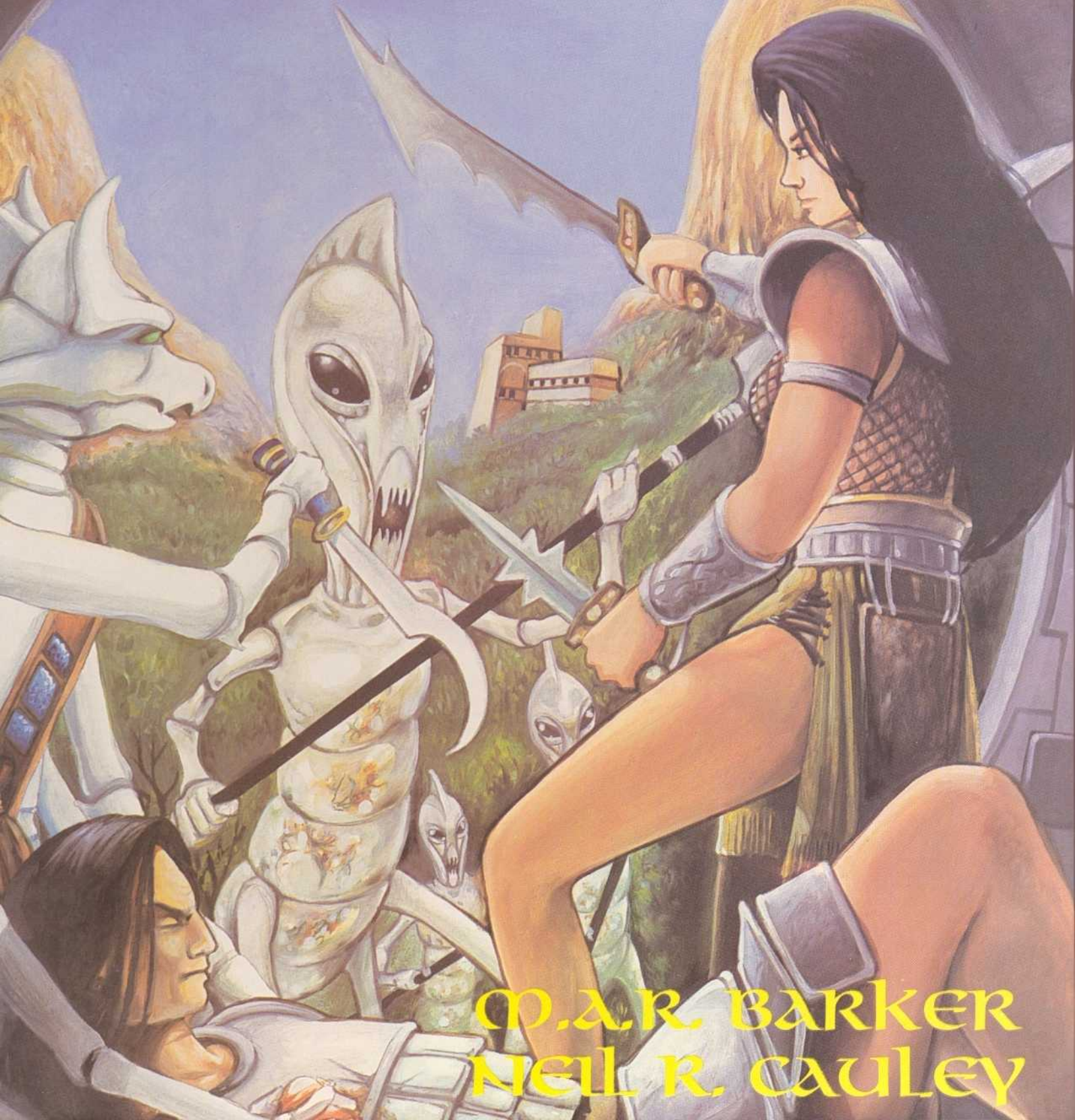


ADVENTURES ON TÉKUMEL

GARÐÁSIYAL

DEEDS OF GLORY



M.A.R. BARKER
NEIL R. CAULEY

ABOUT THIS GAME

This box contains much of what you need to play a rôle-playing game based on the world of Tékumel. If you have not played a fantasy "rôle-playing game" before, please ask a friend, a game-store proprietor, or some other source for instructions. The game you now hold is meant for experienced players whose ages range from late teenage through the geriatric set! All that is required is some sophistication and a flamboyant imagination.

One of the reasons for the imagined difficulty in playing on Tékumel is the unfamiliarity of the world: its inhabitants, cultures, and histories are quite different from the usual mediaeval-Western-European mythos so often used as background in this genre of games. Instead of knights, dragons, castles, trolls, and the like, Tékumel has mighty empires, powerful priesthoods, complex societies, and alien denizens unlike others in fantasy literature. Tékumel contains elements from the ancient Mayas, the Egyptians, and mediaeval India, bits of classical Rome and Greece, and smidgens from half a dozen other cultures. These have all been stirred together until most of the separate components are unrecognisable. Tékumel is now very much a world of its own. Over the past fifty years its author, Professor M. A. R. Barker, has added complete languages, scripts, histories, literature, social customs, and much more on all sorts of Tekumeláni topics. What has emerged is perhaps the most complete, complex, intriguing, and most "alien" fantasy world ever produced. If you have a bent for such things, you will enjoy.

This game includes most of what is needed to play: rules for movement combat, and magic, an extensive spell-list, a list of creatures, methods for producing non-player characters, lists of magic items, books, scrolls, and a set of archetypes (pre-constructed characters) so that players do not have to begin with tedious "character roll-ups." A map of a large area of northern Tékumel is added. Any gamer worth the salt can take these materials and set up a scenario immediately. As more is learned about the world, the scenario will become more and more elaborate, non-player characters take on lives of their own, the world develops colour and substance, and enjoyment is enhanced.

What is NOT included? Percentile dice (01-100), for one; these can be bought from any gaming store or mail-order house. Character references sheets must be xeroxed so that each player has one. The game-master (referee, or whatever one calls this august functionary) must also add city maps, non-player characters, local terrain maps, and other useful game-aids.

It is important to note that two subsidiary books are NOT included in this box: (1) "Adventures on Tékumel, Part One: Growing Up on Tékumel", and (2) The "Tékumel Bestiary." The former gives players the materials to "roll up" their own human characters "from scratch." The second book offers full descriptions of the fauna of Tékumel. Both of these volumes are available from "Theatre of the Mind, Inc." (the Byrne Building, Second Floor, Lincoln & Morgan Streets, Phoenixville, Pennsylvania 19460) or from local game shops. One can play without these books, of course, using just the information provided in this game (with additions from other sources mentioned here), but they do give a more complete picture of the world.

More background material is offered in three "solitaire adventure" books, also published by Theatre of the Mind, Inc. These take the reader on unique adventures and create the special ambience that characterises Tékumel and makes it both different and fun. These can be integrated into the rôle-playing game, or just read for knowledge and enjoyment.

For those who want still more detail, two volumes of the Tékumel Sourcebook are also available from Theatre of the Mind, Inc. The complete Sourcebook was issued years ago by another publisher and was meant to be "volume 3" in the set; it has not yet been republished by Theatre of the Mind, Inc. Most of the information needed by players is contained in volumes 1 and 2, however.

ABOUT TÉKUMEL

The "future history" of our planet Earth differs greatly from those proposed by other science-fiction writers. Sadly, our present civilisation comes to an inglorious end in 2012-13: atomic weapons should not be left in the hands of those who do not have the knowledge to use, control, and dispose of them properly! Much of our world is thus rendered uninhabitable. "Western Civilisation, as we know it, is thus almost entirely obliterated. A few people survive in parts of the Middle East and Central America, however,

where the prevailing winds do not carry the radioactive dust of death. These remnants, mostly Arabs and the peoples of Honduras, Yucatan, and Guatemala, climb slowly back up the ladder to technology over the next 60,000 years. Humankind reoccupies the blighted and radioactive regions once again. Eventually, space exploration resumes, and the artefacts left by our Twentieth Century visits are found on the moon exactly where they were abandoned millennia before.. Interplanetary travel becomes commonplace, and Earth returns to prosperity. It is at this time that humankind is contacted by the nonhuman Pé Chói, a chitin-skinned species from a system near Procyon. This race provides humankind with the Three Light Drive, a means of "folding" space and traversing vast intergalactic distances quickly. Terra is also introduced to many other life-forms, such as the reptilian-like Shén from Antares, the ugly four-armed and four-legged Ahoggyá from Achernar, the Pygmy Folk from Mirach, the little Tinaliya from Algol, and several others. All of these coexist in interstellar space, trading, travelling, sometimes warring, and managing to survive together. There are stories of still other races, some very dangerous, still farther away, but these can be ignored for now.

It is during Humankind's sudden burgeoning into space that Tékumel is discovered: the third of five planets orbiting around a small star (Sinistra in Nu Ophiuchi). Tékumel is a large planet (20,838 km. in diameter) with very little iron in its core. It is very hot, and it is inhabited by inimical, intelligent species: the Hlüss and the Ssú. Its location is convenient to trade, and it is therefore swiftly conquered. It is terraformed: its orbit is altered, gravitic engines and atmosphere converters are installed, and its original inhabitants are settled in "reservations." (Shades of the injustices done to "native" peoples long ago on Earth! The Dynasty of the Veritable Autocrator, the human government that seizes Tékumel, is no kinder than many invaders that have passed before.) Even the vegetation, the poisonous, purple "Food of the Ssú," is almost entirely replaced by species more pleasing to human tastes brought from a score of worlds. Tékumel thus becomes a place where merchants and wealthy travellers can retire, build estates, and pursue their pleasures. The landscapes of Tékumel are filled with palaces, domes, villas, parks, and graceful pavilions, eclipsing the haunted, gloomy ruins of the slaughtered Ssú and Hlüss. This period of slumberous peace lasts, it is said, for almost 50,000 years.

The catastrophe named "The Time of Darkness" comes without warning. Tékumel, its two moons, its sun, and the four planets of its solar system are suddenly engulfed by a dimensional nexus point of gigantic size and carried off into one of the "pocket dimensions" that fill the interstices of interdimensional space. Humankind had just begun to explore the complexities of "The Planes Beyond," when this occurs, and there are no weapons, no instruments, and no methods of dealing with it. The blow is total and terrible: the planet is completely cut off from the rest of Humanspace! There are no stars, no more interstellar ships, no communication. It is even unknown whether this is a natural occurrence or the work of one of an unknown foe. The lines of gravitic force that lie between the stars are severed, and the balance created by the great terraforming engines is ruptured. Tékumel shudders, continents break apart, the palaces and pleasure domes crumble, tidal waves pour in, and communication and transport effectively cease. Within a few hundred agonised years, the planet returns to anarchy. The exultant Ssú and the Hlüss take back whatever they can. The nonhumans form defensive enclaves, and tiny pockets of hostile species planted on Tékumel as spies go into hiding to survive. Beasts, insects, and other creatures from the conservatories and zoological gardens are set free and either perish or adapt. Humanity struggles to maintain its technology, but without iron or other extra-planetary materials, the factories soon fall silent. A few cities and scientific centres manage to continue, at least for a time. Gloom prevails, as humanity realises its lonely plight, and all methods of rejoining the outside universe fail. Decline, decay, and a reckless sense of helplessness set in; power grids fail; transportation dwindles; and local hoarders and warlords seize what resources they can. These are "The Latter Times." They last for uncounted millennia.

Present written records go back only about 25,000 years. The Empire of Llyán of Tsámra is now farther back in history than the Neolithic is to us; the Bednálljans and the Dragon Warriors and the aesthetes of Éngsvan hlá Gánga have come and gone. The splendid cities and high technology of the Great Ancients is now dust, although buried caches of tools and supplies are still occasionally found. The mighty temples of today's empires still possess stores of secret weapons and treasures from the past. Tékumel's modern population exists at levels approximating mediaeval India or Japan: grain grown on large estates operated by specialised clans, mighty cities surrounded by rings of fortified walls, temples filled with chanting priests, and armies that wield swords, pikes, and bows. The northern continent is divided into five great empires: Tsolyánu (where the action of the game begins); Mu'ugalavyá to the west, a land of strict militaristic disci-

pline; Yán Kór to the north, where small city-states have been welded together into a rough national identity by an enterprising soldier, the Baron Áld; Salarvyá to the Southeast, a vast nation so fragmented that it hardly qualifies as a single state at all; and Livyánu in the distant Southwest, a land of exquisitely unpleasant customs and strange magic.

Several factors deserve mention: without iron, the warriors of Tékumel employ the hide of the Chlén-beast, a substance peeled from these rhinoceros-like monsters and hardened into swords, shields, helmets, etc. by special tanner clans. Chlén-hide is rather like modern aircraft plastic. Iron and steel are better but incredibly expensive, since they come from either sparse, poor-quality iron mines or are found in archaeological excavations in the ruins of the cities of the Great Ancients or the Latter Times. Obtaining steel weapons is thus a major goal for a Tékumeláni warrior.

Another problem is transport. There are horses on Tékumel, but they exist somewhere on the other side of the planet in one small enclave. The Five Empires thus have no riding beasts, except for the great, plodding Chlén, which are used to haul carts. Other regions do have useful beasts, but these, too, exist far beyond the frontiers of the mighty empires. The Five Empires have solved the problem of transport with Chlén-carts and slaves, using a network of mighty three-tiered stone roadways (called Sákbe: fortified walls larger than the Great Wall of China).

There is also the matter of sorcery. Tékumel has largely replaced machine technology with "magic." The "walls" of its pocket dimension are thinner than those of Earth's, and it is easier to suck energy in from the Planes Beyond. Mental training and native psychic ability are used to create "spells" that import this power, mould it into energy or substance, and produce spectacular effects. These "spells" are the jealously guarded secrets of the priesthoods. The Tsolyáni worship the Twenty Gods of the Engsvanyáli priest Pavár: these are not theological "gods" at all but rather great interdimensional beings that have "godlike" powers (in comparison to humanity) and have interests and goals all their own. Three of the other four empires have their own versions of these same deities, but Livyánu has a pantheon all its own: the mysterious Shadow Gods.

Forms of government vary from the priestly councils of Livyánu, to the monarchy of the demented king of Salarvyá, to the autocracy of Baron Áld in his northern stronghold of Ke'éér, to the regimented military rule of the oligarchs of Mu'ugalavyá, to the grandiose divine rule of the God-King of Tsolyánu, who rules from his impregnable golden tower in Avanthár. The Tsolyáni Emperor never emerges from this fortress and is as much a prisoner as any of the poor wretches in the dungeons below his Hall of the Petal Throne. All is done through networks of state bureaucracy that make old Byzantium look efficient! There are dozens of smaller nations, tribal territories and principalities as well. The alien races, too, occupy their own territories: the Shén south of Livyánu, the Pé Chói in the forests of Dó Cháka between Tsolyánu and Mu'ugalavyá, etc. There are complexities without end!

Indeed, there is much to do on Tékumel: much to see and much to enjoy. The mighty empires provide scope for politics and intrigue; the vast jungles offer adventure and reward. There are alien cities and buried ruins, temples and treasures, beauty and danger and excitement: all that makes life worth living, as my own player-character used to say...

THE AUTHORS

M. A. R. Barker was born in Spokane, Washington, received a B.A. in Anthropology from the University of Washington, studied in India on a Fulbright Fellowship, got his Ph.D. in Linguistics from the University of California at Berkeley, obtained a position in the Institute of Islamic Studies at McGill University in Montréal, Québec, Canada, worked in Pakistan at Oriental College in Lahore under the auspices of the British Council and the Ford Foundation, returned to McGill, then joined the University of Minnesota as Chair of the Department of South Asian Studies. His academic publications include linguistic works on Klamath, Urdu, Baluchi, etc. He is now retired from academic life.

Professor Barker first began to develop Tékumel almost fifty years ago. He has since created two previous versions of a Tékumel-based rôle-playing game, written two Tékumel novels (published by DAW Books), and has written over a score of works dealing with various aspects of Tékumel.

This latest attempt at rules-writing has benefited greatly by the co-authorship of Mr. Neil R. Cauley, a long-time gamer and the owner of a game store in Minneapolis, Minnesota. Mr. Cauley has added much to the completeness and evenness of these rules and has made Tékumel more accessible to those familiar with the mechanics of rôle-playing games.

IDENTIFICATION OF THE SYMBOLS around the borders of the two large terrain maps: Starting from top left and going around the map clockwise.

WESTERN MAP

Avánthe	Chiténg
Thúmis	Wurú
Karakán	Drá
Hnálla	Keténgku
Vimúhla	Chegárra
Sárku	Dilinála
Ksáru	Qón
Dlamélish	Belkhánu
Hrü'ü'	
Grugánu	
Hriháyal	
Durritlámish	

EASTERN MAP

Golden Bough Clan	Clan of the Red Mountain
Great Stone Clan	Jade Diadem Clan
Clan of the Emerald Diadem	Golden Sunburst Clan
Tlakotáni Clan	Dark Fear Clan
Black Stone Clan	Sea Blue Clan
Golden Triangle Clan	Staff of Beneficence Clan
Amber Cloak Clan	
Cloak of Azure Gems Clan	
Vríddi Clan	
Ensorcelled Goblet Clan	
Red Sun Clan	

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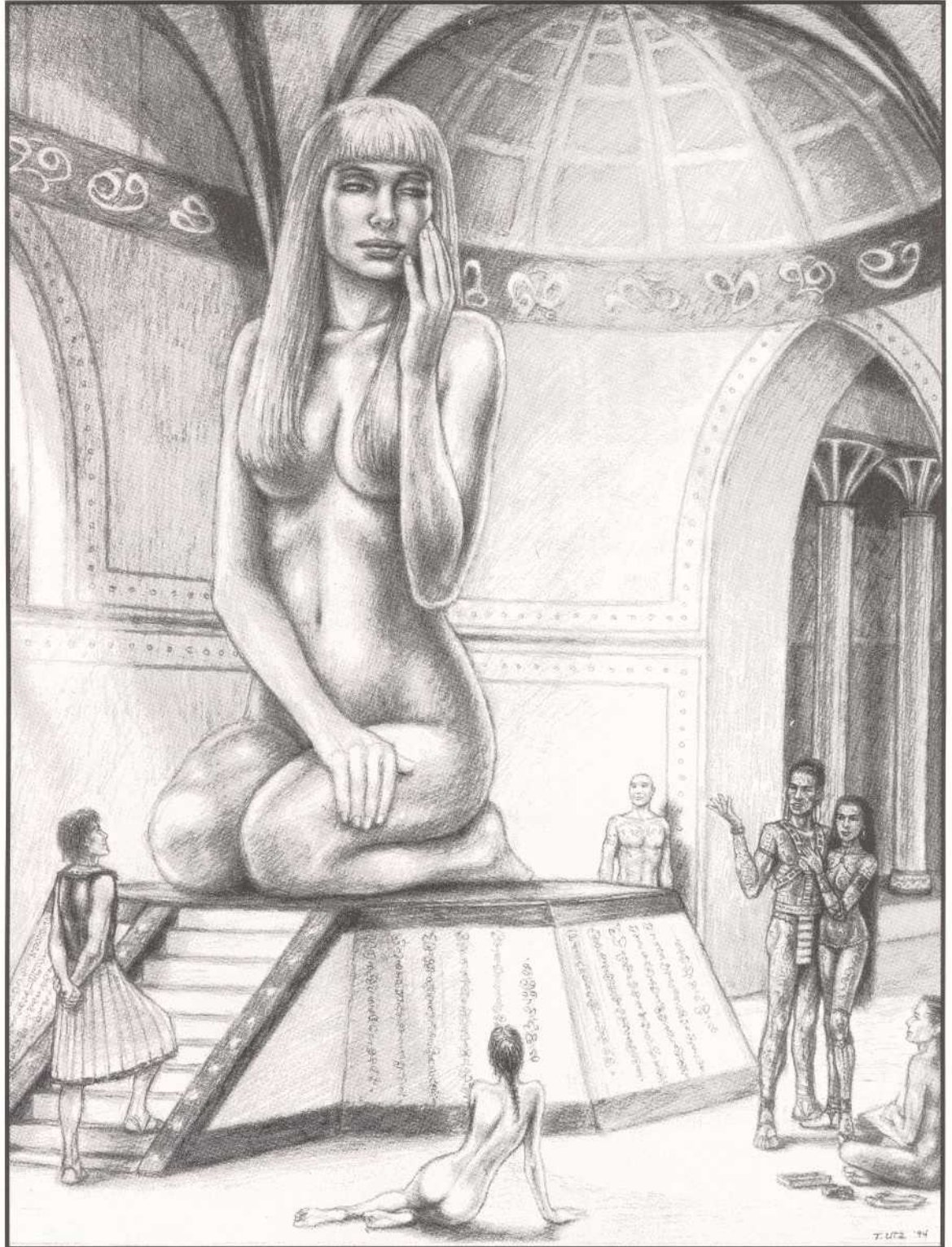
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ADVENTURES ON TÉKUMEL GARÐÁSIYAL

DEEDS OF GLORY
VOL. 1 - PLAYER'S GUIDE
M.A.R. BARKER & NEIL R. CAULEY



ADVENTURES ON TÉKUMEL;
GARĐÁSIYAL

DEEDS OF GLORY – VOLUME 1
THE PLAYER'S GUIDE
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ADVENTURES ON TÉKUMEL GARĐÁSIYAL

DEEDS OF GLORY – volume 1 THE PLAYER'S GUIDE



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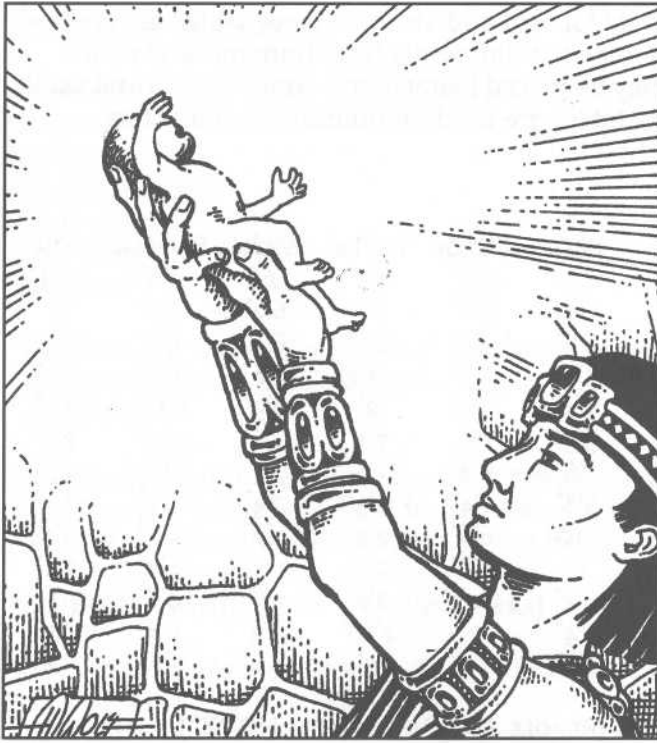
All the characters in this book are fictitious, and any resemblance to actual persons, living or dead, is purely coincidental.

This edition published in arrangement with M.A.R. Barker

Published by: **Theatre Of the Mind Enterprises, Inc.**
The Byrne Building • Lincoln & Morgan Streets
Phoenixville, PA 19460

Interior illustrations by Trevor Utz and Hank Wolf (Thomas Steininger)

Printed in the U.S.A.

CHARACTER
CREATION

Players who wish to generate their own HUMAN characters are referred to the ADVENTURES ON TÉKUMEL series. When generating characters from these books, sorcerers are restricted to level 5 before entering the role-playing game from the solitaire system. They may only exceed this level with the referee's permission. Warriors' weapon skills are limited in the same manner as any other academic skill: no more than two levels of any weapon may be gained in a year through study. Warriors who gain enough experience to purchase weapon skills during the role-playing game may exceed this limit, of course.

Several changes to the character creation system of ADVENTURES ON TÉKUMEL, part one, are noted below:

- Academic and hobby skills are combined into one "skill" category. A maximum of 20 skill levels is all that can now be attained.
- Elementary academic skills, urban, or rural skills can be purchased with advanced skill points at twice the listed cost.
- Outdoor skills may be purchased at double the listed cost with hobby points. In cases where a maximum of 10 skill levels is listed for a skill, this maximum (of 10) still applies.
- For weapon skills, a character may, with the referee's permission, advance beyond 30 levels in noble weapons only (e.g. long sword). These must be gained through experience points, not through hobby or academic skill purchase points. Soldiers in legions where non-noble weapons are used may treat these weapons as noble. This exception is allowed only to soldiers.

For players who wish to play a PREGENERATED human or a nonhuman character, allowances are made below. Included with this game are a number of pregenerated character "archetypes": Tsolyáni priest/sorcerers, warriors, and a group of "friendly" nonhumans to serve as non-player friends and assistants. These archetypes are usable as given: they are all about 20 years of age and include all necessary statistics, names, brief histories, etc. They are thus ready to enter the rôle-playing game.

Players who wish to design a NONHUMAN character (including N'lüss) employ a different procedure from that used for a human character. It is difficult to play a nonhuman realistically; hence, this may be done only with the referee's permission and guidance.

Nonhuman attributes are rolled as for a human in ADVENTURES ON TÉKUMEL, part 1, and these are then modified according to the character's species. For combat purposes, only Height, Build and Strength scores are utilised; to these each species applies modifiers. This gives the character's basic Height-Build-Strength factor, about which more will be

said below. All other scores are used only for skill and attribute tests, which are covered later. Nonhumans also choose skills somewhat differently from humans: any points slated for advanced academic skills may be placed instead into outdoor and rural skills at the player's discretion. The following tables are used for nonhuman characters.

HEIGHT: A D100 ROLL

D100	HUM	AHO	HLK	N'LS	PLÉI	PCHÓI	PgFLK	SHÉN	SWPFLK	TIN
01-20	5'3"	4'7"	4'6"	6'3"	5'	5'4"	1'5"	6'	5'6"	1'11"
21-40	5'4"	4'7"	4'6"	6'4"	5'1"	5'6"	1'6"	6'2"	5'7"	2'
41-60	5'5"	4'8"	4'7"	6'5"	5'2"	5'8"	1'8"	6'4"	5'8"	2'1"
61-70	5'6"	4'8"	4'7"	6'6"	5'3"	5'9"	1'10"	6'6"	5'9"	2'1"
71-80	5'7"	4'9"	4'8"	6'7"	5'4"	5'10"	2'	6'9"	5'10"	2'2"
81-85	5'8"	4'9"	4'8"	6'8"	5'5"	6'	2'1"	7'	5'11"	2'2"
86-89	5'9"	4'10"	4'9"	6'9"	5'6"	6'2"	2'2"	7'1"	6'	2'3"
90-91	5'10"	4'10"	4'9"	6'10"	5'8"	6'4"	2'3"	7'4"	6'1"	2'3"
92-93	5'11"	4'11"	4'10"	6'11"	5'10"	6'6"	2'4"	7'7"	6'2"	2'4"
94-95	6'	5'	4'11"	7'	6'	6'8"	2'6"	7'10"	6'4"	2'4"
96-97	6'1"	5'1"	5'	7'1"	6'2"	6'10"	2'8"	8'	6'6"	2'5"
98-99	6'2"	5'2"	5'1"	7'2"	6'4"	7'	2'10"	8'3"	6'8"	2'5"
100	6'3"	5'3"	5'2"	7'3"	6'6"	7'2"	3'	8'6"	6'10"	2'6"

ALLOWABLE BUILDS: A D100 ROLL (REROLL ANY BUILD WITH NO "X")

D100 FOR A HUMAN	AHO	HLK	N'LS	PLÉI	PCHÓI	PgFLK	SHÉN	SWPFLK	TIN	
01-05	VERY SLENDER	-	X	-	-	X	X	-	X	X
06-20	SLENDER	-	X	X	X	X	X	-	X	-
21-65	MEDIUM	X	-	X	X	X	-	X	X	-
66-95	HEAVY	X	-	X	X	-	-	X	X	-
96-100	STOUT	X	-	X	X	-	-	X	X	-

BONUS TO STRENGTH ROLL

AHO	HLÁKA	N'LÜSS	P LÉI	P CHÓI	PYG FLK	SHÉN	SWP FLK	TINLYA
+20	-10	+10	-	-	-10	+20	-	-20

Use Adventures on Tékumel, part one, page 20, to determine the character's Height-Build-Strength factor as if he/she/it were human. Then apply the following species-specific modifier to the HBS score.

BONUS TO HBS FACTOR

AHO	HLÁKA	N'LÜSS	P LÉI	P CHÓI	PYG FLK	SHÉN	SWP FLK	TINLYA
+130	-15	*	-	+30	-25	+150	-	-20

*The N'lüss are a race of tall humans. Modifiers for a N'lüss depend upon his/her build. N'lüss cannot be Very Slender, but a modifier is included here for extra tall Tsolyáni. Characters who are 6'3" tall may roll for height again on the N'lüss table, subtracting 15 from their die roll. Both extra tall Tsolyáni and N'lüss add the following HBS bonus. VS = +55; SL = +70; M = +95; HV = +100; ST = +85. All other N'lüss bonuses are for N'lüss characters only.

Other Attribute Modifiers are as follows. These are used for skill/attribute tests only and do not modify the character's Height-Build-Strength factor.

ATTRIBUTE MODIFIERS

ATTRIBUTE	AHO	HLK	N'LS*	PLÉI	PCHÓI	PGFLK	SHÉN	SWPFLK	TIN
Dexterity	-20	+15	-10	-	+10	+20	-20	-	+10
Intelligence	-10	-	-10	-	-	-	-5	-	+5
Psychic Reservoir	-20	-	-	+10	+20	-	-20	**	+20
Psychic Ability	-20	-	-5	-	+15	-	-10	-	-15
Comeliness**	-	-	-10	-	+5	-	-	-	-
Charisma*	-40	-20	-15	-5	-	-20	-20	-	-5

*This does not apply when dealing with one's own species.

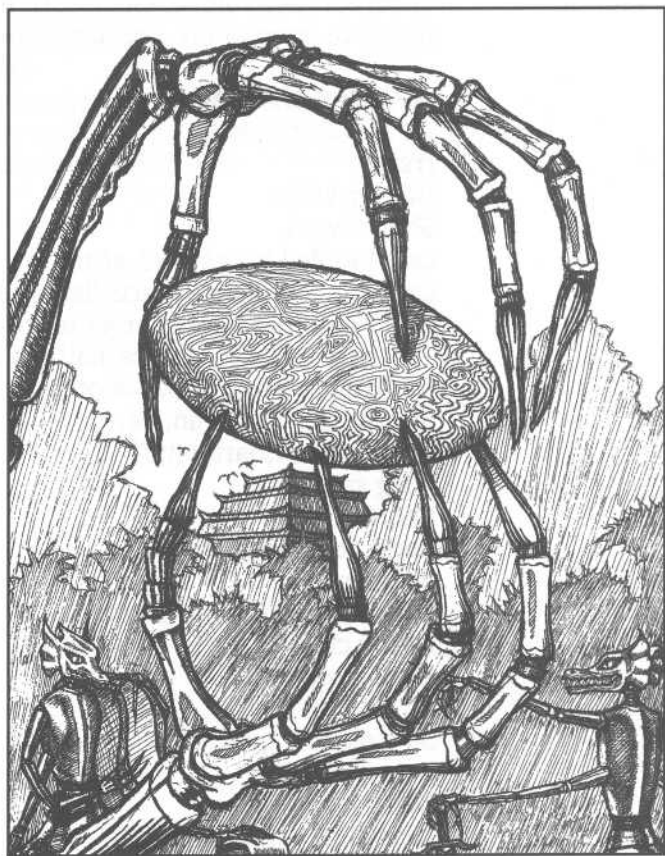
**This species has a maximum Psychic Reservoir of 30, but only 1 in 50 is a psychic dampener.

If the longer and more detailed combat system is used, (see below), then each species' Body Damage Points will differ from those of a human. Modifiers to the Body Damage Points of nonhumans are as shown in the following table.

HIT POINT MODIFIERS (PER BODY AREA)

BODY AREA	AHO	HLK	N'LS	PLÉI	PCHÓI	PGFLK	SHÉN	SWPFLK	TIN
HEAD	+7	-3	+1	-1	-2	-3	+1	-2	-2
EACH ARM	-1	-3	+1	-3	-3	-3	+1	-3	-2
TORSO	NA	-4	+1	-3	-2	-4	+2	-3	NA
ABDOMEN	NA	-4	+1	-3	-1	-4	0	-4	NA
BODY	-5	NA	NA	NA	NA	NA	NA	NA	-10
EACH LEG	+1	-3	+1	-3	-2	-3	0	-3	-3
TAIL	NA	HEAD	NA	NA	LEG	ARM	HEAD	NA	NA
EACH WING	NA	HEAD	NA	NA	NA	NA	NA	NA	NA

The minimum hit point total per body area is 1; modifiers are as for humans of the same Height-Build-Strength factor. Where a body area is listed as "NA" ("non-applicable"), that specific area does not exist for the creature. The area Body is a combination of abdomen and torso for creatures whose body and torso are actually the same area. If another body part is listed in a column, then the two areas have identical hit points: e.g. a Hláká's tail is listed with the notation "head"; this means the tail has the same number of hit points as its head.



SECTION TWO

PURCHASE LISTS

A character's money, allowance, property, etc. are determined in *ADVENTURES ON TÉKUMEL*, part one. More goods and treasure are to be had by entering the solitaire adventures in further volumes of this series.

The following lists give an overview of costs. Many items are always available in the markets of the Five Empires. For others, the referee must devise a random D100 roll: e.g. 1-20 = a desirable item is for sale in a given shop; 21-50 = the item is present but is of lesser quality, a poorer fit, etc.; 51-80 = the item is available but has some defect (e.g. a sword with a loose hilt, a cloak of the wrong colour, boots that are too small, etc.); 81-100 = no such item is available today. Rarer items require more difficult rolls, of course.

In most cases the customer is expected to bargain. The "middle" price of each range is given below, but actual prices may vary as much as 50% higher or 50% lower, depending on the seller, the purchaser, and other factors. Prices are given in Tsolyáni Káitars (a gold coin weighing about 3 grams). Each Káitar is divided into 20 silver Hlášh, and each Hlášh contains 20 copper Qirgál. Every 750 Tsolyáni coins carried equals 1 encumbrance point.

An individual's ability to carry items is of importance. This depends on his Height-Build-Strength factor. Divide this number by 5 to determine the amount of encumbrance points a character can carry. One encumbrance point arbitrarily equals 5 pounds of weight. An individual can carry up to his encumbrance allowance without penalty. If he exceeds this by up to double his allowance, he suffers penalties in movement and combat. If he exceeds his allowance by more than double, he can move at minimum speed only and cannot fight, except psychically or with a magical device. At triple his encumbrance allowance, he cannot move at all.

In the following lists, some items are listed as having no encumbrance. Five of these are assumed to equal 1 encumbrance point. Items marked with an asterisk are considered bulky as well as heavy. After the first such bulky item, all other bulky articles have their encumbrance values doubled. Items with no listed encumbrance value are either too heavy to carry or are not normally carried.

ARMS AND ARMOUR

ITEM	COST	ENC
Dagger, knife	15	0
Short sword	30	.5*
One-handed long sword, scimitar	50	.5*
One-handed bronze mace, flail, club, morning-star, axe	70	.5*
Hand-&-a-half sword, larger mace or flail, heavier axe	100	2*
Two-handed sword, mace, flail or axe	200	2.5*
Halberd, poleaxe, glaive or other pole weapon	250	2.5*
Bronze-tipped javelin, dart	15	.5*
Short spear, quarterstaff	20	1*
Long spear, pike	30	1.5*
Short self-bow	15	.5*
Short composite bow	125	.5*
Longbow	100	1*
Light or medium crossbow	130	1*
Heavy crossbow	250	2*
Leather quiver	15	.5
20 arrows	40	.5
30 crossbow quarrels	50	.5
Bolas	10	.5
Leather sling	5	.1
Lead sling pellets (20)	10	.5

Light helmet	10	1
Medium helmet	20	2
Heavy helmet	28	3
Suit of light armour	225	2*
Suit of medium armour	700	3*
Suit of heavy armour	1,000	5*
Suit of steel armour	50,000	6*
Small shield	15	.5*
Large shield	50	1*
Steel shield	5,000	2*
Ballista	2,000	n/a
Onager	3,000	n/a
Trebuchet	4,000	n/a
Ballista bolt	50	2*
Military travelling cloak	100	.5
Common soldier's uniform (2 extras may be carried in a backpack)	25	1.5
Non-commissioned officer's uniform (as just above)	45	2
High officer's uniform (as just above)	150	3

AVERAGE WARRIOR'S HARNESS

The following descriptions of military costumes may help in deciding what to purchase.

