 these spells effect only one target or specified area. All others effect all within hearing range. For single target spells to work the bard must know the target and its nature to some degree.

**These effect only the caster at CL1.



Cryomancy

15

There are many ways to look at magic, and almost infinite potential for new spells and variations of areas of specialization. One mage specialty which has not been explored so far is that of those rare mages of the far northern glaciers, the Cryomancers or Ice mages. These are mages who live on the harshest tundra, with some of the tribes found there, protecting the tribes from the glacial dangers and helping them live in the harsh conditions. Usually the spells given here will be combined with spells from other useful secondary groups. These spells may not be readily available in southern and highly civilized areas. In general classification they are a sub-group of Hydromancers, and in civilized lands they are a sub-group in the Hydromancers Guild. They are EC 3.

SPELL

	LV	CT	RAN	DUR	TYP	SAV	DAM
Frost: This causes a frost to form, identical to a natural frost, in a region designated by the caster. The frost lowers the temperature of the object it is cast on by 4D20 degrees fahrenheit.	1	2	3G	10M	D	---	---
Cool: This lowers the general temperature in an area by 10 degrees fahrenheit.	3	1	20R	5M	D	---	---
Fall of Ice: This causes hail to fall from the sky if enough moisture is available. It hits hard for all in the area. Each available person takes 1D8 missiles, each doing the damage listed. A successful save halves damage taken.	9	4	50G	5C	J	AGI	6
Frostbite: If the target of this spell fails his save, he will be afflicted by frostbite in a body area located semi-randomly on his body. The area is found by taking the area chosen by the caster and assigning it a 40% value, and assigning a 20% value to each of the 3 nearest areas, and rolling for where it is actually effected. That area becomes numb and unusable, and in the next round each adjacent area must save. If they fail they are also effected. The areas also take damage for each round they are effected, and may make a second save on every third round.	5	3	50	12C	E	TAL	3
Crust: This creates a crust of ice around the body of the target, holding him immobile, through he can breathe and won't take freezing damage. If the target tries to escape by making a -3 STR save, he will take the damage listed overall, should he succeed.	9	2	20	10M	J	STR	20
Deepfreeze: This spell plunges the body of the target to a super-cooled temperature instantly, making him immobile and unconscious, but still alive and revivable. It is safe to bring him back by cancelling the spell, but if he is slow thawed, he will probably die unless a -5 CON save is made. The initial save is a AGI save.	7	4	T	20H	E	AGI CON	---
Snowball: This creates a 1ft diameter ball of snow which flies at a target as a missile and does club damage	3	1	50M	1C	A	MIS	6
Ice Bolt: This fires a missile much like a sharp icicle at a target, doing point damage.	3	1	50M	1C	A	MIS	6
Disk of Ice: This fires a disk-shaped missile made of ice, inflicting edge damage on the target.	3	1	50M	1C	A	MIS	6
Chill: This will lower the temperature of 1 cubic foot of material and liquids by 20 degrees per CL. It does not effect living creatures. Damage done is freeze-burn damage from contact with metal at freezing temperatures. Damage done is 1pt per 10 points below freezing per round of continued contact. All damage is taken at any points of contact. Body parts immersed in cooled liquid also take damage at the same rate.	4	3	20	5C	E	---	S
Blizzard: This calls up a small, blinding, freezing and disorienting blizzard on command, whatever the actual weather conditions.	12	10	80R	10M	D	---	---
Wall of Ice: This creates a 10ft by 10ft by 2ft thick wall of ice, which takes 200 HP of damage to break through, with heat and fire doing double damage. Eventually it melts away.	4	3	50	15M	J	---	---
Ice Bridge: This spell creates a bridge of ice capable of bearing up to 500lbs at a time, and up to 20ft long. It will appear where the caster chooses within the range.	8	15	20	10M	J	---	---
Ice Form: This allows the caster to freeze himself, actually crystallizing his body. He becomes a frozen statue until he releases the spell.	5	3	S	3H	I	---	---
Ice Merge: This lets the caster become one with and travel through a body of ice at normal movement, like other similar spells. While merged his perceptions are limited.	6	3	S	30M	I	---	---
Protection from Cold: This gives the caster or his target 10% reduction of the effects of cold and cold based attacks.	6	3	T	1H	E	---	---
Control Ice: This allows the caster to direct the natural movement of a body of ice of up to 50 cubic yards in volume.	7	3	T	10M	E	---	---
Shape Ice: This allows the caster to shape ice into any form with his hands, making any form up to 10 cubic yards in volume.	4	18	T	1H	I	---	---
Animate Ice: This allows the caster to make ice move more actively than normal, and give it life and movement suitable for its shape and form at the time, like other animation spells. Ice of the volume effected can take up to 30 points of damage or deal out the damage indicated. The spell effects up to 20 cubic feet of ice.	8	12	T	30M	K	---	---

