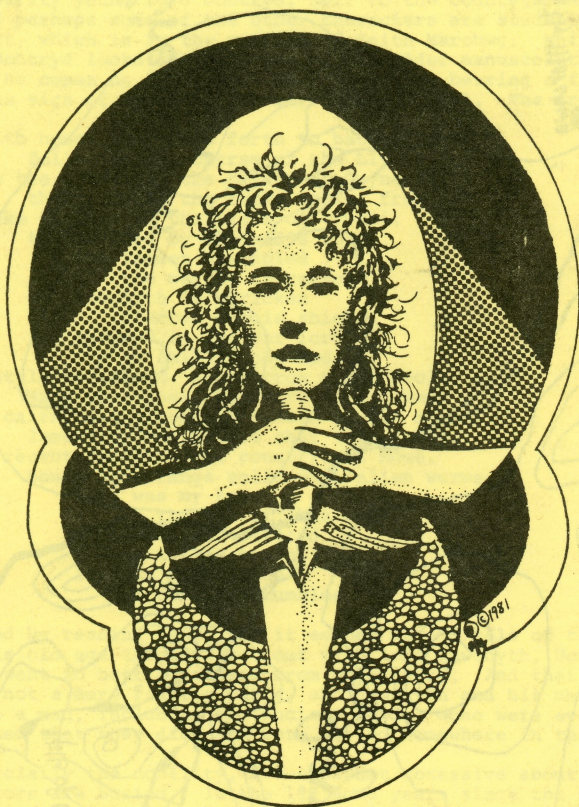


THE YSGARTH RULE SYSTEM

THE LAST SONG OF HERGEST



An Introductory Scenario

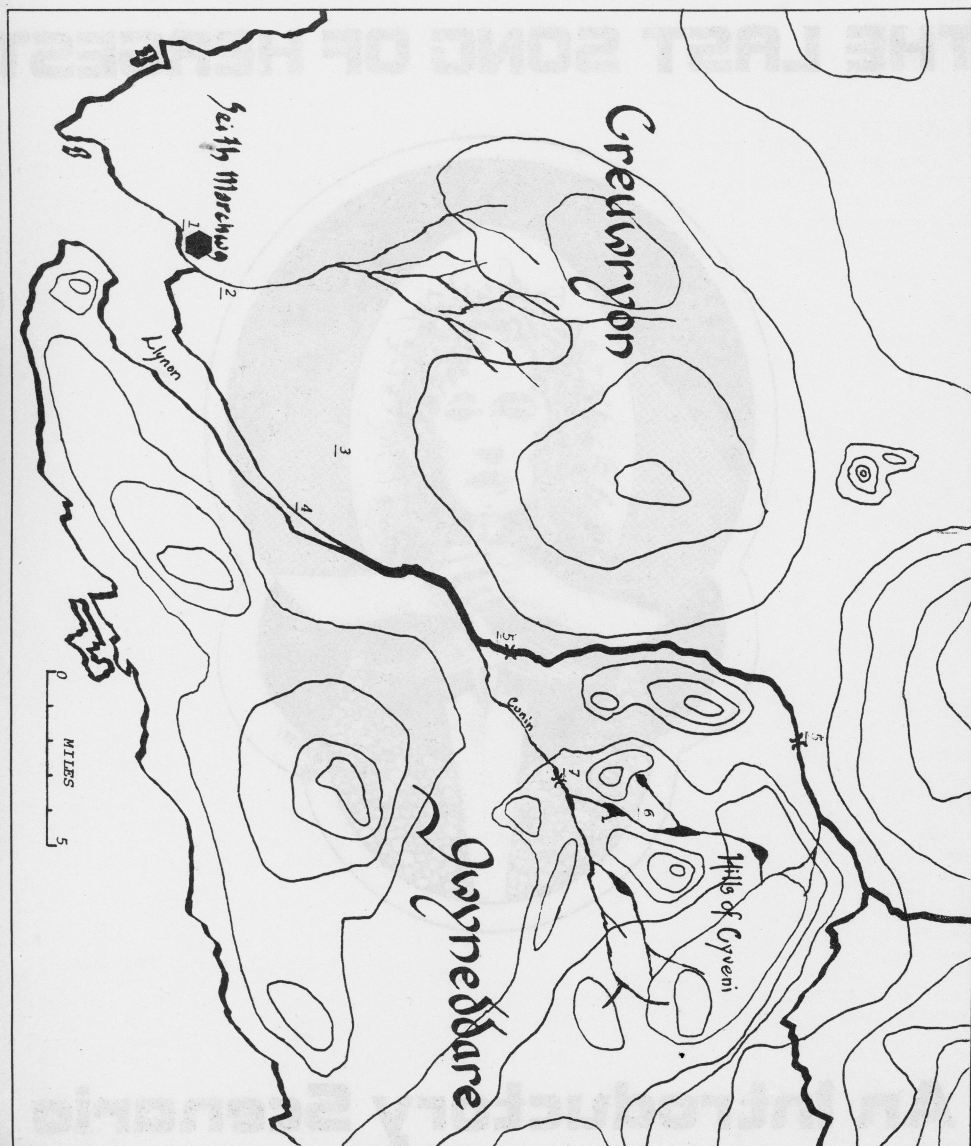
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RAGNAROK ENTERPRISES
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REVISED SECOND EDITION



INTRODUCTION

This is designed as an introductory adventure scenario for use with newly created characters. It is intended to fill out the background of the characters and familiarize them with the fantasy world in a simple but challenging game situation. It is not too lengthy, but includes lots of detail. All creatures, characters and magic items are described in the appendices, and the encounters are detailed in the scenario description.

All of the characters start in the same region and with a somewhat similar background. They are all from the area around the town of Seith Marchwg in the County of Creuwryon, which is in the Kymric Princedom of Ystrad Tywi. They can be of any social background or class, but it is probably best to have 80 to 90% of the player characters on the adventure be human. More detail on background is given in the next section. You might even let one player be Lord Uchtryd.

BACKGROUND

All of the characters should know each other, and be connected in some function to the royal household. They should be of roughly the same age, and know with some familiarity young Lord Uchtryd, heir to the county (appendix A).

Uchtryd and perhaps some of the other characters are students in the Bardic School of Hergest, which is in the capital of Seith Marchwg. While tending books in the library Uchtryd looks through some of the older manuscripts in his ennui. To his surprise he comes on a scrap of ancient vellum bearing a fragment of an old poem, and the sign of Hergest, founder of the school. The fragment reads:

With honor they ride forth to battle
 following the course of the Llynnon
 To the frontier, the border of Gwynedd,
 they ride by the rocky banks, from
 Lake to lake in the hills of Cyveni,
 to the ford by Gogledd's tower.
 The foemen are spied
 the warcry is raised
 Rewchyth is stricken
 pierced is his shield,
 Speared is the war lord,
 to fall in the mud.
 Battle is joined, but sorrow makes fools.
 Many were lost, but more were taken.
 A cairn of boulders we raised on his mound,
 lamenting the prince that fell there,
 A regent far from his country and home,
 bones in strange soil, with alien worms.
 Bent was my knee
 in the mud of that bank.
 An iron chain circled
 my ankles twain.
 In this dark place
 an old bard mumbles.

Uchtryd is roused by reading this, for it echoes an old tale of the life of Hergest, that in his old age the bard set out with Lord Rewchyth, Uchtryd's forebearer, when he went to battle raiders from Gwyneddare. And that they were met by a full army, not a mere raiding party, and Rewchyth and his men were slain and taken captive to a man, including the ancient bard. None were ever seen again, and it was assumed that they died and were buried somewhere in the hills of that foreign land.

Kymri, especially the nobility, are somewhat obsessive about just where they and their ancestors are buried. In the 180 some years since the battle where Rewchyth fell, his resting place has been a matter of some anxiety among his descendants, but because there were no survivors to tell the tale until this fragment was found, most of the searching had been done far south of the region it describes. Relations with Gwyneddare relaxed some 40 years after the battle, but any survivors were lost, and little was remembered about the skirmish. On closer examination Uchtryd sees that the rest of the manuscripts in the book are by minor bards of Gwyneddare, and that the bit by Hergest must have rested there unknown for many years.

Uchtryd is young, and he is a romantic. While some in this position would go to their father and retrieve the bones diplomatically, getting a smile and a pat on the back, he sees an opportunity for drama and high praise, so he makes a

plan. He will gather a group of his friends, and they will ride out, ostensibly to hunt. Following the clues in the song, they should be able to make a quick trip north, cross the Llynnon at the ford, find the cairn, and retrieve the bones. Then a quick return, and a heroes welcome, and perhaps a new song of the venture. The whole caper should take only two days and a night, or less. The main difficulty will be to maintain secrecy before and during the trip. Uchtryd is old enough that he and his companions can travel without escort, though their comings and goings are often noted, especially by his mother.