TROOP TYPES

PRICE RANGE	ENCUMBRANCE RANGE	ARTICLES
LIGHT INFANTRY: SKIRMISHERS, SLINGERS, SAPPERS, ARCHERS, ARTILLERYMEN, AND MARINES		
32-104	4.5-13	Light helmet, breastplate, pectoral, vambraces, leather tunic; sword, dagger, shield
MEDIUM INFANTRY: SOME PIKE AND SPEAR UNITS, MOST CROSSBOWMEN, SOME MARINES		
69-122	11-32	Medium helmet, gorget collar, breastplate, backplate, vambraces, greaves, sword, etc.
HEAVY INFANTRY: MANY PIKE AND SPEAR UNITS, HALBERDIERS		
111-192	15-42	Heavy helmet, gorget collar, breastplate, backplate, vambraces, greaves, mail kilt, tasses, sabatons, sword, etc.

ADVENTURING GEAR

ITEM	PRICE	ENC
Rope, 50-ft. (supports 450 lbs.)	10	1.5*
Pole, 10-ft.	3	1*
Bronze or Chlén-hide spikes (10) and mallet	10	1.5*
Torches, 10 (burn for 2 hrs.; 60-ft. radius)	10	1*
Bronze lantern with glass cover	15	.5*
Flask of oil (burns for 2 hrs.; 90-ft. radius)	2	.5*
Wax candle or small oil-filled clay lamp (burns about 1 hour)	1.5	.1
Flint, steel and tinder	10	0
Compass (glass-covered, oil-filled pottery bowl containing a sliver of magnetised iron)	45	.5*
Astrolabe (instrument used to find altitudes of celestial bodies, useful to astronomers and astrologers)	70	.5*
Ephemerides (book or scroll giving daily positions of the sun, moons, and planets for astronomers and astrologers; contains 10 years of data; available through temples of Thúmís, Ksáruł, and their Cohorts)	100	1*
Pen box (5 reed pens and a cake of carbon ink)	5	0

Roll of paper or papyrus	1	0
Roll of parchment or vellum for scrolls	2	0
Paint box (contains cakes of paint, brush and water bottles)	100	.1
Bunch of Tsúral buds: plant used as an aphrodisiac and also to repel certain dangerous creatures; they must be fresh	.7	0
Bundle of Lisútl roots; chewed by women to avoid pregnancy	8	0
Leather belt pouch	5	.1
Small sack (holds 8 encumbrance points)	7	.1*
Large sack (holds 12 encumbrance points)	10	.2*
Small leather backpack (holds 16 encumbrance points of appropriately sized objects)	60	1*
Large leather backpack (holds 24 encumbrance points of appropriately sized objects)	75	1.5*
Blanket and bed mat	10	1.5*
Personal toilet articles	3	.2
Rations for 1 week	8	.5
Small water skin (1 day's water)	3	1
Large water skin (2 day's water)	8	2
Physician's bag (complete with bandages, salves, herbs, etc.)	100	1.5*
Sorcerer's bag (complete with chalks, scrolls, knives, candles, etc.)	150	1.5*
Coin purse (holds 50 coins)	3	0
Wooden or leather chest (3 ft long by 1.5 ft wide by 12 inches high)	15	10*

CLOTHING

ITEM	PRICE	ENC
Loincloth of cheap fabric % *	.2	0
Straw or wooden-soled cheap sandals % \$ *	.3	0
Kilt of Firyá cloth (ordinary quality) % \$.5	.1
Sleeveless cloth vest %	.9	.1
Over-tunic of Firyá cloth % \$	14	.2
Broad collar of enamelled Chlén-hide % \$	10	.2
Embroidered tunic of fine Gúdrú-cloth % \$	250	.5
Leather belt or set of cross-straps % \$	3	.1
Leather sandals, slippers, or shoes % \$	4	.2
Calf-high leather boots % \$	6	.5
Beautiful overtunic of finest Thésun-gauze % \$	750	.5
Sandals of soft Vringálu-hide % \$	150	0
Heavy cloak or travelling mantle of Hmélu or Hmá wool % \$	8	3
Gown or overkilt of Thésun-gauze % \$	500	0
Travelling boots of tooled Vringálu-hide % \$	450	.5
Kilt of Gúdrú-cloth with embroidered border % \$	75	.5
Western-style Hnelésh, a poncho like garment \$	125	.3
Elaborately decorated over-tunic of Gúdrú cloth % \$	20	.4
Shawl of softest Hmélu-wool \$	500	.4
Elegant gilded head-dress or ceremonial helmet % \$	500	.3
Brocaded mantle sewn with small gems % \$	1,500	.5
Ceremonial shoulder-pieces of gilded Chlén-hide %	750	1
Belt with plaques of ivory, gold, etc. % \$	900	.2
Pectoral of beaten gold with gems and clan symbols %	1,600	1.5
Ornate collar of gold, gems and beadwork % \$	650	1
Ornate Chlén-hide collar, ornamented with precious stones % \$	400	2.5
Over-tunic, robe, or tabard, embellished with gems, gold and silver embroidery, brocade, etc. % \$	600	3
Mantle, veil, pelerine, or pelisse, made of the finest Thésun gauze and sewn with small gems and brilliants % \$	650	2
Heavy travelling cloak of Hmá-wool % \$	250	2
Priest's costume: any sect, Circles 1-10 %	300	2

Priestess's costume: any sect, Circles 1-10 \$	400	2
Priest's or priestess' costume: any sect, Circles 11-up % \$	1,500	2.5
Male ceremonial costume for Form 1# %	2,000	2.5
Female ceremonial costume for Form 1# \$	2,500	2.5

#Add 2,000 Káitars to these base prices for each higher form.

*"%" = "male," and "\$" = "female." The details of these costumes differ greatly, of course. A male costume of Form 24 costs 50,000 Káitars, and that for a woman costs 50,500! One's clan can usually provide "used" costumes to members who need them urgently for short periods.

AVERAGE COSTUME PRICES

Social Class	Price range (in Káitars)	Encumbrance	Costs	Articles
Slaves, very low classes	.5-1 Hlášh	0-.1		Loincloth, straw sandals
Low and lower middle class	4-8 Hlášh	0-.2		Kilt, sandals
Middle class	4-10 Hlášh	1-8		Kilt, sandals, belt, vest, overtunic
Upper middle class	30-120	3-5		Kilt, shoes, belt, over-tunic, collar, head-dress
Upper class	40-150	5-10		Kilt, shoes, belt, over-tunic, collar, head-dress of better quality
Highest class	700-3,000	8-12		Kilt, shoes, belt, over-tunic, collar, head-dress, mantle of high quality
Priest/priestess (Circles 1-12)	30-600	3-6		Ceremonial vestments: kilt, shoes, belt, over-tunic, collar, elaborate head-dress, tabards, plaques, pectoral, stole, and other ritual garments. Normal daily wear is as for an upper middle class or upper class person (above). Lay-priests rarely wear ceremonial costumes
Priest/priestess (Circles 13+)	800-15,000	5-9		Ceremonial vestments as above, but heavier and made of the best cloth, brocades, precious metals, etc. Lay-priests may borrow such garments from their temples as needed
Subaltern to Lower Officer	60-600	2-4		Ceremonial uniform and armour. Off-duty soldiers wear costumes like civilians of their social class
Higher Officer and General	1,000-10,000	5-15		Ceremonial uniform and armour made of precious metals and set with gems

JEWELLERY

ITEM	PRICE	ENC
Narrow bracelet of gold % \$	100	0
Broad bracelet of gold % \$	500	0
Gold ring with stone or intaglio % \$	500	0
Gold anklet of chain or linked pieces \$	400	0
Heavy gold armlet % \$	700	.25
Necklace set with gems % \$	1,200	0
Belt plaque (5 or more are needed for a belt) % \$	250	.1
Brooch, amulet or hairpin set with gems % \$	500	0
Head-dress of gold with gems % \$	2,500	.5
Collar of gold, chased, inlaid or set with stones % \$	1,500	.5
Tiara, fillet of gold \$	750	0
Golden statue (5 inches high with gems for eyes)	3,000	1

AVERAGE METAL PRICES

METAL	PRICE PER GRAM	METAL	PRICE PER GRAM
Gold	10 Hlášh	Electrum*	7 Hlášh
Silver	10 Qirgál	Copper	1 Qirgál
Iron/steel**	25-50 Káitars	Platinum***	20 Káitars

*Electrum is an alloy of 4 parts gold to 1 part silver. It is not commonly used for jewellery.

**Iron and steel are almost never used for jewellery in spite of their rarity.

***Platinum is rare and difficult to work. It is sometimes found in the cities of the Ancients.

GEM PRICES

Gems have no encumbrance value unless carried in quantities larger than 25 (small or medium sizes). A very large gem may be given a value of .1 or .2.

GEM	SIZE (CT)	K/CARAT	CUT
Alexandrite	1-5	8-17	Faceted
Amber	1-20	.5-5	Cabochon
Aquamarine	1-20	2-11	Faceted
Chrysoberyl	1-10	1-20	Faceted (cabochon if a "cat's eye")
Coral	1-100	.5-2.5	Cabochon or carved
Diamond (ordinary or coloured)	.5-10	20-400	Faceted
Diamond (blue-white)	.5-10	50-1,000	Faceted
Emerald	.5-10	25-500	Faceted
Garnet (Pyrope or Rhodolite)	1-20	1-5	Faceted or cabochon
Glass Coral	1-100	.5-2.5	Cabochon or carved
Ivory	Varies	.5-2.5	Carved
Jadeite	1-100	20-40	Cabochon or carved
Lapis Lazuli	1-50	1-3	Cabochon
Malachite	1-50	.5-2.5	Cabochon
Nephrite	1-100	1-3	Cabochon or carved
Obsidian	10-200	.5-2.5	Cabochon
Opal	1-20	2-15	Cabochon
Opal (black)	1-10	15-300	Cabochon
Opal (flame)	1-20	30-600	Cabochon
Pearl	.5-5	3-60	No cutting necessary
Pearl (black)	.5-5	3-60	No cutting necessary
Ruby	.5-10	20-400	Faceted
Sapphire (blue)	.5-5	10-200	Faceted or cabochon
Sapphire (red or orange)	.5-5	5-100	Faceted or cabochon
Sapphire (black star)	.5-10	40-800	Cabochon
Shell (Chet'ú)	Varies	40-800	Carved
Shell (Nhâ)	Varies	.5-2.5	Carved
Topaz	1-20	1-10	Faceted
Tourmaline	1-20	1-5	Faceted or cabochon
Turquoise	1-200	2-5	Cabochon
Zircon	1-50	1-10	Faceted

FOOD

COMMODITY	QIRGÁLS/LB	HLÁSH/50 LB
Dná grain*	1-3	4-11
Wheat	1.5-3.5	6-13
Rice	2.5-4.5	9-17
Dmí sugar	4-6	15-23
Salt	.5-2.5	2-10
Fodder for beasts	.2-1.5	2-10

Vegetables (various types)	1-3	2-10
Dlél fruit (purple, plum-like)	2-4	8-15
Másh fruit (large, yellow, like a mango)	4-6	13-21
Hmélu or Hmá meat	14-18	—
Tsi'íl meat	11-15	—
Jakkóhl meat	27-31	—
Reptile meat	4-8	—
Various other meats (e.g. insects)	10-14	—
Káika bird (like chicken or turkey)	7-11	—
Various game birds	30-34	—
River fish (like cod, bass, etc.)	4-8	—
Sea fish (like salmon or tuna)	6-10	—
Sea crustaceans (like shrimp, lobster, etc.)	9-14	—

*Foods have an encumbrance value of 1 for every 2 pounds. In quantities larger than 2 pounds they are considered bulky.

AVERAGE MEALS

COST PER PERSON	PARTICULARS
1-3 Qirgáls	Food fit for slaves: a gruel of boiled Dná chaff, a crust of bread, a stew of cheap vegetables, and "leavings"; almost never meat
10-19 Qirgáls	Lower-class fare: Dná bread, wheat bread, or rice; vegetable stew, perhaps a bit of meat; a side dish of vegetables; perhaps fruit
2-2 Hlásh	Middle-class food: better bread, richer stew, more side dishes, a pudding or pastry, fruit
3-5 Hlásh	Prosperous family fare: more variety and better quality
1-5 Káitars	Aristocratic food: fine breads and pastries; several meat, poultry, or fish dishes, occasionally game; vegetable stews; sauces and hot pickles; imported condiments; and various sweets and confections
10-50 Káitars	A feast fit for a noble: elaborate meat and fish dishes, platters of roasted birds, shellfish (if near the sea or a lake); hot and spicy stews of Hmélu meat and vegetables; the finest breads; the best condiments and spices; sweetmeats, pastries, and sugared preserves; sherbets and essences cooled with ice brought by runner from the mountains

BEVERAGES

A bottle or jug of a beverage (2.7 litres) has an encumbrance value of 1. More than 2 bottles are bulky. A small wooden keg or clay jar (10 bottles) has an encumbrance value of 7 and is bulky.

BEVERAGE	PRICE AND PARTICULARS
CHÚMETL	1 QIRGÁL PER GLASS/CUP Hmélu buttermilk mixed with salt and hot spices. Popular in the Five Empires (except Livyánu)
TUÓR	3 QIRGÁL PER GLASS/CUP Sugary sherbet made from essences and water; the favourite drink of Livyánu and parts of Mu'ugalavyá. Some varieties cost as much as 50 Káitars for a tiny cup because of rare ingredients
LÁS	14 QIRGÁLS PER POT (6 CUPS) Hot tea made of the black, needle-like leaves of the Tíu tree. Typical of Yán Kór and the north. Drunk black or with Hmélu milk and sugar, except in Chayákku where salt is added instead

HÉNGKA	1-5 HLÁSH PER BOTTLE Beer brewed either from wheat or from Dná grain. Various ales and meads are also called Héngka. Considered a lower class beverage except in Ghatón
FAÓZ	3-8 HLÁSH PER BOTTLE Rice beer. Common among the lower classes in Livyánu and along the southern coast of Tsolyánu
NGÁLU	1-10 KÁITARS PER BOTTLE Dry, red wine made from the fruit of the Nalúm vine. Popular throughout the Five Empires. The best vintages come from Sokátis, Thráya, and Usenánu in Tsolyánu, Ch'óchi in Mu'ugalavyá, and Fállí in Livyánu. The very best vintage may cost as much as 100 Káitars per bottle.
DRÓNU	3-15 KÁITARS PER BOTTLE Sweet, heavy, syrupy, black wine made in Salarvyá from the Urtse berry, the fruit of a broad-leafed deciduous tree. The best vintages come from Koylúga and Jækánta, costing between 50 and 100 Káitars per bottle
A'ÁSH	1-5 KÁITARS PER BOTTLE Powerful distilled whiskey-like liquor made from Dná, wheat, or other grains. A raw, plebeian drink, it is popular in Úrmish and Katalál in Tsolyánu, around Kúrdís in Mu'ugalavyá and throughout N'lüss. The Yán Koryáni make a very powerful variety called Jékw
DÁTSU	3-9 KÁITARS PER BOTTLE Heavy, purplish brandy distilled from the Dlél fruit. The best varieties come from the Kraá Hills in northern Tsolyánu, from north-east of Khéiris in Mu'ugalavyá, and from Nuférsh and Kakársh in Livyánu. The best Dátsu costs 50-100 Káitars per bottle. The Salarvyáni brands are inferior
MÁSH	8-15 KÁITARS PER BOTTLE Sweet, yellowish, apricot-pineapple-flavoured brandy made from the golden fruit of the Másh tree of western Tsolyánu. The orange-tinted vintages of Háida Pakála are also famous, while the Livyáni varieties from Hráis are not as good. The best Másh brandy costs 100-500 Káitars per bottle
TSUHÓRIDU	50-90 KÁITARS PER SMALL BOTTLE A generic name for several liqueurs made from the crushed seeds of certain swamp ferns. Vintages from Púrdimal in Tsolyánu are renowned, as are those from the swamps along the Putuhénu River in Mu'ugalavyá. Less preferable brands come from Penóm in Tsolyánu and the Sharúna Lowlands in Salarvyá. The best Tzuhóridu costs 500-1,000 Káitars per bottle and is sold by the thimbleful. Some kinds of Tzuhóridu produce odd mental effects, others are aphrodisiacs, and a few are addictive and debilitating

NARCOTICS

Only mild and non-addictive "social" drugs exist on Tékumel (with a few rare and dangerous exceptions, such as Zu'úr). Prices per ounce and the dosages needed to affect an adult human are listed below. Most narcotics have an encumbrance value of .5 per pound. More than 1 pound is considered bulky.

NARCOTIC	K/OZ	ADULT DOSAGE	PARTICULARS
Airá grass	1.5	10 grams	Grows in highland grassy regions. Used as an anaesthetic but also chewed and brewed as a tea for its numbing effects; lasts 1 hr

Chúmaz	3	8 grams	A bluish-white powder from Livyánu; heightens perceptions and is a mild aphrodisiac; lasts for 2 hrs; causes convulsions and death to the Shén
Drársha	20	12 grams	Clear, crystalline substance from the south coast of Salarvyá and from Háida Pakála; causes amusing visions and distortions of the time sense; lasts 3 hrs
Fssá	3	30 grams	Greasy black root that causes the Shén to go into a roaring, drunken stupor but only nauseates humans; lasts 2 hrs
Hnéqu weed	1.5	50 grams	Reddish brown grassy plant brought from the home world of the Swamp Folk; grows all over the Five Empires; best varieties from Sokátis and Nuférsh in Livyánu; when chewed, it causes mild euphoria; lasts 1 hr but the "chew" must be constantly renewed
Mághz	9	12 grams	Brownish powder from the bark of the Ghái tree in Mudállu, Nuru'ún, and the states of the far north-east; causes drowsy peacefulness; lasts 6 hrs
Mmúokh	1	25 grams	Shaggy-looking, reddish bark; used by the Páchi Léi to cause a catatonic sleep from which they wake refreshed; totally without effect for humans
Ntó	7	3 grams	Fine white dust shaken from the leaves of the Vé-Ntó tree; from M'mórcha and Nmartúsha; creates volubility and giddy joy; lasts 20 minutes; dangerous to the Shén: sends them into an insensate, bloody rage
Osí	23	4 grams	Thick, greyish mucus scraped from the ones of the Ft'á fish of the Nyémesel Isles; reduces tensions and arouses the libido; lasts 1-2 hrs
Shrá	230	5 grams	Yellow berries from the Shrá plant; from the states of the far North-east; causes mystical visions and "meetings with the gods"; lasts 3 hrs
Vípu	6	5 grams	Greyish-green ark; from Háida Pakála; produces a mind-deadening "nirvana"; turns the lips and the whites of the eyes a purplish blue; lasts 2 hrs; semi-addictive and prohibited in Salarvyá
Zu'úr	350	1 gram	Greenish powder; produced by the nonhuman, inimical Hlüss and smuggled into the Five Empires; causes sexual ecstasy and provides great potency, but is very addictive and dangerous; an addict usually goes into a coma after 1-3 months and dies within 5-6 months; a cure is known only to the high priests of Thúmis in Páya Gupá; totally prohibited in the Five Empires under pain of death

POISONS

Poisons have an encumbrance value of .5 per pound. More than 1 lb is considered bulky

POISON	K/GRAM	EFF DOSE	PARTICULARS
INORGANIC Antimony	9	.5-1 grams	Sold in paper boxes; ingested; irritant; found with ores of lead and silver; tasteless and odourless; available in major cities
Arsenic	12	.5-1 grams	Sold in paper boxes; ingested; irritant; found with ores of Stibnite or silver in southern Yán Kór; tasteless and odourless; available in most cities

Lye	5	1-up grams	Sold in bags; ingested or external; corrosive; strong taste and distinctive odour; available everywhere
Nitric acid	14	1-2 grams	Sold in small bottles; ingested or external; corrosive; made from blue vitriol, alum, and potassium nitrate; available from apothecary's shop in large city
Prussic acid	60	.5-1 grams	Sold in small bottles; ingested; systemic; available only in Salarvyá; made by the priests of Shiringgáyi in Jgrésh or Jækánta
Strychnine	15	1-3 grams	Sold in bottles; ingested; systemic; available in most larger cities; a by-product of roasting ores of copper and lead
Sulphuric acid	20	.5-1 grams	Sold in small bottles; ingested or external; corrosive; made from green vitriol and silica; available in large cities
VEGETAL			
Chrál root	25	1-2 grams	Sold in bags; ingested; systemic; a blood poison; no odour but has an unpleasant taste; bulbous root from Saá Allaqí which causes a slow, numbing death
Delé buds	80	1-2 grams	Sold in bags; ingested; systemic; a nerve poison; tasteless but has a sweetish, flowery odour; made from yellowish flower in Tsoléi; kills within 4-6 hrs; available in Tsoléi and Livyánu
Food of the Ssú	85	1-2 grams	(1) Corrosive; destroys skin and flesh on contact; (2) injected; a nerve poison; used to poison arrows; (3) systemic: a blood poison; has a strong, unpleasant odour; All Food of the Ssú has hideous purple flowers and bulbous tentacles; found in many swampy and forest locales; sold in sealed clay jars
Onúmish leaves	35	1 gram	Sold in paper envelopes; injected; systemic; a nerve poison; tasteless and odourless; used to poison arrows; found in western Mu'ugalavyá
Ssalán root	30	2 grams	Sold in bunches; ingested; systemic; a nerve poison; odourless but has a bitter taste; found in central Tsolyánu; inhibits respiration and causes death within 15-20 minutes; available in many apothecary shops
Tlébas leaves	45	2-3 grams	Sold in small bags; ingested; systemic; a neuro-muscular poison; brewed as a tea in Livyánu and mixed into wine, etc.; has a salty-acid taste; no odour; found mainly in Livyánu
Znaláz berries	150	1 gram	Sold in small baskets; ingested; systemic; a neuro-muscular poison; odourless but tastes like roasted meat; made from berries in the Tláshte Heights of Livyánu, dried, ground, and mixed into meat dishes; kills within 15-20 minutes; available from many larger apothecaries
ANIMAL			
Alásh venom	400	.01 gram	Sold in tiny glass vials; injected; harmless if swallowed; systemic; a nerve poison; colourless and odourless liquid; available from the Assassin clans or from the tribesmen of the Desert of Sighs; kills within seconds; rare

Aulléb venom	300	.3-.5 grams	Sold in sealed wooden tubes; injected; systemic (a nerve poison; non-fatal; blackish ichor that smells like rotting wood; available in western Mu'ugalavyá; used to poison arrows
Puff-spider venom	600	.02 grams	Sold in tiny pottery vials; injected; harmless if swallowed; systemic; a neuro-muscular poison; a greenish, odourless, tasteless liquid; available from apothecaries in south-western Mu'ugalavyá and northern Livyánu, or from the tribesmen of M'mórcha and Nmartúsha; kills within seconds
Sagún spores	750	.5 grams	Sold in sealed clay bottles or cylinders; inhaled; reaction with body tissues causes the spores to develop into a thick, bluish-white mucus-like fungus that halts respiration and clogs other orifices; available in larger apothecary shops and in the Underworlds below major cities; some Assassin clans seal these spores into thin shells and throw them or leave them where a victim can tread on them

Ingested poisons can be neutralised by flushing out the stomach with water mixed with lime or chalk, drinking egg albumen, or, in the case of certain alkaloids (e.g. lye) swallowing a strong decoction of Lás tea leaves. An injected poison must be localised by sealing off the wound at once with a tourniquet. The rapidity with which the venoms of the Alásh snake and the puff-spider work makes this almost useless, however. A few useful antidotes are listed below.

ANTIDOTES

ANTIDOTE	K/GRAM	EFF DOSE	PARTICULARS
Anjé paste	10 H	40 grams	Sold in clay jugs; a specific against ingested poisons; thick greenish paste coats the stomach and gives a 90% chance of neutralising inorganic and vegetal ingested toxins; it is not effective against the Food of the Ssú and Delé buds; it must be fresh (1 day old); found throughout the Five Empires
Onqé bean	20 Q	20 grams	Sold in glass jars; a strong emetic; useful against ingested poisons; 50% chance of recovery; when used before employing Anjé paste it adds another 5% to the latter's chances; available throughout the Five Empires
Ardúro bark	5	15 grams	Sold in paper envelopes; chewed; another specific against ingested poisons, particularly Delé buds and Ssalán root (80% chance of a cure); it has a 60% chance against other ingested toxins; available in Chayákkú but now imported into the Five Empires
Khápa berries	4	75 grams	Sold in small baskets; a specific against Alásh snake venom if swallowed at once; 75% chance of recovery; available in the Desert of Sighs in Milumanayá and now in the largest apothecary shops in the Five Empires
Ó Tí leaves	75	5 grams	Sold in paper bags; swallowed in paste form; a remedy for puff-spider toxin; causes a catatonic sleep (10-15 hrs) and gives a 65% chance of recovery; available from the Tinalíya in northern Livyánu and from a few Livyáni apothecaries

Other-planar magic (Sec. 1.620 has a 100 percent chance of success against Inorganic poisons. it is also 90 percent efficacious against the deadly spores of the Sagún, for which there seems to be no other antidote. It works less well (70 percent chance of recovery) against the other vegetal and animal toxins noted above; this is for the reasons given in Sec. 1.412. Rules for the neutralisation of poisons through both medicine and sorcery will be provided later.

LODGING PER NIGHT

LOCATION AND FACILITIES	RENTAL
Poorest: straw mat, clay floor, many guests crowded into one smelly room, one meal of the cheapest quality, many insects	5 Qirgáls
Lower class: a large, shared room, cleaner straw, slightly better food, fewer insects	4 Hlásh
Lower middle class: a small private room, common bathroom, clean sleeping mat, edible food	18 Hlásh
Middle class: larger chamber, semi-private bathroom, a good sleeping mat, some furniture, mediocre food	1 Káitar
Upper middle class: a large outer room, 1-2 inner sleeping rooms, private bathroom, quarters for 1-3 servants, good food	6 Káitars
Upper class: large suite of rooms, 1-3 sleeping rooms with private baths, elegant furnishings, excellent food, kitchen facilities for those who have brought their own servants	50 Káitars
Noble: large suite of apartments, 1-3 separate sitting rooms, sleeping chambers with private baths, massage room, servant quarters, kitchen, chefs and staff supplied by the hostel; finest cuisine, daily fruit and flowers	75+ Káitars
Best accommodations in a small village for a party of 1-10	5 Káitars
Best accommodations in a large village for a party of 1-10	10 Káitars
Nicest hostel in a small city (for 5-10)	60 Káitars
Nicest hostel in a large city (for 5-10)	200 Káitars
Excellent accommodations for a party of 1-10 in a large city, including food and entertainment	700 Káitars
Very best hostel in a major city, including food, entertainment, and personal staff*	1,000 Káitars

*The Abode of Imperial Blue on the western riverbank overlooking Avanthár charges 1,500 Káitars per night for its "Suite of Indelible Repose."

RENTAL AND BUILDING PRICES

The following amounts are for a large city. These are reduced by 25% in a smaller city or large town and by 40% in villages or rural areas.

DESCRIPTION	MONTHLY RENTAL	LIKELY SALE PRICE
Hut or tenement hovel; one room, dirt floor, no bathroom (sewage is carried out in a bucket), thatched or tiled roof	10 Hlásh	40 Káitars
Small house or shop; 2-3 rooms, dirt or stone floor, tiled or thatched roof; walled courtyard; external bathroom	2 Káitars	200-400 Káitars
Medium-sized house or shop; 4-5 rooms, stone or tiled floors, interior bathroom and kitchen, courtyard, small garden	15 Káitars	800 Káitars
Large house or small mansion for a small clan or upper class family, 20-30 rooms, courtyard		

with fountain, servant quarters, colonnaded upper roof garden in some regions	300 Káitars	12,000 Káitars
Large clanhouse or mansion, 50-100 rooms, elaborate decoration, slave quarters, kitchens, storehouses, workrooms, etc.	1,200 Káitars	35,000 Káitars
Very large clanhouse or palace, 2-3 main buildings with guest quarters, dining hall, slave quarters, kitchens, storerooms, workrooms, gardens, a small private temple, colonnades, etc.	6,000 Káitars	500,000-up Káitars

Furnishings for a middle class house are arbitrarily priced at 25 Káitars. More elegant furnishings for an aristocrat's mansion cost 150 Káitars per room — and up! Furnishings usually consist of low tables, carpets, tapestries, urns, vases, lamps, cushions, etc.

BUILDING

To build a new house or mansion, one first purchases land (see below). The sale prices listed in the preceding table are increased by 15% for “inducements” to local officials and by another 5% for an architect's fee. Old, run-down, and ruined buildings can sometimes be had for 25-50% of the cost of a new building, to which “inducements,” an architect's fee, and 50-70% of the price listed in the preceding table must be added for restoration. Temples cost 150% (and up!) of residential prices to build. Prices are cheaper in rural or remote regions, and in some areas deserted buildings can be occupied by “squatter's rights.” It is illegal to fortify dwellings within the Five Empires, although inducements of 20-30% may persuade a local official to allow this in more remote areas.

Clans, temples, and governments do not often sell land to private individuals, nor is it often rented to outsiders. There is a 15% chance per month of finding a piece of land for sale in one of the “clear” regions of central Tsolyánu; near one of the great cities this drops to 1-3%. In rural and remote areas desirable land may not exist — or it may be free for the taking, depending upon local conditions.

Land is sold by sections of a square Tsán (= about 82.85 miles on a side). If land is found (see the preceding paragraph), a D10 roll is made on the following table to determine its type and price. A second D10 roll then decides how much land is for sale: 1 = 1/10; 2 = 1/5; 3 = 1/4 = 4-6 = 1/2; 7-8 = 3/4; 9 = one square Tsán; 10 = 1-5 (randomly rolled) square Tsán are for sale.

D10 SCORE	K/SQ TSÁN	PARTICULARS
1-3	7,000	Unimproved land (possibly unfit for agriculture: forest, jungle, swamps, mountains) 1-2 households per square Tsán
4-5	20,000	Poor agricultural land, including 1-20 peasant households per square Tsán
6-8	100,000	Good, well-watered agricultural land, including 1-50 peasant households or a small village
9-10	225,000	The best agricultural land, including village of 20-100 households or 50-150 rural dwellings

TRANSPORT

PARTICULARS	K/DAY RENT	K/PURCHASE
Porter slave	.5	50
Chlén beast	5	250
Small Chlén-cart and driver	10	100
Large Chlén-cart and driver	30	150
Small litter (1 passenger) and bearers (2)	5	50
Large litter (2 passengers) and bearers (4)	15	150

Large intercity litter (2 passengers), bearers, porters, relief team (16)	30	250
Very large intercity litter (4 passengers), bearers, porters, relief team (32)	75	400

SHIP FARES AND CARGO RATES (PER 100 TSÁN TRAVELLED)

PARTICULARS	FARE	
Cargo per 100 lbs.		5
Slaves or animals (including food)		20
Deck passage per adult (children are half fare)		35
Semiprivate cabin per adult		70
First-class cabin per adult		220

SHIP PURCHASE PRICES

Buying or building a ship is costly. There is a 10% chance of finding a suitable vessel for sale in a given month in a smaller harbour. In a large port city this rises to 15%.

PARTICULARS	PRICE	
Small boat (10-15 ft. long; capacity 6 persons or 4 plus baggage)		140
Fishing boat (30-45 ft. long; cap. 20 or 15 plus baggage)		700
Large passenger craft or river barge (45-60 ft. long; capacity 70 persons or 6 tons of cargo)		3,000
Small merchant ship (the Hnú)		10,000
Large merchant ship (the Tnék)		20,000
Small warship (the Séscha)		18,000
Medium warship (the Srügánta)		38,000
Large warship (the Qél)		65,000
Very large warship (the Zírunel)		250,000

SLAVES

Slavery is a common feature of the societies of the Five Empires. Some persons are hereditary slaves; others are enslaved as the result of debt, crimes, war, or gambling. Slaves can buy their freedom if they are lucky, or a kindly owner may manumit them. Slave markets and caravans are a common sight on the roads, although the profession of slaver is considered lowly and despicable. No slaver is ever treated as an equal to even the lowliest member of one of the middle class clans, no matter how wealthy he may be. Nevertheless, without horses or mules, slaves are the easiest beasts of burden, labourers, etc. The following table is applicable to the Five Empires. It can be modified for other locales as the referee wishes.

It is rare to find priests, priestesses, sorcerers, or aristocrats as slaves. It is also illegal to arm gladiators or slaves since the chances of a slave revolt are always present.

Wages paid to free persons are given below in Section Nine.

SLAVE TYPE	PRICE	
Untrained boy or girl		50
Untrained labourer (male or female) in mediocre condition		100
Untrained labourer (male or female) in excellent condition		175
Trained house-servant: butler, lackey, housemaid, children's nurse		200
Slave trained in an easy skill: farmer, baker, barber, cook, weaver, tailor, tanner, brewer, hunter, etc.		250
Slave trained in a medium skill: smith, sailor, locksmith, mason, glassblower, carpenter, miner, fancy cook		500
Slave trained in a complex skill: armourer, falconer, architect, apothecary, accountant, scribe, perfumer		1,000

Major-domo, steward, chief accountant	1,500
Slave trained in a difficult skill: historian, poet, interpreter, physician	2,000
Untrained youth or maiden with a Comeliness of 85-100	3,000
Trained entertainer: acrobat, juggler, dancer, mime, singer	6,000
Nonhuman of common species: Shén, Ahoggyá, Pé Chói, Pygmy Folk, Tinaliya, Hláka, Páchi Léi, Swamp Folk	15,000
Trained courtesan or dancer with a Comeliness of 85-100; epic singer, puppeteer, gambling master for Tsahltén, gladiator, or wrestler	20,000

ENTERTAINMENT

Entertainers are expensive, although they have little social prestige. No aristocratic party is complete without entertainers, and the more unusual the better. Only epic singers and the very specialised musicians who play the Ténturen (the large two-player sitar-like instrument popular with the Tsolyáni elite) are treated with respect. The following fees must be paid per entertainer by those wishing to host a party.

Facilities for such functions can be had from the public hostels or winemakers' clanhouses: a large room for about 3 Káitars a night, a better chamber or small suite for 10 Káitars, and very nice accommodations for 75 Káitars. An elegant hostel may ask 1,000 Káitars a night for a spacious suite. Food and drink can be arranged through the hostel-keeper or clanmaster. If gambling is to be done (Tsahltén, bets on gladiatorial bouts, Kévuk-dice tables, etc.), the house will demand a "cut" of 2% of all money wagered.

Entertainers' fees are as follows.

TYPE OF PERFORMER	NUMBER OF SKILL LEVELS HELD		
	1-6	7-12	13-UP
Acrobat, tumbler, juggler, mountebank, common prostitute	5 H	1 K	10 K
Instrumental musician (member of a band), illusionist, story-teller	10 H	3 Ks	12 K
Instrumental soloist, singer, dancer, actor, mime, tableauist, better quality courtesan	1 K	6 K	16 K
Gladiator, wrestler, very popular singer or dancer, higher illusionist (one who uses sorcery)	5 K	15 K	25 K
Epic singer, classical or epic dancer, famous gladiator or wrestler, high class courtesan	10 K	30 K	50 K
Puppeteer, very famous gladiator or wrestler, renowned singer or actor, very high class courtesan	25 K	50 K	150 K
Famous epic singer or actor, judge of the Tsahltén gambling game, most famous courtesan	n/a	150 K	1,000 K

ENTERTAINMENT ITEMS

Musical instruments are available from shops in the larger markets or directly from one of the entertainers' clans. Games and gambling equipment are commonly sold by craftsmen in the bazaars. Birds and animals are offered by dealers in the larger cities.

ITEMS	ENC	PRICE/K
Sra'úr: a lute-like musical instrument	2	100
Ténturen: large sitar-like musical instrument played by two people (one to pluck the strings, the other to press the frets)	14	750
Small flute or horn	.3	10
Drum or gong	5	30
Tambourine	.1	3
Dancer's costume (including cheap glass jewellery)	2	50

Epic singer's costume and masque (not including jewellery)	5	500
Set of Daquí draughts and board	1	9
Set of counters, sticks, dice, and board for Dén-den game	1	18
Set of Kévuk dice	0	3
Set of sticks for Tsahltén (gambling game)	.2	20
Pack of cards for Ao'áb or Náрку games	0	18
Hunting dog (similar to an Irish setter; other breeds exist as well)	—	150
Küni bird trained for hunting; if carried on the wrist, its encumbrance value is 2; if carried in a cage, it is 5	—	600
Küni bird trained both to hunt and to speak	—	1,200
Rényu: a canine-headed, semi-intelligent bipedal mutant which can be trained to track, hunt, perform services, and speak simple sentences	—	4,000

SECTION THREE

MOVEMENT

Two types of movement are important to the game: tactical movement: the short distances needed to perform combat, and strategic map movement (the number of days required to travel 100 Tsán (1 Tsán = .8285 miles).