Skill Benefits

This is more than just a collection and listing of the skill benefits for races in Ysgarth. These are revised versions of the previously published benefits, designed to replace those benefits, and a regularization and expansion of the skill benefit system. Given here are simplified basic benefits for the human and non-human races of Ysgarth (other parts of the world are omitted for the time being). Under this new benefit system each race has 5 points of

benefits with both Learned and Native skills. However, as the system now stands, that is not all there is to it. Now, in addition to the basic benefits given here each character also gets professional benefits. Each character gets 6 points worth of additional benefits to represent his training and profession. How these may be applied depends on his SOC. For each 3 points of SOC he may devote one of those extra, professional points to Learned rather than Native skills, starting from a base of 2 LSB. Thus, at SOC 1-8 the character will have 4 NSB and 2 LSB. From SOC 9-16 he would have 3 NSB and 3 LSB. From SOC 17-24 he would have 2 NSB and 4 LSB. These professional SBS can be applied to any skills of the appropriate type, divided up in any way, and if he wishes he may add the benefits to benefits from the basic racial SBS. However, the cost of a skill cannot be lowered to less than half of its original cost (rounding up). Thus, a skill costing 5 could be lowered to no less than 3. This restriction does not apply to skills lowered below those limits by basic benefits, only to professional benefits and combinations. Given below is a listing of the new basic benefits.

Race	Native Skill Benefits	Learned Skill Benefits			
North Gael	Navigation(-1) Helmsmanship(-1) Net Fishing(-1) Trap Fishing(-1) Hurley(-1)	Battle Axe Attack(-2) Riding(-2) Mounted Combat(-1)	Frejsa	Planting(-1) Tending(-1) Hunting(-1) Embroidery(-1) Soccer(-1)	Riding(-1) Light or Heavy Lance(-1) Short Bow(-1) Broadsword(-1) Minor Surgery(-1)
South Gael	Planting(-1) Tending(-1) Animal Tending(-1) Cider Making(-2)	Bastard Sword(-1) Greatsword(-1) Riding(-1) Lance(-2)	Gott	Animal Tending(-1) Armor Smithing(-1) Blade Smithing(-1) Iron Smithing(-1) Tailoring(-1)	Short Sword(-1) Pike(-2) Round Shield(-1) Halberd(-1)
Ukrai	Animal Tending(-1) Glassmaking(-1) Herding(-1) Intrigue(-1) Torture(-1)	Crossbow(-2) Net(-1) Whip(-1) Chariot/Sled(-1)	Osca	Any 2 Trade or Craft(-1) Merchant(-1) Tactics or Vinting(-1) Woodworking(-1)	Crossbow(-1) Chariot(-1) Buckler(-1) Scimitar(-1) Conning(-1)
Vaen	Storytelling(-1) Herding(-1) Leathersmithing(-1) Leadership(-1) Folklore(-1)	Light Lance(-2) Riding(-1) Broadsword(-1) Mounted Combat(-1)	Etrua	Any 1 Scribe Skill(-1) Teaching or Law(-1) History or Politics(-1) Any 2 Languages(-1)	Short Sword(-1) Pilum(-1) Research(-2) Forgery(-1)
Kymri	Any 1 Scribe Skill(-2) Any 1 Craft Skill(-2) Tactics or Strategy(-1)	Longbow(-2) Any 1 Bardic Skill(-1) Ysgwyd(-1) Ambush or Infiltrate(-1)	Kernwyk	Climbing or Romance(-1) Bowling or Climbing(-1) Net Fish. or Mining(-1) Brazier or Glazier(-1) Tinker or Storytell(-1)	Whip(-1) Pick(-1) Ambush(-1) Disguise(-2)
Saexe	Geography(-1) Generalship(-1) Merchant(-1) Shield Wall(-2)	Short Sword(-2) Javelin(-1) Pilum(-1) Legion Shield(-1)	Magar	Hunting(-2) Mountaineering(-1) Any 1 Survival Skill(-1) Diplomacy(-1)	Daggar(-1) Short Bow(-1) Trailing(-1) Backstrike(-1) Garotte(-1) Vital Strike(-1)
Korranyeit	Brewing or Tailor(-1) Dying or Tracking(-1) Knot Tying or Sewing(-1) Embroidery(-2)	Net or Enchanter(-1) Whip or Lariat(-1) Arthropod Affinity(-2) Short Sword or Conjuror(-1)			
Foawr	Diplomacy(-1) Folklore or Law(-2) General or Leader(-2)	Great Axe(-1) Javelin(-2) Spear(-2)			
Gwyllion	Mountaineering(-1) Mining(-1) Engineering(-1) Brazery(-1) Glazery(-1)	Pyromancer or Mystic(-1) Geomancer or Aeromancer(-1) Bastard Sword(-1) Punch or Kick(-1) Dodgind or Hand Defense(-1)			
Ellyllon	Hunting(-1) Tracking(-1) Trapping(-1) Gathering(-1) Trailfinding(-1)	Dodging(-2) Throw or Grapple(-1) Claw or Punch(-1) Beastmaster or Herbalist(-1)			
Guragedd	Navigation(-2) Net or Line Fishing(-1) Helm or Astronomy(-2)	Dodging or Hand Defense(-1) Longbow(-1) Aeromancer or Hydromancer(-1) Punch or Claw(-1) Trip or Head Butt(-1)			
Dwerga	Ironsmith or Mining(-2) Armor or Blade Smith(-2) Merchant or Mechanic(-1)	Physician or Alchemist(-1) Enchanter or Geomancer(-1) Round Shield(-1) Double Axe(-1) Thrown Knife(-1)			
Chitare	Any 1 Skill(-3) Any 1 Skill(-2)	Any 1 Skill(-3) Any 1 Skill(-2)			
Trozard	Linguistics or Law(-1) Geography or History(-1) Any 3 Languages(-1)	Great Sword or Dagger(-1) Short Sword or Broadsword(-1) Any 1 Weapon Defense(-1) Herbal Curing or Heal(-1) Arrest Bleeding or Poison(-1)			