Some geographical notes. The Llynnon does not actually run through the Hills of Cyveni, but the Cunin, a minor tributary feeding into it, does. There are two fords on the Llynnon near the hills, but they may not have been the same that long ago. Uchtryd does not know about fords of the Cunin.

Some political notes. Creuwryon and Gwyneddare are at peace, but they are parts of different kingdoms, and they are not totally chummy, and do not have open borders, though there are many safe and unguarded sections. It is a hilly region of farmers and herdsmen, with numerous small settlements and villages.

Some general notes: The party starts out at dawn, with some caution, and it is made up of the player characters, plus Uchtryd, who need not be the actual leader, as he may look up to one of the party as a sort-of role-model, say an older cousin, or the like. The trip to the most likely spot, by the ford in the Cunin marked on the map, is 27 miles by the north ford on the Llynnon, or 19 by the south ford. Uchtryd intends to ride at a pace of about 6MPH, walking speed for the horses, though they could go at up to 18 or 20 MPH. They should take digging equipment and hunting weapons. Note that there are good roads from Seith Marchwg to both fords, and trails from them to the Cunin ford. This is a wooded and hilly area. Contours are 100ft. For further description see the fixed encounters.

In the scenario description there are two sets of encounters, fixed, and variable. Fixed encounters are those linked to the spot with the corresponding number, and which all who enter the area have to deal with. Variable encounters should be put in where it looks appropriate at the GMs discretion and preference.

SCENARIO

Essentially the scenario in this case is for the party, consisting of Uchtryd and the player characters, to set out in the early morning for a boar hunt in the hills north of Seith Marchwg. They will leave to town, heading north along the small river in that area, cut east when out of sight of the city, and head into Gwyneddare across either of the fords(5). They will then enter the Hills of Cyveni, search the low area through which the Cunin flows, until they find the only ford(7), where they will also find the ruin of the Tower of Gogledd, and eventually the burial mound. They will remove the remains and return the next day to Seith Marchwg. Specific information and encounters are given in the following sections.

FIXED ENCOUNTERS

These encounters are regionally or specifically located, affecting all who enter the general region, or the specific area, and are described by the numbers given on the map.

1: SEITH MARCHWG

Seith Marchwg is a town with a population of some 11,000. It is the capital of Creuwryon, and one of the principle towns in Ystrad Tywi, of which Creuwryon is a part. The population is about 90% Kymri, with some 5% Gael, and 5% other races, including Seregonian Elves. Religion is dominantly Kymri, with the most popular god in the region being Arawn, followed by Gwyn, Aranrhyd, and Dylan, in that order. It is a major port off of the Bay of Marsk, which is the mouth of the River Cynfael, which leads to Ptolemeias. Seith Marchwg is a culturally advanced town, because of its history of the arts, and its proximity to Ptolemeias, which is a bit more than a day's ride to the east.

If the characters leave Seith Marchwg at early morning as planned by the east gate, they can expect no problems. If they vary their plan they may be met at the gate by Cinal Ardwyd, steward of Lord Vronwy, Uchtryd's father, who will want very much to join them on the hunt, with his retinue of 5 men-at-arms. He feels responsible for the young lord's safety.

2: BRIDGE OF THE LESSER LLYNON

There is only one road east from Seith Marchwg, and it passes over a bridge at the Lesser Llynnon. The bridge-keeper is an old fellow named Koris, and the bridge is drawn up to let a barge pass. Koris will put it down for them, but in the process there is a fair chance that he will recognize Uchtryd. If he does he will hasten tactfully to his house on the riverside and send his youngest son to run into town and tell Cinal Ardwyd. This is assuming that Uchtryd does not hide or disguise himself. Cinal will pursue discretely and probably try to intercept them and bring them back before they pass over into Gwyneddare.

Soon after the bridge the road forks. The north road goes through the hilly area above the Llynnon valley and the south road follows the river. Either one can be taken, and they rejoin at the first ford of the Llynnon. They are of roughly equal lengths.

3: HILL ROAD

This is a hilly area of fairly thick woods. The road is of packed dirt. About half way to the ford a man will step out from behind a tree bearing a broadsword, and indicate for them to stop. He is Thyrrar, a local highwayman, and he has 6 brigands with longbows among the trees. They can be treated as the equivalent of men-at-arms, but more lightly armored. He wants the party's money. He probably will not recognize Uchtryd, but if he does (10% chance) he will get rather defensive about having accosted them, and try to find a tactful way to get out of the robbery without losing face. He will have the archers fire warning shots, or even wound men, not horses, but they will not shoot to kill unless Thyrrar is actively attacked. Thyrrar is described in appendix A.

4: RIVER ROAD

This road runs close to the bank of the Llynnon, which is about 200ft wide below the ford. At one point it actually runs right on a rocky out-cropping above the water. As the party passes that point a River Troll rises from the water to their right, and attacks the party, trying to pull horses and men into the swift-flowing water to be munched on at leisure. The River Troll is described in Appendix B. He is attacking for food, and if seriously injured will dive back into the water and vanish. The water here is some 5ft deep at the edge and 20ft deep in the center. The path is up against a low cliff-face.

5: FORDS ON THE LLYNNON

There are two fords on the Llynnon. They are staffed and manned identically. Uchtryd thinks that they should go for the north ford, as it is less vigilantly watched, less travelled, and beyond the central hills, where they are supposed to be hunting. Both Fords are guarded by four men-at-arms who are probably middle-aged, semi-retired soldiers. Two are from Creuwryon and two are from Gwyneddare. They share a single-level stone house built into a hill on the Gwyneddare side, though there is always at least one of them on guard on the other bank, and they have a small boat to cross in. Should they spot Uchtryd they will not let him pass unless he can show signed papers from the Earl of Gwyneddare or his agent allowing him to pass, as the royal families of the two regions are forbidden by treaty from entering the other area. The guards will definitely recognize Uchtryd unless he is well disguised. There is always at least one guard on duty on each side, probably fishing. All who cross must pay a 5sm fee on each crossing per person. There is no charge for animals. They must also sign a book kept in the guard house and explain their purpose in crossing. It is against treaty for them to hunt in Gwyneddare. On the way back they will be asked to declare anything which they are bringing out of Gwyneddare, and disinterred bones are definitely not allowed to cross the border. Thus, they will probably take a different ford on the way back from the one they take first, though they will still have to make some explanation. The guards are bribable.

6: HILLS OF CYVENTI

There are many small streams and lakes in this region, and it verges on being a swamp. Thus the party will have to walk its horses along treacherous paths in several places. While they are walking along a particularly bad path in a swampy area, following the Cunin to find the ford and tower, they are set on by 2 Boadiles (Appendix B), who are looking for lunch.

7: THE TOWER OF GOGLEDD AND THE FORD ON THE CUNIN

Eventually they come on a natural ford where their path branches and one branch crosses the stream. By the side of the path is an exceptionally ruined and overgrown tower, with less than a storey still standing, and many breaches in its walls. It looks to be over 300 years old. One wall of the tower abuts on a small, rounded, grassy hill, which has a number of smallish rocks scattered on top of it, although the rest of the area is not too rocky. This is clearly the burial mound, and the remains of the cairn. The earth of the mound is clay and sand, and can easily be dug into. They arrive at around noon and can dig into the mound in around 3 hours, though they should take time out for lunch.

If anyone explores in the ruined tower they may find under some of the vines and bushes that there is a tunnel large enough for a crawling man going under the wall and entering the mound. There are signs that it is in use, and when the mound is open it will be discovered that it is being used as a nest by a family of 5 hyenas, who have made quite a mess of the tomb, strewing the bones around in a jumble, and generally putting things in disarray. They will fight to protect their nest, but will not leave it except at night. They will attack the party if they spend the night before opening the tomb. There are some 30 skeletons in the tomb. They are all armored and partially intact, but their wea-

pons are strewn all around, as are several urns, some broken, holding a total of 5000sm in old coin. The bones of Rewchyth can be identified by his armor which bears the Scarlet Gryffin blazon of Creuwryon, and his crowned helm. If his remains are removed from the tomb the 30 other skeletons will rise as Dead Warriors and attack the party. Rewchyth will also become animate, but he will only look on as they attack. They can be destroyed, at which point Rewchyth will collapse, or they can be stopped if Uchtryd kneels before Rewchyth, explains who he is and what he is doing. If he does so the other skeletons will collapse, and Rewchyth will bless him and then collapse, though he will ask Uchtryd to have the warriors re-buried in the tomb, and the tomb sealed. A description of the hyenas and Dead Warriors are given in Appendix B. There are several magical weapons and suits of armor there. They are: 1 +3/+4 Broadsword, 1 +2/+2 Battle Axe, a Flameshield, a +5 Helm, and a Lightning Javelin. These items are described and explained in Appendix C.

They should be done clearing out the tomb and re-sealing it by night-fall, and should be able to leave early the next morning, probably by a different route, and not subject to encounter 6 or 4 if they have already had them. If they run into Thyrrar a second time he will be apologetic and let them pass.