TACTICAL MOVEMENT

Humans (including the N'lüss) move at a base speed of 90 feet per Combat Round. Modifiers to this are listed after the tables below. Each modifier pip (e.g. -1, +2) changes speed by one level up or down in the following table. For example, a human with a light wound receives a modifier of -1 and is reduced to a movement of 75 ft per Combat Round. Ninety feet per round is the fastest an average (unmodified) human can move, whether walking or running. Within this range a human character can move as fast or as slow as he/she wishes.

Base speeds for Tactical Movement (in feet per Combat Round) are as follows:

BASE SPEEDS	BESTIARY CREATURES EQUIVALENT
150	VERY FAST
135	
120	FAST
105	
90	AVERAGE
75	
60	SLOW
45	
30	VERY SLOW
15	
5	MINIMUM SPEED
0	INCAPACITATED

ATHLETICS MODIFIER

5-9 LEVELS	+1
10 LEVELS	+2

It is assumed that trained soldiers have 5 levels of athletics; soldiers of elite legions and the Omnipotent Azure Legion have 10 levels. Athletic skills modify movement speed but do not apply to melee.

Some types of movement require special skills — or are made easier by having prowess in those skills: e.g. swimming and mountain climbing. Other types of movement may cause success tests at the referee's discretion: e.g. jumping a chasm, climbing a wall, diving into a deep well. This will be discussed later.

TERRAIN MODIFIERS (ONE ONLY)

SCRUB/BROKEN GROUND	-1
WOODS/HILLS/SAND	-2
MARSH/UNDERWORLD TUNNELS*/MOUNTAINS	-3

*Natural caves, broken-floored tunnels, etc. Smooth-paved underworld tunnels impose no modifier.

Creatures ignore terrain modifiers for their native terrain type.

ARMOUR MODIFIERS (ONE ONLY)

LIGHT OR MEDIUM ARMOUR	-1
HEAVY OR STEEL ARMOUR	-2

WOUND MODIFIERS (ONE ONLY)

LIGHT WOUND	-1
SERIOUS WOUND	-3

COMBAT MODIFIERS (ONE ONLY)

MOVE AND STRIKE A BLOW*	-2
MOVE AND THROW A WEAPON*	-2

MISCELLANEOUS

NIGHT	-2
SEMI-DARKNESS	-1
ENCUMBERED	-2
TURNING 90 DEGREES	-2
TURNING 180 DEGREES	-4
MOVING BACKWARDS	-4

MINIMUM MOVEMENT IF

- 1) No light
- 2) Casting a Psychic spell*
- 3) Drawing a new weapon*
- 4) Searching through pouches or packs*
- 5) Other modifiers reduce speed below 5 ft. per Combat Round
- 6) Mapping
- 7) Encumbrance allowance exceeded by more than double

*Only one of these actions is allowed per Combat Round.

NO MOVEMENT IF

- 1) Critically wounded (unless the character can take more than 1 critical wound)
- 2) Firing a missile weapon
- 3) Casting a Ritual spell
- 4) Searching for secret doors, examining a chest, etc.
- 5) Incapacitated for other reasons

The base speeds of nonhumans and various creatures are listed in the Tékumel Bestiary. In addition, there are modifiers for various species in certain kinds of terrain.

MODIFIERS FOR INTELLIGENT RACES

Ahoggyá	no penalty in swamps
Hláka	-3 walking
Hlutrgú	no penalty in swamps
Páchi Léi	no penalty in forests or at night
Pé Chói	no penalty in forests or at night
Pygmy Folk	no penalty in Underworld or at night

Shén	+1 overall
Shunned Ones	+1 overall
Ssú	no penalty in swamps or Underworld or at night
Swamp Folk	no penalty in swamps; + 3 in water or swamps
Tinalíya	no penalty in Underworld

STRATEGIC MAP MOVEMENT

TERRAIN TYPE	MILES TRAVELLED PER DAY PARTY SIZE AND SPEEDS		
	1-50	51+	WITH CARTS OR HEAVY LITTERS
Sákbe Road	25	20	15
Clear/Desert/Wetlands	20	15	10
Forest/Swamp/Low Mountains	15	10	5
Dense Forest or Swamp/High Mountains	10	5	At most 2 miles per day

NAVAL MOVEMENT: WIND SPEED

Wind speed must be ascertained for naval movement. Ship types include small, medium, large and very large galleys (the Séscha, Srügánta, Qél, and Zírunel) and small and large sailed ships (the Hró and the Tnék).

A strong wind has a 10% chance per day of damaging a ship; a storm has a 20% chance per day. If a ship is damaged twice before refitting at a port, it has a 5% chance of sinking. Every damage result after this point adds +5% to the chance of sinking until the ship can put into port for repairs.

D20 SCORE	WIND SPEED
1-4	Same as previous day
5-6	No wind
7-10	Mild breeze
11-14	Brisk Breeze
15-17	Wind
18-19	Strong wind: 10 percent chance of damage)
20	Storm: 20 percent chance of damage

If needed, wind direction is found by rolling a D10: 1 = from the north, 2 = from the north-east, and so on in a clockwise direction around the compass. Results of 9 or 0 are rerolled.

TACTICAL NAVAL MOVEMENT: FEET PER COMBAT ROUND

SHIP	ROWING			WIND SPEEDS				
	AVERAGE	FAST*	RAM*	MILD	BRISK	WIND	STRONG	STORM
SÉSCHA	36	45	54	27	42	57	69	96
SRÜGÁNTA	39	48	57	30	42	54	66	96
QÉL	42	51	69	30	45	72	75	114
ZÍRUNEL	30	39	51	30	39	63	69	99
HRÚ	-	-	-	21	39	54	66	81
TNÉK	-	-	-	18	30	51	66	81

*Ramming speed may only be used for 1 Turn every 20 Turns and must be in a straight line (no turns). Fast speed may be used for 4 Turns out of every 20 Turns, or 5 Turns if no ramming speed rowing is performed.

If the wind is from the stern, sailed ships increase speed by 10%; if the wind comes from the bow, speeds decrease by 20%. At lower wind speeds, warships employ oars to achieve a faster travelling speed. This is reflected in the charts.

STRATEGIC NAVAL MOVEMENT: MILES PER DAY

SHIP	NO WIND	WIND SPEED				
		MILD	BRISK	WIND	STRONG	STORM
SÉSCHA	50	60	80	100	150	200
SRÜGÁNTA	60	80	100	125	200	225
QÉL	80	100	125	150	225	250
ZÍRUNEL	50	60	90	125	175	200
HRÚ	0	50	75	150	200	225
TNÉK	0	40	70	125	150	250



COMBAT

SECTION FOUR

Combat consists of physical melee, missile fire, and/or magical spells and weapons. Physical melee may occur when hostile parties are within 10 feet of each other; missiles and spells are possible from various distances. All types of combat use the same charts and damage tables but employ different modifiers.

Two different combat-resolution systems, the quick play (QP) set and the hit point (HP) system, are offered below. The QP system posits that players want to resolve the combat quickly and without much detail, determine the results, and continue the adventure. The longer and more traditional HP system is designed for players who want to know where each blow lands and what wounds are given.

A turn lasts one minute. Each turn is divided into 10 6-second combat rounds.

INITIATIVE

Each combatant (including non-combatants who are casting healing spells, running away, etc.) rolls a D20. Modifiers to the score of this roll are listed below. The highest score goes first and so on, in descending order of scores. No roll may be modified above 20 or below 1. Tied scores indicate simultaneous actions. A player with a higher initiative may not reserve his action while waiting for an opening or for a lower-initiative opponent to move within range. If possible, all regular modifiers, (i.e. those except for wounds, readiness, and rear or prone attacks) should be figured in advance of combat and listed on one's character card or on a sheet of paper. Modifiers are:

FIRST ROUND WITH OPPONENT

-5	if attacked without warning, suddenly, or from ambush
+3	using a thrusting spear, polearm, or two-handed weapon
+5	long spear
+8	pike (in outdoor, military-style combats: i.e. not in a narrow Underworld corridor!)

SECOND ROUND AND AFTER

-8	pike
-5	long spear
-3	thrusting spear / polearm / two-handed weapon
+3	short sword
+5	fencing techniques

EVERY ROUND

-3	if critically wounded
-3	if encumbered by more than 50% of one's allowance
-2	If seriously wounded
-2	if striking to subdue opponent
-2	if in heavy or steel armour
-2	if engaged from the rear, or if prone
-1	if lightly wounded (suffering a minor wound)
-1	if in light or medium armour
+1	if weapon is ready or spell is prepared in a previous round
+1	for every 10 levels of Sorcerer or Shaman or every 10 levels in the weapon
+1	Dexterity 80+
+2	Dexterity 90+
+3	Dexterity 100+

SPEED

The speed of a creature affects its initiative; cf. the Tékumel Bestiary.

CREATURES' SPEEDS

-3	VERY SLOW
-1	SLOW
+1	FAST
+3	VERY FAST

COMBAT

Minor nonplayer characters and creatures use their Height-Build-Strength factor as listed in the Tékumel Bestiary for combat purposes. Players and non-player characters employ their Height-Build-Strength factors and apply the following modifiers:

MODIFIER

SKILL MODIFIERS

+5	per skill level in weapon used for the first 15 levels
+10	for each skill level thereafter
+1	per subskill level of any Soldier skill possessed to a maximum of +50.

These values are cross-indexed to find each fighter's chance to hit. (Each fighter checks his number as if he were the attacker.) Missile fire is always resolved as if the target's HBS is 01-49. A roll equal to or less than the stated number results in a hit; a score of more than this number is a miss. A natural, unmodified roll of 01-05 always hits, and a roll of 96-100 always misses.

COMBAT HIT CHART

DEFENDER'S HBS FACTOR	ATTACKER'S HBS FACTOR										
	01	50	100	150	200	250	300	350	400	450	500+
01-49	35	40	45	60	65	70	75	80	85	90	95
50-99	30	35	40	55	60	65	70	75	80	85	90
100-149	25	30	35	50	55	60	65	70	75	80	85
150-199	20	25	30	35	50	55	60	65	70	75	80
200-249	15	20	25	30	35	50	55	60	65	70	75
250-299	10	15	20	25	30	35	50	55	60	65	70
300-349	5	10	15	20	25	30	35	50	55	60	65
350-399	5	5	10	15	20	25	30	35	50	55	60
400-449	5	5	5	10	15	20	25	30	35	50	55
450-499	5	5	5	5	10	15	20	25	30	35	50
500+	5	5	5	5	5	10	15	20	25	30	35

MODIFIERS APPLIED TO THE BASE CHANCE TO HIT ARE:

BOTH MELEE AND MISSILE FIRE

- 5 Attacker has a minor wound *
- 5 Per point of a "called shot" **
- 5 Firing at night or with impaired visibility
- 10 Attacker is encumbered
- 10 Attacker is seriously wounded *
- 10 Attacker is crouching, running, dodging, backing up, etc.
(Only applied once, even if more apply)
- 20 Defender has 50% cover*** (see below under Missile Fire)
- 30 Defender has 75% cover***
- 30 Total darkness

* Both of these may apply; do not count wounds twice (see section on Wounds).

**Called Shots: For every -5 an attacker subtracts from his chance to hit, he may add +1 to the damage roll, if successful. This must be announced before the attacker rolls the dice to hit. No shot calling is allowed if it would reduce the "to-hit" chance below 05.

***Shields count towards this coverage vs. missile weapons that do damage on tables A through E. See the sections on damage, below.

TARGET SPEED

The speed of a target determines its ability to dodge, feint, and strike back.

MODIFIER	SPEED
-15	VERY QUICK
-5	QUICK
+5	SLOW
+10	VERY SLOW

TACTICAL MODIFIERS

The first table applies to melee, the second to missile fire.

MELEE MODIFIERS

MODIFIER	CAUSE
+20	Defender is unarmed and unshielded
+20	Attacking defender's rear
+10	Defender is prone
+10	Defender surprised
+5	Defender is unshielded, or the attack is made from the defender's unshielded side

MISSILE FIRE MODIFIERS

MODIFIER	CAUSE
+5	Attacker takes 1 extra round to aim (can only be applied once per shot)
-5	Firing at night
-5	Firing from a second rank or past each intervening target*
-10	Firing at a target in melee *
-20	Firing at medium range
-30	Firing at long range

*In either of these cases, a hit roll of 86-100 results in an intervening target being hit instead. This will always be a friend (if one is available) along the missile's path.

WIND MODIFIERS FOR MISSILE COMBAT

-15	BREEZE
-20	BRISK WIND
-30	STRONG WIND OR STORM

NUMBER OF ATTACKS

All humans get only 1 attack per Combat Round (except for humans using the Florentine sword and dagger style); other creatures may get more or less, depending upon their relative speeds.

CREATURE 'S SPEED	BLOWS PERMITTED PER LIMB, CLAW, ETC. PER COMBAT ROUND
Very slow	1 per 2 CR (i.e. one blow every other round)
Slow	2 per 3 CR
Average	1 per CR
Fast	3 per 2 CR
Very fast	2 per CR

DAMAGE

Damage depends upon the weapon used, including various spells. Find the weapon with which the hit is made on the table below. Then consult the Wound Severity table.

DAMAGE TABLE	WEAPONS
A	Dagger, rock, bare hands
B	Pike, bola, quarterstaff, spear, javelin, wrestling
C	Short one-handed weapon, short bow, sling, martial arts
D	Long one-handed weapons long bow, composite bow
E	Polearm, light and medium crossbow, staff-sling
F	Two-handed weapon, heavy crossbow
G	Small ballista, very heavy crossbow
H	Artillery missile, heavy stone, certain powerful magical spells

WOUND SEVERITY TABLE: A D20 ROLL

DAMAGE TABLE	NO EFFECT	MINOR	SERIOUS	CRITICAL	KILL/INCAPACITATE
A	01-10	11-18	19	-	20
B	1-6	7-17	18	19	20
C	1-3	4-12	13-18	19	20
D	1-2	3-6	7-15	16-19	20
E	1	2-6	7-12	13-19	20
F	1	2	3-6	7-19	20
G	1	2	3-4	5-18	19-20
H	1	2	3	4-17	18-20

*Natural rolls of 1 and 20 are not modified in any way. A 1 never does damage, while a 20 always incapacitates or kills.

If using the QP system, modify the score of the Wound Severity roll by any and all of the following factors that apply. If using the HP system, modify the results only by those items marked "*".

WOUND SEVERITY MODIFIERS

CAUSE	MODIFIER	CAUSE	MODIFIER
Light armour	-2	Enchanted shield	-4
Medium armour	-4	Steel weapon	+1 *
Heavy armour	-6	Surprise	+2 *
Steel armour	-7	Rear attack	+4 *
Enchanted armour	-8	Per 5 levels of skill	+1 *
Small shield	-1	Enchanted weapon	+1 Damage category (C > D) *
Large shield	-2		
Steel shield	-3		

A creature (not a human or intelligent nonhuman) that has more than 100 HBS points adds +2 to its damage score for EVERY full 100 HBS points it possesses

DAMAGE RESULTS: THE QUICK PLAY SYSTEM

When using the quick play system, ignore all No Effect wounds. Two Minor Wounds become one Serious Wound; two Serious Wounds become one Critical Wound.

Creatures with a Height-Build-Strength factor of 01-49 are dispatched (i.e. flee, become unconscious, die) with any hit, except a No Effect wound. Other creatures are out of the combat after receiving one critical wound.

Larger and more powerful creatures may take more than one Critical Wound. See the Tékumel Bestiary list. Such creatures continue to fight and function until they receive their last Critical Wound. For combat and movement purposes, these large creatures count Critical Wounds as Serious Wounds.

If any creature receives a Kill/Incapacitate result, a second D20 die roll is made. A "natural" 19 or 20 on this roll slays any opponent. Otherwise, a Kill or Incapacitate result counts as two Critical Wounds received.

The winner of a combat can freely slay or capture any Critically Wounded or Incapacitated opponent. The referee must decide whether incapacitated combatants have perished before the fight has ended.

Critically wounded friends are assumed to be alive after the battle ends, but in need of immediate healing.

For complete descriptions of the animals likely to be encountered, see the Tékumel Bestiary. An abbreviated list is also given below in the section dealing with encounters.

HBS RANGE	NUMBER OF CRITICAL WOUNDS THE CREATURE MAY TAKE
1-79	1
80+	2
110+	3
140+	4
170+	5
200+	6
230+	7
260+	8
290+	9
320+	10

The referee may also introduce still larger specimens of the creatures listed in the Bestiary or introduce new creatures. Those listed here are small or average and hence within a character's power to slay. Much larger creatures (e.g. the greatest of the sea monsters of Tékumel) are perhaps too difficult to kill, making the game unplayable.

DAMAGE RESULTS: THE HIT POINT SYSTEM

Using the Wound Severity table and that for Wound Severity Modifiers (including those marked with “*”), determine the category of wound received. Three further dice rolls are then made to ascertain damage. If the target has a shield, he rolls a D10 to avoid all damage on the table below. A shield in the HP system can only sustain a set amount of damage. If a shield is destroyed, any excess damage is taken by the target's shield arm.

SHIELD PROTECTION TABLE

SHIELD TYPE	D10 SCORE TO AVOID DAMAGE	SHIELD HIT POINTS
SMALL SHIELD	1-2	15
LARGE SHIELD	1-4	30
STEEL SHIELD	1-5	45
ENCHANTED SHIELD	1-6	50



If the defender is shieldless, or if his shield fails to stop the blow, the attacker then rolls for the amount of damage on the following table. A hit that does damage equal to the number of hit points in a body area renders that area useless. Unconsciousness results if the affected area is the head, torso, or abdomen. If damage exceeds the amount the body area can take, the target goes into shock. If a limb takes double its allotted damage, it is severed, or, in the case of a blunt weapon, mangled irreparably.

WOUND EFFECTS TABLE

WOUND CATEGORY	D20 SCORE RANGES/HIT POINTS LOST				
	1-2	3-4	5-6	7-8	9-10
NO EFFECT	0	1	1	2	2
MINOR WOUND	3	4	4	5	5
SERIOUS WOUND	6	7	8	9	10
CRITICAL WOUND	11	12	13	14	15
KILL/INCAPACITATE	16	17	18	19	20

Armour: various types of armour provide subtractions to the damage obtained above.

ARMOUR PROTECTION TABLE

ARMOUR TYPE	MODIFIER
LIGHT ARMOUR	-2
MEDIUM ARMOUR	-3
HEAVY ARMOUR	-4
STEEL ARMOUR	-6
ENCHANTED ARMOUR	-8

Once the damage done by a blow or missile has been ascertained, the location of the hit is found from the following table.

HIT LOCATION TABLE

D20 SCORES	LOCATION OF HIT*	PERCENT OF TOTAL DAMAGE POINTS
1-2	HEAD	15%-
3-4	RIGHT ARM	15%-
5-6	LEFT ARM	15%-
7-12	TORSO	20%+
13-16	ABDOMEN	15%+
17-18	LEFT LEG	15%-
19-20	RIGHT LEG	15%-

*Creatures described in the Bestiary do not necessarily have the same hit point locations as humans. A rough approximation can be had by multiplying the Body Damage Points of a creature by the fraction given in the preceding table; round up if a "+" follows the percentage, and round down if the percentage is followed by a "-".

SUBDUING AN OPPONENT

An opponent can be subdued rather than killed. The attacker must first defeat the character in combat. An attempt to subdue must be declared at the beginning of combat. A modifier of +3 is added to the roll to subdue if the victim is struck with an edged weapon; a -3 modifier is applied if all attacks are made bare-handed or with a quarterstaff or a club. A successful "subduer" rolls a D10. On a score of 1-6 the opponent is subdued and is either helpless or unconscious. A D10 score of 7-10 indicates the opponent has either been accidentally critically wounded or is dead.

The referee may decide that some creatures cannot be subdued at all, or he may impose further hit modifiers to simulate very ferocious beasts or creatures that cannot fail morale.

MISSILE COMBAT

Missile fire is performed in much the same way as melee: when a combatant attempts to hit a target with a missile, the firer rolls for initiative, then rolls to hit, then rolls for damage, as outlined above. Missile fire differs, however, in that firing is done from a distance, rather than hand-to-hand melee range.

MISSILE RANGES

Data for each missile weapon are provided in the following table: (a) minimum range in feet, under which the weapon cannot fire; (b) short range, for which there are no negative hit modifiers; (c) medium range, at which weapons are given a -20 modifier to hit; and (d) long range, at which weapons receive a -30 to hit. Some missile weapons also take longer than 1 Combat Round to load, aim, and fire: times required to load these are noted below. Aiming and firing are done in the next following Combat Round.

Large artillery machines, such as ballistae, onagers, and trebuchets, are also included below for sieges and naval battles. The damage such engines do and the number of targets they can hit within a 20 ft circle are listed. Damage modifier bonuses for artillery are added to the wound severity die roll, above. When an artillery bolt or stone lands amongst a group of possible targets, a random dice roll is made to determine which is hit.

MISSILE RANGES, RELOADING TIMES, DAMAGE TABLES, AND NUMBER OF TARGETS (FOR ARTILLERY)

WEAPON	RANGES IN FEET				RELOAD TIME	DMG TABLE	NUMBER OF TARGETS
	MIN	SHT	MED	LNG			
ROCK, THROWING STICK	-	30	60	90	-	B	I
STAFF SLING	-	150	270	330	-	E	I
SLING	-	180	270	360	-	C	I
SHORT BOW	-	90	225	270	-	C	I
LONG BOW	-	180	450	600	-	D	I
COMPOSITE BOW	-	225	390	630	-	D	I
LIGHT CROSSBOW	-	180	360	540	-	E	I
MEDIUM CROSSBOW	-	210	450	570	3 CR	E	I
HEAVY CROSSBOW	-	240	480	600	5 CR	F	I
VERY HEAVY CROSSBOW	-	300	510	630	2 T	G	I
SMALL BALLISTA	-	300	510	630	2 T	G	I
MEDIUM BALLISTA	-	450	630	900	4 T	G + 1	I
LARGE BALLISTA	-	510	660	1080	6 T	G + 2	I-2
SMALL ONAGER	90	300	900	1050	4 T	G + 2	I-2
MEDIUM ONAGER	120	360	960	1140	6 T	G + 4	I-5
LARGE ONAGER	150	390	1140	1200	10 T	G + 6	I-5
SMALL TREBUCHET	120	360	960	1140	6 T	G + 4	I-5
LARGE TREBUCHET	150	450	930	1080	10 T	G + 6	I-10

At least one person with artillery skill must be a member of a machine's crew in order to fire a ballista, onager, or trebuchet. Hits by artillery pieces must be confirmed by a D10 roll of 1-5 on the first shot and 1-7 thereafter.

MAGICAL COMBAT

Spell-casting and the use of sorcerous weapons will be discussed in a later section. It is only necessary to note here that magic functions much like missile fire: a mage prepares a spell or weapon, ascertains the range and the effects, and fires — usually

within the same Combat Round, but sometimes one or two Combat Rounds later. Damage or other effects of the spell/weapon are then assessed and applied.

NAVAL COMBAT

Combat at sea is similar to land combat. Magic, missiles, and melee take place as described above. Melee is possible, of course, only when two hostile ships, or a ship and a sea creature move within physical contact range. A ship's or creature's movement through the water causes no penalty, but individual movements by a missile firer and/or a target do create the modifiers listed in preceding tables.

BOARDING

The referee determines the difficulty level of a Dexterity Test required to board an enemy vessel. This depends on wind speed and the relative sizes of the ships, as well as other possible factors. No roll is needed to board back and forth between friendly ships.

SINKING A SHIP

Ships are sunk because: (a) someone sabotages the hull; (b) the crew scuttles the ship to deny it to the enemy; (c) a huge creature swamps the ship; (d) the ship is successfully rammed; or (e) the hull is destroyed by artillery or magic.

Only oared warships may ram. When one ship catches another in naval movement, or two ships confront each other bow to bow, the attacking ship has a 10% chance to sink a larger vessel and a 25% chance to sink a smaller warship or a merchant ship. If this roll is successful, the enemy ship's hull is punctured, and it sinks within 5-10 Turns (a D10 roll divided by 2). If the ramming roll fails, then the ships remain locked alongside in melee.

The referee decides whether a sea creature is large enough to swamp a ship. If such a monster is encountered, a D100 score of 1-5 sinks the ship during the first two turns; thereafter these ranges are increased by 5 pips per turn (i.e. 1-5, 1-10, 1-15, etc.) to a maximum of 1-30, unless the monster is slain.

Of the artillery weapons, only a large ballista, a medium or large onager, or a trebuchet can sink a vessel. Each ship takes a fixed number of "free" hits before it must check for sinking. A Séscha gets no free hits: it rolls for sinking whenever it is hit by one of the listed artillery engines; a Hrú takes 1 free hit; a Srügánta is given 2 free hits; a Tnék gets 3 free hits; a Qél is allowed 4 free hits; and a Zírúnel may take 6. Further artillery hits then have a 5% cumulative chance of sinking the ship: 1-5, 1-10, 1-15, etc. Certain spells, such as the Doomkill and the largest Hands of Krá the Mighty, do similar damage. Military ships often carry sorcerers whose task is to negate enemy magic (see under Battlefield Magic, below). Certain very important ships are also magically warded to prevent spells from affecting the hull, although the crew is not immune to missile fire or melee.

MORALE

Player characters can run away or fight to the death, as they wish. Nonplayer characters may not be so heroic, however. A party that loses members in combat needs to check morale to continue fighting. A group that fails its morale check will attempt to flee or surrender if cornered, unless it is known that certain death awaits. In the latter case, the party must check again at once. A second failure results in surrender or abject cowering; if the roll succeeds, the party regains its courage and continues to fight. If the party consists of members of different morale classes, only one test is made at the level of the component group making up the highest level of morale and numbering at least 20% of the total party. Thus, a handful of veterans can add backbone to a group of peasant levies. If a group runs and certain members are of a higher class than those

that failed the test, those individuals may either join the rout or cross-check the failed die roll with their own morale check. If they pass, they may fight on, if desired.

MORALE CLASSES

Morale classes are based on average members of various social and racial groups. Nonhumans not listed belong to categories similar to those of similar human groups. Using this table as a guide, new categories may be added by the referee.

MORALE CATEGORIES

A	B	C	D	E	F
SLAVES	AVERAGE CITIZENS	AVERAGE SOLDIERS	VETERAN SOLDIERS	ELITE SOLDIERS	FANATICS
PORTERS	BANDITS	SWAMP FOLK (LAND)	SWAMP FOLK (AT SEA)	OFFICERS	HLUTRGÚ
DOMESTICS	PIRATES	YOUNG BRAVOS	SsÚ	AHOGGYÁ	UNDEAD
PEASANTS	NEW RECRUITS	SORCERERS	TINALÍYA	SHÉN	AUTOMATONS
HLÁKA		CARNIVORES; FEROCIOUS HERBIVORES	NOBLES W/FIGHTING EXPERIENCE	HLÜSS	
MILD HERBIVORES		CLAN GUARDS	SHUNNED ONES	PYGMY FOLK	FEROCIOUS CARNIVORES

THE MORALE TEST

One D20 roll is made for the party, according to the percentage of its casualties at the end of the current Combat Round. All members are counted, including noncombatants, slaves, family members, etc. Only player characters are not included. Scores within the ranges given below succeed: the party may stay on and fight or act with reasonable cohesion.

MORALE TEST RESULTS

PERCENTAGE LOST	A	B	C	D	E	F
10%	1-10	1-12	1-14	1-16	1-18	1-20
25%	1-7	1-10	1-12	1-14	1-16	1-18
50%	1-4	1-7	1-10	1-12	1-14	1-16
75%	1-2	1-4	1-7	1-10	1-12	1-14
90%	1	1-2	1-4	1-7	1-10	1-12

Morale Test roll modifiers include:

CAUSE	MODIFIER
The party leader is slain or captured	-4
The party is attacked by magic and has none itself	-3
Humans meleeing Hlüss, Ssú, or Shunned Ones	-2
Meleeing a huge creature or underworld denizen	-2
Meleeing a party more than 50% larger in size	-2
Each of the party's sorcerers killed or captured	-1
Party's major objective has been attained	+4

Enemy leader has been slain	+3
Meleeing a party half as large	+2
Each large treasure (greater than 100 Káitars) found and divided equally among party (except slaves, children, domestic servants, etc.)	+2
Each huge creature or underworld denizen killed or subdued	+2
Each enemy sorcerer killed or captured	+1

The referee determines the actions of a party that has failed its morale roll: the direction of flight, characters who do not escape, etc.

HEALING

Sorcery is the simplest and easiest method of healing wound damage, as well as curing poisons, indigestion, and similar problems. Spells of Healing or Alleviation, or an "Eye" (a magical device of the Ancients) are also used, usually at touch range. If these methods fail, a -10 (cumulative) is subtracted from any subsequent attempt to heal the patient. If sorcery is not available or cannot be made to work on a wound, severed limbs, loss of sight, etc., must either be lived with or the character must retire.

It is possible to heal many wounds and illnesses through medical skill. Levels of medical skill (see below) are needed for this. No surgeon can replace a limb, but many can indeed aid an injured person. Moreover, any party member can administer first aid after a fight. This can only be done once for each set of wounds, however. To see how much damage is regained from first aid, roll a D10 on the following chart. Physicians subtract 1 from the score of this roll for every 5 levels of medical skill possessed.

HEALING TABLE

SYSTEM USED	D10 SCORES AND HEALING EFFECTS				
	1	2-5	6-7	8-9	10
QP	2 CATEGORIES	1 CATEGORY	0	0	0
HP	6-10	4-5	2-3	1	0

In the foregoing table, a QP result denotes the number of wound categories healed: e.g. a serious wound is reduced one category to a minor wound. An HP result signifies the number of hit points recovered.

After first aid is administered, only time and care will enable wounds to heal. At the end of every week, roll on the skill success chart to heal a wound; a success in the QP system heals one category, and a success in the HP system heals the number of hit points required to reach the maximum damage of the next lower wound category. If a physician with 10 or more skill levels is available, he treats a wound as one difficulty level less (but never less than "easy"). If the patient rests at a temple or clanhouse, the wound is treated as two categories less. A failed roll worsens the wound by one category in the QP system. In the HP system, the patient takes the extra damage needed to reach the top of the next category. A QP character who is thus incapacitated will die due to infections and shock; a weaker individual in the HP system may perish sooner. The following chart gives the degree of difficulty for treating each wound category:

WOUND TYPE	DIFFICULTY LEVEL
NO EFFECT	EASY
MINOR WOUND	HARD
SERIOUS WOUND	DIFFICULT
CRITICAL WOUND	VERY DIFFICULT
INCAPACITATED	REAL CHALLENGE



MASS COMBAT: PHYSICAL

Some encounters are too large to handle expeditiously with a set of role-playing rules. Large-scale military engagements perhaps should not be attempted at all, or should be decided by the referee. The following brief set of mass combat rules can be employed for intermediate-size battles.

Each mass combat turn represents two minutes of combat. A combatant's HBS factor gives him a D10 base number needed to achieve a hit. This number is then modified by the combatant's armour, weaponry, speed, visibility, and for missile attacks, range. A random modifier that affects everyone on one side of the mass combat is included to add an element of uncertainty to the combat.

If the D10 score is equal to or less than the modified number, the attacker scores a critical wound on a defender. An attacker with a HBS of 300-399 does two wounds to two different opponents; an attacker with a HBS of 400-499 does 3 wounds; and an attacker with a HBS of 500+ does 5 wounds to 5 different opponents, if that many are within reach!

If the battle is too large to be fought individual by individual, percentages can be used for casualties and any left over fraction: e.g. 63 men rolling a 6 = 37.8 casualties (i.e. $63 \times .6$). A random roll is then

made with a D10 to determine whether the .8 is a hit or not. Creatures allowed multiple wounds are killed as their cumulative wound totals are reached: e.g. 17 wounds are done to a group of 10 creatures that can absorb 3 critical wounds each; 5 creatures expire and 2 wounds remain for the next turn.

Morale checks are made at the end of each turn, according to the tables given above. In this system, individuals are not distinguished, although player characters and key nonplayer characters can indeed be picked out and allowed to fight individual combats. Otherwise, leaders are incapacitated on a D10 die roll equal to the turn of mass combat: e.g. on a "1" in turn 1, on a "1" or "2" in turn 2, on a "1-5" in turn 5. 1-5 is the maximum, however: scores of 6-10 never kill leaders. A leader who becomes a casualty in this manner replaces one ordinary casualty, thus saving a trooper.

Post-battle recovery rates are 70% for the victor, 80% if a friendly sorcerer has survived the fight; 20% for the loser, 30% if a friendly sorcerer remains.

THE MASS COMBAT DIE ROLL

A D10 score less than or equal to the numbers listed in the following table scores a hit.

HBS RANGE	BASE NUMBER NEEDED TO HIT
0-49	1
50-99	2
100-149	2
150-199	3
200-249	4
250-299	4

300-349	5
350-399	6
400-449	6
450-499	7
500-UP	8

MODIFIERS TO THE MASS COMBAT DIE ROLL

The attacker's weapon category provides a modifier. This may be the weapon category of an individual or of a group of combatants grouped together for purposes of the fight.

WEAPON USED

WEAPON CATEGORY	MODIFIER
A/B	0
C/D	+1
E/F	+2
G+	+3

TARGET'S SPEED

This is needed when fighting creatures and nonhumans:

TARGET'S SPEED	MODIFIER
VERY SLOW	+2
SLOW	+1
AVERAGE	0
FAST	-1
VERY FAST	-2

VISIBILITY

This is used unless the combatant sees in the dark.

CAUSE	MODIFIER
IMPAIRED, FOG, NIGHT	-1
TOTAL DARKNESS	-3

TARGET'S ARMOUR PROTECTION

ARMOUR TYPE	MODIFIER
LIGHT ARMOUR	0
MEDIUM	-1
HEAVY ARMOUR	-2
ENCHANTED ARMOUR	-3

RANDOM MODIFIER: (BOTH SIDES ROLL EACH TURN)

D10 SCORE	MODIFIER
1	+2
2-3	+1
4-7	0
8-9	-1
10	-2

TACTICAL MODIFIERS

CAUSE	MODIFIER	COMMENT
Surprise	+1	First turn only; the surprised party may not attack in return.
Flank	+1	Only when using miniature figures, a battle board, or with the referee's permission.
Rear	+2	See Flank, above

MISSILE RANGE MODIFIERS

RANGES	MODIFIERS
SHORT RANGE	0
MEDIUM RANGE	-1
LONG RANGE	-2

Only one shot per range is allowed against a closing or retreating enemy. No long-range fire is allowed in restrictive terrain. Night shortens allowable fire by 1 range category.

MASS COMBAT SYSTEM: MAGIC

Magic-users and magical devices play an important role in combat. Each mage or destructive magical weapon, (e.g., an Eye of Raging Power) rolls once per mass combat turn on the following chart. A D10 score equal to or less than the number listed results in the attacker doing critical wounds equal to his level to the enemy side. Twice per turn each defending magic-user may volunteer to try to stop incoming sorcery; a defending mage may thus include himself as the first potential casualty in a magical attack to decrease the attacker's magical attack die roll number. An attacking mage may also nominate a defending mage as a target, at the attacker's option. Eyes function as 20th level spells for purposes of determining attack level but cease to function if an 8-10 is rolled for the Eye's attack. When defending, the wielder of an eye is treated as whatever class the wielder normally is; in effect, the eye gives no defensive bonus. Mages cannot be specifically targeted in melee during mass combat unless there are no other targets remaining in the area. Each turn a mage runs a risk of being incapacitated or exhausting his spell casting points. To represent this, a mage of levels 1-6 can only cast spells during the first two mass Combat Rounds; mages of levels 7-12 may cast spells during the first 3 Rounds; Levels 13-18 for the first 4; Levels 19-24 for the first 5; and Levels 25-30 for the first 6 Rounds. A mage with no more turns of spell casting can still act defensively for his side or, if so inclined, may join the fray as a warrior:

MASS COMBAT MAGIC TABLE

TARGET'S MAGICAL RESISTANCE FACTOR	CASTER'S LEVEL				
	1-6	7-12	13-18	19-24	25-30
0-1	4	5	6	7	8
2-3	3	4	5	6	7
4-5	2	3	4	5	6
6-7	1	2	3	4	5
8-9	0*	1	2	3	4
10-11	0*	0*	1	2	3
12	0*	0*	0*	1	2

* On a result of "0" roll a D10. A score of 1 requires a second D10 roll: 1-5 = 1-5 targets are affected, 6-10 = no effect.

SECTION FIVE

ADVENTURE DICE ROLLS

Beyond such clearly defined activities as movement and combat, characters must perform many other actions. Most of these cannot be subjected to "rules" any more than can actions here on Earth. (What dice score do you need to enjoy your breakfast? To race downstairs without tripping? To win an argument in a court of law? To gain the affections of your intended?) This section offers ways to determine such matters in the rôle-playing game. One can over-use these methods, of course, turning the game into an exercise in dice-rolling. The mark of a good referee is neither to under-use nor over-use such mechanisms: rolling dice for every petty event is not fun, nor is it enjoyable to

have to depend upon the referee's whim whenever an event occurs for which there are no neatly codified rules.