The general value of adopting this system (and you don't have to) is that it keeps the different races rather well balanced, and allows players a bit more flexibility in setting up characters while still having the basic racial guidelines to build off of. It also reflects the greater opportunities available to the social elite. A similar variation is certainly possible with other races, but cannot be covered in detail in the space available here. Another promising variant to think about is that of characters who are raised by churches or temples or by other organizations and specially trained from youth, so that they essentially have their SBS formed by the order they are in, though this may often be similar to the region where that religion is strongest, as that is where most of the teachers and role-models will be from.

New Magic Items

Described here are some new magic items taken from various Ysgarth campaigns and backgrounds. All are unique and useful, but some may not fit into every campaign. One thing which will be clear about them is that almost all are mixed blessings, with negative and positive aspects, and that some are far more powerful than others.

While magic items should be given out with great care and restraint, when they are given out, it is nice to maintain variety and mystery. The nature of an item should be hard to discover, except through use, especially the bad aspects, which may often be masked by special spells. It is also nice to have both serious and silly items, and sometimes items which seem useless may prove invaluable in unusual and socially oriented situations. Use these items with imagination and care and they can add flavor to your campaign.

Cloak of Dabesh

This unusual cloak seems to be made of woven crystal fibers, and covers from the neck to ankles. It is unusual in that when it is struck, it goes rigid, and stops all damage given. However, if a single blow doing more than 20 points hits the wearer while he is wearing it, unless he makes a -5 TAL save, his entire body becomes crystalline and shatters, falling in little unreconstructable pieces. Naturally, these negative properties will not be readily apparent or detectable.

Wand of Sealing

This is a useful magic item, which can merge together any two areas of the same substance which are within an inch, merging the substance by touch, essentially sealing cracks or small openings. It holds 100 charges, and each charge will seal up to 1 ft of length. It must touch the target to work.

Wand of Binding

This works as the wand given above in every respect, except that it will bind together items of dissimilar materials, using the stronger of the two as the bonding material.

Ring of Preservation

Anyone wearing this plain bronze ring will be completely protected from all forms of decay and putrefaction when dead, and any unnatural tissue degeneration while alive, particularly leprosy, athlete's foot and skin diseases. It is always in effect while being worn, and will continue to work for one year, at which time all the problems which it has prevented in that time will be visited on the wearer simultaneously. This should not be easily discovered about it.