VARIABLE ENCOUNTERS

These encounters should be put in by the GM when it seems appropriate at the time or conditions given, or at his discretion. They need not all be used, though they are all appropriate.

1: WANDERING GIANT(In Creuwryon)

While travelling either to or from the tomb they encounter the giant Strimi Half-Oak on the road. He is travelling along cheerfully, and fits the standard characteristics for a Fyrjottun in Appendix B. He finds humans ridiculous and enjoys nothing more than making fun of them and baiting them. He feels secure about his superiority, and likes to play tricks. He is not a bad person. He is just a bit thoughtless. He has in his possession 820sm in large coin, plus a Flamebolt Ring with 12 charges, which a human can wear as a bracelet(See Appendix C).

2: GRYFFIN(Anywhere)

A Gryffin(Appendix B) dives on the party to try to take the bags in which they have their food, or failing that any other meat it can get. Unfortunately Uchtryd won't let them injure it as it is the emblem of his family. So, the party must let it have their lunch, dinner, and breakfast, or find some way to get rid of it or subdue it.

3: BORDER PATROL(Gwyneddare)

At some point while they are in Gwyneddare they may meet a mounted border patrol made up of 12 men-at-arms. They will have to find some way to deal with this and explain away their presence. The patrol won't slay them, but they will at least escort them out of the territory across the river, or at worst take them prisoner for questioning.

4: WOLVES(Anywhere, especially at night)

On either side of the river and at any time they may run into a pack of wolves. The wolves will track them, and probably not attack if there are more than 5 people in the party until they go to sleep or dismount to rest. There are 11 wolves in the pack. They are in Appendix B.

5: MORTAR TOADS(Night in Hills of Cyveni)

While they sleep, Mortar Toads in a marshy area near their camp will start to bombard them with fireballs, as described in Appendix B. There are 5 Mortar Toads, and for each 10 minutes of bombardment there is a 15% chance of attracting 1D3 more toads from another pond or swamp.

6: PEASANTS(Creuwryon)

At any point any number of travelling peasants or farmers of any sort and function may meet the party on the road. They should have about a 25% chance of recognizing Uchtryd, and just what they do is up to the GM. They will probably genuflect and praise him highly, but they may pass his whereabouts on to guards who will pass it to Cinal, if they go near Seith Marchwg.

Remember that at any time Cinal may hear of their trip and its questionable nature, either through their encounters, or through their suspicious absence. He may discount it as a legitimate hunting expedition, or he may send men to trail them and keep them out of trouble, say 3 men-at-arms. If he is very worried he will go himself with 5 guards. The judgement of the GM should determine the exact treatment of his role. The GM should also determine just how they are greeted on their return, and a limited reward for their prize.

APPENDIX A: CHARACTERS OF YSGARTH

Given here are some sample non-playing characters from the world of Ysgarth. Each is an individual entity, and though some are human, many are not, or are of unusual nature. They are given below with some standard determined characteristics, whose use can be found in Books 1-4, plus a brief description of their personality and nature. They can serve as a guideline for your background characters or be used directly. Also included are the characters for the preceding scenario.

There are 19 characteristics abbreviated and given. They are: AR-Attack Rating, DC-Damage Class, MR-Missile Rating, RC-Range Class, DR-Defense Rating(C/E/P), AV-Armor Absorption Value(C/E/P), HP-Hit Points, FP-Fatigue Points, MP-Mana Points, PP-Piety Points, MI-Magic Index, PI-Power Index, WR-Will Rating, ST-Saving Throw, LEV-Level, RAC-Race, DEI-Deity, ALI-Alignment, HEI-Height, WEI-Weight, Weapon-Weapon of choice, with WDF in parenthesis.

UCHTRYD, HEIR TO THE COUNTY OF CREUWRYON

AR:14	HP:39	LEV:7	Weapon:Broadsword(8), Longbow(6)
DC:8	FP:92	RAC:Kymri	
MR:13	MP:169	DEI:Arawn	
RC:7	MI:72	ALI:7/18	
DR:11/12/15	WR:34	HEI:5'10"	
AV:4/3/5	ST:13	WEI:158	

Uchtryd has spent a life which has been over-sheltered. He is 17 and a student in the School of Hergest. He is trained as a Bard, at least to a limited degree, with the patterns Charm, Cyclone, Fear, Healing, Sleep, and the note Paralysis. He uses a 5-string harp. He is an incurable romantic, but has the potential to be a good, charismatic leader.

CINAL ARDWYD, STEWARD OF CREUWRYON

AR:22	HP:57	LEV:17	Weapon:Double Axe(10), Longbow(6)
DC:9	FP:108	RAC:Kymri	
MR:18	MP:0	DEI:Arawn	
RC:8	MI:0	ALI:19/16	
DR:15/16/19	WR:45	HEI:6'1"	
AV:3/2/4	ST:10	WEI:180	

Cinal is extremely loyal to his lord, and takes his charge of guarding the life and limb of Uchtryd very seriously. He is a good warrior, but primarily an administrator. He tends to be a bit too zealous, and to go to extremes when not checked.

THYRAR THE HIGHWAYMAN

AR:20	HP:73	LEV:13	Weapon:Bastard Sword(10), Longbow(6)
DC:10	FP:114	RAC:Kymri	
MR:25	MP:0	DEI:Gwyn	
RC:9	MI:0	ALI:2/13	
DR:15/16/17	WR:18	HEI:6'3"	
AV:3/2/2	ST:9	WEI:188	

Thyrrar is a thief, rogue, and scoundrel, but he is a bit timid, has no real grudge against his government, and doesn't want to excite any animosity. He is not a killer, and likes to prey on merchants and well-off traders, leaving the weak and the strong for others to abuse. He works mainly in the hills of central Creuwyron.

THAZAYDON, HIGH ARCHIMAGE OF PTOLEMEIAS

AR:13	HP:79	LEV:29	Weapon:Hand Chop(6), Dart(2)
DC:6	FP:122	RAC:?	
MR:17	MP:289	DEI:Mordiggan	
RC:5	MI:384	ALI:3/10	
DR:16/17/18	WR:612	HEI:6'2"	
AV:2/1/1	ST:4	WEI:174	

Thazaydon is one of the major employers of adventurers, assassins, freebooters, and thieves in Ptolemeias. He has several dozen journeymen in his employ, plus 8 or so apprentices, and several master mages working on commission. He is of unknown origin, probably extra-planal, and he has acquired great magical and temporal power. He is a Necromancer/Sorcerer, with a significant collection of magic items, a collection which he actively seeks to expand. He has a pet named Rover, a pseudo-intelligent sphere of annihilation, equivalent to a field of total disintegration in a small area sphere, resembling a sphere of darkness. He has numerous other assistants and connections. He has an acute political sense, and is in charge of all magic in Ptolemeias through his office as High Archimage. He is ruthless, but also likes to be seen as a benefactor with loyal followers. He is virtually the sole support of the temple of Mordiggan in Ptolemeias. He is an excellent character to use to hire other characters to go on adventures of the quest type. He knows most all Sorcerer & Necromancer spells, + some others.

TOTTENJAGER, CHAMPION OF GILROD

AR:45	HP:119	LEV:19	Weapon:Broadsword (Nihtscua)
DC:10	FP:122	RAC:Saexe	
MR:11	MP:196	DEI:Gilrod	
RC:6	MI:182	ALI:7/2	
DR:32/34/38	WR:98	HEI:6'6"	
AV:9/9/8	ST:6	WEI:212	

Tottenjager is one of the most dangerous warriors in Ysgarth. He is the Champion of Gilrod, and has destroyed all who have challenged him. He has an advantage in these battles in the fact that he is already dead. He is a corpse, rather like a mummy, but retaining his full mind and animated by his faith in his god and his hate for living things. He has outstanding equipment, a castle in Marchwc, and a large number of followers. In addition to his combat ability he is a Pyromancer, with most of the pyromancy spells. He is loyal to his god beyond death, but he has an unusual reluctance to enter into danger to his body, because once his body is destroyed he will be totally and permanently dead. He prefers to work covertly through his many agents. His sword, Nihtscua, is of particular note. Its blade appears to be made of smoke or black-mist. It is a sword uniquely suited to undead, and it has the unique power, in addition to being +5/+5, bypassing armor, and having a WDF of 16, of draining 2D20 from the struck target's FP, and adding half of the amount drained to the bearer's HP. He may also fight with two swords, using Nihtscua and another, lesser blade of some sort.

NEDD THE WANDERER

AR:6	HP:30	LEV:14	Weapon:Short Sword(6), Short Bow(6)
DC:3	FP:126	RAC:Gael	
MR:28	MP:225	DEI:Ogma	
RC:4	MI:173	ALI:5/11	
DR:19/20/23	WR:56	HEI:4'4"	
AV:3/2/4	ST:12	WEI:97	

Nedd is a noted wandering Conjuror, who uses his craft for entertainment and theft. He also has some sorcerous associations, and is in pacts with some demons. He is a spy and agent for many more powerful characters, and will sell information to the highest bidder. He should be considered as having control of all Conjuror spells, and has a wand which enhances his power and lowers the cost of spell use.