RANDOM OCCURRENCE ROLLS

A player has the option of deciding many matters for himself. In some cases, however, players may prefer to let a D100 roll settle issues that cannot be predicted from the scenario, the characters' attributes, their learned skills, or their wishes. Does the High Priest Osumétlu like rich and spicy Jakállan cooking? Does the guard turn around? Can Lady Mnélla (a non-player character) tolerate Lord Sunchán's revolting food habits? Does the armourer have a harness that fits Lord Arumél?

In these and many other cases a D100 roll is the simplest solution. The lower the score, the more favourable the outcome for the character; the higher the score, the less favourable. A score of 25, for instance, means that Osumétlu does indeed enjoy Jakállan cooking. A result of 5 shows still greater enjoyment: he absolutely loves it!. A 95 would denote a thorough distaste for spicy food. A score of 45-65 signifies that the guard does turn around but is not very attentive and perhaps not looking in the right direction. A roll of 89 indicates that Lady Mnélla turns a bilious green, leaps up from her meal, and requests Lord Sunchán to depart forthwith! A score of 11, on the other hand, would show that she finds this strange man's predilections fascinating. A score of 51 indicates that the armourer has armour that fits Arumél, but it is not really what he wants. Once a liking, etc., has been ascertained, it is noted on the character's record so that vagaries of the dice do not leave the character loving something one day and hating it the next!

Ungamed background knowledge can be ascertained similarly. Has Tékuu ever heard of this animal before? Did Arjái ever visit the city of Haumá? Does Shenésa recognise the powers of this herb? Low scores give favourable answers; high ones indicate a lack of knowledge; and a middling result (perhaps 40-60) denotes a little knowledge, a brief and undetailed visit (perhaps when the character was a child), or a vague familiarity but no real understanding.

A random dice roll is used to select the subject of an event from the party: e.g. there are nine persons in the exploring expedition (including non-player characters — there are no "NPC's" as far as Tékuu is concerned!). A roll of 1-9 (i.e. a D10, rerolling a result of 0) is used to decide who finds the most valuable item of treasure — or who is attacked by the monstrous tomb guardian! Thus, a 1 denotes Tákodai, a 2 signifies Lady Ashiyán, a 3 picks out Lord Kirkta, etc.

The referee must "fine-tune" these random rolls. The worst possible score (i.e. 100: two zeros on the dice) denotes that the character has had awful luck indeed. The referee thinks of several possibilities, gives each a random chance, and rolls his own D100. For instance, a party discovers a chest in an underworld corridor. Sánjesh scores 100. What happens to him? The referee thinks of four likely results and rolls D100: 1-10 indicates the chest is empty; 11-60 = it holds treasure, but this hapless fellow cannot find it; 61-90 = the chest contains a trap which he sets off, requiring a "targeting roll" against damage according to table C; and 91-100 = a hideous Epéng, a venomous insect whose poison is usually fatal, lurks in the box. If there are 10 or fewer possibilities, and if the ranges are not complex, a single D10 does as well as D100.

ATTRIBUTE ROLLS

One or more attributes from a character's original statistics (determined from volume one of Adventures on Tékuu) is employed as the basis for deciding such actions as smashing open a door, jumping across a chasm, catching a thrown coin, recognising a symbol scratched on a wall, and the like. The first two examples use the character's strength statistic; catching the coin is a matter of dexterity; and recognising the symbol is related to intelligence (although prior knowledge would certainly take precedence). To determine these events, the referee first decides how difficult the test is for that particular character: jumping a 6 ft wide chasm is no problem for an athletic person,

but it is a harder test for a fifty-ish bureaucrat, and for a seriously wounded man it becomes a real challenge. Once the difficulty level of the test is set, the player makes a D100 roll against the table given below, and the action succeeds or fails accordingly.

The relevance of most attributes is clear: strength for tasks that require physical power; intelligence for seeing, knowing, recognising, understanding, and calculating things; dexterity for delicate actions, picking locks, working with small tools, etc.; psychic ability for sorcerous and other-planar manifestations; comeliness to impress someone with one's appearance; charisma to impress with words and manner. Arbitrarily, the strength statistic is employed for matters of stamina: e.g. resisting a poison, marching rapidly or a great distance cross-country, surviving underwater, and the like.

There is no need to roll for events that are impossible, of course: no character can lift a sailing ship; no mage can figure out the workings of a star-ship; and pretty words cannot sway a Princess of the Empire into eloping with a highly charismatic but impoverished swain. In such cases, the referee must say, "Sorry. It can't happen."

Two or more statistics can be combined and averaged, and the resulting number used as the base for the table below. For instance, comeliness and charisma together constitute the basis for a roll to decide how much Mazhán impresses the warrior-maiden Ka'él. If he fails, he is not allowed to roll again until he or she does something that may alter her opinion of him. The three attributes of strength, comeliness, and charisma are averaged together if Mazhán decides to impress Ka'él with his muscles and weight-lifting! Dexterity and strength are used to drag an unconscious comrade out of a tangle of thorns and brush. Intelligence and dexterity are combined to disarm a clever trap. Psychic ability and psychic reservoir are joined to test whether or not a person senses powerful sorcery nearby. (This is not a spell but rather an ability that a few highly psychic characters may have at the referee's discretion.) The referee is urged to innovate and develop further combinations and reasons for using them.

SKILL ROLLS

Competence in a skill forms the basis for many adventure rolls. Swimming is crucial to a person who falls overboard; mountain-climbing is needed for one who essays the peaks of Kilalámmu; cooking is needed to prepare dinner, etc. Indeed, cooking primarily requires training and experience, and a roll using this skill alone by itself is appropriate: the referee sets the level of the test (easy to cook a daily meal, harder to prepare a dinner for guests, very difficult to bake a cake fit for an Imperial Prince, and a real challenge to cook food that would appeal to a visiting nonhuman!) Such tests differ according to the skill level of the tester, of course: what is an easy test for a master chef is likely to be a real challenge for an apprentice. One finds one's skill level from one's character sheet, inquires the test's difficulty level from the referee, and rolls D100. Kagór, a clever cook with much experience, scores a modified 60 and succeeds in cooking a dinner that appeals to Lord Tékunu's highborn guests. Kágesh, who is an average glassblower, rolls a 91 to create a goblet, ruins it, and spatters molten glass over his sandals!

In other cases, an attribute from one's character sheet is employed together with a skill: e.g. the ship captain Pi'úr is below decks when his ship hits a reef and capsizes. He makes a dexterity roll to wriggle out; then he makes another roll using his swimming skill to reach shore, about 300 feet away. If the referee changes the scenario, however, and makes the beach 3 miles away, Pi'úr must use his swimming skill as a modifier to his strength statistic to save himself! (This is poor refereeing, of course: players must be told what they can see or sense, and no changes are allowed thereafter! Pi'úr must have known whether the ship is 300 feet or 3 miles from the coast!) When Pi'úr does crawl up on shore he may have to make an intelligence + botanical knowledge skill roll to notice that the seaweed he is lying on is poisonous. Poor Pi'úr!

PRIMARY AND SECONDARY SKILLS

Any skill can be used as the primary skill for a test. Where relevant, one secondary skill may be additionally employed as a modifier. This is left to the player and the referee. For example, Mazhán wishes to serenade Ka'él with a poem. He has four levels of poetry, and dashing off a simple poem is an easy task for him. He wants to sing this to her, however, and his skill in music is only two levels. He requests that the test be split in two: one for penning the lyric, which he passes easily; and a second for singing his composition to the lady. Here, he urges his levels of the oration and debate skill should serve as a secondary skill. The referee refuses, saying that, if anything, such a use of the oration skill ought to count as a negative! One does not "orate" or "debate" a love-song to one's heart's desire!

Skills may be differently combined. Philosophy and advanced theology are logical skills needed to read The Scrolls of Pavár. Basket-weaving and hunter/tracker are useful together to weave vines into a sturdy rope. Glassblowing and merchant are good choices for one who manufactures beautiful vessels for sale. Foreign studies and economics are useful in setting up a business in Mu'ugalavyá — or getting a job as a lecturer at a temple academy in Yán Kór. Many combinations are possible, and, again, players and the referee are invited to innovate.

Another example: Captain Pi'úr attempts to dock his ship in rough seas at a wharf in the unprotected harbour of the city of Be'ésa on Dlántla Isle. His intelligence is 80, his dexterity 76, and he has 15 levels of sailing. His two attributes average 78. The referee decides the test is a difficult one even for a seaman with so much experience. Pi'úr's modifiers are +30, -5, and -30 = -5. He scores a $19 + -5 = 14$ and makes port easily. If he had failed by a few points, he would have to go back out into the harbour and try again; a failure of, say, 15-30 points might denote scraped paint or other minor damage, and a real flop of 31+ points could mean disaster!

LANGUAGE TESTS

Each language has only five levels of competence. One who has no levels cannot pass such a test at all. One level is a real challenge when faced with a monolingual speaker; two levels are a very difficult test; three a difficult test, four a harder test, and five an easy test. At the referee's discretion, a person who has five levels and has lived and worked for some time with speakers of that tongue needs no test at all: he is fluent. Reading and writing, however, may still require a test, if the character has not mastered these skills to the same extent.

COMPETITIVE ROLLS

A competitive roll is made when one character's will is opposed by someone else's (whether a player or non-player character makes no difference). This can include persuading an official to be lenient, impressing a love-interest to a greater extent than another character does, getting a reluctant guard to carry a message, obtaining aid from a hostile tribesman, and the like. In such cases, the referee sets the difficulty level of the test for each party. All sides then apply all of their relevant modifiers, and the parties roll D100. The best (i.e. lowest) score prevails. The greater the amount by which a test is passed, the better the result. The worse one's failure, the unhappier the outcome. A tie is won by the contestant having the greatest number of levels in the primary skill employed. For example, Mazhán warbles his song to Ka'él and scores a (modified) 10: he impresses her mightily, much more than Tákodai's result of 68, a bare pass! She smiles upon lucky Mazhán, while Tákodai broods.

Another example: Two Tsolyáni warriors are bartering with a Tinalíya merchant over the price of a steel sword. The first warrior has an intelligence of 40 and no other relevant skills. The second has an intelligence of 85 and one level of merchant. The Tinalíya has an intelligence of 94 and 12 levels of the merchant skill. The referee declares bartering to be a very difficult task for the first warrior, a difficult task for the second, and an easy task for the Tinalíya. All three compute their modifiers: Warrior 1 =

+50; warrior 2 = +18; the Tinalíya = -34. Three D100 rolls are made: warrior 1 scores 31, warrior 2 has a 49; and the Tinalíya gets a 68. The modified scores are respectively 81, 67, and 34. The Tinalíya wins the contest and charges the warriors whatever exorbitant fee he wishes (i.e. the referee decides) for the sword. They can refuse to buy the weapon, of course, but the Tinalíya will not lower his price any farther.

One more example will illustrate the system. Lord Tékuu hiQolyélmu tries to convince a tax collector that his estate is not in arrears. Tékuu has never bothered to pay the taxes, and his father, who last owned the fief, is recently deceased. Tékuu has also failed to acquire much knowledge of estate administration. This is thus a real challenge for him. Tékuu's charisma (his most relevant attribute) is 86, and he has 8 levels of Administration. He convinces the referee that his 12 levels of the skill of law also apply. The modifiers to his dice roll are thus +60, -10, -16, and -12 for a net of +22. The tax-collector has a charisma of 49 and 15 levels of experience in his job. For him, this test is only a difficult test: his modifiers are +30, -5, and -30: a total of -5 to his D100 roll. Tékuu scores $42 + 22 = 64$. The tax-collector rolls an $82 + -5 = 77$. Tékuu wins, and the tax-collector departs. Tékuu offers a prayer of thanks to his tutors in the temple of Hnálla, then has a scribe dash off a letter to his clan elders in Jakálla, begging them to see that the taxes are quickly paid, bribes offered, and documents altered.

At the referee's discretion, minor events and actions can either not be rolled for at all, or else be determined with non-competitive skill rolls: e.g. Tékuu's charisma and skills can be applied to the skill test table without bothering about the tax-collector's statistics. Too much fine-tuning can be tiresome.

THE ADVENTURE DICE ROLL TEST

All adventure dice rolls use the same simple table:

D100 ROLL	OUTCOME
1-70	SUCCESS
71-100	FAILURE

Modifiers include:

DIFFICULTY LEVEL OF THE TEST

CATEGORY OF TEST	MODIFIER
EASY	+0
HARDER	+15
DIFFICULT	+30
VERY DIFFICULT	+45
REAL CHALLENGE	+60

RELEVANT ATTRIBUTE MODIFIER

ATTRIBUTE	MODIFIER
01-20	+10
21-40	+5
41-80	-5
81-99	-10
100+	-15

SKILL MODIFIERS

PER SKILL LEVEL	MODIFIER
PRIMARY SKILL	-2
SECONDARY SKILL	-1

Everything depends upon the referee and his perception of the scenario. The more experience the referee has had of real life, of arms and armour, of adventurous conditions and actions (e.g. hunting, backpacking, foreign travel), the more likely he is to make balanced and intelligent judgments in the game. No one can give guidance for every conceivable situation, of course, and the player party must co-operate with the referee in areas where the latter lacks expertise. The goal is enjoyment, not squabbling over "rules" or dice-rolling!

EXPERIENCE

Combat skills (e.g. Shaman, Sorcerer, and Warrior) are increased by gaining experience points (EXP). A character earns these either through defeating opponents in combat or through casting spells to aid the party. Using non-combat skills to aid the party is irrelevant to "experience," although the referee may add rewards of his own.

SORCERER AND SHAMAN EXPERIENCE POINTS

For every 2,000 EXP gained, a shaman or sorcerer adds one level to his magic levels. He then receives 25 spell purchasing points to buy new spells (or higher variants of old ones) from the sorcery section of this book. A mage who defeats an opponent with a physical weapon receives Warrior EXPs, not sorcery EXPs.

WARRIOR EXPERIENCE POINTS

For every 500 EXP gained, a Warriors earns 1 skill unit with which to purchase weapon skills, as shown on page 37, Tables 8 and 9, of part one of Adventures on Tékumel. EXPs can be saved to purchase weapon subskills that cost more than 1 point each. They must be assigned to a specific weapon at the time they are earned, however. No combat modifiers are given for partial skill levels.

A warrior must assign his EXPs to the specific weapon skill he has used to gain them: e.g. points earned through defeating a foe with a long-sword must be assigned to further levels of long-sword. Or: alternatively, he may assign such earned points to a weapon in which he has less than 10 skill levels. When he attains 10 levels in a weapon, he must earn any further levels in it by using it in combat. Further skill levels can still be purchased on a character's birthday through using his academic and hobby skill points, as described in volume one of Adventures on Tekumel. Special cases can be settled by the referee (e.g. learning or developing more skill in a weapon through training with a recognised master while travelling with him. Such cases will be uncommon: it is difficult to practice regularly or study while tramping along a road!)

A warriors who defeats a foe with a missile weapon earns points as if the enemy had a HBS of 1-49. Slaying a powerful enemy with an arrow from a distance does not provide many points!

Experience points are otherwise awarded by cross-indexing the character's skill and that of his opponent on the Gamed Victory Points Chart, below. The topmost and leftmost ranges in the vertical and horizontal rows are a character's modified HBS factor (e.g. 100+ = an HBS between 100-149). The second ranges below or to the right in both rows are a sorcerer's or shaman's magical skill level (the winner) or magical resistance factor (the loser): e.g. 1-3 = a character who has achieved a sorcery level of 1, 2, or 3.

SIMULTANEOUS VICTORY

Only the character who strikes an incapacitating or killing blow gains experience points. If two individuals both cause damage that would slay an opponent in the same combat round, or if two mages simultaneously target a victim successfully, the victors roll percentile dice, and the lowest score receives the credit. A party may allow a new or weak character to strike the last blow against a target mostly defeated by the others, thus giving that character a chance to gain experience points and greater strength.

GAMED VICTORY POINTS

WINNER'S MODIFIED HBS OR MAGICAL SKILL LEVEL	LOSER'S MODIFIED HBS FACTOR OR MAGICAL RESISTANCE FACTOR										
	1-49	50+	100+	150+	200+	250+	300+	350+	400+	500+	
	0-1	2-3	4-5	6	7	8	9	10	11	12	
01-49	-	500	750	1000	1250	1500	1750	2000	2000	2000	2000
50+	1-3	250	500	750	1000	1250	1500	1750	2000	2000	2000
100+	4-6	100	250	500	750	1000	1250	1500	1750	2000	2000
150+	7-9	75	100	250	500	750	1000	1250	1500	1750	2000
200+	10-12	50	75	100	250	500	750	1000	1250	1500	1750
250+	13-15	25	50	75	100	250	500	750	1000	1250	1500
300+	16-18	15	25	50	75	100	250	500	750	1000	1250
350+	19-21	10	15	25	50	75	100	250	500	750	1000
400+	22-24	5	10	15	25	50	75	100	250	500	750
500+	25+	5	5	10	15	25	50	75	100	250	500

BONUS EXPERIENCE POINTS FOR LARGER CREATURES

Opponents with large numbers of hit points (or critical wounds in the Quick Play system) are harder for warriors to defeat. Thus, warriors (only!) receive a bonus for defeating such creatures. Opponents with 110-169 hit points (Quick Play: 3 or 4 critical wounds) are counted as 1 HBS category more powerful for experience point purposes only: i.e. one column farther to the right on the foregoing table. Two category shifts are given for foes with 170-229 hit points (Quick Play: 5 or 6 critical wounds); three shifts for those with 230-289 hit points (Quick Play: 7 or 8 critical wounds); and four shifts are given for opponents with 290 or more hit points (Quick Play: 9 or more critical wounds). If a shift moves the award off the table, refer to a higher line on the chart to ascertain the logical progression. No target is worth more than 2,000 experience points.

NON-PLAYER CHARACTER EXPERIENCE POINTS

Non-player characters have as much right to experience points as player characters. The players or the referee must keep track of their progress on their cards. Points for minor characters (e.g. nameless soldiers introduced in a battle) need not be recorded, unless they are likely to reappear.

MAGICAL OR TECHNOLOGICAL WEAPONS AND EXPERIENCE

No experience points are given for defeating an opponent with a magical or technological device. An Eye is an easy way to slay even a large creature; using it says nothing about the user's skill, strength, or prowess.

KEEPING TRACK OF EXPERIENCE POINTS

Each player must keep track of his character's experience points and record them on a sheet where the referee can inspect them. Players who abuse the system may quickly find themselves out of the referee's good graces, or perhaps the game itself!

EXPERIENCE POINTS FOR CASTING NON-COMBAT SPELLS

Only successful spells cast to aid the party's goals earn experience points. Casting spells just to gain points is prohibited: e.g. a mage who casts 20 extra Light spells when no light is needed. The referee is the final arbiter.

Points given for casting successful non-combat spells are found from the following table:

SPELL-CASTING COMPETENCE POINTS

CASTER'S MAGICAL SKILL LEVEL	PHYLUM OF NON-AGGRESSIVE SPELL CAST		
	UNIVERSAL	GENERIC	TEMPLE
1-3	30	60	120
4-6	25	50	100

7-9	20	40	80
10-12	15	30	60
13-15	10	20	40
16-18	5	10	20
19+	5	5	10

SKILL DEVELOPMENT

New warrior and sorcery levels and skills are gained with experience points, as shown above. A different method is used to acquire non-combat skills. Each year, on a character's birthday, he can learn new non-combat skills or additional levels of such skills he already knows, as described in *Adventures on Tékumel*, part one, pages 31 and 41. If the character has spent the last game-year adventuring in a rôle-playing game, he will not have had time to study non-combat skills (e.g. poetry, botany) while "on the road." He thus learns his normal number of skills from *Adventures on Tékumel*, part one, but hobby points earned there are halved (and rounded up).

An active character in a rôle-playing game cannot learn sorcerer, shaman, or warrior skills through academic or hobby skill points; these can only be had by adventuring.

No more than two levels of a non-combat skill can be purchased in one year through the use of academic skill points. Hobby points may allow a character to obtain three levels in some cases, however. For example, one may use the academic skill sections of *Adventures on Tékumel*, part one, to acquire two levels of Poetry. Hobby skill points can then provide a third level of this same skill.

The goal is to give a character enough skills to function in the rôle-playing game, while not letting him become a superhuman warrior, mage, or monomaniacal scholar with two dozen levels in some very limited speciality.

INACTIVE CHARACTERS AND SKILL LEARNING

The following paragraphs apply only to a character not currently active in a rôle-playing game. He receives his normal number of skill and hobby points as in *Adventures on Tékumel*, part one, provided that he is in a locale where this learning is maximised: e.g. in training with a weapons master, in a temple school, etc. Such a character learns new weapon skills and spells as follows:

- A warrior who is not in an army or navy may purchase one level of a weapon skill with no die roll (see below), using points gained from *Adventures on Tékumel*, Part One.
- A character in an army or navy can purchase as many as two weapons skill levels without making a die roll.
- A warrior or soldier who wishes to obtain further levels of weapon skills (i.e. more than two) must first allocate skill learning points (from *Adventures on Tékumel*, part one), then roll a D10: 1-4 = the level is acquired; 5-10 = it is not learned that year. This is done for each weapon skill level the character wishes to buy after the first "free" one(s). If the roll fails, the invested skill points are lost. This method encourages characters to learn skills other than weapons.
- An inactive mage or shaman learns a level of Sorcery similarly: he first invests all his skill points from *Adventures on Tékumel*, part one, then rolls a D10: 1-4 = he achieves the level; 5-10 = he does not. A successful score gives him 25 spell purchase points to buy spell levels from the sorcery section of this book. A failure means that he loses all of these points but does apply a -1 to his D10 roll next year (this is cumulative from year to

year until he achieves a level). A magic-user with an intelligence factor of 91+ also subtracts 1 from his D10 roll. Again, the objective is to slow ambitious players down a trifle and encourage them to seek expertise in skills other than just spells (e.g. languages, sciences, priestly skills, administrative methods, etc.).

- An inactive character acquires non-combat skills with points from Adventures on Tékumel, part one, as does an active player-character.



An inactive character may find it useful to enter one of the Tékumel solitaire adventures. This is risky but offers more in the way of plot development and enjoyment.

INAPPROPRIATE SKILLS

No mage may take academic weapon skills from Adventures on Tékumel, Part One, although he can purchase them with hobby skill points. No warrior can learn sorcerous skills at all, either through academic skill or hobby points, without the referee's specific permission.

ATTRIBUTE DEVELOPMENT

Each year, on a character's birthday, a D10 is rolled: 1-2 = he gains 1-5 points (randomly rolled) to add to one of the following basic statistics: Strength, Dexterity, Intelligence, Comeliness, or Charisma (again randomly chosen). This can affect his HBS factor, which must then be recalculated.

This is repeated each year until he reaches age 35, after which no points are gained. Upon reaching age 40, the process reverses itself: characters roll for ageing penalties in the same fashion. Comeliness and charisma are not reduced by ageing, however: comeliness is as perceived by one's peers, while charisma always shines through, regardless of age.

Upon reaching age 50, a character rolls a D10 each year. A score of 1-2 saves him from losing 1-5 attribute points. At age 60 the decline is automatic, and at age 70 the decline increases to 1-10 points per year. If any of the above-listed attributes is reduced to zero, the character dies and cannot be revived. Characters who are magically made older or younger by spells or devices adjust their attributes in the same fashion unless the referee decrees otherwise.

OTHER REWARDS

A character who has displayed exceptional rôle-playing skill may merit a reward in addition to those given above. Thus, a soldier can be given the "Gold of Glory" in the Hall of Heroes in Avanthár (a very awesome and splendid ceremony). A priest may be promoted a Circle within his hierarchy (a completely different matter from attaining a level

of sorcery, which provides spell purchase points). A loyal henchman can receive a fief, a village, or a piece of land, thus creating a new series of adventures. A patron may offer a largess of money, a magical object, a fine sword, etc., for a job well done. All such matters are left to the referee, who is here gently advised to be neither too stingy nor too generous.

INCOME AND EXPENDITURE

SECTION SEVEN

People on Tékumel hold jobs, receive salaries, make purchases, and live normal human lives. This section lists salaries and likely earnings from business enterprises. Further on, averaged living expenses will be described similarly. Those who do not care about "realistic" gaming may dispense with these portions, but some formula should then be devised; otherwise the game becomes unbalanced. One cannot go on amassing money and "treasure" without a corresponding rise in expenditures!

INCOME

Income differs widely on Tékumel, as might be expected. Various occupational groups are listed. If no precisely appropriate category is given, the referee is urged to extrapolate.

- A. **SLAVES:** These unfortunates are not paid wages but are instead given food, clothing, and occasional gifts at their owner's pleasure. Valuable slaves, such as concubines, entertainers, major-domos, etc., expect better food and clothing than a less skilled slave, as well as leisure time.
- B. **SERVANTS:** Domestics trained in menial tasks are paid about 5-10 Káitars a month. This is halved in rural areas and doubled in major cities. Wealthy clans and nobles often double these rates again in order to get the best possible service. Generosity — public and ostentatious — is considered a virtue in aristocratic circles.
- C. **SKILLED EMPLOYEES:** Craftsmen are paid according to their skill levels. Wages vary according to locale and the employer's status. The following chart gives salaries for skilled workers, based upon the degree of difficulty of the skill (i.e. the skill/hobby points needed to gain a level in this skill; cf. Adventures on Tékumel, part one.) Warriors (clan guards, bodyguards, watchmen, and the like) are paid according to their highest subskill in any weapon, fisticuffs excepted. Soldiers, merchants, officials, and priests are dealt with later.

HOBBY/SKILL POINTS SPENT TO LEARN A SKILL LEVEL, AND WAGES IN KÁITARS/MONTH

EMPLOYEE'S SKILL LEVEL	1	2	3	4	5
1-3	5	10	15	20	25
4-6	15	30	45	60	75
7-9	30	60	90	120	150
10-12	50	100	150	200	250
13+	90	180	270	360	450

Dancers, entertainers, musicians, courtesans, panderers, and other "independent entrepreneurs may receive extra income through tips and gratuities. Such individuals roll a D10 each month: 1 = multiply the usual income by 10; 2 = multiply it by 5; 3-10 = the character earns nothing extra that month.

Farmers multiply the income found on the preceding table by 2 in the harvest months of Didóm and Langála. Depending upon local conditions, income earned from other rural occupations may increase during certain months as determined by the referee. For example: fishing; transport by Chlén-cart or boat, the flower season (for perfumes); local festivals, the wine-making season, etc.

D. OFFICIALS AND PRIESTS: These functionaries are paid according to their Circle. This is different from the magical "level" of a sorcerer, and also the weapon skill level of a warrior. "Circles" are social levels within the hierarchies. Levels of official or priestly subskills do not directly correspond to "Circle" level. Many incompetent individuals have risen to great heights in the bureaucracies of Tékumel. To determine a priest's or official's Circle, use the chart given on pages 80 and 81 of *Adventures on Tekumel*, Part Two, Volume One, sections C1, C2 and C3. The following general approximations of "salaries" are based on urban locales: rural officials and priests receive 25% less; those in major cities 25% more. These sums includes gifts and bribes, which are likely to be greater in a city. Officials and priests of the highest Circles receive further benefits: elegant lodgings, slaves and servants, the best food and drink, concubines, costumes and jewellery, etc. A priest who serves one of the Cohorts receives perhaps 10% less than priests of a God: the temples of the Cohorts are not as rich as those of the Gods.

The referee and the game context will determine the Circle of a priest or official. Priestly and official monthly salaries are then determined from the following table.

CIRCLE	SALARY	CIRCLE	SALARY	CIRCLE	SALARY	CIRCLE	SALARY
1	10	7	90	13	700	19	1900
2	15	8	110	14	900	20	2000
3	20	9	150	15	1000	21	3000
4	30	10	200	16	1200	22	5000
5	50	11	300	17	1500	23+	7000
6	70	12	500	18	1800		

E. SOLDIERS: Members of the army and navy are paid according to their rank. Other military or semi-military forces are paid less: temple guards receive 5% less, road guards 10% less, city militia and the tomb police 15% less, and village constabulary 50% less.

MILITARY WAGES BY RANK

TSOLYÁNI TITLE	ENGLISH EQUIVALENT	MONTHLY WAGE
CHANGADÉSHA	ORDINARY SOLDIER	20
KURUTHÚNI	ELITE SOLDIER, VETERAN	15
TIRRIKÁMU	SERGEANT	30
HERÉKSA	LIEUTENANT	70
KÁSI	CAPTAIN	200
MOLKÁR	MAJOR	500
DRITLÁN	COLONEL	800
KÉRDU	GENERAL	1500+

F. INVESTMENT: Some skills provide a chance for investment income: Administrator, Merchant, Slaver, Money Lender, and Ship Captain. In addition, business or professional hobby skills that produce goods or offer services may make money. To make an investment, the player declares the amount of money invested in a given venture. He then makes a D100 roll. The first is a skill check; all investment tests are made at the difficult level with intelligence as the relevant attribute. The skill used for investing is the primary skill, and no secondary skills can be applied without the referee's permission. If this test succeeds, the venture makes money. If it fails, the investor loses money. After making this first D100 roll, the player rolls D100 again to determine the percentage of the invested sum that is made or lost. For every level of the relevant skill the character has, 1 point is subtracted from his dice score. This makes for higher gains or losses.

INVESTMENT INCOME/LOSS

D100 SCORE	ADMINISTRATOR, MONEY LENDER	BUSINESS, PROFESSIONAL HOBBY	MERCHANT, SLAVER, SHIP CAPTAIN
01	20%	25%	30%
02-05	15%	15%	20%
06-10	10%	8%	15%
11-70	8%	5%	10%
71-90	5%	3%	8%
91-99	2%	2%	5%
100	1%	0%	3%

G. ALLOWANCES: High or very high clans often provide a favoured member with an allowance. For simplicity's sake, this is an amount equal to the character's starting wealth, given on each birthday. If the character cannot collect this sum at that clanhouse on that date, it is still available for him to pick up later. No interest is earned on this amount, although he may leave instructions for a clan relative to invest (or embezzle?).

EXPENDITURES

Characters are responsible for their monthly personal expenses.

A. TAXES: The Imperium collects 1% of all income (including treasure found!) per month.

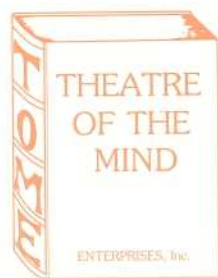
B. EMPLOYEES' SALARIES: Hired retainers are paid according to the foregoing tables, and slaves require 3% of their original purchase prices for maintenance.

C. LIVING EXPENSES: To determine a character's household expenditures per month, a D100 roll is made on the following table. A +5 is added to the score for each spouse and adult dependant. A +1 is added for each child under the age of 12. Only regular income is counted for the determination of expenses: treasure, investments, gifts, etc. are exempted. Clan houses, the military, and the temples cover most normal expenses: food, lodging, some clothing, weapons, and even laundry. Contributions to one's clan, temple, and military mess are expected, however, and these must be paid. The referee will enforce payment of living expenses; not only does too much money unbalance the game, but debtors are often sold as slaves! Money lenders are available but charge 60-90% interest compounded each month. Furthermore, a loan from a moneylender must be paid back in 3 months; otherwise dire consequences follow. The chart below is based on where the character and his household lives. Living in a temple, barracks, or clanhouse is cheaper because food and various services are grouped together and paid for by the organisation. If the character is not living with his usual household entourage, then expenses are determined at the most expensive rate. It costs more to live alone!

LIFESTYLE AND INCOME RANGES IN KAITARS

D100 SCORES AND PERCENTAGE OF INCOME SPENT IN A GIVEN MONTH

INDEPENDENT	20%	30%	50%	70%	90%	100%	150%
I-100	01-05	06-20	21-50	51-80	81-90	91-95	96-100+
10I-500	01-08	09-25	26-70	71-90	91-95	96-97	98-100+
50I-1000	01-10	11-30	31-75	76-95	96-97	98-99	100+
100I-2000	01-15	16-35	36-80	81-97	98	99	100+
200I+	01-20	21-40	41-85	86-97	98	99	100+
CLANHOUSE	20%	30%	50%	70%	90%	100%	150%
I-100	01-10	11-30	31-60	61-85	86-95	96-98	99-100+
10I-500	01-15	16-35	36-65	66-90	91-97	98-99	100+
50I-1000	01-20	21-40	41-70	71-95	96-97	98-99	100+
100I-2000	01-25	26-45	46-75	76-97	98	99	100+
200I+	01-30	31-50	51-80	81-98	99	100+	-
ARMY, TEMPLE, BARRACKS OR CAMP	20%	30%	50%	70%	90%	100%	150%
I-100	01-15	16-35	36-65	66-90	91-97	98-99	100+
10I-500	01-20	21-40	41-70	71-95	96-98	99	100+
50I-1000	01-25	26-45	46-75	76-97	98	99	100+
100I-2000	01-30	31-50	51-80	81-98	99	100+	100+
200I+	01-35	36-55	56-85	86-98	99	100+	-



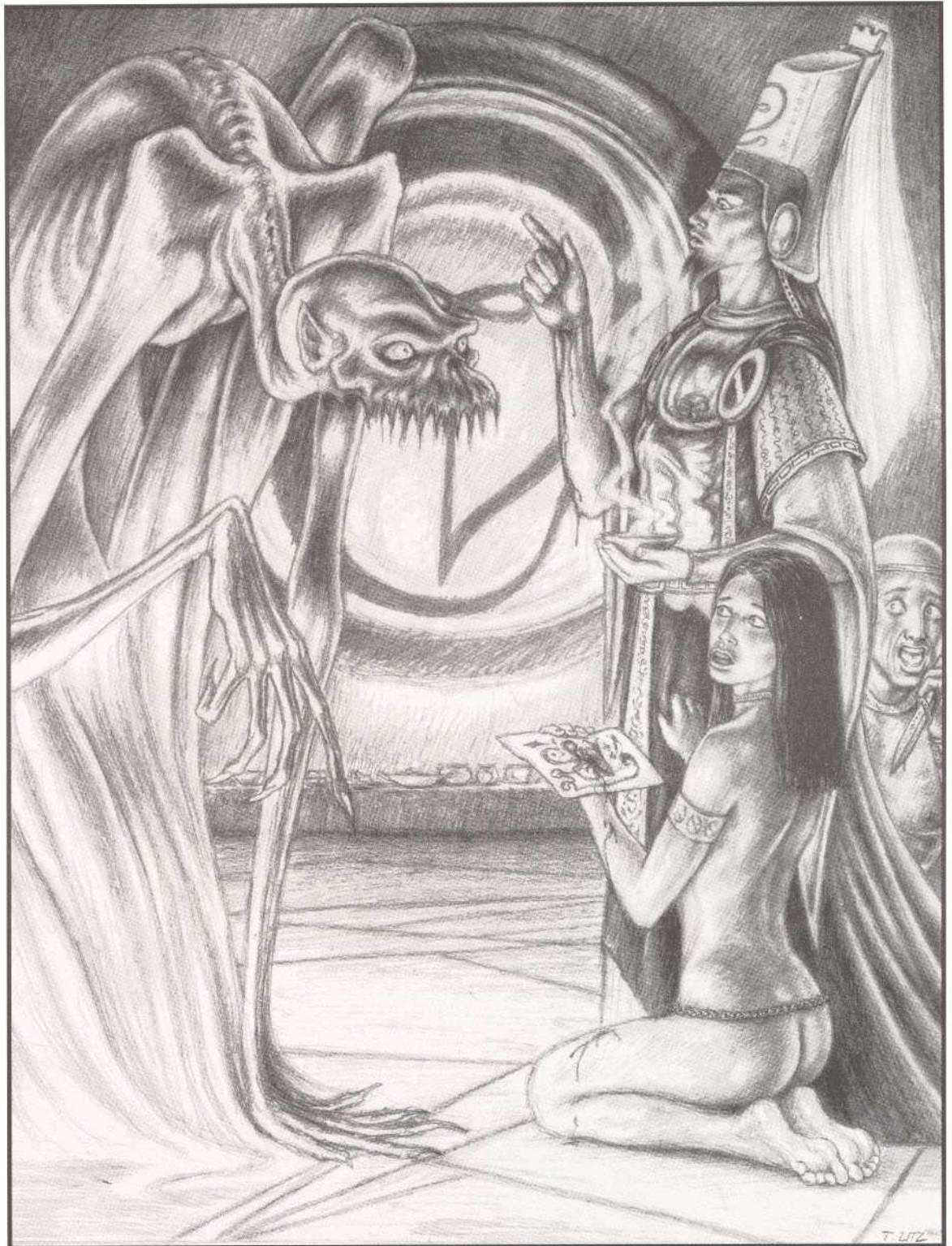
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ADVENTURES ON TÉKUMEL GARĐÁSIYAL – DEEDS OF GLORY

ROLEPLAYING IN THE WORLD OF TÉKUMEL
M.A.R. BARKER AND NEIL R. CAULEY

ADVENTURES ON TÉKUMEL GARÐÁSIYAL

DEEDS OF GLORY
VOL. 2 - SORCERY & SPELLS
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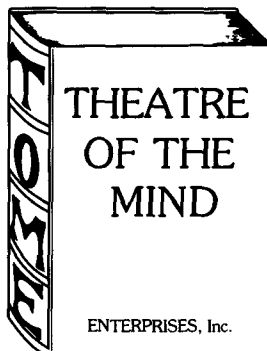
DEEDS OF GLORY – VOLUME 2
SORCERY AND THE SPELL CORPUS
BY M.A.R. BARKER
AND NEIL R. CAULEY

ILLUSTRATIONS BY TREVOR UTZ AND
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ADVENTURES ON TÉKUMEL

SWORDS AND GLORY – VOLUME 2 SORCERY AND THE SPELL CORPUS



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This edition published in arrangement with M.A.R. Barker

Published by: **Theatre Of the Mind Enterprises, Inc.**
The Byrne Building • Lincoln & Morgan Streets
Phoenixville, PA 19460

Interior illustrations by Trevor Utz and Hank Wolf (Thomas Steininger)

Printed in the U.S.A.