The Bone Sword of Verkana

This sword seems to be made of old, grayed bone, with strange runes carved in it. It looks old, crude and hardly weighty enough to be servicable. However, it is WDF 20, and +2/+3, though it is treated as a short sword. Whenever it hits, a sliver of the bone breaks off in the wound (but it never loses and matter), and causes that wound to fester, only being healable permanently if a Curing of CL 10 or more is cast as well as whatever healing is needed. In addition, if someone dies from wounds inflicted by the sword, he will rise from the dead in 2-4 days, and seek out the wielder, serving him as a zombie, with his Will Rating treated as half normal, while the sword triples the bearer's WR for the purposes of commanding its victims. Naturally it is an evil and somewhat sentient item with foul goals of its own.

Nails of Ullr

These are nails carved out of the bones of the dead and created in a special ritual. They are about four inches long, and when driven into the skull of many sorts of corporeal undead of whatever nature they will banish its spirit, treated as if they had a WR of 500 against his, and if the undead loses the Will Battle his soul is driven to the appropriate hell and the body is truly dead. Each nail works only once.

Potion of Life Loan

When poured in the mouth of a corpse, this will have a sudden and startling effect, raising the person directly from the dead with no loss of stats or ability. However, and this is undetectable, in a period of 1D3+2 days the person will suddenly collapse, and his body will literally melt down to a puddle of chemicals, while his spirit goes where it belongs. There is no way to know this in advance, and the victim will have no warning, with his destruction taking place in a period of seconds. The ressurective aspects are detectable.

Potion of Rebirth

When consumed by the living or dead, this will completely destroy the body of the taker and immediately shuffle his spirit to be first in line for reincarnation in a form as close as possible to his own, but of course as an infant, with a whole new future of growing ahead of him. He will be unable to leave that body or express his identity, though his memories may gradually return.

Ring of Revengeance

Once this black ring is put on it cannot be removed. It essentially installs a conscience in the wearer, as it makes it possible for the spirit of all persons slain by the wearer to get in a few licks. When the wearer kills someone, regardless of what would normally happen to the victim's spirit, it instead will be able to take semi-material form and return each of the next three nights at midnight to visit the killer for 33 minutes. During that time it will cause discomfort anyway it can, with some physical capabilities, choking, beating, kicking, whatever, keep the person from sleeping, appear in disgusting forms, scare off friends, and attempting to drive him to death. None of its physical damage or effects are permanent.

Scarab of Beetlemania

This is an attractive jeweled scarab in the image of a large beetle, and usable as a cloak pin. When worn the wearer will no longer wish to remove it, and will become obsessed with insects, especially beetles. He will collect, carry, worship and befriend little bugs, generally preferring them over humans. Naturally, these effects are not detectable.

Sword of Sorcery

This is a bronze broadsword which is no better in combat than any other sword, but when heated red-hot in a fire (the bearer's hand will not be damaged), it can be used to draw a pentacle, essentially doubling the CL of the pentacle drawn. It can do that 5 times, and on the 6th time it is heated it will shatter, summoning all available demons on whom it has been used before to come and take away the wielder, with no pentacle and no warning. This final aspect of the sword is not detectable, though its general function is.

Iron Maggots

These 10 little fellows come in a metal tin about 3 inches in diameter and 2 inches deep. They look just like maggots made out of rusty iron, but when placed on any kind of flesh they come alive and start eating energetically, generally devouring flesh of any kind at a rate of 10lbs per CR each, living or dead. After consuming 500lbs of flesh or running out of easily available meat, the maggot will disappear. These can be quite useful, and the eating mass transfers into 2D20+5 points of damage per CR, moving out from the area where the maggot is placed. On a living person an attempt can be made to cut it out, doing double damage for the round if a DEX save is made, but removing it. If the save is failed it carries on and the attempt can be repeated the next round.

Rainbow Wand

This wand has 50 charges, and when waved in the air it will produce a rainbow, the size depending on the number of charges the user wishes to use up. 1 charge is 10ft in length, 2 is 100ft, 3 is 1000ft, etc.

Amulet of Herjolf

This amulet protects the wearer from magic. It absorbs and negates up to 100 MP worth of spells directed at him (direct spells, not things created by spells). This absorption is cumulative and cannot be reversed or removed, and there is no way to tell how much has been absorbed or can be absorbed, and it is also impossible to tell that when the amulet is full, it will explode, doing 1D100 overall damage to the wearer, plus 1D4 MP blasted away for each point of physical damage done.