DUREL, CHAMPION OF THE KNIGHTS OF NUDD

AR:27	HP:57	LEV:15	Weapon:Broadsword(8), Longbow(6)
DC:8	FP:108	RAC:Kymri	
MR:6	PP:225	DEI:Nudd	
RC:8	PI:127	ALI:21/18	
DR:19/21/24	WR:28	HEI:6'0"	
AV:3/3/2	ST:10	WEI:189	

Durel is champion of one of the major Kymric/Gael crossover gods, the sky god Nudd. He has holy powers related to Aeromancy, having about 80% of the Aeromancer spells as holy powers. He is a plucky fighter and strongly principled, but he suffers from an unnatural and unjustified feeling of inadequacy, and will often go into fits of depression, during which he won't stir from his headquarters. His sword is holy in nature, and does double damage against all evil beings, plus having a 50% chance of deflecting or negating spells directed at the bearer. It is +5/+5, and is electrified to do an extra 1D12 damage per hit.

KASAMAN THE ARCHER

AR:45	HP:98	LEV:22	Weapon:Broadsword(8), Longbow(6)
DC:11	FP:132	RAC:Kymri	
MR:52	MP:0	DEI:Hor	
RC:13	MI:0	ALI:8/11	
DR:22/23/24	WR:14	HEI:6'5"	
AV:3/2/2	ST:6	WEI:198	

Kasaman is a phenomenal, nay, superhuman, archer/assassin. He specializes in assassination at great distances as a sniper. He is endowed with Dexterity and Vision far beyond the range of normal humans, through the favor of gods. He will kill anyone, impartially, and is totally apolitical and without allegiance. He is the ultimate freelance loner. He also has several magical powers. He can impart fire or ice to his arrows for an extra 3D6 damage. He can move at twice normal speed at will, has a 50% chance of deflecting missiles with his hands, and a 25% chance of deflecting spells. He also heals at 5 times normal rate. He moves with total silence and cannot be frightened or confused. He has a variety of magical arrows, including powerful exploding arrows and paralysis and poisoned arrows. He will kill anything or anyone, and has few friends. He can also see in the infra-red. He is one step short of becoming a demi-god of assassination. He works out of Ptolemeias.

BAVRAZ THE BLIND

AR:35 HP:70 LEV:12 Weapon:Quarterstaff (2x4), Longbow(6)
 DC:7 FP:122 RAC:Frisjan
 MR:20 MP:256 DEI:HoDr
 RC:8 MI:171 ALI:8/18
 DR:13/13/16 WR:36 HEI:5'8"
 AV:2/2/2 ST:11 WEI:137

Bavraz is the archetypal blind bard with a few major revisions. He is the main source of entertainment at the Obsidian Wombat, a Ptolemeias dive, and also wanders to various towns in the spring. In his youth he was captured by demons, and Zaedukrom himself scooped his eyes out, but he has learned to compensate. He has all of the Mystic vision spells, so he can see inspite of his hollow sockets, and it really comes as a surprise when he goes into combat. He also has total spatial awareness and cannot be surprised. He doesn't see very well at any long distance. He has most of the standard bardic patterns, plus Disintegration and Force Wall. He really hates demons, and his life is devoted to their destruction. He likes to tell tales, and writes original songs. His quarterstaff is magical, and does 3x normal damage on demons and undead.

MALARAK, HIGH PRIEST OF SUTEKH

AR:36 HP:204 LEV:56 Weapon:Hand Chop(6)
 DC:5/10 FP:150 RAC:Ptolemeias
 MR:7 PP:484 DEI:Sutekh
 RC:7 PI:565 ALI:15/1
 DR:43/44/45 WR:800 HEI:5'11"
 AV:2/1/1 ST:-9 WEI:160

Malarak is one of a few major characters who is a native of Ptolemeias. He grew up an orphan in the streets, worked his way into the priesthood of Sutekh, and rose to the top fast. He studies with phenomenal diligence, and was highly favored by the personal attention of his god. He is very young for his power, being only some 51 years old. He is viciously destructive, but his evil which grew so fast has fed on itself and he has become introverted, seeing no further horizons to conquer, though he hopes for demi-god status. He is obsessive on the subject of honesty and fulfilling oaths, but otherwise he is fairly loose. He has all Mystic, Priest, and Necromancer spells.

ZAEDUKROM THE EYELESS

AR:30 HP:350 LEV:29 Weapon:Claws (2x16)
 DC:12 FP:250 RAC:Demon
 MR:25 MP:500 DEI:None
 RC:10 MI:400 ALI:6/4
 DR:50/60/80 WR:700 HEI:8'2"
 AV:3/3/3 ST:-3 WEI:220

Zaedukrom is the demon lord of the Abyss. He comes of a demon race with a high rate of mutation, and was born without eyes, though he has indentations in his face where they should be. To compensate he was genetically engineered to have sonar. He is a tall, leathery skinned humanoid with large, calloused, clawed hands. He can climb amazingly well, has powers of telepathy, mind-control, and sorcery. He likes to tear peoples eyes out, and is rather misanthropic. He has the additional power to deflect up to 100 levels of magic at one time, and one missile with each hand in the same round. He can also fire blasts of energy doing 4D12 damage overall. He is supremely intelligent, but cannot leave the Abyss for more than a few moments of extreme pain, so he has many agents in the outside world.

Most of the characters described here are at the top levels of power for the world of Ysgarth. Starting characters should never come up against any of these in open hostility, and the more powerful ones should probably never serve any other function than as benefactors for player characters, unless they have been alienated, in which case they may retaliate through agents. This applies mostly to those characters in positions of command, over 15th level or a bit more.

APPENDIX B: CREATURES OF YSGARTH

In addition to these individuals of the world of Ysgarth, there are many types of interesting creatures which deserve some mention, and which make up the main portion of encounters at more reasonable levels. Each creature within one of the types described is an individual, but all will be close to the standards described here. They are divided into four groups, Natural, Mythical, Extra-Planal, and Magical, by their origin and nature. Several common types are described in each group. Descriptions here are more simple, with only general AR for missiles and hand-to-hand, DR, AV, HP, ST, MV(Foot/Air), HEI, WEI, and ALI. the other attributes are up to the GM to assign to the individual creatures.

NATURAL CREATURES

These are creatures parallel to those of our world, though from an earlier time before many were hunted into obscurity. They are the major predators and other important creatures of forest, field, sky, and steppe. Their attributes can be used to estimate those for similar creatures in their ecological niche, and to judge the characteristics of mythological creatures.

HUMAN WARRIOR/STANDARD MAN AT ARMS

AR:10 HP:32 HEI:5'9" Weapon:Variable
 DR:8/8/11 ST:14 WEI:165
 AV:2/2/2 MV:20 ALI:Variable

These are some basic statistics for human warriors. They should be DC 6 or 7, and weapons and armor can vary. The Men-at-Arms for the preceding scenario are as described here, with Broadwords and Longbows. Alignment also varies as is standard in humans or other races.

TROZARD WARRIOR(Standard)

AR:12 HP:50 HEI:8" Weapon:Scimitar(2D12)
 DR:4/5/6 ST:13 WEI:350
 AV:1/2/4 MV:30 ALI:Variable

These are statistics for a typical common Trozard guard or warrior. Further description can be found in Book #1.

CHITARE WARRIOR(Standard)

AR:15 HP:24 HEI:6'4" Attack:2 Pincers(2x1D10) or weapons
 DR:15/17/21 ST:15 WEI:125
 AV:4/5/3 MV:37 ALI:22/12

The Chitare warrior is bred solely for his effectiveness in combat, and while they are physically weak, they are very fast, well armored, and well armed. They concentrate all of their skill on combat. See Book #1 for more detail.

ELF WARRIOR(Gwagedd, Ellyllon, Gwyllion)

AR:12 HP:28 HEI:4'10" Weapon:Variable(see below)
 DR:15/16/17 ST:12 WEI:80
 AV:2/1/1 MV:16 ALI:Variable

There is some variation from this standard description of Elf Warriors, depending on the specific breed of Elf. Gwagedd use thrown or thrust spear. The Gwyllion use Longbow and Broadsword. The Ellyllon use Longbow or Short Sword. All may also be Martial Artists and use unarmed attacks. Many Elves also have limited control of elemental magic.

DWARF WARRIOR(Standard)

AR:9 HP:26 HEI:3'8" Weapon:BattleAxe(8), Javelin(6)
 DR:13/15/18 ST:14 WEI:57
 AV:3/3/2 MV:10 ALI:Variable

These statistics are general for Dwarf warriors, though there is significant variation between individuals.

WOLF

AR:15 HP:45 LEN:7' Attack:2 Paws(1D8)
 DR:8 ST:13 WEI:175 1 Bite(1D10)
 AV:2/2/2 MV:26 ALI:C/N

Wolves are common pack predators of forest and field. They travel in loose packs in steppe-type areas, and in associated territorially oriented families of 2-4 adults and 2-5 infants. They like to live in sheltered areas, and mark out preferred prowling area.