SORCERY

THE NATURE OF “MAGIC”

Most sorcery on Tékumel is produced by the “pulling through” of energy from the Planes Beyond. The “Skin of Reality” is thinner on Tékumel than it is on earth. (Indeed, it is thinner in some parts of Tékumel than in others: see below.) The basis of sorcery on Tékumel is thus not primarily “religious” but rather a religious framework built around what appear to be purely scientific principles.

Once power is drawn through to Tékumel’s Plane, the format of the spell itself moulds it into the desired manifestation, much as the shape of a nozzle moulds a stream of water. One may also think of a spell as a mental “circuit board” that takes the power fed into it and turns it into the material effects the programmer desires. Once learned, the “circuit board” of a spell can be brought to mind almost instantly by rote memory. The effects of a correctly learned spell are always the same, just as the circuitry of a radio always emits the same range of signals. A preceptor’s task is to impart each spell’s mental *Gestalt* to the student, for once learned, the latter can access it at need.

Most spells can be brought to mind, concentrated upon, and cast within the 6-second Combat Round, although more complex incantations require more time. Still more elaborate spells need more than one mage to produce, plus diagrammes, substances, vocables, and rituals.

SPELL LEARNING

The teaching of spells is primarily the province of the great temples of the Five Empires. One’s first spells are major life-events for an adolescent student growing up in Tsolyánu, and the temple preceptors do not impart this arcane knowledge lightly. One must have the basic talents to use magic, and one must also be in good standing with one’s temple and superiors. See part one of *Adventures on Tékumel* for a more detailed description of how students acquire spells.

SPELL LEARNING POINTS

Spell learning is simulated in the game by acquiring “Spell Purchase Points.” A sorcerer or shaman character who attains a new level receives 25 Spell Purchase Points. If he has access to his own or to a friendly foreign temple, he may use these points to learn new spells. If no such temple is available, he must save up his spell learning points for later, or else add new levels to spells he has already mastered at a lower level.

SPELL LEARNING TIMES

The time required to learn a new spell depends on its difficulty. Universal spells take 1 week to learn; generic spells 2 weeks; and temple spells 3 weeks. While travelling, characters can only learn new subskills of spells already in their repertoire at twice the foregoing times.

SPELL LEARNING LIMITATIONS

No temple will teach a mage a temple spell before he reaches level 10 as a sorcerer. Likewise no senior shaman will impart a Shaman spell to a shaman of less than level 10. Even if a character has the purchase points to buy a temple or high-level shaman spell, his superiors may make him qualify by performing some task, going on a quest, etc. to show his loyalty to his god. High-level spells, thus, are not just an automatic game acquisition.

Temples also usually refuse to teach sorcery to students who are training to become warriors or soldiers. This is largely traditional, although some say that it is too difficult to concentrate on two strict disciplines at once. It is possible for a warrior or soldier to gain a few simple universal spells during his education, however (perhaps up to the third level or so), and temple priest/sorcerers can master a few levels of the easier weapons similarly. The referee must decide individual cases.

SPELL TYPES

Spells are divided into three phyla in the temples of the Five Empires. Spells available in every temple are called Universal. More advanced spells taught in certain temples but not in others, are termed Generic. Each temple also has its roster of advanced and recondite temple spells; these are jealously guarded by the priesthoods, and they are imparted only to senior members in very good standing in the hierarchy. It is next to impossible to acquire spells from temples other than one's own. The penalty for doing so by illegal purchase or trickery is severe.

Still another phylum of spells is that of the tribal shaman. Some of these spells resemble those of the Five Empires, while others are quite different. Each tribe guards its shamans and their spells carefully. A player may have a shaman character, with the referee's permission, and that person's spell list must be worked out. Only a few samples of high-level shamanistic spells can be included below.

Spells are also divided into psychic and ritual. The former are cast through a visualisation of the "circuit board" alone; the latter require delicate motions, gestures, vocables, etc., as well as the proper mind-set. One can cast a psychic spell while sitting still, but a ritual spell needs room to move one's limbs, a solid place to stand, etc.

SPELL LEARNING COSTS

Each spell costs a fixed number of Spell Learning Points, depending upon its level and phylum. As one "buys" spells, these are noted on the character reference sheet.

SPELL COSTS

SPELL LEVEL	SPELL PHyla & COST IN SPELL PURCHASE POINTS		
	UNIVERSAL	GENERIC	TEMPLE
1	2	4	6
2	4	6	8
3	6	8	10
4	8	10	12
5	10	12	14
6	13	15	17
7	16	18	20
8	19	21	23
9	22	24	26
10	25	27	30

SPELL CASTING

A mage uses psychic power points to cast spells. A mage's power points are the TOTAL of his Intelligence, Psychic Ability, and Psychic Reservoir, as determined in part one of Adventures on Tékumel. As long as his psychic power points last, he can continue to cast spells from his repertoire: different spells or the same one repeatedly, as he wishes. A mage may never cast a spell that requires more psychic power points than he has remaining. The cost in psychic power points required to cast each spell is listed below:

LIMITATIONS ON SPELL CASTING

FERTILE AND BARREN MAGICAL REGIONS

The "Skin of Reality" is thinner in some parts of Tékumel and thicker in others. Spell casting costs are halved in fertile areas, doubled in semi-barren areas, and no magic can be cast in barren areas at all. Magical devices, too, work only once in barren regions; thereafter they do not function until they have been taken out of the area. An example of a very fertile region is the eastern third of the south-western nation of Livyánu. A barren area is the Tsoléi Isles. Occasionally, too, areas become temporarily fertile or barren, due to interplanar causes not understood by scholars. These are decided by the referee.

SPELL CASTING COSTS

LEVEL OF SPELL AND WHETHER PSYCHIC ("P") OR RITUAL ("R")

PHYLUM	1-3 P/R	4-6 P/R	7-9 P/R	10-12 P/R	13-15 P/R	16-UP P/R
U1	30/25	20/15	10/5	5/3	3/2	2/1
U2	40/35	30/25	20/15	10/5	5/3	3/2
U3	50/45	40/35	30/25	20/15	10/5	5/3
U4	60/55	50/45	40/35	30/25	20/15	10/5
U5	70/65	60/55	50/45	40/35	30/25	20/15
U6	90/80	70/65	60/55	50/45	40/35	30/25
U7	110/100	90/80	70/65	60/55	50/45	40/35
U8	130/120	110/100	90/80	70/65	60/55	50/45
U9	150/140	130/120	110/100	90/80	70/65	60/55
U10	170/160	150/140	130/120	110/100	90/80	70/65
G1	40/35	30/25	20/15	10/5	5/3	3/2
G2	50/45	40/35	30/25	20/15	10/5	5/3
G3	60/55	50/45	40/35	30/25	20/15	10/5
G4	70/65	60/55	50/45	40/35	30/25	20/15
G5	80/75	70/65	60/55	50/45	40/35	30/25
G6	100/90	80/75	70/65	60/55	50/45	40/35
G7	120/110	100/90	80/75	70/65	60/55	50/45
G8	140/130	120/115	100/90	80/75	70/65	60/55
G9	160/150	140/135	120/115	100/90	80/75	70/65
G10	180/170	160/155	140/135	120/115	100/90	80/75
T1	Non-applicable: mages of Levels 1 through			30/25	20/15	10/5
T2	9 cannot have or cast Temple spells. A			40/35	30/25	20/15
T3	referee may grant a low-level sorcerer a			50/45	40/35	30/25
T4	Temple spell as a "game special" as part of			60/55	50/45	40/35
T5	the story line. In such a case, the Spell			70/65	60/55	50/45
T6	Casting Costs listed in the G10 row above			80/75	70/65	60/55
T7	are employed but a D100 is rolled to			90/85	80/75	70/65
T8	determine the number of extra points			100/95	90/85	80/75
T9	added to the spell-casting cost. This			120/110	100/95	90/85
T10	addition is permanent for that character			140/130	120/110	100/95
	until he attains Level 10 or higher.					

PSYCHIC DAMPENERS

A psychic dampener is a character whose psychic ability is 01 to 10. No spell can be cast within 3 feet of a psychic dampener. Spells cast outside this 3-foot area will affect those within it, however.

METAL AND SORCERY

If a mage carries more than approximately 2 oz. of metal, any spell he casts will not function. There is also a 50% chance the mage will die upon casting the spell. Mages cannot cast ritual spells while wearing armour, even if it is made of a non-metallic substance. Mages using psychic magic may wear Chlén-hide or leather armour, however.

ABNORMALLY PSYCHIC SORCERERS

A sorcerer who is "abnormally psychic" (having a Psychic Ability of 96+) may cast spells as if he is one level higher.



REGENERATION OF PSYCHIC POWER POINTS

Once per day, upon the mage's rising from 4 or more hours of sleep, or 6 or more hours of tranquil relaxation, a D100 roll is made to determine how many psychic power points he has regained. This depends upon his total starting psychic power points; see above. One may never recover more points than one's original total.

ORIGINAL PSYCHIC POWER POINTS	D100 SCORE RANGES				
	01-10	11-20	21-50	51-80	81-100
175-200	150	100	80	50	30
201-250	200	150	100	60	40
251-275	250	200	150	70	50
276-UP	ALL	250	200	80	60

SPELL CASTING

WHEN A SPELL MAY BE CAST

If he chooses, a mage may cast spells during his turn. In non-combat situations, he declares what spell he is casting, who or what its target is, and what its effects and area are; see the following paragraph.

UNOPPOSED SPELLS

An unopposed spell is one cast upon an inanimate object or a being who allows the spell to affect him without attempting a Saving Throw. The caster makes one D100 roll to cast his spell on the Unopposed Spells line on the Spell Casting Table. Whether or not a spell is successful, the caster subtracts the point cost of the spell (see above) from his current psychic power point total.

When the referee informs a mage that a spell has been cast at him, the latter declares his intent to resist or to permit the spell — including a hostile one — to take effect. He may thus refuse to use his Magical Resistance Factor, and the spell is rolled for on the "Unopposed Spells" line in the chart below. The defender is not told whether the incoming spell is hostile or not.

MAGIC IN COMBAT

TARGETING

Against a hostile and resisting target, the caster awaits his initiative turn in the Combat Round; cf. above in the section on Combat. He then announces his spell and its target(s), applies modifiers, and makes one D100 roll on the Spell Casting table, below. This roll symbolises preparation, correct casting, and various other factors, such as the thickness of the "Skin of Reality" at that particular time and place. If this roll succeeds, the spell takes effect in the location stated by the caster. Each relevant target within the spell's "circle of effect" then makes a Saving Throw. If this Saving Throw is successful, the spell has no effect (or only limited effect, as stated in the spell list, on that target. If the target fails his Saving Throw, he suffers the full effects of the spell.

THE MAGICAL RESISTANCE FACTOR

Each object and being has a chance of avoiding the effects of a spell. This is based largely upon an intelligent creature's sorcerous talent plus training. For animals and objects without magical abilities the primary factor is size. While small inanimate objects are also usually included in the "unopposed spells" line in the table, larger ones (e.g. a fortress wall, a heavy gate, a house, a temple, etc.) and those containing magical power of their own require rulings from the referee.

Magical Resistance Factors are provided for most targets in the Spell Casting Table below. The referee may make modifications for “specials” or items that do not seem to fit any of the categories.

SAVING THROWS

A Saving Throw is a D100 dice roll representing a target's chance to avoid the effects of a spell. The usual reason is that the spell fails to overcome his Magical Resistance Factor. There are also other causes: e.g. the thickness of the Skin of reality, a mistake in preparation or casting, and the like. Even very skilled mages do not expect their spells to work every time.

Some spells do not require saving throws because they produce actual substances and materials: e.g. a patch of the Food of the Ssú, an iron missile, a physical wall, etc. Instead of a Saving Throw, then, a “Dexterity Roll” (see the section on Adventure Dice Rolls, above) or some other means of escape may be needed. These features are stated in the spell lists below.

MISSED SPELL TARGETS

OPTIONAL: If a caster fails his spell casting roll by 10 dice pips or less, the spell takes effect in the immediate vicinity of the intended target, perhaps striking another target. A miss by 1-2 pips means that the spell affects either the next target in a straight line behind the intended target, or manifests itself 5 or 10 feet beyond the target. A miss by 3 or 4 = 5 or 10 feet short; a miss by 5, 6, or 7 = 5, 10, or 15 ft to the left; a miss by 8, 9, or 10 = 5, 10, or 15 ft to the right. Any new target caught in a spell's area of effect is allowed only the modifiers granted by the spell's phylum. This optional rule slows down play but makes for more realistic castings of “Food of the Ssú” and similar “areal” spells.

EXCEPTIONAL CREATURES

The Spell Casting Table below includes targets up to a Magical Resistance Factor of 12 against a mage of level 36-up. Still larger and more powerful creatures exist: demons, and sea monsters so huge that one spell, no matter how powerful, can only rarely overcome them: e.g. a terrible Demon from the Planes Beyond, an gigantic Akhó, a huge Zo'óra, or other, unlisted denizens of the deeps. Such a monster may require two, three, or even more successful “hits” by the same spell in order to kill it, incapacitate it, stun it (for 1-5 CR), or drive it away. The number of successful hits needed to eliminate such a creature are left to the referee.

In all cases, the referee is free to modify matters in order to maintain a story line. Firing an unexpected spell and killing the Emperor is just not an option, even for the luckiest character!

MAINTAINING A DURATIONAL SPELL

Many spells are instantaneous: they take effect at once and have no duration. Others are durational: they last a stated number of combat rounds, turns, hours, etc. Once successfully cast, one of this latter type of spells can be maintained beyond its first duration without a second roll by expending the same number of power points as were needed to cast it originally.

Durational spells also allow a mage to cast a second spell while holding the first one in force, unless specifically restricted by the spell's description. If two durational spells are in effect, the mage can cast no more spells until one expires, or he chooses to drop one or both. He can thus maintain one durational spell while casting one new instantaneous spell per Combat Round. If he wishes to drop a durational spell before it expires; he must declare this to the referee when his initiative turn comes.

Certain durational spells create actual gases, lava, etc. These cannot be dropped but must either expire normally or be disenchanting. Instantaneous spells (e.g. a missile, a bolt of lightning) cannot be dropped; they eventuate too rapidly to be halted in mid-flight.

PREPARING AND HOLDING A SPELL

A mage can prepare a spell and hold it to cast in a following Combat Round. This counts as one of the two spells he may have simultaneously. A spell thus prepared and held counts as a "durational" spell, regardless of its usual status. A spell may be held for a number of Combat Rounds equal to the mage's Intelligence factor divided by four (and rounded up). Thereafter it must be recast, with a second expenditure of psychic power points.

RANGES AND CIRCLES OF EFFECT

Ranges to which spells can be cast are stated in the spell descriptions below. Distances are stated from the caster to the near edge of a spell's circle of effect (NOT to its centre).

Some spells affect a single target only. Others affect a number of targets or else an area of a given diameter. The caster himself is the centre of the circle of effect of certain spells, and the circle of effect extends out to equal distances all around him. Unless miniature figures or other markers are used, a random roll may be needed to determine which and how many targets are within a spell's circle of effect.

The number of individuals or relevant objects within a given circle of effect is found from the following table:

AREA (DIAMETRE)	INDIVIDUALS TARGETED	AREA (DIAMETRE)	INDIVIDUALS TARGETED
1 FT	1	5 FT	1-2
10 FT	1-6	20 FT	2-12
30 FT	4-24		

LONGER SPELL PREPARATION

If a mage takes an extra Combat Round before casting a friendly spell (e.g. Healing), he may arrange co-operative friendly characters so as best to affect the entire group, thus gaining the maximum number affected by his spell without the need of another dice roll. Additionally, each round a mage takes to prepare a spell (beyond the times stated in the descriptions) adds +5 to his chance of casting the spell successfully. He cannot prepare or cast other spells during such a period, however, and there is a maximum of +10 to this extended preparation.

"EYES" AND OTHER MAGICAL DEVICES

Magical devices such as "Eyes," scroll-spells, etc., roll for effect on the Spell Casting Table below as though they were 20th level universal spells.

MERCY TO PLAYER CHARACTERS RULE

OPTIONAL: If the gaming group desires, individuals killed by spells can be treated as in the Quick Play combat system: unless the spell or circumstances compel otherwise, a player or a key Non-player Character (NPC) is "incapacitated," rather than killed outright. This method is more "player friendly": an unlucky or overpowered party has a greater chance to survive.

RADIUS OF PROTECTION RULES

OPTIONAL: Mages are surrounded by "auras" of magical power. Magic cast into or even out of this sphere must contend with the mage's aura. A mage with more skill has a larger "aura radius" than one with less skill. For every level of sorcerous skill, the aura is extended by one foot farther out from the caster. Spells cast by a hostile mage or a magical device fired into, from, or through this area must overcome the mage's Magical Resistance Factor in order to take effect. Each defending mage thus has the option of "intercepting" a spell aimed into his aura's radius of protection. By "intercepting" a spell, the mage moves the centre of its circle of effect away from the original target to

himself. In this way, more vulnerable warriors and other non-sorcerous characters receive some protection against magic.

OPTIONAL: if plural mages occupy the same area, a hostile spell works only if the highest level defender's Magical Resistance Factor is overcome. If he is successfully struck by the spell, then the other targets in the spell's circle of effect (i.e. the other mages, non-magical characters, etc.) are targeted normally and must each make a Saving Throw. If the spell fails to work against the most powerful defender, it fails against all of the targets in the circle. Psychic power points used to cast a failed spell are still deducted from the caster's total, of course.

MILITARY MAGIC

Military magic requires comment. Each legion has a score or more mages assigned to it. These are trained in about half a dozen specific offensive or defensive spells. Such magic-users are usually not adept at regular sorcery but instead work at linking psychically with their fellows in the legion's magical contingent. Four or five trained battlefield mages can prevent other magic from working for about 1000 ft in any direction; twenty or thirty can affect an entire battlefield. Normal sorcery and magical devices do not work on large bodies of troops or anywhere near these specialists, and very powerful "team spells" are needed to get through to attack them. Military mages follow orders, campaign with their legions, and due to their limited sorcerous skills and duties, are best left as non-player characters. Military sorcery acts as a sledgehammer against large bodies of troops but is too slow and cumbersome to be of much use adventuring. Functioning as "sorcerous artillery" is also dangerous and requires long training with one's fellows, but belonging to such a fighting team is considered "noble," and military sorcerers are proud of the responsibility that accompanies the privileges of their profession.

SPELL CASTING TABLES

CASTER'S LEVEL AND MAXIMUM DIOO SCORE TO CAST A SUCCESSFUL SPELL

	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-35	36-UP
UNOPPOSED SPELL	50	60	70	75	80	83	85	88	90	93	95
COMBAT SPELL	35	40	45	60	65	70	75	80	85	90	95

TARGET'S MRF

TARGET'S SAVING THROW TO RESIST ("30" = 1 TO 30)

0. VERY SMALL

ANIMAL, CHILD	30	28	25	23	20	18	15	13	10	8	5
1. ANIMAL, HUMAN.	35	33	30	28	25	23	20	18	15	13	10
2. LARGE AND STRONG											
ANIMAL, MAGE LEVEL 1-3	45	38	35	33	30	28	25	23	20	18	15
3. VERY LARGE ANIMAL, MAGE LEVEL 4-6	55	45	40	38	35	33	30	28	25	23	20
4. GIGANTIC ANIMAL, MONSTER, MAGE LEVEL 7-9	60	55	50	43	40	38	35	33	30	28	25
5. LARGE MONSTER, MAGE LEVEL 10-12	65	63	60	50	45	43	40	38	35	33	30
6. VERY LARGE MONSTER, MAGE LEVEL 13-15	70	68	65	60	55	48	45	43	40	38	35
7. GIGANTIC MONSTER, MAGE LEVEL 16-18	75	73	70	68	65	55	50	48	45	43	40
8. UNDEAD AND OTHER MAGICAL BEINGS, MAGE LEVEL 19-21	80	78	75	73	70	65	60	53	50	48	45
9. RU'ÚN (ROBOT), MAGE LEVEL 22-24	85	83	80	78	75	73	70	60	55	53	50
10. MAGE LEVEL 25-27	90	88	85	83	80	78	75	70	65	60	55
11. MAGE LEVEL 28-35	95	93	90	88	85	83	80	78	75	65	60
12. MAGE LEVEL 36 AND UP	99	98	95	93	90	88	85	83	80	75	70

MODIFIERS TO THE CASTER'S CHANCES

For each + or - modifier add or subtract the amount shown to the caster's chance of success. The chance to cast a successful spell cannot be modified above 95 or below 01.

TARGET'S SPEED

VERY QUICK	-10
QUICK	-5

MAGE'S WOUNDS

SERIOUS	-10
MINOR	-5

Note: A critically wounded mage cannot cast any spell.

MAGE'S ACTIONS

IN MELEE: PSYCHIC SPELLS ONLY; RITUAL SPELLS CANNOT BE CAST IN MELEE	-5
PREPARES SPELL FOR 1 EXTRA COMBAT ROUND	+5*
MAGE ENCUMBERED	-5*
TOTAL DARKNESS OR BLIND	-25**
CASTING FROM THE SECOND RANK/OR PAST EACH INTERVENING TARGET	-5**
CASTING AT TARGET(S) IN MELEE AND TRYING TO AVOID A FRIENDLY TARGET	-10**
* PER ROUND (MAXIMUM OF +10)	
** IF OUTSIDE OF TOUCH RANGE	

MODIFIERS TO THE TARGET'S SAVING THROW:

For each + or - modifier, add or subtract the amount shown to the target's Saving Throw chance (not to his Saving Throw score!). No Saving Throw can be modified above 99 or below 01.

SPELL TYPE

Universal Spell	0
Generic Spell	-5
Temple Spell	-10

MISCELLANEOUS

The following modifiers are added to the target's Saving Throw chance:
e.g 1-35 instead of 1-30.

Target carries an enchanted shield +5

Target wears enchanted armour. This is a separate modifier from the above; together the target can have a maximum of +10. +5

For every 40 subskill levels the target has in the skill of Priest (maximum +10) +5



SECTION NINE

THE SPELL CORPUS

The following spells, listed alphabetically by phylum, level, and temple, are those available to the sorcerers of Tsolyánu. Although foreign temples have their own spell corpora, these are generally similar enough to those of Tsolyánu to allow foreign mages to use the Tsolyáni list.

LEARNING HIGHER VARIANTS OF A SPELL

Not all levels of a given spell exist, but all available lower-level variants of a spell must be purchased in order to learn further higher-level subspells. Many spells were given in the Adventures on Tékumel series and are given again in modified forms below. Players must replace the spells learned in the solitaire series with spells from this book. Each level learned earlier is worth 25 spell purchase points. Fractional levels are dropped, and players should reassign points expended on these.

PSYCHIC AND RITUAL SPELLS

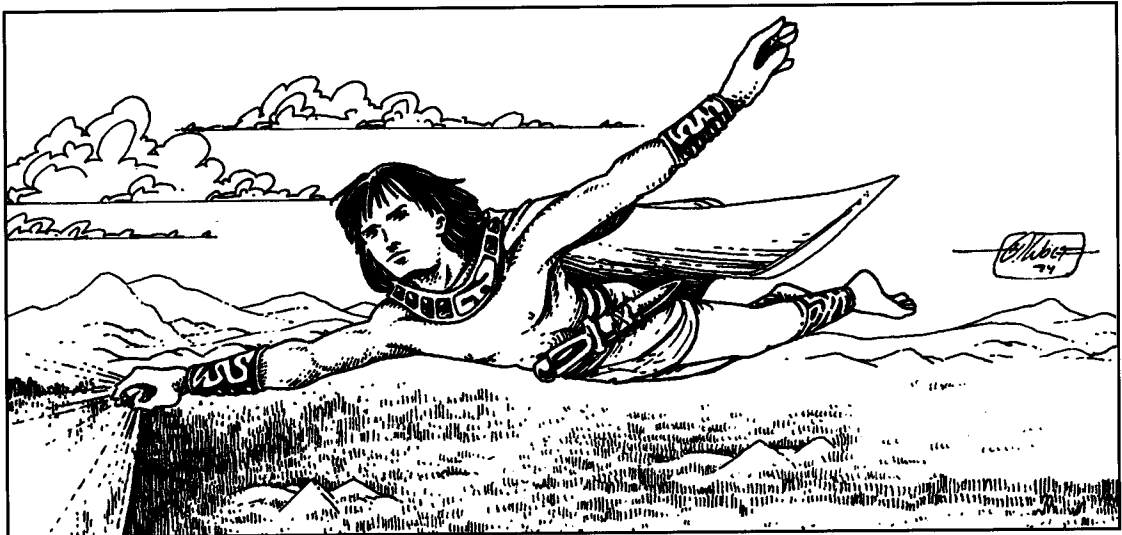
Psychic spells are cast through mental efforts alone and require no visible actions.

Ritual spells require gestures, words, and rituals to activate. It is thus easy to discern that a mage is casting a ritual spell.

SPELL LIST TERMINOLOGY

A number of special abbreviations and symbols are used in the spell lists below.

ABBREVIATION	EXPLANATION
+	A spell that is cast into an area, rather than at a specific target; such a spell has no Saving Throw; a Dexterity Test may be required instead
Ran	Range of the spell. If no range is listed, it is "Touch Range": about 5 ft. Range is measured from the caster out to the near edge of the spell's circle of effect.
Dmg.	Damage
Prereq.	Prerequisite: a spell or spells that must be learned before acquiring this variant
T	A one-minute Turn
CR	A six-second Combat Round
Prep.	The preparation time needed to ready a spell and "cock" it for firing in the next or a subsequent Combat Round
Diam.	The diameter of a spell's circle of effect. If no diameter is listed, it is 1 ft
Dur.	Duration of a spell. If no duration is listed, the spell is instantaneous: its effect occurs instantly
*	A durational spell that requires concentration to maintain



The following spells are available to sorcerers of all temples and also to shamans:

1. **ALLEVIATION (R)**
U2: Neutralises poisons and toxins; has no effect upon alcohol or diseases.

2. **ASCERTAINMENT (P)***
U1: Reads the surface thoughts of another human. Ran: 15 ft; Dur: 2 T

U2: As for U1, but can detect the target's hostility or friendliness towards the caster. Ran: 15 ft; Dur: 3 T

U6: Communicates telepathically with one member of the caster's own species. Ran: 120 ft; Dur: 5 T

U8: As for U6, but also allows contact with one member of a friendly nonhuman race.

3. **CLAIRVOYANCE/CLAIRAUDIENCE (P)***
U1: This spell sees and hears through obstacles (but not metal). The area within its range must be lighted. Ran: 15 ft; Dur: 1 T

U2: Sees into dark spaces; hears very faint sounds. Ran: 30 ft; Dur: 3 T

U5: Sees into dark spaces; hears very faint sounds even through obstacles up to 3 ft thick. Ran: 60 ft; Dur: 3 T

4. **CONTROL OF SELF (P)***
U1: Cuts off any sensation of pain; the caster can move normally but cannot engage in combat, cast other spells, etc.; usable on self only. Dur: 3 T

U2: As for U1, but also halts bleeding from wounds (does not heal wounds); this negates the wound modifier for spell casting purposes. Usable on self only. Dur: 20 T

U4: As for U2, but also allows the caster to hold onto an object and not let go due to fatigue; enables caster to hold his breath for duration of the spell; usable on self only. Dur: 30 T

U6: As for U4, but also allows the caster to engage in hand-to-hand combat while the spell is in force. Dur: 30 T

5. **DISENCHANTMENT (R)**
U4: The target is an unfriendly universal spell which the caster desires to remove; the opposing spell has a 25% chance of resisting and remaining in effect. This special 25% roll is made after the disenchantment spell is successfully cast. This spell cannot be used on magic missiles or other combat spells. Ran: 15 ft.

U6: As for U4, but the target is a generic spell.

U10: As for U6, but the target is a temple spell.

6. **DOMINATION (P)***
U2: Target can be commanded to flee, halt or fight against friends. Ran: 30 ft; Dur: 1 T

U5: As for U2, but target will also open doors, provide guidance and perform simple tasks. Ran: 60 ft; Dur: 3 T

U7: As for U5, but with a 10-ft diameter. All affected can be given more complex instructions. Ran: 120 ft; Dur: 5 T

- 7. ELICITATION (P)***
 U1: Provides a hazy picture of the last being to handle an inanimate object. Dur: 1 T
 U2: Enables the caster to perceive an animate target's magical aura and reveals how magically powerful the target is. Ran: 30 ft; Dur: 1 T
 U3: The caster holds a portion of some homogeneous substance and is guided to more of the same substance inside the circle of effect. Ran: 30 ft; Dur: 3 T
 U6: Reveals the contents or workings of opaque objects: e.g., the area surrounding a trap or the locking mechanism on a chest. It does not explain how the mechanism functions if the caster does not already know. Ran: 15 ft; Dur: 1 T
 U7: Detects drugs or toxins within a substance and whether these materials are life-threatening; the spell does not reveal which specific substance(s) are dangerous. Ran: 15 ft; Dur: 1 T
- 8. EXECRATION (R)**
 U9: This spell curses an object. The curse must refer to a general group: e.g. all those who worship Avánthe or all Shén. If a member of the target group touches the cursed object or reads the cursed inscription, it explodes doing damage according to table E on all within 10 ft of the item. Handling of the cursed item by any unaffected party, including the caster, removes the curse. Dur: 24 hours; Prep: 5 T
- 9. FAVOURING (R)***
 U6: Cast before a fight, this spell replaces 2-20 body damage points in advance, before they are lost by the target. Dur: 60 T; QUICK PLAY: Replaces up to one critical wound.
- 10. HEALING (R)**
 U1: Heals 1-5 lost body damage points. It does not function against drugs, toxins or non-physical damage. QUICK PLAY: Heals one minor wound. If this spell fails to heal a target, any subsequent casting of any Healing spell by any mage is done with a -10 chance of success, cumulative. This applies to all higher variants of this spell as well. See also Healing in the section on combat, above.
 U2: As for U1, but heals 1-10 body damage points.
 QUICK PLAY: Heals one serious wound.
 U4: As for U2, but heals 1-20 body damage points.
 QUICK PLAY: Heals one critical wound.
 U8: Restores and heals one lost limb, eye or other body part; it does not act upon damage due to disease, drugs, deprivation, etc.
- 11. INSCRIPTION (R)**
 U10: The caster can inscribe a universal spell for later use. Anyone able to read the language employed can use the scroll. Only sorcerers of level 10 and higher may write scrolls. After one reading the writing on the scroll disappears, and it becomes useless. There is also a chance the spell will misfire. D100 are rolled. If this roll fails by 10 points or less, the caster is unharmed. Failure by 11 or more points does damage to the caster according to table E. Chances of the spell working properly are given in the following table: (see next page)

INSCRIPTION SPELL SUCCESS TABLE

SPELL LEVEL	MAGE'S LEVEL				
	10-11	12-13	14-15	16-18	19-UP
1-3	1-70	1-80	1-90	AUTOMATIC	AUTOMATIC
4-6	1-60	1-70	1-80	1-90	AUTOMATIC
7-9	1-50	1-60	1-70	1-80	1-90
10	1-40	1-50	1-60	1-70	1-80

12. INVISIBILITY (R)*

U2: The target is put "out of phase" with this plane and becomes a blur visible only in daylight. Dur: 2 T

U3: As above, but the target is invisible in daylight as well. Dur: 3 T

U6: Targets within a 10-ft circle become completely invisible; targets cannot move outside the circle without becoming visible again. This spell may be used to hide inanimate objects. Dur: 4 hours (240 T)

U8: The caster sees invisible objects within the spell's range. Ran: 30 ft; Dur: 5 T

13. LIGHT AND DARKNESS (R)*

U1: Produces a ball of dim light on the caster's fingertips. This spell can be cast on oneself only. Diam: 10 ft (of effect); Dur: 2 T

U3: Produces a ball of bright light or pitch darkness on the casters fingertips. The caster can set this down or give it to another to carry. Diam: 30 ft; Dur: 5 T

U5: Creates a beam of light or darkness. Ran: 60 ft, covering an area 10 ft in diameter. The caster can move and fight normally but must use one hand to hold the beam. Dur: 10 T

14. NUTRIFICATION (R)

U3: Fills the target's stomach with nutriment appropriate to the species, equivalent of one full meal. Food created by this spell is lacking certain nutrients and thus cannot sustain life indefinitely. This is true for all variants. For a full description of this spell's limitations, refer to spell #84.

U6: Creates simple, nourishing food and drink for persons of the caster's species. This food lasts 10 T or until consumed, whichever occurs first. Diam: 10 ft.

15. PERCEPTIONS OF THE ENERGIES (R)*

U2: Allows caster to determine whether inanimate objects within the area of the spell's effect are enchanted. It does not specify what the enchantment is. Diam: 10 ft; Dur: 1 T

U3: As for U2, but it also reveals if enchantment is hostile to caster. Diam: 20 ft; Dur: 2 T

U4: The caster can ascertain whether spells were cast within the area of effect within the past hour. It reveals the level of such spells but not specific spell name. Diam: 20 ft; Dur: 3 T

16. PHANTASMS (R)*

U1: Creates an illusion of a wall of rock, wood, etc., in front of the caster. Ran: 15 ft; Dur: 1 T

U3: Creates apparitions of human size or smaller. These cannot move out of the area of effect and make no sound. They wave weapons and look ferocious. If touched, they vanish. Diam: 10 ft; Dur: 2 T

U6: As for U3, but these beings fight as if they have a HBS of 100. They wear medium armour and do damage according to table C but may not leave the area of effect. They have a Magical Resistance Factor equivalent to the caster, with 45 body damage points (Quick Play = 1 critical wound). They can be banished by Disenchantment (see #5). Diam: 20 ft; Dur: 2 T

17. ROBUSTNESS (R)*

U3: Lightens a burden of up to 300 pounds so that it seems like 50. This spell is usable by caster only. He cannot cast further ritual magic or engage in hand-to-hand combat while carrying enchanted objects. Dur: 5 T

U5: As for U3, but lightens up to 600 pounds. Dur: 10 T

U7: As for U5, but may be cast on two targets (loads) as heavy as 600 pounds apiece at once. Diam: 10 ft; Dur: 15 T

18. THE SEAL UPON THE POWERS (R)*

U10: A globe of glowing particles surrounds the caster and others within a 30-ft circle. No ritual magic can be cast within this globe and none may enter from the outside. The caster can move, fight, and cast psychic spells normally, but the globe does not move with the caster, nor can a second one be cast while the first is in effect. Dur: 3 T; Prep: 1 T

19. SOPORIFEROUSNESS (R)

U2: Causes one target to fall asleep; works only on beings no larger than a Shén or a Black Ssú. It does not function against Pygmy Folk, Shunned Ones, androids, undead, or demons. Ran: 30 ft; Dur: 5 T

U4: As for U2, but Diam: 10 ft; Ran: 90 ft; Dur: 60 T

U5: As for U4, but Diam: 20 ft. It may alternatively be used to affect 1 very large target. Ran: 180 ft; Dur: 6 hours (360 T)

20. THE SPHERE OF IMPERMEABLE QUIESCENCE (P)*

U10: This is the psychic counterpart of spell #18. All particulars are the same except that "psychic" is substituted for "ritual."

21. TERRORISATION (P)

U2: Causes instant fear. The target will flee or fall down in terror. Ran: 30 ft; Dur: 1 T

U4: As for U2, but affects a 10 ft area. Targets affected will flee screaming or cower helplessly. Ran: 90 ft; Dur: 5 T

22. TRANSLOCATION (P)

U1: Lifts and slowly moves a small object weighing up to 2 ounces a distance of about 15 feet.

U2: As for U1, but the object can weigh up to 4 ounces and be moved up to 30 feet. A target hit with such an object loses one round of combat due to distraction.

U5: As for U2, but the object may weigh up to 1 pound and move up to 90 feet. If hit by this object a target takes damage according to table C.