Staff of Shtivak the Cursed

This sick magic item was developed by a sociopathic arena fighter who was naturally barred from competition rather quickly. It is +3/+3 and WDF 8, and when it hits a target, he must save at -3 against TAL, or the major bone in the area hit will lose all rigidity, essentially turning to water, so that it will go flacid and crumple up. This can be fatal if more than 6 hits are made in either chest, or more than 3 in the head, abdomen or neck. In anycase, the bone will resolidify in 1D8 CR, and when it does, it will do so in the configuration which it is in at the time, which will probably be twisted, bent or folded, resulting in horrible deformities. The staff can hold 25 charges of this effect, and these can be restored by human sacrifice, with each sacrifice worth a full 25 charges. Not a nice item.

Cloak of Darkness

This black cloak, when put on, envelopes the wearer, making him completely invisible in darkness, so long as he does nothing to reveal himself. He will be revealed if he tries to draw a weapon or make any violent actions, but movement is fairly safe and hidden, though the more light there is (stars, moon) the more chance that he will be seen.

Ring of the Sati

This is one of the sacred artifacts of the Flame faction and Egyptian pantheon. It allows the wearer to summon one of the Sati, or 'Slayers of Gods'. These are huge, vulture-headed men, who exist to destroy the heretic and those who commit crimes against the gods. For humans, merely looking on a Sati will cause paralytic fear, with a 50% possibility of having to make a CON save against heart failure. The Sati summoned by the ring will appear behind the wearer, and then attack the most powerful entity in its path, excepting the wearer. It will then vanish. The ring will work three times. If there is nothing in sight worth its trouble (over 20th level), the Sati will kill the wearer and everyone else there. They are very powerful, both physically and magically. They bear long, curved and poisoned knives which do large amounts of damage and are called Satten. If the wearer looks on the Sati he will have to make all the saves in question, but he gets to make a INT save to avoid looking. Others present do not get to.

Ertanifu: Scepter of the Winds

This is another Flame-faction artifact, which is a large, jeweled scepter, which gives the bearer the ability to use the Call Wind spell and the Control Weather spell with an MI of 150 and his own level, as well as striking fear (causing flight) in all those who do not make a successful save against WIL.

Satensaqer: Book of Perfect Making

This is another potent artifact related to those mentioned above. It is a set of papyri which give knowledge of true making. Essentially what this means is that through the book a character may learn (spending appropriate LSP) any Conjurer skills, but when using the book to cast those spells, and casting them at double level, the things created are, in fact, real, existing on their own with the properties which they have been given by the user. However, each use of the book for that purpose requires a -5 WIL save, and if that is failed the character and loses 1D20 INT, and if INT is more than halved he will go catatonic, so while the rewards are great it is not without risks, though a high WIL or levels of Will Enhancement will help make this somewhat safer.

The Helm of Skrivos

This is an impressive looking full helm made of Adamantine. It slips on like a normal helm, and has an AV of 15/15/15. While on it eliminates peripheral vision and causes deafness. It can only be removed by unscrewing it, and doing so unscrews the wearer's head, but he doesn't notice any pain until it's all over. There is no way to tell about this problem in advance.

Ilthrayal the Poisoned Sword

This unusual weapon was brought with the Döthian from their own plane, and is a unique weapon which is particularly effective against their kind, and thus a good way to intimidate the Dumlords. It is a large sword, about 4ft long from the hilt, with a leaf-shaped blade, seemingly crudely chipped out of some black stone. However, the magical powers it contains are far from crude. It has the property of essentially putting a lock on the Mana Points of any target hit, at a rate of 50 MP per blow, making them inaccessible to the victim for 1 hour. It is unusually easy to wield for its off shape. It can be treated as a +4/+5 broadsword with a WDF of 16 and 30% Sword of Sharpness effect, and treated as a broadsword for S/R. It also deflects magic from the bearer, allowing him to deflect one ray or beam per round or negate one direct effect spell. It also makes the bearer aware of any immediate danger approaching him. In addition, it can be used to direct spells at a 20% increase in power. It cannot be sheathed, though it can be tied into place. It has a few annoying properties, most notably the fact that it drains 5 extra FP from the wielder for every blow struck. Finally, it puts the bearer in touch with the spirit world. He will be able to see and detect non material and invisible spirits, including auras identifying the presence of spirits in magic items or the like, and the movements of the spirits of the dead. However, it also heightens his visibility and notability to these spirits, and he will tend to attract non-corporeal undead and spirit entities, such as genius loci, wraiths, draugr, nature spirits, non-corporeal gods and angels, etc. It is a useful item, and is only given out by the Wrathlords to those who are actively aiding them or to their allies among men.