BEAR

AR:13 HP:80 LEN:8' Attack:2 Paws(2D8)
 DR:3 ST:12 WEI:1100 1 Bite(1D8)
 AV:3/3/3 MV:18 ALI:C/N

Bears eat plants and grubs, and are general omnivores. They are fierce if provoked, and may be easily provoked under some circumstances, but generally they are not hostile or violent.

SNOW LEOPARD/BOBCAT

AR:17 HP:38 LEN:4' Attack:2 Claws(1D6)
 DR:12 ST:12 WEI:120 1 Bite(1D6)
 AV:1/1/1 MV:16 ALI:C/N

These two animals have similar characteristics. They are spotted and tawny coated respectively. The Snow Leopard is a running lone hunter. The Bobcat is also a lone hunter, but specializes in climbing trees and leaping on targets for double claw damage. Both have loosely loyal families, and do not travel in packs.

MOUNTAIN LION/PANTHER

AR:19 HP:55 LEN:7' Attack:2 Claws(1D12)
 DR:10 ST:11 WEI:225 1 Bite(1D10)
 AV:2/2/2 MV:28 ALI:C/N

Both of these cats are leapers, similar to but larger than the Bobcat. The panther is usually dark in color and prefers warmer regions with trees. He is a particularly good tracker, and leaps from trees for double damage, especially on the last person in a party. Panthers are very quiet. Mountain lions are equally great leapers, but usually from rocks. They prefer cooler climates, and are tawny colored. They also get double damage on a leap.

FALCON/HAWK

AR:30 HP:15 LEN:1'9" Attack:2 Claws(1D6)
 DR:25 ST:13 WEI:6 1 Beak(1D4)
 AV:0 MV:2/250 ALI:C/N

This is the ultimate small hunting bird. They are domesticable, endowed with good eyesight and agility, and are great dive-attackers, hitting prey from great heights with complete surprise, doing a triple damage claw attack. They can lift more than three times their own weight into the air.

EAGLE

AR:25 HP:30 LEN:5' Attack:2 Claws(1D8)
 DR:15 ST:12 WEI:60 1 Beak(1D6)
 AV:1/1/1 MV:5/220 ALI:C/N

The eagle is a larger bird of prey, and uses much the same technique as the Falcon, making up for his lesser diving and attacking ability with his weight and damaging ability. The eagle also has lesser carrying ability, and cannot make a full dive, though he gets double damage on his swoop attack.

BOAR

AR:17 HP:98 LEN:9' Attack:Tusks(3D8)
 DR:5 ST:12 WEI:1600
 AV:2/3/4 MV:22 ALI:C/N

The boar is a herbivore for most part, though they will eat grubs and beetles to vary their diet. However, they are well equipped for combat, with two large tusks, and are very large. On a charge they do double damage. They will only attack if cornered or provoked.

JACKAL/HYAENA

AR:12 HP:35 LEN:5' Attack:2 Paws(1D6)
 DR:10 ST:12 WEI:100 1 Bite(1D8)
 AV:1/1/1 MV:17 ALI:C/N

These are similar carrion eating canines dwelling in plain and grasslands, but with different colorings. They will not usually attack for food, but once they have a carcass they will fight to the death for it, except against very much more powerful creatures. They travel in fairly large packs.

These are just some sample of the more aggressive and dangerous animals. Smaller animals can be extrapolated, as can similar animals. In addition, there is the possibility of species variation. Some specimens may be much larger and more intelligent.

MYTHICAL CREATURES

These are creatures of mythical, literary, or other origin, which fit with the ecosystem of the world in the same manner as a natural creature, with a normal place in the food chain. Mostly they do not have magical powers, though they may have inherent magic in their make-up.

GOBLIN(ORK, COBLYNAU, KOBOLD)

AR:7 HP:25 WEI:4'4" Attack:Short Sword(6)
 DR:11/12/13 ST:10 WEI:70
 AV:2/1/1 MV:12 ALI:C/E

These are a common inhabitant of the wild regions. They are primitive humanoids, similar to Dwarves and Elves in many respects, but leathery-skinned and hairless. They are fierce warriors when in a mob, but can easily be demoralized. They live in mountain areas, in camps and caves. They live off what they can forage, and have a low level of technology. Some very few may know a bit of Geomancy. They travel in packs, which often form into tribes, which will sometimes concentrate in vast migrations of 1000-10000, who will exhaust the food in an area, and come ravaging down into civilized areas in search of food. They are not above eating carrion, and have a low level of culture, with an oral tradition and history, but not much beyond that.

OGRE/THYRS

AR:9 HP:85 HEI:12 Attack:Club or Sword(3D12)
 DR:3 ST:10 WEI:1000
 AV:0 MV:42 ALI:C/N

Ogres are primitive relatives of the Jottun which are described later. They dwell in caves or huts in hilly and remote areas, and exist mainly by hunting and gathering. They are not really hostile, but they are at the low range of human intelligence, and quick to take offense. They are mighty warriors with great family loyalty, but they don't form tribes, at least, not in most cases. They have no great affinity for humans, and resent Jottuns. If you leave them alone they won't bother you. They are the equivalent of the common Hill or Stone Giants of many worlds.

FYRJOTTUN

AR:22 HP:150 HEI:16 Attack:Sword(4D12)
 DR:9/9/12 ST:7 WEI:2200
 AV:2/2/2 MV:55 ALI:C/E

Fyrjottun are fire-associated giants whose reputed origin is the fabled land of Muspelheim. They are large, intelligent humanoids, with a fairly high level of civilisation. They are ranked as of near demi-god status, at least the leading ones. They should all be considered Pyromancers of at least level 7, with natural ability to impart flame for 1D10 to any weapon they hold, and natural immunity to fire damage. They are the natural enemies of the Ysjottun, think that lesser races are a joke, but will join with the Ysjottun against their common enemies, the Aesir and Vanir gods and their followers.

YSJOTTUN

AR:17 HP:180 HEI:18 Attack:Sword(7D8)
 DR:5/5/8 ST:8 WEI:3000
 AV:2/2/2 MV:60 ALI:N/E

These are giants who dwell in the land of Nifflheim. They come to human lands a bit less often than the Fyrjottun, but are seen occasionally. They are slightly less intelligent than the other Jottun, but they are still of at least human intelligence and high cultural attainment. They tend to be more even tempered than Fyrjottun. They can control cold completely, and weather to some degree. They can impart a chill to their weapon(if it is of metal), which will numb any area hit and render it useless.

GRYFFIN

AR:15 HP:50 LEN:7' Attack:Beak(1D8)
 DR:10 ST:10 WEI:175 2 Claws(1D12)
 AV:1/1/1 MV:20/60 ALI:C/N

The Griffin is a composite beast, with the legs, tail, and lower-body of a lion, and the wings, head, and upper-body of an eagle. They are incredibly strong for their size, and on an initial swoop they get all 4 claws as attacks, all with double damage. When in flight they can use 4 claws every second round, and two at all times. They are very highly intelligent for animals.

MORTAR TOAD

AR:8 HP:15 LEN:3' Attack:Fireball(2D12 overall plus 1D12 in area)
 DR:5/6/7 ST:13 WEI:40
 AV:1/1/1 MV:15 ALI:C/N

These are toads which live in marshy areas and store up marsh-gas in their intestines, where it mixes with several other chemicals. They then belch it up again, as a gaseous missile, like a mortar, with a range of some 30 yards in a parabolic trajectory. They use these as a defense and to attract mates. They usually come in groups of 3-8. The exploding flame-balls can do damage overall if they hit directly, or lesser overall damage to all within 10ft of the impact.

DRAGON

AR:20 HP:300 LEN:35' Attack:2 Claws(3D12)
 DR:8/18/30 ST:4 WEI:10000 Breathe Fire(3D20 overall)
 AV:12/6/3 MV:30/120 ALI:C/N or Bite(1D20)

The Dragon is the most fearsome beast of myth. It is a four-legged, giant winged lizard with the ability to breathe fire. There are a number of breeds of Dragon, distinguished by markings and minor mutations. They are more intelligent than most humans, but of a non-social nature. They are solitary in their old-age, though they live in families in their youthful breeding period. The statistics given here are only a general set, and most older dragons will be up to twice as formidable. This does not begin to express the duplicity and real genius of a dragon for mischief and deceit. Many can use magic, and some have the ability to assume other forms, some even for long periods of time. They are not inimical to humanity by nature, but they think nothing of taking lives to increase their wealth. They are all covetous, though not always of material possessions, some

may seek knowledge or enlightenment, or other esoteric values. They are totally ruthless, but have a strong sense of honor once they have given their word. They need huge amounts of food, so they will be well spread out in the less populous regions, and rare in populous areas, where they may be hunted. They like mountains. Of note are Sea Dragons, who live beneath the water on rivers or in the ocean, and are amphibious, though retaining the fire-breathing ability. Sea Dragons are blue-green scaled. Scale color varies on land Dragons.