U7: As for U5, but the object may weigh up to 2 pounds and move up to 120 feet. A target takes damage according to table D.

23. TRANSPORTATION (R)

U9: This spell transports the caster and all other human-size or smaller targets within a 10 ft circle exactly 300 feet to a position previously occupied by the caster. The distance transported is measured by “dead reckoning” to a spot 300 ft from where the mage currently stands. In some cases this will place the mage safely out of a maze, etc. An unwilling target is treated as a target of a combat spell and is allowed a Saving Throw. Only items carried (i.e. those off the floor and not attached to anything) by the caster or targets within his spell circle are transported. If other beings or large objects already occupy the destination, an explosion occurs, doing each one of the caster’s party and the current occupants damage on table G, with a modifier of +10 to the scores. Armour does not affect this roll. Prep: 1 CR

24. WARDING (R)*

U4: Creates a protective shield around the caster’s body; the caster cannot be struck by physical blows or missiles. Magic does penetrate, as do gas, spores, or an enemy pushing his way in slowly. The caster can move with the shield and use sorcery (except in melee), but cannot use melee or missile weapons while the spell is in force. Two CR are needed to push through the shield. Dur: 1 T

U5: As for U4, but the caster can include one other individual within his shield. The protected individual must remain within 5 ft of the caster. Persons inside this variant can attack foes pushing in, and they can cast ritual spells. Three CR are required to push through. Dur: 2T

25. THE WEB OF KRIYÁG, LOVER OF SPIDERS (R)+

U5: Hurls a net of tangling webs; if a target is affected, he loses 1-2 T struggling to get free. A Dexterity Test at the “Harder” level is allowed once every other Combat Round to extricate oneself from these webs. Ran: 30 ft; Diam: 10 ft

26. ZOIC DOMINATION (R)

U2: Gives crude control over one nonintelligent animal. Creatures larger than the caster are not affected, nor are undead, automatons, androids or demons. The animal can be made to fight, flee, or halt. Ran: 30 ft; Dur: 1 T

U4: As for U2, but the caster can control two semi-intelligent animals or 1 very large animal. Ran: 90 ft; Diam: 10 ft; Dur: 3 T

“Generic” spells are those available to several temples, almost invariably those with similar orientations and interests. Not all temples have access, therefore, to a given spell. The names of the deities whose priesthoods teach and use each spell are abbreviated and entered after the spell’s name. Since “generic” spells are identical for a deity and his/her Cohort those of the latter need not be separately listed below.

GENERIC SPELLS

DEITY AND COHORT	ABBREVIATION	DEITY AND COHORT	ABBREVIATION
Avánthe & Dilinála	Av	Belkhánu & Qón	Be
Dlamélish & Hriháyal	Dl	Hnálla & Drá	Hn
Hrü’ü and Wurú	Hr	Karakán & Chegárta	Ka
Ksáru & Grugánu	Ks	Sárku & Durritlámish	Sa
Thúmis & Keténgku	Th	Vímúhla & Chiténg	Ví

Some Generic spells cannot be learned until their lower-level counterparts in the Universal phylum have been mastered. Such a prerequisite needs to be listed only once at the lowest level of a Generic series, since the less powerful variants of a spell must always be acquired before one can go on to master higher levels of the enchantment.

27. **ACCELERATION (P)* BE, HN, KA, VI**
 G8: Gives the target triple speed. This affects movement speed and combat actions. Dexterity is tripled for purposes of initiative only. Spell casting cannot be accelerated: only one spell can be cast per Round. Ran: 15 ft; Dur: 2 T
28. **ADORNMENT (R)* AV, DL**
 G1: Makes 1 target more handsome or beautiful; roll a d10 x 2 and add the score to the target's Comeliness number. Dur: 5 T
 G3: As for G1, but Diam. 5 ft; Dur: 20 T
 G5: As for G3, but Diam. 10 ft; Dur: 30 T
29. **AERIALITY (P)* AV, BE, DL, HN, HR, KS, TH**
 G2: Allows the caster to levitate to a height of 30 ft and move sideways up to 5 ft. He can lift only normal amounts of weight. The caster can use psychic spells while airborne, but not ritual magic. He applies a -10 to his score needed to hit opponents if engaged in physical combat while flying. Dur: 2 T; Prereq: Spell #22
 G4: As for G2, but the caster or 1 target can fly up to 45 ft per CR and may rise up to 60 ft; Dur: 3 T
 G6: As for G4, but the spell has a 10-ft diameter. All passengers must be within 10 ft of caster in order to be taken into the spell. No ritual magic or missiles may be used by the passengers, but they may engage in melee combat or use psychic magic normally. Instead of passengers, the caster can raise a weight of up to 1000 pounds. An unwilling target is allowed a Saving Throw. Dur: 5 T; Speed: 60 ft per CR
 G9: As for G6, but the speed of flight is 120 ft per CR; the diameter is 20 ft, and the cargo may now be up to 2000 pounds. Dur: 10 T
30. **ALLEVIATION (R) AV, DL, KS, TH**
 G2: The caster can cure poisons, drugs (except Zu'úr) and alcohol. Diam: 5 ft; Prereq. #1.
 G4: As for U2, but also cures paralysis. Diam: 10 ft; Ran: 15 ft
31. **ARTFULNESS (P)* AV, HN, KS, TH**
 G1: The target gets a bonus of 5 percent on all skill-based rolls. Dur: 1 T
 G2: As for G1, but allows a bonus of 10 percent. Dur: 2 T
32. **ASCERTAINMENT (P)* BE, HN, KS, SA, TH**
 G8: The caster can communicate telepathically with any member of his own species (if the latter desires) within the spell's circle of effect. Multiple individuals may be contacted during the spell's duration. Ran: 240 ft circle; Dur: 5 T. Prereq. #2
 G10: The caster can telepathically communicate with an individual with the same training up to 10 miles away. The temples maintain a telepathic network across the country, and an individual who chooses this variant may be "drafted" as an "operator" on very short notice! Dur: 10 T
33. **BENEFACTION (R) AV, BE, DL, HN, HR, KS, TH**
 G9: Restores expended psychic power points. The target receives a D100 x 3 points, but never more than his original total. Ran: 15 ft; Dur: 12 hours or until used, whichever comes first.

- 34. THE BLADE OF INEXORABLE DISSECTION (R)* KA, VI**
 G3: Creates a long-sword of ruby-hued light which the caster or 1 target can wield. This weapon adds +5 to the wielder's chance to hit with this weapon in melee but it may be dispelled by Disenchantment. This sword counts as a magical weapon, and it does damage on Table E. It must be combated as a weapon; there is no Saving Throw against it. Dur: 1 T
- G4: As for G3, but the blade is a two-handed sword and the user receives +10 to hit. It does damage on Table G. Dur: 2 T
- 35. THE BLESSING OF THE PLANES (R)* BE, HN, KS, SA, TH**
 G1: The caster receives a bonus of +1 to his Magical Resistance Factor. Only one "Blessing" can be employed upon a single target at one time. Dur: 1 T
- G3: As for G1, but the bonus is +2, and the spell can be applied either to the caster or to one other target of his choice. Ran: 15 ft; Dur: 2 T
- G9: As for G3, but the caster and any friendly targets within 10 ft. of him receive a +3 bonus as long as they stay within the spell's diameter. Diam 10 ft; Dur: 3 T
- 36. COMPREHENSION (P)* HN, HR, KS, TH**
 G3: The caster can speak, read and understand one spoken human or nonhuman modern language (except *Mihállli*). Dur: 5 T
- G5: As for G3, but caster is able to understand ancient languages (except those of the Latter Times, which are too remote to exhibit modern referents). The caster is also informed in advance if a document or inscription contains a curse (cf. spell #8), or is otherwise magically dangerous. Ancient *Mihállli* can be read with this variant, but modern *Mihállli* remains unintelligible for unknown reasons. Dur: 15 T
- G9: As for G5, the caster can comprehend modern *Mihállli*. He can also read cursed writing without disturbing or removing the curse. Dur: 15 T
- 37. DERANGEMENT (P) BE, HN, HR, SA**
 G2: Causes a target to become temporarily insane. The referee determines the actions of the victims. Ran: 60 ft; Diam: 10 ft Dur: 1 D10 T for each victim.
- G5: As for G2; Ran: 90 ft; Dur: 1-5 days for each victim.
- G8: As for G5, but targets become permanently insane unless disenchanting.
 Diam: 20 ft; Ran: 120 ft
- 38. DESICCATION (R) AV, HR, KS, SA**
 G3: Dries up the fluids in one affected body part (roll randomly); hitting the head causes a coma for 1-10 (a D10 roll) days; hitting the torso or abdomen paralyzes the target for 2-20 (a D20 roll) days; and a hit on a limb withers it permanently unless it is restored by magic (i.e. Healing, U8). Ran: 60 ft
- G5: As for U3, but a torso, abdomen or head hit kills the victim immediately; this variant affects a 5-ft. diameter circle or 1 very large target. Ran: 90 ft
- 39. DOMINATION (P)* BE, HN, HR, KS, SA, TH**
 G5: The caster obtains full control over the victim's actions, beliefs and knowledge. Ran: 30 ft; Dur: 24 hours; Prereq: Spell #6
- G10: As for G5, but the control is permanent unless the victim is disenchanting. The victim will resist this attempt to disenchant him.

40. DOOMKILL (R) HN, KA, VI

G8: Creates a noisy, brilliant explosion which slays all individuals within 10 ft of the detonation point, unless a Saving Throw is successfully made. An individual in this area who does make his Saving Throw still suffers table D damage. If this spell is cast successfully it lands on the location specified by the caster. If it fails by 1-10 points, it undershoots by 5-50 feet; by 11-20 points, it overshoots the target by 5-50 feet. A failure by 21 or more points causes it to explode on top of the caster himself! If the caster rolls 100 on his casting roll, this lethal failure also occurs. Ran: 360 ft; Prep: 2 CR

G10: As for G8, but the explosion's diameter is 20 ft. Ran: 450 ft; Prep: 3 CR

41. ELICITATION (P)* KS, TH

G4: The caster concentrates on a specific type of device and is guided to it, if one exists within the circle of effect. A magical device saves against detection as though it were a 20th level mage. The caster can move while the spell is in effect, thus effectively extending the diameter of his spell. Diam: 10 ft; Dur: 3 T; Prereq: Spell #7

42. EMPOWERING (R) AV, DL, KA, VI

G1: This spell adds 50 points to a target's Height-Build-Strength factor. It can only be cast once per day on a given target. Dur: 1 T

G2: As for G1, but the increase is 100 points. Dur: 2 T

G6: As for G2, but all targets within a 20-ft circle receive the benefit. Dur: 3 T

43. ENHANCEMENT AND DEBILITATION (R)* KA, SA, VI

G4: This spell enchants a steel item, adding to its combat abilities. See the difference between steel and enchanted steel in the combat section, above. Dur: 3 T; Prep: 1 CR

G7: This variant disenchant a steel item and reduces it to the consistency of Chlén-hide for combat purposes. When the spell expires, roll a D10: 1-7 = the item returns to normal; 8-10 = the item is permanently softened, and any magic it contains is lost. Dur: 3 T; Prep: 1 CR

G10: One suit of heavy armour (including a weapon and shield) are permanently enchanted; the caster can perform no other magic for 30 days and will die if a 91-100 is rolled while casting the spell. Prep: 1 T

44. EXCELLENCE (P)* KA, VI

G1: The target gains +5 to hit with any weapon. Dur: 1 T

G3: As for G1, but up to 2 targets gain +10 to hit. Diam. 5 ft; Dur: 3 T

G7: As for G3, but the spell's diameter is 10-ft, and targets now have a +15 to hit. Dur: 3 T

45. FAR-SEEING (R)* KA, VI

G1: Provides the caster with telescopic vision: objects 300 ft away are seen as though only 3 ft away. Nearer items are blurred by the spell. Dur: 1 T; Prep: 1 CR

G2: As for G1, but with a distance of 900 ft. Dur: 2 T; Prep: 2 CR

46. FAVOURING (R) BE, KA, VI

G4: This spell is cast in advance of melee to restore 1-50 body damage points as they are lost (QUICK PLAY: 1 critical wound). It is usable on the same target only once per day. Dur: 60 T; Prep: 2 T; Prereq: Spell #9

G7: As for G4, but with a 5-ft diameter. This can be cast more than once per day on the same target; however, the first spell must have expired or have been voluntarily dropped before the second spell can be cast. Dur: 24 hours; Prep: 5 T

47. GUARDING (R)* BE, HN, HR, KS, SA, TH

G6: Creates a magic-proof circle around the caster: no type of magic may enter. Physical beings and objects may enter or leave, but not androids, undead and creatures created by sorcery. This circle does not move with the caster. Diam: 60 ft; Dur: 6 hours; Prep: 5 T; Prereq: Spells #'s 18 & 20

G10: As for G6, but costs 3 times the usual psychic power points and requires 2 consecutive successful castings of disenchantment to dispel it. This variant is often used to protect ships, buildings, etc. (This variant does not have an "M")
Ran: 240 ft; Dur: 24 hours; Prep: 30 T

48. THE HANDS OF KRÁ THE MIGHTY (P) AV, BE, DL, SA

G2: This spell seizes its targets in invisible pincers; if an opponent fails his Saving Throw he dies. A target within the spell's circle of effect who does make his Saving Throw suffers 1-10 body damage points. (QUICK PLAY: = 1 minor wound)
Ran: 60 ft; Diam: 10 ft

G4: As for G2. Ran: 120 ft

G6: As for G4, but may affect very large (but not gigantic) targets. A foe within the spell's circle of effect who makes his Saving Throws suffers a loss of 2-20 body damage points (QUICK PLAY: 1 serious wound). This variant can also knock down walls and gates as thick as 6 ft. These have the Magical Resistance Factor of a very large animal. Ran: 240 ft

49. HEALING (R) AV, BE, DL, KA, TH, VI

G4: Heals the caster's wounds as well as those of 1-6 human-size targets (or 2 larger beings) within the spell's circle of effect. Diam 10 ft; Range: 15 ft; Prereq: Spell #10

G5: As for G4, but also restores lost limbs and sanity.

50. INSCRIPTION (R) ALL

G10: As for spell #11, but allows inscription of generic spells; only devotees of the sects that use these spells may read or use these generic spells. A penalty of -5 is applied to the success roll to inscribe a generic spell. Prereq: Spell #11

51. INTREPIDITY (P)* KA, VI

G3: Causes all friendly beings within range of the caster to become immune to panic. While this spell is in effect, no morale check is necessary. Diam: 10 ft; Dur: 1 T

G5: As for G3 Diameter: 20 ft; Dur: 2 T

52. LIGHT AND DARKNESS (R) HN, HR

G2: Produces a flash of brilliant light or Stygian darkness that permanently blinds any target within its 10 ft diameter. Only living creatures are affected. This blindness can be cured by a U8 or higher healing spell. Ran: 90 ft; Prereq: Spell #13

53. **THE MISSILE OF METÁLLJA (P) Ks, Th**
 G4: Hurls a silent bolt of psychic force at 1 target; the caster may choose whether to slay or only stun the target. A stunned victim remains incapable of any action for 5 CR x a D20. Ran: 90 ft
 G6: As for G4, but with a 10-foot diameter. Ran: 120 ft
54. **NECROMANTIC DOMINATION (R) Ks, SA, Th**
 G4: Provides detailed control over the undead. A victim who fails the Saving Throw will provide guidance, perform simple tasks and fight for the caster, but will not fight other undead or "commit suicide." Ran: 90 ft; Diam: 10 ft.; Dur: 2 T
 G10: As for G4, but may only be used once on the same target. Dur: 24 hours
55. **NIMBLENESS (P)* Av, DL, KA, Vi**
 G1: Gives the target a 5-point bonus on Dexterity Test rolls. Dur: 1 T
 G2: As for G1, but the bonus is 10-points. Dur: 2 T
56. **NUTRIFICATION (R) Av, DL**
 G7: Provides a feast for 20 persons of the caster's species. If not eaten, this food disappears when the spell expires. Dur: 20 T; Prep: 2 T; Prereq: Spell #14
 G9: As for G7, but food is created for up to 50 persons of caster's species. Dur: 30 T; Prep: 5 T
57. **PERCEPTION OF THE ENERGIES (R)* BE, HN, Ks, SA, Th**
 G2: The caster perceives the presence of spells cast upon beings within range (including undead, automatons, etc.). The general hostility or friendliness of the enchantment is known, but not its exact nature. This spell includes all beings within its range. Diam: 30 ft; Dur: 5 T; Prereq: Spell #15
58. **PESTILENCE (R) Av, DL, SA**
 G2: The target falls ill from a deadly plague and immediately becomes unable to function. He will die within 2 T if not given a spell of Alleviation. There is a 50% chance of contagion to persons touching the victim.
 G3: As for G2, but with a 70% chance of contagion upon contact. Diam: 5 ft; Ran: 10 ft
59. **PHANTASMS (R)* Av, BE, DL, HR, Ks, Th**
 G3: Causes 2 large simulacra to appear. These are the size of a *Shén* or large animal and can take almost any form the caster wishes. They fight with a HBS of 200 and do damage according to table C. They have 50 body damage points (QUICK PLAY: 1 critical wound), and wear the equivalent of heavy armour. These creations must remain within range of the caster. Ran: 20 ft; Dur: 3 T; Prereq: Spell #16
 G7: As for G3, but causes 2 very large creatures to appear; these fight with a HBS of 300 and do damage according to table D. They wear the equivalent of steel armour and take 70 body damage points (QUICK PLAY: 1 critical wound). Ran: 30 ft; Dur: 4 T
 G10: As for G7, but this variant causes 1 gigantic creature to appear. It fights with a HBS of 400 and does damage according to table E. The creature wears the equivalent of enchanted armour and is allowed 2 attacks per round. It has 80 body damage points (QUICK PLAY: 2 critical wounds). Ran: 60 ft; Dur: 5 T

60. PROROGATION (P) AV, DL, HR, KS, SA, TH

G1: Causes the target to move and fight at half-speed. This spell only functions on living creatures. A victim may make one attack every other round and has his dexterity halved for initiative purposes. Ran: 30 ft; Dur: 1 T

G3: As for G1, but with a 10-ft diameter. Ran: 90 ft; Dur: 3 T

61. RADIANT GAZE (R) KA, VI

G3: Fires a hissing blast of flame that slays those within its area of effect. It also ignites all flammable materials in its area. Diam: 10 ft; Ran: 120 ft

G7: As for G3, but when this variant is cast successfully, any targets within the area of effect who make successful Saving Throws still take damage according to table B. Flammable materials within the spell's circle of effect will ignite. Ran: 240 ft; Diam: 20 ft

62. REANIMATION (R) HR, SA

G9: The Intelligence, Shadow-Self and Psychic Reservoir of a dead person are put into a corpse. This must be done within a week of the victim's death. The reanimated person has two further weeks to be revived or else he dies again permanently. A corpse cannot help but accept the implanted persona, even if it is an enemy. The spell is species specific. A reanimated person cannot employ ritual magic. He also functions at one half of his Height-Build-Strength and combat values. Prep: 10 T

63. SAGACITY (R)* KS, SA, TH

G1: The target receives a 5 point bonus to all Intelligence Tests for the spell's duration. The spell is species-specific. Ran: 15 ft; Dur: 1 T

G2: As for G1, but Intelligence Tests are made with a 10 point bonus. Dur: 2 T

64. SEMBLANCES (P)* BE, DL, HN, HR, SA

G1: Causes the target(s) to believe a limited illusion of the caster's choice. The illusion affects all who see it. If the targets believe they have taken damage, they suffer the injury but their bodies remain unmarked. This spell affects only living beings. Tinaliya, Hlutrgú, magically created creatures, and demons are immune, as are animals and semi-intelligent beings. If the referee believes the illusion to be too far-fetched, he may penalise the caster by lowering the chance of successfully casting the spell. Diam: 10 ft; Ran: 30 ft; Dur: 1 T

G2: As for G1, but the diameter of effect is 20 ft. Dur: 2 T

G4: As for G2, but the diameter of effect is 30 ft. Ran: 60 ft; Dur: 3 T

65. THE SILVER HALO OF SOUL STEALING (R) BE, HR

G6: A glittering circle of energy strikes its targets and takes their souls away to the Unending Grey. A victim becomes a mindless automaton who can only be restored to normal by the temple spells of Revivification or Re-embodiment. Ran: 90 ft; Diam: 10 ft.; Prep: 2 CR

66. THE SPECULUM OF RETRIBUTION (R)* AV, DL, HN, HR, KA, KS, SA, TH

G4: If the caster of the Speculum makes a successful Saving Throw, a hostile spell rebounds upon its caster. The latter then must make a Saving Throw against his own spell! The caster of the Speculum additionally adds +10 to his own Saving Throw chance. A Speculum works against scrolls and books but not against Eyes, amulets, and other magical devices. The caster can move or fight normally but may cast no other magic while this spell is in effect. Dur: 2 T; Prep: 3 CR

67. STEALTH (P)* BE, HR, KS, SA

G1: The caster can move in complete silence. Anyone trying to track the caster must test at a 5-point penalty on any roll to hear footsteps, rustling, etc.
Dur: 3 T; Prep: 1 CR

G3: As for G1, but spell has a 5 ft diameter so as to include the caster's compatriots. Tests to track these persons are made with a 10 point penalty. Dur: 5 T; Prep: 2 CR

G5: As for G3, but spell has a diameter of 10 ft Tracking tests are given a 15-point penalty. Dur: 10 T; Prep: 1 T

68. TRANQUILISATION (R)* AV, BE, HN

G6: The caster and all others near him are surrounded by an area of calm during a storm. No rain, wind, or snow can enter the zone, and ocean waves are stilled.
Diam: 30 ft; Dur: 20 T; Prep: 1 T

G9: As for G6, but the caster has a 25% chance of ending a storm completely for the duration of the spell, after which the referee may allow the storm to resume. Diam: 90 ft; Dur: 60 T; Prep: 5 T

69. VALLATION (R)+ ALL

G8: Creates a vertical wall of other-planar substance 3 ft in front of the caster. This wall then moves directly away from him at a rate of 6 ft per combat round until it reaches the spell's limit and dissipates, or until it encounters a major obstruction: e.g. a wall, a pit, a building, etc. This wall can fit into a smaller area, but its maximum size is 10 ft high, 10 ft wide and 3 ft thick. Damage done to targets struck by a wall varies: a D10 is rolled: 1-2 = table C; 3-5 = table E; 6-8 = table F; 9-10 = table G. Damage occurs only in the combat round in which the wall strikes; it then moves on. A Saving Throw is made by each target within the circle of effect, but even if this is successful the victim suffers damage according to table B. Vallation automatically dispels creatures created by sorcery if it touches them. The wall blocks all physical attacks (including missiles) and the following spells: Doomkill, The Hands of Krá, the Missile of Metállja, Radiant Gaze, the Silver Halo of Soul Stealing and the Vapour of Death. Should 2 opposing Vallation spells collide, a D10 is rolled for each with the highest score winning. In the event of a tie, both walls remain stationary for one combat round, then roll again next round. A new die roll is made, and the winning wall continues while the loser dissipates. Vallations vary in appearance according to temple: Avánthe's wall is Water; Belkhánu's is Wind; Dlamélish's is Snakes; Hnálla's is Calm; Hrü'ü's is Ice; Karakán's is Swords; Ksáru's is Indigo Fog; Sáрку's is Grave Soil mixed with Worms; Thúmis' is Grey Mist; and Vimúhla's is Flame. Dur: 3 T

70. VAPOUR OF DEATH (R)+ HR, KS, SA, VI

G4: A visible fog of poisonous gas appears 3 ft in front of caster. This moves directly away from him at 3 ft per combat round. The gas fills a sphere 20 ft in diameter. Each temple employs a different Vapour: Hrü'ü's is a purple-grey nerve gas; Ksáru's is a bluish-black suffocating gas; Sáрку's is a greenish-brown corrosive gas that burns away exposed body parts; Vimúhla's is reddish-brown smoke. A U4 or higher spell of Control of Self protects against all but Sáрку's variant. Alleviation aids those struck by Hrü'ü's and Vimúhla's Vapours; otherwise Hrü'ü's variant kills in 1 combat round if the target fails a Dexterity Test at the "harder" level. Ksáru's kills in 2 combat rounds similarly, with no Saving Throw. Sáрку's Vapour does damage according to table G for every round the victim remains in the gas, Vimúhla's variant kills in 3 combat rounds, and the victim falls unconscious after 2 combat rounds. Non-magic users are advised to flee the area quickly! Dur: 3 T; Prep: 2 CR

71. VISITATIONS OF OTHER PLANES (R)* BE, HN, HR, KS, SA, TH

G4: The caster can detect (but not open) a nexus point within the spell's area of effect. The caster can move and fight normally while this spell is operating, but he cannot cast further ritual magic. Diam: 10 ft; Dur: 1 T

G8: As for G4, but the caster may now open a nexus point and take his party through, one member at a time. The destination is not known in advance; the caster is advised to be the last one through since the nexus point closes behind the caster. Diam: 20 ft; Dur: 2 T

G10: As for G8, but the caster gains an approximate idea of what lies on the far side of the nexus point; 2 persons may enter the nexus point side by side with this variant. Diam: 30 ft; Dur: 3 T

72. WARDING (R)* HN, HR, KA, VI

G5: As for the universal spell of the same name, but the caster may now at his option cast it upon others; it takes 4 combat rounds to push through this variant and those within may strike physical blows (but not shoot missiles) at those without. Diam: 10 ft.; Dur: 2 T; Prereq: Spell #24

G10: This variant is cast upon buildings or other areas of stone, brick, earth, etc.; it is ineffective upon wood and less permanent materials. All permanent parts of the structure become proof against magic and ancient devices, but less permanent articles within, such as furniture and people are not affected. The purpose of this spell is to protect temples and fortresses from magical attacks. Diam: 1500 ft circle; Dur: 1 week; Prep: 10 T (Note that this variant does not count as a durational spell.)

73. ZOIC DOMINATION (R) AV, DL

G4: Allows caster to control multiple semi-intelligent creatures or 1 very large creature; does not work on androids, automatons or undead. Ran: 90 ft; Diam: 20 ft; Dur: 3 T; Prereq: Spell #26.

G5: This variant allows the caster to control all the small animals or insects within a 30-ft circle and direct them to simple tasks; all creatures make a single Saving Throw together as one target at a Magical Resistance Factor of 1. Ran: 60 ft; Diam: 30 ft; Dur: 3 T

With the exception of the first four spells below, the Temple list is divided according to sect. All of the temples know and practice some form of the Demonology, Inscription, Muniments of Excellence, and Revivification spells, but other spells are the property of one, and only one, priestly tradition. Even the spell of Inscription is programmed to produce scrolls and books that can be used only by colleagues within the same sect.

The priestly academies each teach several dozen Temple spells, but not all of these are useful for game purposes. The temples of the Cohorts also have their own lists of spells, but some of these are minor modifications of the major God's corpus and need not be separately described here. Instead, worshippers of one of the Cohorts learn spells as follows:

1. The character can learn spells 74-77 to any level.
2. He must choose the temple spells listed for the Cohort.
3. He must then choose between (a) learning any Five of the associated major God's spells up to the T5 level or (b) learning any Three of the associated major god's spells up to the maximum T10 level.

**TEMPLE
SPELLS**

The four spells known to all temples are:

74. DEMONOLOGY (R) ALL

T8: Causes one demon dedicated to the worshipper's deity to come forth from the Planes Beyond, appearing 5 ft in front of the caster. The caster bargains for its services, offering gold, gems, etc. If no bargain is struck within 1 T, the demon departs in disgust. All payment must be paid in advance. This spell can be cast only once per day. Each demon summoned has 3 randomly determined spells which are cast as if by a 12th-level sorcerer. Demons attack with a HBS factor of 400 and have 200 body damage points (QUICK PLAY: 6 critical wounds). They cause damage according to table D and wear the equivalent of heavy armour. These demons move 120 ft per CR and have a 10% chance of being able to fly as well. They have 270 psychic power points to expend on their spells. Dur: 10 T; Prep: 1 T; Prereq: Spell #16

T9: As for T8, but this variant summons 2 demons. Dur: 15 T; Prep: 5 T

T10: As for T9, but this brings forth 5 demons; these demons have a 50 percent chance of turning on the caster if no bargain is struck. Dur: 20 T; Prep: 10 T

75. INSCRIPTION (R) ALL

T10: As for the generic spell of the same name, but this variant allows the inscription of temple spells. This variant is more difficult, and a -10 modifier is given on the inscription success chart. If it fails, damage is done according to table F. Only a member of the caster's temple can use a scroll produced by this spell, but if it is cast twice (and failure risked twice), any mage can use it. If it is cast three times, anyone at all may use it, provided they can read the language of the inscription and, of course, the inscriber still lives! Only if an inscription is specifically keyed to a student's mind (usually at a temple) can the inscription be employed for teaching purposes. Prereq: Spell #50

76. THE MUNIMENTS OF EXCELLENCE (R)* ALL

T8: This creates an impervious globe either with the caster at its centre, or at a distance of 15 ft from him. The globe is the colour of the caster's deity; it is impenetrable to attack: nothing physical or magical may enter it, and no magic may be used within it. No spell may dispel the globe; it remains stationary and if those inside leave, even partially, they may not re-enter. Ran: 15 ft; Diam: 10 ft; Dur: 10 T; Prep: 1 T

T10: As for T8 Ran: 30 ft; Diam: 20 ft; Dur: 60 T; Prep: 3 T

77. REVIVIFICATION (R) ALL

T8: The caster can bring back one target from death, provided that death occurred no more than a week previously. At least two-thirds of the corpse must be present. An unwilling target is allowed a Saving Throw to "stay dead." Once cast, the mage cannot use sorcery for one week afterward. A maximum of three attempts can be made to revive a victim, and if none of these is successful, the victim remains permanently deceased. The second and third rolls are made at +10 and +20, respectively, thus making revivification more difficult. If one of these rolls succeeds, the target rolls D100: 91-100 = he permanently loses 20 Height-Build-Strength points; 21-90 = he loses 10 HBS points; 11-20 = he loses 5 HBS points; 1-10 = he loses no HBS points. The revived person returns at the peak of health; all of his wounds are healed; his psychic power points are recharged (he can cast magic at once, if he is a sorcerer), etc. He does not have any of his clothes or possessions, unless these have been specifically collected and saved for him by his comrades. Depending on the victim's rank and station, a temple will perform this service for about 40,000 Káitars.

T10: As for T8, but the success roll is easier: -10 is subtracted from the recovery die roll. The caster may not use further magic for 3 weeks. Temples usually charge 100,000 Káitars for this variant.

TEMPLE SPELLS: THE GODS

AVÁNTHE

78. THE BREATH OF THE GODDESS (R)*

T1: Creates a bubble of breathable air around the caster. This cannot be cast underwater but can be used to enter and travel underwater, survive in a sealed chamber, or move through an area filled with poisonous gasses. The spell also has a 60% chance of repelling sea creatures. Dur: 10 T

T4: As for T1, but the bubble can encompass other targets besides the caster. All targets must remain within the spell's range. Diam: 20 ft; Dur: 20 T

T7: The caster can create a bubble of vacuum. Targets who are taken into this bubble must roll a D10: 1-3 = the target perishes; 4-7 = the target escapes, but loses 1-20 body damage points (QUICK PLAY: 1 minor wound); 8-10 = the target emerges from the affected area semi-conscious and can perform no actions for 2 T Ran: 60 ft; Diam: 10 ft; Dur: 1 CR

T8: As for T7, but with a 20-ft diameter. Ran: 120 ft

T10: As for T4, but with a 30-ft diameter. This form repels sea creatures 80% of the time. It cannot be cast underwater. Dur: 60 T

79. ACCLIMATISATION (R)*

T1: Makes the caster immune to natural temperature extremes. It also shields the caster from rain, snow and wind. Dur: 30 T

80. ENVENOMISATION (R)

T4: Targets are infused with a subtle poison that can be activated any time the caster desires, up to the limit of the spell's duration. The length of the spell must be stated when the mage casts this spell; if no duration is stated, it is assumed to be of maximum duration. The target then dies painlessly within 2 CR. Only Alleviation (Spell #30) cures this toxin. Ran: 60 ft; Diam: 5 ft; Dur: 20 T

T8: As for T4, but up with a 10-ft diameter. Ran: 180 ft

81. FRUCTIFICATION (R)

T3: All plants and animals within the spell's area of effect become fertile; this does not include humans. Ran: 15 ft; Diam: 10 ft

T6: Allows a barren female of the caster's species to become fertile. An unwilling target must be successfully targeted. Ran: 15 ft

T8: The crop yield of a field up to 600 ft in diameter is increased; roll a D10: 1-3 = the yield is tripled; 4-10 the yield is doubled.

82. THE HANDS OF KRÁ THE MIGHTY (P)

T5: As for the generic versions, but this variant is capable of slaying huge targets: up through 319 hit points (QUICK PLAY: 9 critical wounds). Creatures with 320 hit points (QUICK PLAY: 10 critical wounds) or more require 2 or more successful "hits" to kill, as the referee decides. Hitting one of these very large targets with less than the "killing" number of spells causes it to take damage on table G — which does relatively little harm to such a monster. If a target within the spell's diameter makes his Saving Throw he still takes damage according to table G.

This variant only affects living creatures and automatons; androids and other creatures created by sorcery, undead, demons, and also buildings and other structures are not affected. Ran: 300 ft; Diam: 20 ft; Prereq: Spell #48

83. SEISMISM (R)*+

T4: This causes a violent earth tremor. All targets inside a 10-ft circle who fail a Dexterity Test at the "difficult" level fall to the ground. There is also a possibility of damage: a D10 is rolled: 1-5 = no injuries; 6-8 = targets suffer damage according to table C; 9-10 = targets are damaged according to table E. At the end of each round that the tremor lasts, a Dexterity Test at the "harder" level must be made for each target still in the area of effect: if the target fails, he takes another round of damage. If the roll succeeds, he successfully crawls out of the affected area. There is a 20 percent chance of collapsing tunnels or buildings with this spell. Ran: 90 ft; Dur: 1 T; Prep: 3 CR

T9: As for T4, but this variant affects a 20-ft circle and has a 70 percent chance of collapsing buildings and tunnels. At the end of each round, targets must make a Dexterity Test at the "difficult" level to escape. Other features are as for T4. Dur: 3 T; Prep: 1 T

84. THE WELL THAT WATERS THE WORLD (R)*

T3: This creates a well 3 ft in diameter in any hard horizontal surface within touch range of the caster. This hole produces up to 100 gallons of water by the end of spell's duration. As is the case with the Nutrifaction spell, certain minerals and vitamins necessary for life are lacking from this magically created water, and it contains minute doses of very subtle poisons. It thus sustains life for only one week (6 days). Thereafter, regular, non-magical water must be found or the user perishes on the seventh day. One day of drinking "real" water is required for each day of magical "water" to restore the drinker to a healthy state. If the magical water of this spell is consumed again before those who drink it are restored to full health, one must count days to determine how long they can survive. For example, a ship captain uses this sorcerous "water" to keep his crew alive until fresh water is found. After 5 days a small rainstorm provides 1 day of real water. On the following day the crew drinks the real water, leaving 4 days of magically created water in their systems. Three more days of magical water will kill the crew, leaving a ghost ship to be found by future seafarers. Dur: 3 T

T6: As for T3, but this variant produces 600 gallons of water and the hole is 5 ft in diameter. Dur: 6 T

85. ZOOIFICATION (R)*+

T5: Vegetation as large as big trees is "brought to life". All targets within a 20-ft circle must make a Dexterity Test at the "difficult" level: a successful roll allows the target(s) to escape from the area. A failure by 1-10 points results in damage according to table C. Failure by 11-20 points causes damage according to table E, and failure by 21+ results in death. Damage continues for the duration of the spell until all targets are dead or have escaped. This spell is ineffective in areas of little or no vegetation. Ran: 15 ft; Dur: 5 T

BELKHÁNU

86. AERIALITY (P)*

T6: As for the generic spell, but this variant provides a stable platform for missiles and ritual magic. The maximum altitude is 300 ft, and speed is 1500 ft per turn. Diam: 20 ft; Dur: 20 T; Prereq: Spell #29

87. AVULSION OF THE SPIRIT-SOUL (R)

T7: This spell removes the target's spirit-soul, leaving the victim a mindless shell. The caster can then transfer either his own persona into this body or the

persona of a deceased individual (using spell #89 Reimbodiment). Only spell #57 Perception of the Energies can reveal the transfer, and spell #5 Disenchantment will then expel the new inhabitant and restore the original spirit-soul. If cast out of a possessed body in this manner, a dead spirit-soul can never again be contacted. If the caster is repelled in this manner, he returns to his original body if possible; otherwise the caster's spirit-soul is destroyed. The caster's original body will perish in several days if not cared for. This spell is species specific.