Q&A

From my interpretation of the language of the Chitane, the race does not have vocal/verbal capability. My question is: can Chitane learn to understand other languages when they are spoken, though they will not be able to respond verbally? and can Chitane learn to write in understood language so they can communicate through writing. (Frank Smigiel)

Chitane do practice a form of partially verbal communication, although it in no way resembles speech. They are also capable of limited and rather hard to understand simulation of human speech, though it is difficult for them to learn how to do. Human languages should probably have their costs doubled for Chitane. It is easier for them to learn to write, but their contact with humans is sufficiently limited that the need for speech is not that great.

Many times in our campaigns we have encountered some difficult situations with magic in combat. Our biggest question is when in a CR does magic come into effect? (before or after physical attacks).

In general, a good practice is to have magic take effect at the end of the CR, after the physical attacks, as this evens opportunities out a bit.

Another problem with magic has to do with the elements actually involved in casting the spell. Are spells cast verbally, mentally, somatically, or a combination of the three. Also, does a mage have to see a target to cast a spell on the person within his range, or does he just have to know of his presence. (Frank Smigiel)

Magic involves mental, verbal and physical action. The loss of any of these elements reduces the chance of success with the spell. Generally, MI should be reduced 100 if any one of the three elements is missing, and by the same amount for any other missing element. Partial loss (one arm, verbal articulation) should cost 50 points off MI. As to targeting magic, in all cases where it is a directly active spell the target must be visible. The main exception to this requirement is in the case of such things as detection spells which by their very nature work on absent targets in some cases.

I like to play Vaen characters, but I've been discouraged from this by their relatively meagre selection of skill benefits. Can anything be done about this? (Rick Bueker)

Well, due to the actions and complaints of certain annoying players, this condition has been modified. Vaen characters now have total Skill Benefits of: Storytelling(-1), Light Lance(-2), Herding(-1), Riding(-1), Leather-smithing(-1), Broadsword(-1), Leadership(-1), Mounted Combat(-1), Folklore(-1). The skill benefit system for all the races is being generally revised and improved, and this should make most of the races a bit better to play and certainly more evenly balanced.

It seems to me that because Zeal is a somewhat flexible characteristic, especially with Prayer and other sources of Piety Points, Priests can become unreasonably powerful without some of the checks and limits which control mages. Any ideas on how to bring them in check? (Ian Hense)

We have had several comments to this effect recently, and a simple restructuring of a few priestly skills and powers may be in order. What we suggest is changing the number of Piety Points held by a priest and the source and rate of their regeneration. First,

set an initial reservoir of (ZEA squared)/3 PP. This is a top limit at all times, and is always determined from true ZEA, without any modification for DP. Second, the skill Prayer should also be altered. It should not bring DP. Rather, Prayer should restore PP directly, up to the top limit already mentioned. Each hour of undisturbed Prayer regenerates a set number of PP, found with the formula (ZEA^{SL})/10. Prayer can never increase PP over the initial limit. Note that if a character has no SLs or Prayer, treat him as having 1SL. A priest can pray as many hours per day as he can spare. Note that PP do not come back on a regular schedule like MP, only through active prayer. Generally, after a period where a character has not been played regularly, it can be assumed that he has been praying regularly enough to have full PP at the start of an adventure, unless there are special circumstances restricting this. Finally, note that DP can be converted to PP should a character wish to do so. This can be done through the prayer process. For each PP gained in prayer, a character may spend one DP to convert to PP at a rate of 3 PP per DP spent. Thus a character with a 20 ZEA and 10 SL of Prayer could gain 20 PP from an hour of Prayer, or a total of 80 if he had 20 DP to convert as well, a good way to get a quick influx of PP. If necessary, Prayer can be broken down into periods smaller than an hour, with corresponding reduction of PP gains.

Mana Shield is a great skill, outstanding for both fighters and mages, but as I understand it, priestly powers, whatever their nature pass right by it. Might there not be a parallel skill for Priests, and those with the favor of their god? (Tom Moskowitz)

A good idea, let us inaugurate the skill Shield of Faith. This will have the same effect as Mana Shield, at a cost of 7 LSP per SL. It will work in exactly the same way, running off of PP instead of MP, and be usable by mages, fighters or anyone else. It will work only against Priestly Powers.