RIVER TROLL

AR:17 HP:75 HEI:10' Attack:2 Claws(3D6)
 DR:10/12/14 ST:3 WEI:500
 AV:3/4/5 MV:40 ALI:C/E

The River Troll is a lesser Troll of a breed which lives in shallow bodies of water and preys on the game which comes to the side to drink. They are very fast and dextrous, and they have intelligence on a level with humans, but so twisted that they cannot be dealt with on a rational basis. They are highly resistance to magic and other attacks, hence their very low ST. They are carnivores of the most vicious variety, and live alone. They are tall, thin, and leathery.

MOUNTAIN TROLL

AR:15 HP:70 HEI:10' Attack:2 Claws(3D8)
 DR:12/13/15 ST:5 WEI:600
 AV:2/3/4 MV:55 ALI:C/E

This is the mountain cousin of the River Troll. They have more of a grasp of civilisation, and live in caves or camps in family groups. They are of full human intelligence, but tend to overlook this fact. There are legends of Trolls in the inner mountains who are organized by whole clans, and have a high-level clan-structure society, equivalent to late Pictish Scotland.

KRAKEN

AR:20 HP:250 LEN:100' Attack:1D6+4 Tentacles(3D10 Crushing)
 DR:1/5/14 ST:7 WEI:300000
 AV:3/3/3 MV:50 ALI:C/N

The Kraken is the ultimate sea monster. It dwells in the depths of the oceans, sometimes coming near the shore or surface, but rarely. In essence it is a giant squid, but with 10 rather than 8 tentacles, having an additional two which are longer than the others and better suited to fine manipulation. They are intelligent, within the human range, but they don't even realize that other intelligent life exists or could exist. They have no technology and only rudimentary civilisation, because tools, construction and communication are limited in their environment. They prefer warmer ocean climates, tidal streams, and the like, and tend to go dormant in cooler areas. They will occasionally attack ships, mistaking them for small whales or other food.

SATYR/FAUN

AR:5 HP:15 HEI:4'3" Attack:Knife(4)
 DR:12 ST:6 WEI:60
 AV:0 MV:18 ALI:C/G

These are humanoids with the legs and lower-bodies of goats, plus pointed ears. They are of mercurial disposition. They live in the deep woods, and try to avoid humans, but they don't dislike humans. They merely doubt their safeness. They have rapport with all animals. The difference between Fauns and Satyrs is that Satyrs are slightly taller, and can get nastier, having a liking for liquor and practical jokes. Fauns like to be liked. Both types have power of charming, and should be treated as 3rd to 7th level Bards with reed pipes. Both also have powers over nature of a low level. Fauns are generally more magically adept than are Satyrs. Satyrs like to rape human women and hold drunken orgies. Fauns are arrested at adolescence.

WINGED HORSE/MOUNTS OF THE SUNSET

AR:10 HP:50 LEN:8' Attack:2 Hooves(1D10)
 DR:8 ST:7 WEI:500 1 Bite(1D6)
 AV:1/1/1 MV:60/150 ALI:C/N

These are not the traditional pegasi. Rather, they are horses used by the mountain Elves and some few others. They are of various colors, though mostly black, with bat-wings, which shimmer polychromatically. They fly fast, are small and light, and once tamed, they are loyal. They are of near human intelligence, and quite honorable. They herd in the wild.

BOADILE

AR:11 HP:65 LEN:12' Attack:2 Claws(2D8)
 DR:8/10/12 ST:11 WEI:600 1 Bite(3D8)
 AV:2/2/1 MV:25 ALI:C/N 1 Constriction(4D12 overall)

This is a river-dwelling creature with the head of a crocodile, 6 crocodile legs, and a snake-like body, so it attacks in a number of ways. They are vicious carnivores.

BASILISK

AR:12 HP:60 LEN:6' Attack:2 Claws(1D8)
 DR:6/8/10 ST:10 WEI:200 1 Bite(1D12)
 AV:2/2/2 MV:20 ALI:C/N

The Basilisk is a dog-like lizard, similar to a large iguana. He has the magical power to turn people to stone with its gaze. It has only to look on the target. The target does not have to see the eyes of the Basilisk. The gaze works as a ray, and there is a save. It may only be used on one target every two rounds.

There are many other creatures in this group, but this is a fairly representative selection covering the major varieties with at least one or two examples. There are many good sources in legend and literature for more such creatures.

EXTRA-PLANAL CREATURES

These are creatures which are not native to Ysgarth, but are present there, if only one or two of them. They are usually imported for some reason or by a particular force, though they may just have slipped in somehow.

DEMONS

There are many types of demons, and there is not room to describe them all here. Generally there are demons for every conceivable purpose, assassination, various magical powers, guarding, war, deception, etc. For more detail on demons see the section on Sorcery. A couple of unusual demons are given below.

DIMENSION DEMON

AR:15 HP:30 HEI:5' Attack:2 Claws(3D8)
 DR:15/17/19 ST:7 WEI:125
 AV:3/2/1 MV:25 ALI:C/N

These are short, scaly humanoids with greenish skin. They have the unique ability to alter the dimensions in which they exist. They can change from 3D to 2D to 1D at will. In 3D they are normal creatures in all respects. In 2D they are like cut-outs, with only height and width, no depth. In this form their claws strike with 30% Sword of Sharpness, and they have +5 on DR. In 1D they are merely a line, with any orientation. They may strike once in this form, with 50% Point of Piercing, for 3D10. They may also take 0D, and be a point, which is a perfect way to hide, although they can hide in any of these states. They make a pop when they change dimension, and may only change 1D per CR.

ORNISAUR/HELL LANCER

AR:22 HP:45 HEI:6'5" Attack:Hell Lance(2D9 in Hand to Hand, or 2D12 Ray)
 DR:12/13/14 ST:7 WEI:150
 AV:1/1/1 MV:20/100 ALI:C/E

These are winged, anthropoid lizards, similar to short Trozards with wings. They are the official shock-troops of the Abyss. They have the unusual ability to hover in flight, and they are equipped with Hell Lances, magical lances some 3ft long, held in one hand, which will either heat up for extra damage in hand to hand, or fire a heat ray. They can hold up to 50 charges, each good for 1CR of ray or heat. It can be recharged at a rate of 1 charge per half-hour heated in a full fire. They have an increased chance of malfunction, and explode on a "break" fumble, for 3D20 in an area. They fumble on 1 or 2.

DAITYA

AR:17 HP:100 LEN:4' Attack:2 Claws(1D8)
 DR:8/10/12 ST:2 WEI:100 Breathe Fire(2D12)
 AV:3/3/2 MV:15/80 ALI:C/E or 1 Bite(1D6)

Daitya are small, black dragons. They are demonic in origin, and extremely unholy in nature. They are of immense magical power. They cannot, in fact be harmed in any way by any physical attack, except the bones of a holy-man(Priest with Alignment at least 20 in the E-G axis). Such bones, when used to tip a weapon will do double damage, and when ground up and taken internally they will kill the Daitya in a time dependant on the amount of bone used. A full skeleton will slay in 1D6 CR.

ELEMENTALS

There are three types of elementals, Genius Loci, Lesser Elementals, and Greater Elementals. Genius Loci really belong in the Magical Creature section, but the other two are of extra-planal origin. Statistics for the three types will not be given here, but they are described in general terms so that you can set them up appropriately.

Genius Loci are the most common type of elemental, and their power depends on where they dwell. Each mountain, river, forrest, field, and island has one. The larger and more important the locus of the spirit, the greater its power. Most of the time they assume non-physical form, but most of them can take a hum-

anoid form at will, though this form will have some attributes appropriate to their element. Some of the lesser types are Neriads, Nymphs, Ents, Dryads, and Hamadryads. Other kinds are also possible. Some of the bigger ones, like those of major rivers are quite powerful. They tend to be mischievous, and have a variety of powers appropriate to their importance based on their element.

Lesser Elementals are summoned elementals of the major elements, Earth, Air, Fire, Water. They generally embody the destructive form of that element, and manifest themselves as a humanoid form made of that element. They are of lower intelligence, but considerable power, having pretty-much complete control over that element in a limited area.

Greater Elementals can also be summoned, but only through the use of special items or spells. They are of four types, Djinn, Efreeti, Marids, and Sheitans. They are of clear extra-planal origin, each having their own realm, civilisation, or heirarchy. They often appear with the heads of animals and human bodies, as giant men, or in any number of odd forms. They have complete control over their own element in a large area, and limited control over other elements. In addition they can take the form of the most destructive manifestations of their elements, say a hurricane, a water-spout, or volcano. They are of more than human intelligence, malicious, and of near god-level power. They should be very rare. Djinn are for fire(definitely not air, though some have made this confusion, Efreeti are for air, Sheitans are of the earth, and Marids are of water. They have complete control over their own size and form, and hate the gods.