88. ETHEREALISATION (P)*

T4: The caster leaves his body in a trance-like coma and sends his astral projection forth. The projection is invisible and insubstantial. It cannot fight, speak, or cast spells but it may travel up to 1000 ft; Dur: 2 T; Prep: 1 T

T5: As above, but the caster can also employ this spell on another being of his own species and may travel up to 3 miles from his body. Dur: 3 T; Prep: 2 T

T8: As above, but usable through nexus points to explore other planes. The astral projection can go no further than 60 ft through a nexus point, however. Dur: 10 T; Prep: 5 T

T10: As for T5 above, but the caster travels physically on his own plane. The mage can manifest himself physically at any one point of his travels and can then fight, speak, or handle objects. The mage may not bring objects back while insubstantial, and he cannot cast any other spells while employing this one. If killed while using this spell, the caster can never be revived. This spell is blocked by magical barriers; Dur: 10 T; Prep: 10 T

89. RE-EMBODIMENT (R)

T5: The caster can insert the spirit-soul of a person dead no more than 1 hour into an "empty" body; cf. the spell of Avulsion of the Spirit-soul (#87); Prep: 2 T

T6: The personality of an individual dead no more than 12 hours can be inserted into the body of an infant of the same species. This spell has a 70 percent chance of success; if it fails, the intruding spirit-soul is destroyed. If successful, the infant grows up with the knowledge, memories, skills, intelligence, psychic ability and psychic reservoir of the deceased, but with the physical attributes of the new body. Prep: 5 T

T10: (Prereq. #77) 2-12 beings of any intelligent species are revived. The caster can then cast no magic for 2 months (10 Tsolyáni weeks: 60 days); Prep: 20 T; Diam: 20 ft.

90. THE SILVER HALO OF SOUL STEALING (R)

T2: As for the generic version but with a 300-ft range and a 10-ft diameter circle of effect. Prep: 5 CR; Prereq: Spell #65.

T5: As above, but this version affects all but the largest targets (i.e. those with 320+ hit points or 10+ critical wounds in the QUICK PLAY system) within a 20-ft diameter circle. This variant subtracts an additional -5 from the Saving Throw. Ran: 450 ft.

91. SPIRITISM (P)*

T1: The caster can communicate with a member of his own species who has been dead for no more than 20 minutes. The deceased may refuse to answer or may lie. The caster must know the target's name and speak his language. Dur: 2 T

T3: As above, but the duration is now 6 T and the period after death is increased to 24 hours.

T7: As above, but the period of death is increased to 1 year. The caster does not need to know the deceased's name or language, since contact is telepathic.
Dur: 8 T

T10: As above, but if the caster overcomes the target's resistance, the latter must answer 3 questions truthfully. The target must have been dead less than 5 years and must be of the caster's species. The target's name and language must also be known. Dur: 10 T

92. TRANSMOGRIFICATION (R)

T2: This opens a nexus point to a specific place known to the caster through his studies. The doorway is big enough for a human to pass through. Dur: 1 T;
Prep: 1 T; Prereq: Spell #71.

T3: This opens a door into a small pocket plane. This plane is stationary and airless. No living creature can be stored inside it. It lasts 1 day and the caster must return to the same location to renew the spell or remove any objects left within. If it expires before he returns, everything stored inside is lost forever.
Prep: 1 T; Diam: 10 ft.

T5: As above, but this variant travels with the caster. As with the previous version, a second application of the spell is required to open it and retrieve items.

T6: As above, but with a duration of 6 days. The pocket plane contains air but no food or water. This variant can also be used offensively; 1-6 individuals within a circle 10-ft in diameter can be magically thrust into this "prison." Anything they are carrying is imprisoned with them. This spell can be dropped before its expiration; all within are then released. If this spell is renewed, all within must be targeted anew as well, or they escape.

T8: The caster is able to create a nexus point. He and 1-6 beings within a 10-ft circle are transported to a predetermined location. The caster must cast the spell once at the exit point and then cast it again within 1 hour when he wishes to open the nexus point. Living creatures and their possessions are transported immediately back to their former location. Prep: 5 T

93. THE VIATICUM OF THE YELLOW ROBE (R)

T3: This spell permanently lays undead beings to rest. They save against it with a Magical Resistance Factor of 2. Only undead beings who have been specially protected by the Temple of Sárku are immune and save normally. Diam: 10 ft.;
Ran: 60 ft.

T5: As above but Diam: 20 ft.; Ran: 90 ft.

DLAMÉLISH

94. CONCUPISCENCE (R)

T1: The target experiences a compelling, instant and unbearable ecstasy that lasts for 2 turns. During this time he loses all sense of what he is doing and is totally incapacitated. This variant affects living creatures only. Ran: 30 ft

T4: As above, but this variant affects 1-6 beings, including the undead and magically created creatures. Diam: 10 ft; Ran: 90 ft; Dur.: 3 T

T8: As above, but only 1 creature is affected. This variant kills a target who fails his Saving Throw instantly, transporting worshippers of the Goddess to her paradise and condemning her enemies to endless ennui. Ran: 300 ft

- 95. THE EMERALD PARAMOUR (R)***
 T5: A handsome incubus or beautiful succubus appears. This creature is sent forth to tempt one specific victim, who must be within 150 ft of the caster. When confronted by the Paramour, the target rolls a D10: 1-4 = he recognises the creature and can flee or try to dispel it; 5-10 = he falls in love with the being, doing whatever possible to remain with the creature. The Paramour is too beautiful for anyone to attack. A person who succumbs to this being dies after 1 hour of pleasure. One who perishes due to a Paramour can only be revived with the T10 variant of the Belkhánu spell of Re-embodiment (#89). The Paramour lasts for 8 hours, or until it has claimed a victim. Prep: 10 T
- 96. EMULATION (R)***
 T1: The caster disguises himself as an average-looking person of the same sex. One who has reason to suspect this disguise makes a Saving Throw to see through it. Dur: 10 T
- T3: The caster assumes the appearance of a specific person of the same sex known to him personally. He does not know the person's memories, habits, etc. Dur: 20 T
- T7: As above, but the caster and one comrade can assume the appearance of members of a different sex or of an intelligent species of nonhuman.
- 97. ENTHRALMENT (P)***
 T2: The caster causes a person of the opposite sex to become attracted to him; if this occurs there is a 60 percent chance of getting the target to reveal secrets or to follow seemingly harmless suggestions. Dur: 20 T; Ran: 15 ft
- T6: As above, but the duration is increased to 12 hours. This variation gives the caster an 80 percent chance of ferreting out secrets, etc.
- 98. IMBITION (R)***
 T6: Whenever the caster is unsuccessfully targeted by a hostile spell he gains 1-100 psychic power points; these are added to his total. The most any mage can have at one time is 500 points. These expire after 1 hour. This spell can be maintained for a Duration of 2 T
- 99. THE POLYCHREST OF THE THIRD OCTANT (P)***
 T3: The target can perform extremely tiring actions for 20 T with no rest needed.
- T7: As above, but the duration is now 1 hour.
- 100. POTENCE AND REJUVENESCENCE (R)***
 T2: Two targets are provided with the stamina to enjoy continuous sexual encounters for 4 hours. This spell can also make the target appear as a beautiful youth of either sex, as the caster wishes. Diam: 5 ft
- T8: As for the T2 variant, but this affects 4-24 targets for 8 hours.
 Diam: 30 ft; Prep 1 T
- 101. THE FULGURATION OF IMMINENT GRANDEUR (R)**
 T2: This spell fires a scintillating beam of white light at one or two living targets. This strikes with a high-pitched ringing sound, much like a hammer hitting an anvil. It does table E damage. Diam: 5 ft; Ran: 90 ft
- T4: As above, but all targets within the area of effect who fail their Saving Throws suffer Table G damage. Diam: 10 ft; Ran: 240 ft

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T7: As above, but all targets within the area of effect who fail their Saving Throws are killed instantly. Diam: 20 ft; Ran: 450 ft

102. THE GLOBE OF DISTANT DISCERNMENT (P)*

T3: The caster can send his power of vision away from him up to a distance of 100 ft. These magical eyes cannot cross any obstacle the caster could not, and do not fly. During this spell the caster's body is effectively blind. Dur: 3 T

T7: As above, but the eyes can pass through non-metal, non-magical barriers up to 3 ft thick; Dur: 5 T

T9: As above but the eyes can now fly. Ran: 2000 ft; Dur: 10 T; Prep: 1 T

103. THE INIMITABLE DEFENDER (R)*

T4: A dome of translucent crystalline force surrounds the caster and one comrade. No magic of any kind can affect those within the dome, nor can they cast spells out of it. This dome moves with the caster. No undead being, demon, or sorcerous creature can enter this sphere or strike those within it. This spell can be cast on two other persons, leaving the caster outside. The dome then remains immobile. Dur: 2 T; Prep: 2 CR, Diam: 5 ft; Ran: 15 ft. Prereq: Spell #47

T9: As above, but this variant includes targets within a circle 10-ft in diameter. All inside the sphere can cast spells out. No physical attack can penetrate this variant, but slow moving substances can enter it (e.g. gas, lava, or water). This version is immobile, and those within can combat those outside with melee or missile weapons. Dur: 5 T; Prep: 2 T

104. METASTASIS (R)*

T5: The caster is able to teleport to a location up to 600 ft. away that he has visited within the past 20 minutes. Only 50 pounds of excess weight can be transported. Prep: 1 CR; Prereq: Spell #23

T8: As above, but all targets in a circle 5-ft in diameter can be teleported up to 900 ft. The destination must have been visited in the last hour. Each target can carry 100 pounds in addition to his own weight. Unwilling targets are allowed Saving Throws. Prep: 3 CR

T10: As above, but all targets in a circle 10-ft in diameter can be teleported 2000 ft. Each target may carry an extra 150 pounds. Prep: 2 T

105. THE NEGATION OF INSTABILITY (R)*

T2: All Phantasms created by spell #16 are dispelled on a D10 score of 1-7. Ran: 60 ft; Diam: 10 ft of effect.

T4: As above, but all phantasms created by spell #59 are dispelled. Diam: 20 ft; Ran: 120 ft

106. PEACEFUL REPOSE (R)

T6: The target is protected against Hrü'ü's spell of the Nightmare of Terror (#112). In addition, the target sleeps for 8 hours dreaming of Hnálla's everlasting light. Prep: 2 T

107. THE POWER OF ULTIMATE PERFECTION (R)

T3: Sends a minor demon (similar to those summoned by spell #74) devoted to Change back to his own Plane. The creature saves as though it has a Magical Resistance Factor of 5; Range 30 ft

108. THE RITUAL OF THE PURIFIED SPHERE (P)

T1: A circle of ground is hallowed for 24 hours, thus rendering the area impassable to the undead, demons and creatures created by sorcery who serve Change.

Diam: 10 ft; Prep: 3 T

T3: As above, but Diam: 20 ft; Dur: 1 week; Prep: 10 T

T5: As above, but Diam: 30 ft; Dur: 1 month; Prep: 1 day

T7: As above, but also blocks the entry of priests and sorcerers who serve Change.

Diam: 300 ft; Dur: permanent; Prep: 1 week

T10: As above but with a diameter of 900 ft. This version is large enough to cover an entire temple but is rarely used in order to avoid the breaking of the Concordat that forbids sectarian strife and espionage. Prep: 1 month

109. THE AMETHYST EXPURGATION (R)

T3 and T7: This spell is the same as The Power of Ultimate Perfection practised by the devotees of Hnálla (#107), except that demons serving stability are dispelled.

110. CONGELATION (R)

T2: This freezes a being of human size or smaller, slaying the target unless a successful Saving Throw is made. Ran: 90 ft

T3: As above, but this version also affects larger nonhumans or one large animal. Diam: 10 ft; Ran: 120 ft

T5: As above, but this variant can slay 1 very large or gigantic animal (*Sró*, *Sérudla*, *Akhó*, etc.). Targets of 320 hit points (QUICK PLAY: 10 critical wounds) and greater require 2 or more successful hits to kill or incapacitate. If struck by less than a killing number of hits, the target suffers damage on table H. Diam: 20 ft; Ran: 180 ft

T7: The caster can change an area of mud or water up to 10-ft square and 3-ft thick into ice. This ice lasts for 30 turns in temperate zones. A second roll is needed on the temple non-combat spell chart to successfully shape anything other than a block. If this is unsuccessful, the ice crumbles into a heap of cubes.

111. DECORPorealisation (R)*

T4: The caster's body becomes insubstantial and faintly translucent, though still visible. He can move normally and also levitate or descend (even through walls and other materials) at the rate of 6 ft per combat round. The caster cannot fight, speak, or cast spells while decorporealised. No magic or physical attack can harm a decorporealised opponent. Dur: 5 T

T7: As above but the caster can decorporealise another friendly target. Dur: 10 T

T10: As above but the caster and others in a 10-ft diameter circle are affected. Unwilling targets are allowed Saving Throws. Dur: 20 T

112. THE NIGHTMARE OF TERROR (P)

T2: The target suffers nightmares every night for 1 week (6 days). After this, the target dies of terror. The victim must be known to the caster, and a Saving Throw is allowed. If the target's phobias are not known, the victim resists as if his Magical Resistance Factor were 3 higher. This variant must be cast anew each night. Ran: 300 ft; Dur: 1 night.

T6: As above, but each night the target takes damage on Table D. Unlike the T2 version, this version need only be cast once on a target. Ran: 600 ft; Dur: 1 week

T8: As above, but the target perishes after one night of terror. This variant turns the target's hair white. Ran: 900 ft; Dur: 1 night

113. TRANSFUSION (R)*

T3: The caster creates a large phantasmal being (as big as a large animal) and transfers his intellect into it. The caster fights with the attributes of this creature (e.g., the hypnosis of the Ssú) but cannot cast other spells. The mage's body remains in a trance for the duration of the spell. Disenchantment is of no use against this spell, but Hnálla's Negation of Instability (#105) slays both the creature and the caster. If the phantasm is slain by physical means, the caster dies as well. Dur: 2 T; Prep: 1 CR; Prereq: Spells #16 & #59

T5: As above, but the caster can now use psychic spells. Dur: 5 T; Prep 1 T

T7: As above, but the caster can create a phantasm of a very large or gigantic creature, even of the size of the dreaded Akhó. Dur: 10 T; Prep: 2 T

T9: As above, but the intellect of another person is transferred to a phantom of whatever species the caster desires. The target is allowed a Saving Throw but cannot cast spells. This variant can be disenchanting. This version ignores the * marking lesser variants. Dur: 5 T; Prep: 5 T; Ran: 15 ft

114. THE VINDICATION OF INSTABILITY (R)

T1,3,5,7,10: This is the Change equivalent of the Ritual of the Purified Sphere (#108). All versions of this spell are targeted against the followers of Stability.

115. VISCOSITY (R)+

T2: A horizontal area of natural stone or earth is turned into thick goeey mud for 3 T. The depth of this mud is 6 ft, and a being who is stuck in it when the spell ends is entombed within. This spell can be deliberately dropped earlier in order to trap a target. The area of effect is a 10-ft diameter circle. The ground is targeted as though it had a Magical Resistance Factor of 0. Individuals within the area of effect must make a Dexterity Test at the "easy" level to avoid plunging into the mud.

T3: As above, but a Diam: 20 ft; Dur: 5 T; a Dexterity Test at the "harder" level is needed.

T4: A living target within 90 ft is turned to jelly, if he fails his Saving Throw. This jelly oozes out of his clothes, and the body congeals to a spongy mass after 1 T. Possessions are not harmed.

T6: As above, but possessions of non-magical nature are also reduced to a runny liquid. Diam: 20 ft; Ran: 150 ft

T8: As above, but this variety also affects undead, androids and phantasms. Demons are immune, but even enchanted items are destroyed. Ran: 240 ft

T9: A horizontal tunnel 10 ft wide, high and deep is created through unworked stone or earth. When the spell expires, the stone and earth return to normal. This spell does not work on living beings, the undead, any other creatures, or upon manufactured objects. Dur: 10 T; Ran: 15 ft

116. THE GLORIOUS CALL (P)

T3: Friendly individuals within 20 ft of the caster become immune to fear for 4 T. No morale check is needed. Prereq: Spell #51

T8: Foes within the area of effect flee in panic as if they have failed a morale check. Ran: 60 ft; Diam: 20 ft

T10: One target (not the caster) is made permanently immune to fear. This spell may be dispelled by Disenchantment. Prep: 2 T

117. HIGHER MASTERY (P)

T2: The target adds +5 to hit with any weapon he chooses for 2 T. Prereq: Spell #43

T3: As above, but the target adds +10 to hit.

T5: As above, but with a 5-ft radius. Dur: 3 T

118. THE PERFECTED GEM OF OBLITERATION (R)

T5: A beautiful red gem is created and remains in existence for 1-10 days (a D10 roll). One group of targets (e.g. all *Shén*, all priests of *Sárku*) is nominated by the caster. If a member of this group touches the gem, it explodes, doing table G damage to the individual touching it. Other beings within a circle 10 ft in diameter (centred on the gem) take Table C damage. If a spell of disenchantment is successfully cast on the gem, it disappears. If the spell fails, the gem explodes, as just above. Prep 1 T; Prereq: Spell #8

T8: As above, but the gem lasts 1-20 days and varies in colour according to the caster's wish.

119. THE REPLICATION OF HEROES (R)*

T4: One target (not the caster) of the caster's species is "cloned". The target must be carrying at least 10 pounds of metal, and this cannot be dropped while the spell is in effect. The clone has all of the original's abilities, except that the Body Damage Points of the original are split between them (QUICK PLAY = each may only take 1 serious wound before becoming incapacitated). The clone's weapons and armour never have more than the strength of *Chlén*-hide, although they glitter and have the appearance of steel, if this is what the original was wearing. Any magic items possessed by the original are kept by him. The clone's copies of these are non-magical. The clone may never be more than 100 ft away from the original. If this distance is exceeded, the clone disappears, and the spell ends. Dur: 2 T; Prep: 2 CR; Ran: 15 ft. At the end of the spell the original regains his clone's BDP's.

T7: As above, but more targets may be replicated, and the armour quality permitted to the clone is that of steel. The clone can move up to 300 ft from the original; Dur: 4 T; Prep: 4 CR.; Ran: 15 ft; Diam: 10 ft

T10: As above, but the targets are cloned twice: i.e. 2 duplicates of each person are created. These replicants each have the Body Damage Points of the original, and each can move up to 500 ft from his original. Dur: 7 T; Prep: 1 T

120. THE SWIFT THRUST OF DEATH (R)

T1: A flashing, steel-like missile flies at the target with a shrill screaming noise. Although this missile looks like a steel bolt, it is actually other-planar energy. It is thus halted by those magical barriers that block "ritual" spells, rather than those that obstruct physical blows and missiles. Heavy Armour protects the target. Otherwise, if the victim fails a Saving Throw, he dies with a 2-inch hole drilled through his heart; Ran: 60 ft

T3: As above, but the bolt penetrates heavy and steel armour; Ran: 120 ft

T4: As above, but 1-5 needles are produced. These are all fired at the same target(s), but each requires a successful Saving Throw to avoid. Diam: 5 ft; Ran: 180 ft

T5: As above, but even if a target in the spell's area of effect is not killed, he still suffers damage according to table B. Diam: 10 ft; Ran: 240 ft

T9: As above, but a target who is not killed suffers table D damage. This variant penetrates enchanted armour. Diam: 20 ft; Ran: 300 ft

121. TREMULATION (R)*+

T2: This creates a deep vibration that deafens and shakes all living beings within the area of effect. Targets can perform no actions except to leave the affected area. To do this, a Dexterity Test must be made at the "harder" level. Such spells as Control of Self (#4) are of no use. Diam: 10 ft; Ran: 60 ft; Dur: 1 T

T6: As above, but the quake slays any who cannot exit it within 5 Combat Rounds. To do this a target must successfully make a Dexterity Test at the "difficult" level. Dur: 1 T; Ran: 120 ft

T7: As above, but any who cannot exit it (as just above) within 2 Combat Rounds is slain. Dur: 2 T; Diam: 20 ft; Ran: 180 ft

T8: This variation produces a vibration so strong that a target within the zone dies at once unless he makes a successful Dexterity Test at the "real challenge" level. If he succeeds, he lies prone outside the area of effect and is stone deaf for 5 T. This and other versions of this spell play havoc with structures and tunnels; one must be careful! Diam: 20 ft; Ran: 240 ft; Dur: 3 T

122. THE WEAPON OF THE PRINCE OF VALOUR (R)

T3: This spell is cast upon an edged steel weapon held by a comrade, causing the weapon to glow with a scarlet light and enabling it to slice through the U-4 Warding Spell (#24) without difficulty. If the weapon is dropped or handed to someone else, the spell expires at once. This spell does not work on arrows or other missiles. Dur: 1 T

T5: As above, but multiple weapons (1-2, a random roll) can be made to penetrate the U-5 Warding Spell (#24). Diam: 5 ft

T7: As above, but enhances the weapons of all individuals within the circle of effect. Diam: 10 ft; Dur: 3 T; Prep: 3 CR

T10: As above; except that these weapons can also penetrate the generic warding spell (#72). Prep: 5 CR; Dur: 5 T

123. THE WINGED DISC OF THE LORD OF THE SUN (R)*

T5: A flat, oval "plate" appears on the floor in front of the caster. This is large enough to hold the caster and a further 100 pounds of weight. This conveyance flies about 2 inches above the ground and is telepathically directed by the caster. It travels at 100 ft per CR and is stable enough for the caster to fight or cast another spell. This vehicle cannot cross chasms or bodies of water; when these are encountered it comes to a gentle stop, and the spell ends. Dur: 1 T; Prep 1 T

T7: As above, except that the caster can include 3 passengers with their equipment, or 4 comrades if lightly equipped. The speed of the disc is increased to 150 ft per CR. Dur: 5 T; Prep 2 T

T9: As above, except that the disc is large enough to hold as many as 20 persons;
Dur: 10 T; Prep: 5 T

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124. THE AFFABLE BLIGHT OF LORD UNÍ (R)

T1: Uní is one of the demons mentioned in the Book of Ebon Bindings. He is Lord of the 39th plane and is renowned for his fungi, moulds and horrid physical manifestations. This spell causes the target to become infected with patches of Uní's fuzzy, bluish white fungi. If a successful Saving Throw is made, the target must leave the area of effect (1 ft in diameter) at once or be automatically targeted again in the next Combat Round. A target who fails to save dies within 2 T unless a spell of Alleviation (#1) is applied. Contaminated organic possessions must be discarded within 2 Combat Round, or else they will spread the infection. If the area is not burned, the fungus will spread out to a circle 10 ft in diameter at the rate of 1 ft per turn. The fungus remains until it dies naturally in 1 hour. Ran: 30 ft

T3: As above, but the fungus has an initial 10-ft circle of effect. It spreads out into a circle 30 ft in diameter around its original centre. It dies in 3 hours; Ran: 300 ft

T7: As above, but its diameter is 20 ft; Ran: 120 ft. The fungus lasts 4 hours, and targets who do not escape it die in 1 T

T10: As above, but causes instant death. This variant does not spread and dies naturally in 6 hours. Ran: 300 ft.

125. THE ANTECHAMBER OF THE BLUE ROOM (R)

T6: A faint disturbance in the air manifests itself in front of the caster and moves toward the intended target with a low buzzing sound. The target has 3 Combat Rounds to hide behind a magical or physical barrier before the spell arrives. If unable to do this, he must make a Saving Throw. If he fails, he is transported to the Antechamber of the Blue Room, beyond which mighty Ksárul lies in his eternal, enforced sleep. If a devotee of Ksárul, Grugánu, or one of the foreign Ksárul-related deities is struck by this spell (and this must be done accidentally: e.g., cast by a hostile mage who does not know the target's religious affiliation), he will be returned unharmed to the location and time from whence he came. If the caster attempts to send the same target to the Blue Room twice, the caster himself is slain. One who does not worship the Doomed Prince or one of the associated deities is killed by the attendants of the Blue Room unless he makes his Saving Throw with a -10 modifier applied to chance. Since the body is not on Tékumel, no revivification is possible. This spell affects only human-sized intelligent beings. Ran: 90 ft; Prep: 1 CR

T8: As above, but 1-6 multiple targets are seized. These have 2 CR to avoid the attack; a failed Saving Throw sends them to the Antechamber. Diam: 10 ft; Ran: 180 ft; Prep: 1 CR

126. THE AZURE SCARAB (R)

T4: This spell creates a small dark blue gem 1/4 inch in diameter. The caster can store his psychic points in this gem and use them on the same day or the following day. He also regains his psychic points as usual; thus he can have extra points to cast while the jewel exists. This "psychic battery" lasts 48 hours and prep time is 1 hour. This spell does not count against the two durational spells that are the normal limit. The gem (and the points it contains) can be dispelled by the spell of Disenchantment. (#5).

T6: As above, but the gem lasts for 1 week and takes 12 hours to prepare; after this spell expires the caster can use no other magic for 1 week.

T8: As above, but the caster can store 2 days' points within the gem; preparation time is 48 hours, and the caster must refrain from magic for 2 weeks.

T10: As above, but the gem can hold as much as 3 days of psychic points. Preparation time is 72 hours. The mage cannot use magic for 1 month. This spell cannot be Disenchanted (#5). It must expire naturally; Dur: 1 month.

127. THE COMPREHENSION OF DEVICES (P)*

T2: The caster gains an understanding of the purpose and operation of 1 ancient magico-technological device. This cannot be passed to another individual; Dur: 1 T

T4: As above, but the caster can include 1 comrade, who also learns how to operate the device. Only 1 mechanism can be learned for each application of the spell; Dur: 3 T

T5: The caster is able to repair an "Eye" (one of the devices of the Great Ancients), provided he has the tools, materials, and parts to do so. The referee rolls D100: 1-60 = the Eye is successfully repaired; 61-95 = it is not repairable; 96-100 = the Eye is seriously defective. In this latter case the referee rolls a D10, 1-3 = the Eye blows up, killing the mage; 4-6 = it explodes, doing the mage damage on table G; 7-8 = it functions normally, but its target is the caster himself; 9-10 = it appears to be completely repaired but explodes when next used, killing the user and doing table G damage to all within 10 ft. The caster also has a chance to learn the number of charges left in the Eye. A D10 is rolled: 1-6 = the caster learns the number of charges; 7-10 = he discovers nothing. A successful roll to repair the Eye also tells the caster what its function is.

T8: The caster gains the ability to deflect energy from ancient devices back into The Planes Beyond. He is thus immune to attacks by such mechanisms. Unfortunately, this spell does not work against hostile spells or in conjunction with the T-5 variant of this spell; Dur: 3 T

T10: The caster can recharge an ancient magico-technological device powered by other-planar batteries. A D100 roll is made, and 1-100 charges are added to the device up. No device can hold more than 100 charges. This spell can be used only once on a given device. If this is attempted a second time, roll a D10: 1 = successful recharge; 2-9 = the device is permanently inert; 10 = the device blows up, hurling the caster through a nexus point into a randomly chosen Plane. Prep: 10 T

128. THE FOOD OF THE Ssú (R)+

T1: This spell creates a patch of the deadly purplish vegetation that existed all over Tékumel before man arrived. An individual within the spell's area of effect (except the Ssú and other original inhabitants of Tékumel) suffers damage to his legs according to table D (QUICK PLAY = a serious wound cripples the target's legs). If the target's legs are crippled he falls into the vegetation and takes table F damage. Each CR after the first round a target must make a Dexterity Test at the "difficult" level to escape further damage. Steel armour protects a target for 2 CR before dissolving. Enchanted steel protects for 4 CR. Chlén-hide dissolves too quickly to be of any protection. A party of Hlüss or Ssú will stop and feed for 1 T unless attacked or are actively pursuing the caster. Diam: 10 ft; Ran: 30 ft; Dur: 2T; Height: 3 ft

T2: As above, but the patch is a circle with a diameter of 20 ft, Ran: 60 ft, Dur: 3 T; Prep: 1 CR

T5: As above, but the height of the vegetation is 6 ft, blocking the line of sight. Damage is done according to table G; Hlúss and Ssú will stop for 3 T; Ran: 120 ft; Dur: 5 T; Prep: 1 T

129. THE OBSIDIAN OBELISK (R)

T2: A stone obelisk appears 3 ft in front of the caster. It is 6 ft wide, 6 ft tall, and 3 ft thick. It shields the caster from physical attacks and most offensive spells. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment (#5) or by Vimúhla's Barring and Broaching (#148). Dur: 2 T

T4: As above, but this version is 20 ft wide, 10 ft high, and 6 ft thick. It blocks all spells except the largest variant of Doomkill (#40). This spell must have room in which to be cast, or the obelisk will explode, killing the caster and doing table F damage to all within 20 ft. Dur: 3 T; Prep: 1 CR

T6: As above, but with the ability to fit snugly into smaller spaces without exploding. Dur: 5 T; Prep: 1 T

T10: As above, but with a door on the caster's side that only he can open or shut. This door leads to the opposite side of the obelisk and provides a means of escape after any foes have gone. The door cannot be physically forced open; Dur: 24 hours, Prep: 5 T

130. REPLICATION OF THE MIGHTY (R)*

T4 An exact clone of the caster appears within 15 ft of him and remains for the duration of the spell. The caster's Body Damage Point and magic points are exactly divided between him and his clone (QUICK PLAY = 1 serious wound apiece). At the end of the spell the caster re-absorbs the remaining psychic points and Body Damage Points. Any magic items possessed by the original are retained by him; the clone's copies of these are non-magical. The clone must stay within 100 ft of the original; otherwise it disappears, and the spell ends. Dur: 2 T; Prep: 2 CR

T8: As above, except that the duration is 5 T. The caster can clone 2 individuals of sorcerer level 10 or greater. These clones must stay within 100 ft of the caster. Prep: 1 T

T10: As above, but the caster creates 2 clones of himself: each receives one half the caster's psychic points and Body Damage Points. He thus operates temporarily at 150% of his level. Each copy can move up to 1500 ft away from the original. When the caster re-absorbs his clones' psychic power points and Body Damage Points, he cannot exceed his original total for these. Dur: 7 T; Prep: 1 T

131. THE WEB OF REFULGENT COMMAND (P)*

T4: The caster gains control over androids or phantasms within the 10 ft circle of effect. These creatures can be immobilised, made to flee, or to fight unless specifically protected by higher level Temple spells. These creatures save against this spell with a Magical Resistance Factor of Category 2. Ran: 120 ft; Dur: 4 T

T6: As above, but also includes such Underworld creatures as the *Biridlú*, *Hli'ir*, *Hurú'u*, *Káyi*, *Nshé*, *Qól*, *Thúnru'u*, and the *Tsú'uru*; Ran: 180 ft; Dur: 4 T

T8: As above, but also may include the *Ru'ún* (robots from the age of the Great Ancients). Ran: 240 ft

132. THE BULWARK OF AMBER (R)*

T2: The caster is surrounded with a sombre brownish glow. Whenever the mage makes a successful Saving Throw against any hostile spell, he gains 10 psychic power points (to a maximum total of 500). Dur: 1 T

T4: As above, but he gains 20 psychic power points gain per failed hostile spell; Dur: 2 T

T9: As above, but the caster also gains 20 points when he makes a successful Saving Throw against "Eyes" or other ancient magico-technological devices. Dur: 4 T

133. DEPURATION (R)

T4: One suit of steel armour is turned into soft copper. This gives it the strength of light Chlén-hide armour. Only 1 attempt can be made to disenchant this suit; otherwise the change is permanent. The suit is targeted as though it had a Magical Resistance Factor of 2. Ran: 15 ft.

T8: As above, but this variant affects 1 suit of enchanted armour which is targeted as if it had a Magical Resistance Factor of 5. Ran: 60 ft.

T10: Two applications of this spell will enchant one suit of copper armour to the quality of enchanted steel armour. This suit must be disenchanted deliberately, not as an accidental concomitant of a disenchantment spell meant to remove some other spell. Ran: 60 ft.

134. DOMINATION (P)*

T1: The target forgets all the events of the past day. This version works only on an intelligent being who is immobilised. A spell of Disenchantment (#5) can restore the target's memory. Prereq: Spell #6

T3: As above, but that target forgets all events of the past week. A victim need not be immobilised for the spell to work. Ran: 60 ft

T5: As above, but all targets in a circle 10 ft in diameter forget all events from the past month. Ran: 90 ft

T6: The target forgets his entire past. He remembers his language, but all other skills and experiences are gone. In 6-15 months he can be taught most of his previous knowledge. A spell of Disenchantment (#5) restores his original memories and destroys whatever false ones were implanted. Prereq: Spells #6 & #39

T8: A group of targets within a circle 10 ft in diameter can be sent on a mission by the caster. They will perform this as efficiently and rapidly as possible, with enthusiasm and fanaticism. Once this task is accomplished, they return to normal. The targets cannot be ordered to commit suicide, although they may be sent on a suicidal mission. This spell can be Disenchanted (#5). Ran: 60 ft.

T10: A psychic trap is placed on a dominated target. If a spell of Disenchantment(#5) fails to free the target, both the caster of the disenchantment spell and the target are slain. Dur: Permanent.

135. THE ERADICATOR OF VERACITY (R)

T3: The caster can create a false history for an object, thus misleading another mage who tries to Elicit it (with # 7). The target is 1 inanimate object. Prereq: Spells #15 & #57

T7: The caster can make the target appear to have any amount of sorcerous prowess he desires, thus deceiving the spell of Elicitation (#7). This spell must be dispelled before a spell of Elicitation can work. Ran: 15 ft.

T9: This variant hides an object from detection by the spells of Elicitation (#7 & #41).
Ran: 15 ft.

T10: One living or undead target is given a completely new identity. He is not changed physically, but no form of Elicitation (#7 & #41) or Perception of the Energies (#15 & #57) will reveal his original nature. He cannot be commanded by a spell of Domination (#6 & #39) to reveal this. The difficulty with this spell is that the target cannot cross any "psychic" barrier, e.g., spells 20 and 47. Ran: 15 ft

136. HEBETATION OF THE INTELLECT (P)

T3: The intellect of the target (1 intelligent living or undead being) is reduced to zero for 2 T. He collapses and behaves like a new-born baby for the duration of the spell; Ran: 60 ft.

T5: As above, but a Diam: 10 ft; Dur: 5 T; Ran: 120 ft.

T8: The intellect of one target is removed permanently. This can only be restored by a spell of Disenchantment (#5); Ran: 180 ft; Prep: 3 CR

T10: The persona of a corpse is transferred into the target's body. The bodies are laid side by side, and the corpse's intelligence, psychic reservoir, psychic ability, talents, skills, memories, charisma, and dexterity enter the target and take it over. A spell of Disenchantment (#5) will remove the intruding intellect, but only the spell of Re-embodiment (#89) will restore the original intellect.
Prep: 3 T

137. NECROFACTURE (R)

T3: The corpse of one member of the caster's species is reanimated with the half-life favoured by the Lord of Worms. The corpse may have been dead up to 100 years, but the skeleton must be reasonably intact for the spell to function. This zombie fights with a HBS of 100 and has a Magical Resistance Factor of 8. Such a being is called a *Mrúr*. It cannot emerge into sunlight or even a brightly lit room. *Mrúr* are immune to fear or fatigue and trudge along tirelessly at 75% of the speed of a living member of their species. These monsters look bad and smell worse. Once created, a disenchantment spell will not slay a *Mrúr*. The torches and lanterns carried by most adventuring parties are not bright enough to stop a *Mrúr*. (Prereq. #54)

T5: As above, but the caster creates a superior undead creature called a *Shédra*. This creature fights with a HBS of 150, has a Magical Resistance Factor of 8, and moves at normal speeds. It, too, is not pleasant to look upon. Prep: 2 CR

T6: As for the T3 variant, but 1-6 *Mrúr* are created. Prep: 3 T; Diam. 10 ft

T8: As for the T5 variant, but 1-6 *Shédra* are created. Prep: 5 T; Diam. 10 ft

T9: A deceased sorcerer who worshipped *Sárku* or a related deity with no more levels of magic than the caster is turned into a *Shédra*. This being functions physically like other *Shédra* but maintains his previous Magical Resistance Factor and spell-casting abilities. The *Shédra* does not necessarily obey the orders of the caster or others but possesses free will. Undead created by this variant need not answer the summoning of spell #138. Prep: 10 T

T10: The caster becomes one of the undead for 12 hours. Other particulars are as for the T-9 variant. Other undead will never attack the mage while this spell is in force, and when it expires he returns to living status. Still higher levels of this spell exist in the darkest sanctuaries of the Worm Lord. Some of these can create undead who can perfectly imitate living beings, even to breathing and perspiration. Such high-level undead are called *Jájgi*. Prep: 20 T

138. THE SUMMONING OF THE SPECTRAL HOSTS (R)

T4: The caster sends out a mournful hissing call that summons all *Mrúr* and *Shédra* within 120 ft. They will respond quickly and aid the caster for 3 T. Only undead who are specially warded by the temples of *Ksárul* or *Sárku* will ignore this summons.

T6: As above, but with a 240-ft range and a 5 T duration. This variant is inaudible to all but *Pé Chói* and undead.