I sometimes think that mages may be a mite too powerful in certain situations, with too much long term power for their own good, and in some cases the ability to throw spells which are powerful out of proportion to their difficulty. Can anything be done about this? (Rick Bueker)

Yes, magic can be a bit overblown for some campaign styles. An easy way to adjust this is merely to limit the number of MP available to a character. This makes mana a bit dearer and keeps mages conscious of their expenses. FP come back quickly, and are always available, and MP come back at a nice slow rate, but going into an adventure some mages just have too much mana to throw around. This is particularly true of some low mage types, like Bards and Conjurers. In such cases we recommend a general reduction of MP reserves by 50%, using the formula (TAL squared)/2 instead of the current chart. Other rates of reduction might be suited to other campaigns, but halving works fairly well. The other very important limit to set is a social limit, which I heartily recommend. Spells should only be available to those willing and able to enter apprenticeship, or who have higher status in a guild, with the occasional exception (Basic Mage Spells). Membership in a guild or school implies the payment of a basic fee (Average cost of a skill in that guild squared times 500M. This applies to both craft and magic guilds. For magic guilds treat High Mage as averaging 12, Elemental Mages as 10, and Low Mages as 8), and regular studies and duties, including the expense of at least 50% of the mana of an apprentice on shop work. In addition, once past apprenticeship, there are yearly dues equal to 1/5th of the apprenticeship fee. We can't go into the qualifications for advancement in guild status here, but some of the really high-power spells will be held back from apprentices and journeymen for reasons of politics or security, as they are not entirely trusted. For people outside a Guild, whether mages or

other types, there should be a fee to learn any spell. The fee can be found by the formula (Spell Level Squared x 1000M). Guilds have no mercy on those who pirate their spells or sell them on their own.

I've found some problems with the system for running the skill Teaching, any suggestions. It seems that if you are only moderately skilled, it is too hard to teach anything useful, and if you are well skilled, it is too easy. (Rick Bueker)

A good subject. We would generally recommend an alternative formula for finding the effects over any period of time spent learning. It is $((SQRT(Teachers\ SL\ of\ Teaching) \times (Teachers\ SL\ of\ skill\ taught))) \times (\# \text{ of days devoted only to studying that skill}) \times (Character's\ INT)) / 20000$. The result is in bonus TP gained to spend only on that skill, equivalent to contribution points in function. During a period in which a character is studying one skill completely, he may not adventure or study another skill without reducing the amount learned appropriately. If, for example a character went to school for a semester and took 3 classes, his studying time would have to be split between those three, with an equivalent splitting of the results. Generally, study must be undertaken in half-year segments, and should not be interrupted. Periods of interruption should reduce the days spent learning not by their actual duration, but by twice that, as the result of disorientation and distraction.

In my experience with magic in Ysgarth it strikes me that some spells are too low level for the amount of power and function which

they produce, making them far better at the cost than they should be. For example, Flight, Resurrection, Translation, etc. Will this be changed at any point? Should it be changed? (Ian Hense)

Yes, this point has not escaped us, and many spell levels will be different in the new edition of Ysgarth, but for the time being, here are a few spells and new levels which we recommend. Resurrection(Physician)(30), Regenerate Limb(22), Wind Walking(14), Assimilate(Geomancer)(12), Puddle(3), Flame Form(15), Fire Travel(11), Flight(20), Translation(16), Teleport(18), Resurrection(Priest)(22), Blessing(3), See Truth(15), Fatigue(11), Levitation(6), Mind Blast(14), Damage Control(12), Black Cloud(8). Note that there are also going to be complete revisions of the Runist, Bard and Enchanter classes out eventually, as well as some of the general magic adjustments given in this supplement.

It seems to me that there is still a slight problem with the critical system. As the current system stands there can be wide variations in just what a critical does and how effective it is. Are there any new ideas floating around, as I know you are always experimenting? (John Davies)

Actually, the current critical system which many of us are using is for weapons to do their maximum damage plus the normal damage roll, no matter what area of the body is actually hit. Previous systems have had the weapon doing 1x the area damage capacity or 1x damage plus the damage roll, but we've found that doing max weapon damage plus the roll is a little bit more fair and balanced.