VORTAX

AR:20 HP:75 LEN:10' Attack:1 Bite(2D12)
 DR:32/33/34 ST:6 WEI:150 2 Wing Claws(1D10)
 AV:2/2/2 MV:60/900 ALI:C/E 1 Buffet(3D20 overall)

This is a really strange creature. It is a leathery creature similar to a Pterodactyl, but larger, with humanoid facial features, huge fangs, and a very odd lower body. In fact, its lower body is a whirlwind, which functions in a way similar to a jet engine, and can be used to propel it to great speed, or as a buffet attack. The speeds given are for normal flight/jet flight. They are vicious, and of high animal intelligence. They like to live in mountain areas.

OCARITH

AR:15 HP:25 LEN:6' Attack:3 Weapons of Any Type
 DR:31/32/33 ST:8 WEI:150
 AV:2/1/1 MV:30 ALI:N/N

Ocariths are sawlow-skinned, bald humanoids from the plane of Uttgart. They are significant for the fact that they have 6 arms, rather than the usual 2. They are particularly talented with magic, and may throw the equivalent of three spells per round. They are exceptionally dextrous. They specialize in elemental magic and high-mage type spells.

MAGICAL CREATURES

These are creatures whose very existence is the result of magic or some such creative power. The large majority are the undead, though there are several other types possible. Undead and Golems are described here in general terms, with some guidelines, and several specific undead and Golem types are given as examples.

UNDEAD

Undead can take many forms and natures. There are three basic types of Undead, and they can take any of three forms.

The forms which undead can take are Physical, Spectral, and Aetherial, though some combine these forms. Physical undead are those which are animate corpses, though they can be of variable power or intelligence. This includes Liches, Zombies, Dead Warriors, and the like. Spectral Undead retain a physical form, but are able to take it into the Spectral Plane, which allows limited insubstantiality, while still letting them manipulate physical things(see Mystics, Book #3). Spectral Undead are of many types, and tend to be the most powerful group. They can only be hit by magical weapons, and may require special conditions to be destroyed, some regenerate, or may even pass for living. The group includes Wraiths, Vampires, and several others, including most elemental undead. Aetherial Undead are pure spirit. They are visible, like ghosts, but cannot manipulate physical objects(see Mystic, Book #3). They generally cannot be damaged, save by very powerful weapons or magical attacks. This type includes Ghosts, Vengeful Spirits, and Vetalas.

The basic types of undead are Possessing, Vengeful, and Parasitic. These types may take any of the forms above, and some combine types to a degree. Possessing Undead seek to take control of a living body and live in that form. They are almost always of the Aetherial form, and include such things as many vengeful spirits and the like(see Necromancy, Book 3, for method of possession by Will Battle). Vengeful undead are a general class for those animated by their own or another's emotions to exist as guardians, for a set purpose, or to complete some

task left unfinished in life. This group includes Zombies and Dead Warriors, who are guardian type spirits, plus Liches, and some Wraiths. Parasitic Undead are those which feed off of mortal life to maintain their existence, and include some of the most powerful, like Wraiths, Vampires, and Vetalas. They drain blood for life, at a rate which is variable, but generally reduces HP and FP at a parallel rate. Some feed off of MP, like some Liches and Wraiths.

There are virtually an infinite number of types of undead, combining these elements to define their nature. Some are described below, but some others, in brief, are: Dybbuk-Aetherial, Possessing, Vetalas-Aetherial, Possessing, Parasite, Vampire-Spectral, Parasite, with magic using ability, Liche-Physical, some are parasite, some are vengeful, all use magic. Liches differ from Vampires in that they come to animation after death, and are in decomposed form, while Vampires have never actually suffered physical death, though their spirits are dead, and thus are uncorrupt physically, and may alter their physical form.

Also of note are elemental undead, having particular powers based on their mode of death, such as drowning, burial alive, or interment in trees, or even burning. These fit the types and forms given above, but may have a few limited additional magical powers related to their mode of death or burial.

Finally, it should be remembered that not all undead are unredemably nasty. Some retain their personality from their life, and others are fairly neutral. For the most part they have some intense, driving emotion, with the exception of those who are animated and not really intelligent. Undead animals are also a possibility, and undead spirits of pets who guard their masters are not too rare.

DEAD WARRIOR

AR:8 HP:35 HEI:5'10" Attack:Sword(1D12+2)
DR:4/5/8 ST:11 WEI:100
AV:3/2/4 MV:18 ALI:N/N

This is the animate corpse of a warrior, armed and armored, usually a guardian of a tomb or the like. It is similar to a zombie, but more aware, and fully equipped. As a Dead Warrior is already dead, it cannot be slain. To stop it it must be incapacitated. If it can no longer move, it will still try to attack, but effectiveness will be lessened immensely. Even the loss of its head will not stop it.

WRAITH

AR:16 HP:75 HEI:6'0" Attack:Sword(3D6)
DR:9/10/13 ST:7 WEI:125
AV:3/2/4 MV:25 ALI:N/N

The wraith is similar physically to the Dead Warrior, but he exists in a spectral rather than physical form, and is fully intelligent, animated by his own spirit, usually to guard his tomb, or get his descendants to do something. There are many reasons why a wraith may exist. Some have the additional power of draining energy from those within a 15ft area. They drain 10FP and 10MP per CR, and this is added to their power. Some also use limited amounts of magic. They appear in a variety of forms, but usually as a suit of full armor, filled with darkness, with glowing red eyes.

LYCANTHROPES

Were creatures are another excellent type of magical creature. Generally were creatures are humans who turn into some form of natural animal, though in some cases they are animals who become humans. Weres are generally a bit more intelligent in animal form than other animals of the same type, and retain a few physical features of the animal form when in human form, such as extremely bushy eyebrows or the like. The were change can be stimulated by any of a number of stimuli, with the moon the traditional cause. There are three types of weres, Hereditary, Diseased, and Cursed. Hereditary weres are the descendants of other weres, and it is a dominant trait. They are generally the most controlled weres, and may even have control over the were change. Diseased weres are usually moon or other stimuli-triggered, and have become weres by contagion from the bite of another were, and carry the disease. Cursed weres are forced to change, usually at very inconvenient times as a curse by some powerful nature god or spirit. In animal form they have all of the attributes of the animal. There are a limited number of weres who can change form at will, with no trigger needed. Weres have the full range of personalities and alignments. Were bears, wolves, cats, and birds are the most common. Most weres are only damaged by magical weapons.

GOLEMS

The golem is a totally artificial creation, with few exceptions, made by powerful mages. It is an animated humanoid or other form, made of some common material, and endowed with anywhere from animal to human intelligence, and of variable size. They are usually made of stone, clay, or wood, though other materials are possible. They are slow in movement, but usually heavy and strong. They cannot be slain, and must be incapacitated to be eliminated. They feel no pain, of course, so limbs must be severed. Some may have additional magical powers. The example given below is not typical of golems, as it is animated by holy

power rather than normal magic, and generally exemplifies the absolute optimum qualities of a Golem. Most normal golems will not be as agile as these, nor will they have the additional powers. Most strike with fist, few are armed.

GREY WALKER

AR:25 HP:175 HEI:9' Attack:Hooked Sword(Once/2CR for 3D20+10)
 DR:3/4/6 ST:0 WEI:1500
 AV:0 MV:40 ALI:N/N

The Grey Walker is a dreadful creation. It is a featureless humanoid, with a blank face, bearing a hooked sword. It is made of grey stone, and can sense living things, which it seeks to destroy. It will always seek the higher order of life, usually humans. It originates in the power of ancient nature gods, and they usually live beneath the ground in circles of standing stones. If they can return to this resting place they will regenerate damage and lost parts in the course of 12 hours to full strength. They walk by night to kill, and nothing will dissuade them.

In general it should be noted that since Golem and Undead types are not actually alive, you can ignore the first column(1xHP) on the location table, as full damage will have no effect on them. All of their parts will continue to work up to double damage, and they cannot go unconscious. This means that they have the equivalent of double the HP given.

APPENDIX C: MAGICAL ITEMS AND WEAPONS

Magical items can be divided into two major types, those which are oriented solely towards magic, and those which are designed primarily for use in combat as a weapon or defense. These two types are described in the following sections, with examples.

MAGICAL ARTIFACTS

Artifacts with magical powers can be of many types. Any spell can be put into an item with a set frequency of use or number of charges, as described for Enchanters in Book #3. Some items may have more than one power, and some may have powers not given as spells. In addition some may be of a holy nature or limited to certain types of character. Some items may even be intelligent, and some may or should have negative powers with the purpose of limiting or balancing the good powers. Some examples are given here.

RING OF KNOWLEDGE-This is a ring with 50 charges, each of which is good for one question, which the ring will attempt to answer telepathically. Questions can be of any subject, but must not be too complex, and must have either a quantitative answer or a yes or no answer.

RING OF RELOCATION-This ring is small and finely wrought out of gold. It lets the wearer choose to have a blow directed at him re-located after he sees where it is going to hit. It has 15 charges, and no more than 2 can be used per day. Each lets one blow be relocated.

LIGHT SWITCH-When attached to an object, this small switch will cause the object to glow with bright incandescence, consuming the substance at a constant rate of about 1 pound of matter per hour. It makes the equivalent of sunlight in a 20ft radius. It continues to work for about 3 days, and may be switched off.

BONES OF BALERION-These are the bones of a holy man. When ground up they add to an attribute appropriate to the bone in question. Skull dust raises JUD, leg-bone raises AGI, hand bone raises DEX, etc. All add 1 to the characteristic, and the effect lasts 1 day.

RING OF PAINLESSNESS-This causes the wearer to feel no pain. He will never pass out or be incapacitated while wearing it, and will not notice wounds or damage, and probably not think of healing them, possibly to his own detriment. It works whenever worn, but the charge lasts only 1D20 days, and it can be recharged.

COIN OF CORRUPTION-This unusual gold coin bears an assortment of magical symbols. When given to a person who can be bribed by material possessions it will always work, no matter what his price. It will not work against kings, priests, and others who might be considered unbribeable. It works once for each owner, and is used by giving it to someone. It only gains one favor, of a reasonable degree.

MAGIC ENHANCEMENT ITEMS-There are special items which increase a mage's power in spell use. Generally these add 50% to his MI for the casting, and do the same for WR if appropriate. The items are of different types for different mage types, for example a sword for sorcery, a wand for conjuring, a staff for elemental mage types, a rod for divining, and many others. Parallel holy items exist keyed to different gods for use by priests. Harps and other instruments are for Bards.

THE WHIP OF CHANGES-This is a normal, light whip, but when it hits it transforms the part of the target's body hit into the form of some other living creature determined at random by the GM. Each change is 1 charge and it has 10 charges.

HELM OF DREAMS-The wearer of this may shape and control the dreams of 1 person per charge expended, but he may only send out a single dream at a time, though it may go to several people at 1 charge each. It has 100 charges.

THE RING OF VEMDEEZ-This is a plain ring made of silver, with a unique power. The wearer contracts a virulent plague called the Silver Death, but as long as he wears the ring he is immune, and not a carrier. The moment he takes the ring off he becomes highly contagious, his skin silvers, and he dies. Anyone within a 50ft radius must make a -7 save against the disease, or die too.

URIZEN'S HAMMER OF UNMAKING-This is a smith's hammer, which can be used to destroy magic items. Its touch dispells any magical powers up to 500th level. The level of a magic item is the rough level which the spell to enchant it would be if it were made by an Enchanter as described in Book #3. 500th level is high enough to dispell some god-created items.

SUNSTAR-These are small silver stars, which when thrown into the air in sunlight will burst into bright flaring light, causing a significant distraction. The bright flash lasts 3CR. They work once each.

RING OF FLAMEBOLTS-This fires bolts of flame, fireballs locating in a single area, doing 1D10+5 damage each, at a cost of 1 charge per bolt. They usually have 10 to 20 charges.

RING OF REGENERATION-This lets the character regenerate up to 30% of his HP in damage in an area or overall, at a rate of 3 points per CR, with only a total of 30% each day. It will work for 10 charges, each good for one day of use.

MAGICAL WEAPONS AND ARMOR

There are many possibilities in weapons and armors with magical powers designed to enhance combat ability. There are certain basic principles and factors in this area which should be explained.

On magic weapons there may be a statement like +3/+2. These two numbers indicate +on roll to hit/+on damage rolled. Thus a Broadsword +3/+2, with which a 15 was needed to hit would only need a 12, and would do 1D8+2 points of damage. Magical armor or shields may have a statement of +3 or another number. This is a value added directly to AV and DV for that armor. Finally, values in %ages may be given for Sword of Sharpness, Point of Piercing, or Club of Crushing. The function of these is to indicate the enhanced chance of getting a critical with that particular weapon, for example 30%SS.

To work SS and the others, consult the table to the right, comparing the mark needed to hit in a given instance with the SS% of the weapon. The number found is the mark to get the SS. Thus, if the player needs a 7 to hit, has 40%SS, and rolls a 15, he gets his SS, and does an automatic edged weapon critical, but if he'd had less than 15 he would merely hit normally, and less than 7 would always miss. This same applies with the two other weapon types.

Given below are some weapon examples with unusual natures and powers, including some rare ones.

CESTUS OF MANGLING-This is a clawed gauntlet, or it also could be a pair of matched ones. They are +4/+4, hit for 1D12, and are the equivalent of +5 light-plate. They also have 0 35%SS equivalent, as mangling when they hit.

MARK	05	10	15	20	25	30	35	40	45	50
18-20	20	20	20	20	20	20	20	20	20	20
17	20	20	20	20	20	20	20	20	19	19
16	20	20	20	20	20	20	20	19	19	19
15	20	20	20	20	20	20	19	19	18	18
14	20	20	20	19	19	19	19	18	18	18
13	20	20	20	19	19	19	18	18	17	17
12	20	20	20	19	19	18	18	17	17	17
11	20	20	20	19	19	18	18	17	17	16
10	20	20	19	19	18	18	17	17	16	16
9	20	20	19	19	18	17	17	16	16	15
8	20	20	19	18	18	17	16	16	15	15
7	20	20	19	18	18	17	16	15	15	14
6	20	20	19	18	17	17	16	15	14	14
5	20	19	19	18	17	16	15	15	14	13
4	20	19	18	18	17	16	15	14	14	13
3	20	19	18	17	17	16	15	14	13	12
2	20	19	18	17	16	15	14	13	13	12
1	20	19	18	17	16	15	14	13	12	11
0	20	19	18	17	16	15	14	13	12	11
-1	20	19	18	17	16	14	13	12	11	10
-2	20	19	18	16	15	14	13	12	11	10
LESS	20	19	17	16	15	14	13	11	10	9

MIRROR SHIELD-This is a +5 shield, burnished to mirror reflectiveness. It has a 30% chance of being usable to reflect any ray or beam at its caster, with the percentage increased by the character's SL with the shield.

LIGHTNING JAVELIN-This is a javelin which, when thrown becomes a bolt of lightning on the way to its target. When it hits it does lightning damage in an area for 3D8, and returns to normal to be reused. It can be used 20 times.

SWORD OF THE MARAUDER-This is a +3/+4 2 handed broadsword or Greatsword, which has no special powers, except that it gets double damage and 40%SS, but only on defenseless persons, women, children, and the elderly.

AELISCARP-This is a sword of law, and can only be used by characters of at least 20 on the L-C axis. It is +5/+5, with 25%SS, and does double damage on all characters who could be looked on as thieves or law-violators. It is a non-pointed executioner's broadsword, and locates in the neck or limbs on criticals or SS.

LLAESGYMIN-This is another powerful sword. It is +3/+3, and has the additional power of giving its bearer 30% protection from flame, and flaming for 1D12 damage in addition to its 1D8 as a broadsword.

ARROWS OF THE SUN-These are +3 arrows which explode when they hit, doing 2D12 damage in a located area. That +3 is to hit only.

ARROWS OF PARALYSIS-When these +4/+0 arrows hit they dissolve, paralyzing the region hit and all immediately adjoining areas if the target does not make a -5 save.

STAFF OF YGGDRASIL-This is a staff made from the wood of the world tree. It can only be born by a Good character, and is +5/+4. It hits twice per CR for 1D8 on each hit. In addition it has 25%CC against all Evil characters. It also adds 3 to the wearer's DR.

MAIL OF RIGIDITY-This is normal mail, but when hit by any blow of more than 20 points damage, the blow is blocked, and the mail goes totally rigid, while this stops the blow, it lasts for 1D6+1 CR, and totally immobilizes the wearer, though it stops further attacks directed to mailed areas. It is +5 Chainmail, but when rigid it acts as the equivalent of +15 plate.

LIVING MAIL-This is mail which, if damaged, will regenerate itself, restoring itself in an area in about 1 hour.

FLAMESHIELD-This is a normal chevron shield, but all areas behind it are fully protected from any flame directed at it, and it will not burn in any circumstance. It is also +5.

MACE OF BONE-BREAKING-This is a mace with 30%CC, plus bonuses of +3/+3. It has the additional power of being able to knit bone once per day.

STAFF OF UNSHAPING-In addition to being a +3/+2 quarterstaff, this weapon has the power of forcing anything it touches to revert to its true form or be revealed in the shape which is natural to it. It can do this 3 times per day.

It should be made clear that some of the items above are one-of-a-kind items, and that others are more common. This is also a very limited selection, and it is possible to improvise and create a great many others by looking at mage spells and using your imagination. Many gods, for example, put out or have made, special holy weapons for use by their champions or in sacrifices, which have properties appropriate to their religion. Norse myths are an excellent source, as are the legends of Charlemagne, especially for magical swords. While they are not as common in legend, in theory any type of weapon can be used as a receptacle of major magical power, but just how that works out is up to you. Take care in designing magic items, and try to keep them logical and internally consistent.