T8: As above, but with a 300-ft range and a 6 T duration. This variant also summons the *Hrá*, the *Hurú'u*, and the *Vorodlá*, which are further powerful undead creatures.

139. VERMICULATION (R)+

T5: The floor or ground is covered with tiny wriggling worms, called the Worms of Death, for 1 T. Each turn a Dexterity Test is made at the "difficult" level to check whether an individual has managed to get out of the area and escape the worms. If a victim fails this test, the worms eat through the his shoes and into his bloodstream. Roll a D10 each round: 1-4 = the worms do no damage that round; 5-7 = they have entered the bloodstream and do damage according to table C; 8-9 = they do table F damage to the internal organs; 10 = they reach a vital spot and slay the target instantly. Only a spell of *Alleviation* (#1) will rid a target's body of worms, and only a *Healing*(#10) spell will repair the damage. Ran: 30 ft; Diam: 10 ft

T7: As above, but with Diam: 20 ft; Dur: 3 T; Ran: 60 ft.

T9: As above, but these are the Worms of the Night, a more dangerous species devoted to Lord *Sárku*. The Dexterity Test is made at the "very difficult" level and on the first round of penetration, the worms do damage on table F; on round 2, table G; and on round 3, the target dies. Diam: 10 ft; Dur: 4 T; Ran: 90 ft

T10: This variant causes the worms of death to become dormant within a circle of effect 10 ft in diameter. The caster may then pick them up and enclose them in soft clay "coins" which are hardened and sold to the Assassin clans. These worms hatch out when exposed to body heat and attack their targets in the same way as the T5 variant.

THÚMIS

140. ALLEVIATION (R)

T9: This spell cures the radiation sickness sometimes contracted while exploring the ruined cities and installations constructed before the Time of Darkness. Ran: 15 ft. Prereq: Spells #1 & #30

T10: This variant can sometimes cure an addiction to the lethal pleasure drug *Zu'úr*. A D10 is rolled: 1-6 = the addict is cured and spends 3 days recovering his full health; 7-9 = he remains addicted. The roll is made again in exactly 6 days; 10 = the target enters the last stages of *Zu'úr* addiction: a catatonic coma. In this last case only 1 more attempt can be made to cure him, and a D10 is rolled. If he does not score a 1-6 this time, he dies the following week and cannot be revived. Spells of *Healing*, "Eyes," etc. are useless against *Zu'úr*.

141. BENIGNITY (P)

T3: Hostile members of the caster's species become neutrally friendly. These persons will guard against an attack upon the caster and will allow him and his party to pass unharmed through hostile terrain. Dur: 3 T; Diam: 20 ft; Ran: 90 ft

T5: As above, but works on "friendly" nonhuman races as well.

T7: As above, but works on "neutral" nonhumans as well.

T10: As above, but works on "hostile" nonhumans also.

142. THE DISCERNER OF ENCHANTMENTS (P)*

T1: The caster is informed of the exact name, level, and characteristics of a spell cast upon an object or individual. This version works on Universal Spells only. The targeted spell is given a Saving Throw at the same level as its caster. Ran: 15 ft; Prereq: #15 & #57

T3: As above, but this version also works on Generic Spells

T5: As above, but this version also works on Temple Spells levels 1-5.

T6: The identity of an "Eye" and the number of charges it contains are revealed when it is touched by the caster.

T9: As for the T5 variant, but also works on Temple Spells levels 6-10.

143. THE GATE OF THE GREY PENTACLE (R)*

T2: A whirling, iridescent, pearly-hued nexus point appears 3 ft in front of the caster and moves directly away from him to a distance of 150 ft. Any member of an intelligent race, an undead being, an android or a phantasm touched by this nexus point is sucked through it and vanishes instantly, unless he makes a Saving Throw. This spell is aimed at 1 person and moves at the rate of 15 ft per Combat Round. To determine where the target has been transported roll a D10: 1-2 = the target travels to an airless plane and dies at once; 3 = the target materialises on one of the Demon Planes; 4 = the destination is another time and place on Tékumel; 5-6 = the target reappears at another location on Tékumel but in present time; 7-8 = the target is transported 1 mile in a random direction; 9-10 = the target is transported 1,000 ft in a random direction. Only the spells of Visitation of Other Planes (#71) or Transmogrification (#92) can retrieve targets hurled through this nexus point. This spell can be Disenchanted (#5). The diameter of the nexus point is 5 ft; Dur: 1 T

T6: As above, but multiple targets are sucked in together and are sent to the same location. The nexus point is 10 ft in diameter. Ran: 300 ft; Speed: 30 ft per CR; Prep: 2 CR; Dur: 1 T

T10: As above, but the nexus point immediately appears next to the targets and sucks them in, unless they make successful Saving Throws. The other-planar gateway then disappears, and the targets are lost until someone manages to find them among the Many Planes. Prep: 3 CR

144. GUIDING (P)*

T3: The caster is infallibly guided back along his previous course. This lasts for 10 T; Prep: 1 T

T4: As above. In addition, the caster has the ability to see secret doors in walls no more than 15 ft from him as he passes. Dur: 20 T; Prep: 2 T

T8: As above, but the caster also perceives traps, nexus points, revolving walls, etc.
Dur: 30T; Prep: 5T

T10: The referee informs the caster of the best route to reach his destination. The referee tells this only once to the caster. This cannot be written down but must be remembered.

145. HEALING (R)

T3: This spell heals 1-10 Body Damage Points (QUICK PLAY: 1 minor wound). Alternatively, it heals 1-10 points done to a nonhuman, even of a hostile species. Ran: 15 ft. Prereq: Spells #10 & #49

T5: As above, but this version heals 1-20 BDP (QUICK PLAY: 1 serious wound). It can also heal the wounds of an animal of any size up to and including large.

T7: As above, but heals all of one target's wounds, restoring limbs, eyes, etc., if necessary. This version also heals the wounds of a gigantic animal, a demon or other-planar creature, and even the undead (although this is rarely desired!).

146. THE PRESERVER OF WISDOM (R)

T1: This enchantment preserves paper, parchment, vellum, or cloth for 25 years against all rot, mildew, and insects. The target is one book, scroll, or document.

T2: A brittle book, etc., has its strength restored, thus allowing it to be handled without crumbling to dust. Once restored, it will last for 100 years.

T4: This variant is proof against all natural fire, as well as water damage, moulds, and fungi. Other features are as above.

T5: One inanimate target is made proof against interplanar transportation. The item (not a living being) cannot be teleported or put through a nexus point.

T7: The target of this variant is a magical scroll. On a D10 score of 1-4 the scroll is usable twice. If not, the scroll fades after 1 use.

T10: As just above, but this variant works on magical books.

147. SAGACIOUS ACQUISITION (P)

T3: The target can learn 2 levels of a 1-pt skill at a cost of 1 pt. This spell can only be cast on an individual once per year and does not apply to sorcery or weapons skills. Prereq: Spell #63

T6: As above, but the target can learn 2 levels of a 2-pt skill at a cost of 2 points.

T9: As above, but the target can learn 2 levels of a 3-pt skill for 3 points.

VIMÚHLA

148. BARRING AND BROACHING (R)

T2: An opening or doorway up to 8 ft high and 6 ft wide can be blocked by an opaque, dull-orange-coloured barrier. The aperture is sealed against all physical force, and only the T6 variant of this spell, Disenchantment (#5), or the Gauntlet of Might (#155) can open it before it expires. A targeted doorway is given a Saving Throw at a Magical Resistance Factor of 1. Dur: 2 T

T4: As above, but there must be a physical door, gate, or other closure in the aperture for the spell to function. A spell of Disenchantment no longer suffices to open the closure, and the spell must expire by itself. Dur: 5 T; Ran: 15 ft

T5: As above, but the aperture can be up to 12 ft high by 20 ft wide. Dur: 10 T;
Prep: 2 CR

T6: This produces a flash of orange light that opens most magically sealed doors and apertures. It opens the side of a Warding spell (#24 & #72) and dispels the Obsidian Obelisk (#129), but does not work on the Muniments of Excellence (#76) or the Pearl Grey Citadel (#177); Ran: 15 ft.; Prep: 1 CR

T7: As for the T5 variant, but this also seals nexus points

T8: This variant creates a wall of dull flame-orange that is not penetrable from the outside. From the caster's side this wall is easily penetrated by persons or missiles. Spells, undead, demons, and creatures created by sorcery cannot pass through it in either direction. Diam: 20 ft; Ran: 30 ft; Dur: 5 T; Prep: 5 CR

149. THE BOLT OF IMMINENT IMMOLATION (R)

T2: A bolt of lightning strikes 1 target in a circle 10 ft in diameter. This person is selected randomly from among those who may be in this circle. If any targets are wearing iron or steel, they are the only ones targeted. Ran: 180 ft.

T5: Multiple targets in a 10-ft circle are electrocuted if wearing iron or steel. Those not wearing these metals take Table G damage if successfully targeted. Ran: 240 ft

T8: As above, but with Diam: 20 ft; Ran: 450 ft.

150. THE CARPET OF CONFLAGRATION (R)+

T3: A small river of molten lava (3 ft wide, 10 ft long, and 1 inch deep) appears 3 ft in front of the caster and flows directly away from him at a speed of 15 ft per CR for 1 T. It then dissipates. Flammable objects in its path are incinerated, and any being in the lava's path takes Table D damage for each round that he is trapped in the lava. A being caught in the lava requires a Dexterity Test at the "harder" level to jump clear. This spell cannot be aimed at an individual but rather at an area. If a target's legs are destroyed (QUICK PLAY: 1 serious wound) he falls down and can no longer escape the lava unless he succeeds in making a Dexterity Test at the "real challenge" level. After 1 further CR he perishes.

T5: As above, but the carpet is 6 ft wide and does table F damage on the first round. This variant requires a Dexterity Test at the "difficult" level to jump clear. Dur: 5T; Prep: 5 CR

T9: As above, but the carpet is 20 ft wide and 1 ft thick. This variant cannot be dispelled once created. After the spell expires, a layer of red-hot ash remains for 2-6 days along the carpet's path. An individual caught in this lava is incinerated instantly. A victim can try to get clear of this carpet by making a Dexterity Test at the "real challenge" level. This is only possible if the individual has a place to escape to (e.g. a ledge or solid high object above the lava); Dur: 8 T; Prep: 5 T

151. DEVITALISATION (P)

T1: The target's HBS-factor is permanently reduced by 1-10 points. There is no external sign of this loss. Only a special variant of the spell of Healing (#45) developed by certain physician-priests in the temple of Thúmis can restore these points. Ran: 60 ft; Prereq: Spell #42

T4: As above, but multiple targets each lose 1-20 HBS points permanently.
Diam: 5 ft; Ran: 120 ft

T5: As above, but with Diam: 10 ft; Ran: 180 ft

T6: As above, but each target permanently loses 1-50 HBS. Diam: 20 ft; Ran: 90 ft

T7: The target's psychic reservoir is reduced permanently by 1-20 points. If an individual's psychic reservoir is too depleted, he can no longer cast spells. Only a spell of Benefaction (#33) can restore these points. Ran: 90 ft; Prep: 1 CR

T8: As above, but the reduction is 1-50 points. Ran: 180 ft.; Prep: 2 CR

T10: Both the psychic reservoir and the HBS of the target are reduced by 1-100 points. The HBS can only be restored by spell #45, cast while at a temple of Thúmis. The psychic reservoir is restorable by #33 (Benefaction).

152. INEXPUGNABILITY (R)*

T1: The target, who must be a fighter carrying a metal-edged melee weapon, cannot be hit by another edged melee weapon (although a club or mace can strike him). Whenever the target would take damage, the opponent suffers 1-3 points of damage instead. (QUICK PLAY: no effect). The target's weapon glows with a nimbus of orange light. Dur: 1 T

T3: As above, but 1-5 points are done to the attacker. (QUICK PLAY: 1 light wound); Dur: 2 T

T5: As above, but 1-10 points of damage (QUICK PLAY: 1 Serious wound); Dur: 3 T

T7: As above, but 1-20 points of damage (QUICK PLAY: 1 Critical wound); Dur: 3 T

153. THE INFRANGIBLE INCANDESCENT ORB (R)*

T2: The caster is surrounded by a sphere of crackling flames. He is not harmed by the heat, but any other being with whom he moves into contact suffers damage on table F. The caster can shoot missile weapons out of the Orb, and opponents can shoot in, both with a modifier of -10 to their rolls to hit. The caster cannot see out, cast spells, or fire magical devices out through the flames, nor can those outside penetrate the Orb by magic, unless the spell used is of the T5 level or higher. An opponent with a long spear or pike can thrust in through the flames once with a modifier of -15 to hit. After one attempt his weapon is destroyed. No other melee weapon can reach through the flames. Since the caster is blind, his movements become random. Dur: 1 T

T3: As above, but Dur: 3 T

T4: As above, but melee weapons cannot reach through, and the flames do Table G damage. Other spells can be cast inside the orb, but not out through it in either direction. A spell of level T5 or higher can penetrate this Orb, however. This variant can also be cast upon a comrade. Dur: 3 T

T6: As above, but a circle of flame 10 ft in diameter is created, allowing up to 5 comrades to join the caster within the Orb. If these people leave the circle of effect before the spell expires, they also take table G damage. If the caster moves while this spell is in effect, all comrades within must make a Dexterity Test at the "easy" level to avoid being forced to leave the Orb. Dur: 3 T; Prep: 1 CR

T10: As above, but this version can sink through natural stone or earth (i.e. unworked stone, not masonry or brick) to a depth of 30 ft or rise up to ground level at the same rate, as the caster wishes. This spell does not move laterally. The hole created is magical and fills in behind the party as it moves. If the spell expires leaving the party within rock or earth, an explosion occurs, killing the caster and his comrades and destroying an area 20 ft in diameter.

This spell does not allow a party to enter an area protected by magical wards.
Dur: 10 T; Prep: 1 T

154. THE PANOPLY OF IRON (R)*

T2: The target (who cannot be the caster) is suffused with a steel-grey hue and is surrounded by a halo of reddish light. The target's bare skin acquires an armour value of -4. The target can carry no more than a few ounces of metal and cannot use spells, magical devices, or metal weapons. Dur: 1 T

T6: As above, but the target's skin becomes as tough as -5 armour. Dur: 3 T; Prep: 2 CR

T8: As above, but the target's skin is now armoured to -7. Dur: 3 T; Prep: 5 CR

T10: As above, but the target's skin is armoured to -9. The caster can use this variant on himself but then must obey the strictures given above. Dur: 5 T; Prep: 1 T

TEMPLE SPELLS: THE COHORTS

155. THE GAUNTLET OF MIGHT (R)*

T2: The caster's hand takes on a metallic, glittering appearance. If he scores a hit in weaponless combat, he does damage according to table F. If the target makes his Saving Throw, he still takes normal damage on Table B. The caster can also apply this spell to a comrade. Dur: 1 T

T4: The caster can send an invisible fist crashing out to a distance of 60 ft to hit a target. This does table D damage versus any living or undead creature, and also has a chance of bashing open a magically unprotected door or gate. There is a 60% chance to smash open a normal door, 30% for a door with heavy bars, and 10% for a fortress gate. It has no effect upon other items or beings.

T7: As for the T2 variant, but the fist kills a normal-size unarmoured target, stuns an armoured target or large creature for 2T, and does table D damage; This variant can also be used like the T4 but with a 20 percent greater chance of success of destroying doors and gates.

T10: As above, but one very strong target is slain unless he makes a Saving Throw, and magically unprotected doors are bashed open, even if very strong. Targets of 320 hit points (QUICK PLAY: 10 critical wounds) and larger require two or more successful hits by this spell in order to be killed or incapacitated. Hitting such a target with less than a killing number of spells causes it to suffer damage on table G.

156. THE HARNESS OF THE GOD-KING (R)

T3: The Armour of Danúo, Lord Chegárta's shield bearer at the Battle of Dórmoron Plain, is magically placed upon 1 target. If already armoured, this enchanted armour replaces the target's existing suit, destroying it utterly forever. The Harness has a defensive armour modifier of -10 and adds +3 to the target's Saving Throw chance. Only a warrior with at least 15 skill levels in a weapon skill may be targeted by this spell; it has no effect if aimed at a lesser target, or at a nonhuman, an animal, an undead being, demon, etc. Only one Harness can be summoned at a time. These features also apply to the variants below. Dur: 10 T

T4: As above, but the Shield Chonkótuel, borne by Chegárta at Dórmoron Plain, is summoned. This enchanted shield has a defensive modifier of -6.

CHEGÁRTA

T6: As above, but Chegárra's Long Sword, Arosuél is summoned. This sword gives the wielder a +10% greater chance to hit in combat. It does table G damage. This sword speaks Llyáni and gives guidance to a warrior who knows this language. The sword also contains a spell, the G3 variant of #61 Radiant Gaze. At its bearer's command, this spell can be cast 3 times per day.

157. THE VALOUR OF THE DIVINE KINGDOM (P)*

T2: The caster becomes a hero for 3 T. All friends within 20 ft will follow any brave or heroic orders he gives, as long as he leads them.

T4: As above, but with a Dur: 5 T; Diam: 30 ft

T8: As above, but 1-6 friends within the circle of effect are also blessed with a +10 bonus to hit in combat. Dur: 6 T; Prep: 1 T

GHITÉNG

158. CALCINATION (R)

T2: This silent, invisible, laser-like spell burns 1 target, doing damage on table E.
Ran: 120 ft

T4: As above, but the damage is done according to table F. Diam: 5 ft; Ran: 180 ft

T6: As above, but this version kills a human-sized target who fails his Saving Throw. A target and his belongings are reduced to a grey ash. Diam: 10 ft; Ran: 240 ft

T9: A 2 inch hole is burned 6 inches deep through any non-enchanted material. This variant slays any man-sized or slightly larger being who fails his Saving Throw. Ran: 15 ft

T10: As above, but a hole 3 ft in diameter is burned 6 ft deep through any material. This destroys any creature of less than 320 hit points (QUICK PLAY: 10 critical wounds) or more who fails his Saving Throw. Larger targets require two (or more — referee's choice) successful hits in order to be killed or incapacitated. Hitting such a target with less than this number causes damage on table G. Only spells #148 (Barring and Breaching) and #76 (Muniments of Excellence) are completely immune to this variant.

159. THE FIST OF FIRE (R)+

T3: This spell hurls a fist-sized gob of molten lava at the target. This is a physical attack: there is no Saving Throw, but a combat roll (as for a missile) must be made. The caster uses his sorcerer level as his missile sub-skill level for this test. Armour modifiers apply. Damage is done according to table D, and there is a 70% chance of setting a target's flammable possessions ablaze. Ran: 60 ft.

T5: As above, but the lava is the size of a human head. Diam: 5 ft; Damage: Table F; Ran: 120 ft

T7: As above, but the ball of lava is 2 ft in diameter. Targets take table G damage, and only enchanted armour or a shield can modify the result. Diam: 10 ft; Ran: 180 ft

T10: As above, but the lava is 6 ft in diameter. Targets of less than 320 hit points (QUICK PLAY: 10 critical wounds) or more are automatically slain, if struck, and their possessions incinerated. Larger targets take damage on table H if the spell is successful. Diam: 20 ft; Ran: 300 ft

160. PUNITION (P)

T3: This causes the target to suffer incredible burning agony but leaves no external mark. Two applications cause unconsciousness for 1-5 T; 3 applications within

a 5 T period cause death. If the victim (who must be immobilised) fails his Saving Throw, he will confess to any crime — or just about anything else.

T5: As above, but the target does not have to be immobilised. The pain of this variant stuns the target for 1-3 T. All creatures except demons, phantasms, androids, or undead are subject to this spell. Ran: 60 ft

T8: As above, but the targets of this variant become unconscious at once, and unless the caster drops the spell, they die in 5 CR. Dur: 5 CR; Diam: 10 ft; Ran: 240 ft

161. THE CROWN OF PURITY (P)

T1: The target must truthfully answer 1 question posed by the caster in whatever detail the caster desires. Dur: 1 T

T3: As above, but the target must answer 3 questions. Dur: 2 T

T8: As above, but one android, undead being, or demon is forced to answer 2 questions. Dur: 2 T

T10: Multiple targets of any race (except the *Mihállí*) are permanently struck dumb and are also unable to read and write. Only a spell of Disenchantment (#5) can cure these targets. Diam: 20 ft; Ran: 120 ft

162. ENCAPSULATION (R)

T3: A target is put slightly “out of phase” with this Plane. He becomes a frozen statue, unable to move or think. Neither the target nor his possessions can be touched or harmed in any way until the spell expires or is disenchanting (#5). This spell only works on creatures up to the size of a Black Ssú or a Shén. Ran: 60 ft; Dur: 2 T

T5: As above, but with Diam: 5 ft; Dur: 3 T; Ran: 120 ft

T7: As above, but with Diam: 10 ft; Dur: 10 T; Ran: 180 ft. Alternatively, 1 gigantic creature who fails its Saving Throw can be encapsulated for 1 T

T10: As above, but the spell is permanent unless disenchanting (#5). This version can halt fire, a lava flow, or a gas cloud for 3 T. A target of 320 hit points (QUICK PLAY: 10 critical wounds) or more must be successfully hit twice (or more, as the referee decides) in order to be encapsulated. If hit by less, the spell has no effect. Diam: 20 ft; Ran: 300 ft

163. THE GIRDLÉ OF THE MAIDEN (R)

T4: One target, who must be female, adds 1-50 to her HBS factor and 1-5 levels in weapon skills for 3 T. A faint turquoise-blue glow surrounds her.

T6: As above, but Diam: 10 ft; Prep: 1 CR

T9: Males are magically prohibited from attacking any female for 3T; if attacked by females, male targets must parry, flee, or call for help. They cannot attack. Diam: 10 ft; Prep: 3 CR

164. APATHY (P)

T1: The caster is suffused with a deep and overwhelming ennui. He feels no physical sensations and is unable to move or fight. He is immune to Domination (#6, 39, 134), Semblances (#64), and other similar spells of mental command. Dur: 3 T; Prereq: Spell #4

DILINÁLA

DRÁ

T3: As above, but with multiple targets. This variant affects all nonhuman races except the *Tinaliya*, the *Mihállí*, and the *Nyaggá*. Diam: 10 ft; Dur: 10 T; Ran: 30 ft

T7: As above, but this variant also affects animals up to and including larger species. It has no effect on gigantic creatures. Ran: 180 ft

165. THE HYMNAL OF THE LORD OF LIGHT (R)*+

T3: The caster's face becomes illuminated with the Perfect Radiance of Hnálla. No servitor of change can look upon his countenance and thus suffers a 20% penalty when attacking the caster, either physically or magically. This spell also illuminates a circle 40 ft in diameter, making it as bright as day. Undead creatures cannot enter this area and must retreat. No Saving Throw is possible against this spell. Dur: 1 T; Prereq: Spell #13

T6: As above, but demons, phantasms, and any hostile animal also flee before it. Diam: 60 ft; Dur: 5 T; Prep: 3 CR

T8: As above, but this variant creates an illuminated image of the caster that precedes him by as much as 30 ft. This image cannot pass through physical or sorcerous barriers, nor can it cast spells or fight. It serves to light up the area in which it walks, and it blocks the undead and other creatures that serve Change. Dur: 10 T; Prep: 5 CR

T10: As above, but the image moves through doors and walls up to 1 ft thick. This variant can travel through psychic magical barriers (but not ritual ones)

166. RISIBILITY (P)

T1: Members of the caster's species or other friendly races within a circle 10 ft in diameter are caused to perceive the ludicrousness of life. They become jocose and cease hostility towards an opposing party for 3 T. If attacked, the targets return to normal and respond in kind.

T3: A single target of the caster's species is made aware of the futility and absurdity of existence. He breaks out in uncontrollable laughter for 2 T. He cannot fight, cast spells, or perform other actions. Ran: 90 ft

T5: As above, but with Diam: 10 ft; Ran: 240 ft

T9: As above but the targets laugh uncontrollably for 5 CR and then collapse. They die in 2 T unless Disenchanted (#5). Ran: 300 ft

T10: As above, but the targets laugh for 3 CR, collapse and die after 1 T. Diam: 20 ft; Ran: 450 ft

**DURRIT-
LAMISH**

167. ENTOMBMENT (R)

T3: A coffin-shaped cavity is created in an area of unworked earth or natural stone. This tomb is created within 60 ft of the caster at a depth of 6 ft. The target is magically transported into it, where he then suffocates after 16-25 minutes unless rescued. No ritual magic may be cast by an entombed target. Only the spells of Ascertainment (#2), Etherealisation (#88), Decorporealisation (#111), or The Discerner of Enchantments (#142) will locate the victim. Once discovered, the victim must be rescued by digging. A single person takes 12 T to dig out a victim; 2 persons take 8 T, and a larger party takes 6 T. Once the victim has been found, the searchers roll a D10: 1-3 = the buried person is alive and is rescued; 4-10 = the target has not yet been found. If the target is not found, another roll is made at the end of each succeeding turn. This spell works only on living creatures no larger than a *Shén* or Black *Ssú*. Ran: 60 ft

T5: As above, but the tomb is large enough to hold 2 victims. These must be within 5 ft of each other when targeted. Ran: 90 ft

T7: As above, but multiple targets in a 10 ft area are entombed. Alternatively, 1 larger creature can be entombed instead. The sepulchre holds only 15 T of air. Ran: 180 ft; Prep: 1 CR.

T9: As above, but with a 20-ft diameter. Alternatively, 1-3 larger creatures or 1 very large or gigantic creature can be entombed. A target with 320 hit points (QUICK PLAY: 10 critical wounds) or greater requires two or more successful hits by this spell in order to be entombed. If hit by less, the spell has no effect. This variant is 15 ft deep and holds 26-45 minutes of air. Rescuers must spend double the times given under the T3 variant to rescue victims. Ran: 240 ft; Prep: 3 CR

168. NECROPHOBIA (P)

T1: The target drops everything he is carrying and flees in abject terror from the undead (who must be present). Dur: 1 T; Ran: 60 ft; Prereq: Spell #21

T4: As above, but with Diam: 10 ft; Dur: 5 T; Ran: 180 ft.

T7: As above, but this variant requires no undead to provoke the terrible fear of things deceased. Diam: 20 ft; Dur: 15 T; Ran: 90 ft; Prep: 3 CR

T10: This variant is applied to a location. Whenever devotees of deities other than Sárku, Durritlámish or those foreign gods who share their natures enter this area, they are affected by a cold, gloomy, dismal fear of death. They must make Saving Throws each round as long as they are in this area. If the level of the caster is not known, it is assumed to be level 18 for Magical Resistance Factor purposes. This spell must be disenchanting from the centre of the area of effect to dispel it. Diam: 90 ft; Dur: Permanent; Prep: 10 T; Ran: 30 ft

169. PUTREFACTION (R)

T2: The target, who must be of the caster's species, starts to rot, and his flesh sloughs away. Unless Alleviated (#1) within 1 CR, the target dies. Thereafter, too, the target must also be healed with a U-8 Healing spell (#10); otherwise 1 randomly determined limb is destroyed. A U-8 spell of Healing (#10) must also be cast on a Revivified (#77) target or a limb is lost. Ran: 90 ft.

T5: As above, but Diam: 10 ft; Ran: 180 ft

T6: As above but this variant also affects other intelligent races and animals up to the large category. Diam: 20 ft; Ran: 240 ft

T8: This variant of the spell is cast upon an area of swamp or stagnant water. Any living creature, except for gigantic animals, who fails the Saving Throw suffers putrefaction of the legs. A target whose legs have been putrefied sinks into the water, and if putrefied again the victim dies. This version cannot be disenchanting (#5), and the area must be avoided for the spell's duration. Only a U-8 spell of Healing (#10) can restore the target's legs. Until he is healed his legs and feet remain rotted, useless stumps. Diam: 20 ft; Dur: 30T; Ran: 30 ft; Prep: 2 CR

T10: This variant causes instant death by Durritlámish's gruesome process of decay. A target who fails his Saving Throw changes into a ghastly corpse, and neither Healing or Alleviation spells are of any use. A target slain by this spell subtracts 5% from his chances to be revivified (#77). He must still be healed with the U-8 variety of Healing (#10) to repair the damage. Diam: 10 ft; Ran: 240 ft; Prep: 2 CR

170. THE ATTAINMENT OF ENLIGHTENMENT (P)

T2: The caster is temporarily gifted with the mastery of the first 5 levels of a Universal spell in which he currently has no competence. The choice of this spell is randomly determined. He retains this knowledge for 10 T. He can cast these spell but cannot remember them, write them down, or teach them to others. Casting these spells costs psychic power points as usual. Prereq: Spell #63

T5: As above, but for Universal spells of levels 6-10

T7: As above, but for Generic spells of levels 1-5. Even spells not known to the caster's temple are included.

T9: As above, but including Generic spells of levels 6-10

T10: As above, but for Temple spells of levels 1-5. Temple spells of levels 6-10 cannot ever be mastered by this means.

171. THE INVIGORATOR OF BLADES (R)

T1: One arrowhead or other sharp projectile point glows with a bluish light. If this missile scores a hit the damage done is doubled (QUICK PLAY = 2 wounds of the category listed for the weapon). The caster cannot fire this missile himself but must hand it over to a comrade. Dur: 1 T

T4: As above, but the missile does triple damage if a 1-4 is rolled on a D10.

T7: As the T1 version, but this variant works on edged melee weapons. Dur: 1 T; Prep: 1 CR

T8: As the T4 variant, but for edged melee weapons. Dur: 1 T; Prep 5 CR

T9: As the T7 form, but 1-6 melee weapons do double damage; Dur: 1 T; Prep: 3 T; Diam. 10 ft

T10: One projectile point does triple damage. Only 1 such missile can be made for the same firer. It cannot be carried by a comrade for later use. Such a missile retains its power until used. These projectiles must be of hand-weapon size only; ballista bolts, etc. are not included. Prep: 10 T

172. THE LABYRINTH OF ELONGATED SHADOWS (R)

T3: Members of the caster's species who fails their Saving Throws are transported to the 45th Plane ruled by the demon Qu'ú. Here they wander through the utter darkness of Lord Ksáru's Citadel of the Twelve Pylons of Ta'lár. Light cannot be produced there and visitors must remain for 2T before they can return. At the end of each turn each target rolls a D10. On a score of 10 he is attacked by an insectlike demon. Both parties then roll D100, and a +1 is added to the victim's score for each level of sorcerer or subskill of weapon used. If the target wins, he is safe for that turn. If the demon wins, the target is slain and his corpse reappears on Tékumel naked, weaponless, and wrapped in a silky cocoon of spidery strands. After the two turns have passed, targets return to the same time and place they previously occupied. No time elapses for other party members who were not transported. This spell does not function at all upon devotees of Ksáru, Grugánu, or various related foreign deities. Targets who survive the trip to the 45th Plane can perform no actions for 3T after their return. They can only sit or lie prone and rest. Diam: 10 ft; Ran: 90 ft

T6: As above, but with a greater chance of meeting a demon and a longer duration: a meeting occurs on a score of 7-10. Dur: 5 T; Ran: 180 ft

T8: The caster and others are transported to the Citadel itself. Although it is a gloomy and frightening place, full of whispers and ancient miasma, they may rest and tend to their wounds in safety. Exploration is not wise. After the spell expires they return to the exact time and space of their departure. Only members of the sects of Grugánu and Ksárul are admitted by this spell.
Prep: 2 CR; Diam: 10 ft; Dur: 5 T

T10: As for the T8 variant, but with a duration of 24 hours. A mage can only cast this variant once per week.

HRIHÁYAL

173. THE DANCE OF THE EMERALD GODDESS (P)

T1: The target perceives an illusion of a beautiful young person of the opposite sex. This image compels the target to become the Goddess' willing slave for 1 T. The target will do whatever ordered by the caster, except commit suicide.
Ran: 60 ft; Prereq: Spell #64

T3: As above, but Diam: 10 ft; Dur: 3 T; Ran: 120 ft

T6: As above but the Demoness Marággú appears and leads the targets off into the nearest wilderness area or underworld. There, she leaves them in a cell, a swamp, or a trap, if one exists. Dur: 11-20 T; Ran: 240 ft

T8: Targets are so stricken with lubricious desire that they fall unconscious for 1-10 T. There is a 10% chance of each target's losing 1-10 points of intelligence. Only a spell of Alleviation (#1) can restore this lost intelligence. Diam: 20 ft; Ran: 300 ft

T9: The caster assumes the Aspect of the Dancing Maiden and leads targets wherever she chooses for 20T. These victims cannot be commanded to perform any other task. Upon awakening, they have no knowledge of how they arrived at this location — or the way back. Diam: 30 ft; Dur: 20 T

T10: This variant is cast on an area or an inanimate object. Any member of the caster's species who enters this place meets the Demoness Ulúla, the Maid of Despairing Delight. If his resistance is overcome, he becomes a permanent worshipper of the most salacious aspects of the Emerald Goddess. The target must be restrained from committing obscene acts upon anyone within reach and nothing will release him from this spell except Disenchantment (#5). The spell does not affect worshippers of Dlamélish, Hriháyal, or foreign deities with similar tastes, nor does it work upon the Ssú, Hlüss, Shunned Ones, Tinalíya, or the undead. Dur: 30 T; Diam: 20 ft; Ran: 120 ft

174. DIMINUTION (R)

T1: The caster (including his HBS) is reduced to half his normal height for 1 T. His possessions do not shrink with him. A skill roll to perform a task best done by a small, dextrous person receives a -10 modifier.

T3: As above, except that the caster and 1 other comrade (or foe!) are reduced to 1 ft in height. This reduces their HBS to 15 percent of their usual norm. These persons' combat damage rolls are divided in half (and are rounded down) unless a natural 20 is rolled. Diam: 5 ft; Dur: 5 T

T5: As above, but multiple targets are reduced to 1 inch tall. Their HBS factors are reduced to 5! All intelligent species are affected. The targets' possessions are not reduced. Their spells and weapons can only affect very small opponents, unless the referee rules otherwise. Diam: 20 ft; Dur: 30 T; Prep: 2 CR; Ran: 10 ft

T9: An inanimate object is shrunk to a scale of 6 ft = 1 inch (or 25 mm). This spell can only be cast on 1 object that is not permanently fixed or a part of some

other object. The target's size can range up to 6 cubic ft in size. Diam: 10 ft; Dur: 2 Hours; Prep: 3 T; Ran: 3 ft

T10: This spell functions only upon living intelligent creatures. Targets are reduced to a scale of 6 ft = 1 inch tall. Possessions carried by them are included in the spell. This effect is permanent unless a spell of Disenchantment (#5) is successfully applied. Diam: 10 ft; Ran: 30 ft; Prep: 5 T

175. OBTURATION (R)

T1. All of the target's bodily orifices are sealed; he cannot hear, speak, sweat, excrete, or breathe. If not disenchanting (#5) within 3 T he dies. During the first turn the target may still cast psychic spells, move, and fight. Thereafter, he falls to the ground and slowly expires. This spell works on living creatures up to the size of large animals. Ran: 60 ft

T5. As above, but this version affects 1 very large or gigantic creature. Two (or more) successful hits must be made with this spell in order to slay or incapacitate a target of 320 hit points (QUICK PLAY: 10 critical wounds) or greater. If hit by fewer of these spells, the target suffers damage on table G. Diam: 10 ft; Ran: 180 ft

T7. As just above, but a target dies in 2 CR. This variant seals the valves of the heart shut! There are no external signs, and the cause of death may remain unknown. Ran: 240 ft; Prep 1 CR

KETÉNGKU

176. THE BRIDGE OF NOBLE PASSAGE (R)*

T2. A bridge 3 ft wide and 10 ft long is created in front of the caster. It is made of a hard, greyish substance, with no handrails or visible supports. It also can fit into a smaller space. It can support 1 creature up to the size of a *Shén* at one time. There must be an anchor point at both ends of this bridge. Dur: 2 T

T4. As above, but the bridge is 30 ft long and 6 ft wide. It can support the weight of 4 *Shén*; Dur: 3 T

T5. A staircase 6 ft wide and 12 ft long appears 3 ft in front of the caster. This staircase may be made to go up or down. Other factors are as for the T4 variant.

T9. A bridge or staircase is created as described in either the T4 or T5 variant. This structure can be made insubstantial (though still fully visible) any time after the spell is cast. Dur: 10 T; Prep: 2 T

T10. A flat "pontoon" 12 ft long and 9 ft wide is created in front of the caster. It holds as many as 10 heavily armoured humans and their gear. As the caster reaches the far end it shortens behind him and extends in front of him continuously. This variant is cast on water, bogs, or a flat surface. It cannot be cast over air, magical barriers, or sorcerous or other-planar rivers. Dur: 20 T; Prep: 3 T

177. THE PEARL GREY CITADEL (R)*

T5. A rippling, opaque, iridescent cylinder of pearly energy appears around the caster. It can be as much as 15 ft high and 10 ft in diameter. Nothing can penetrate this citadel in either direction. Unless cast within an enclosed area, the citadel has no roof and is open at the top. Dur: 2 T

T9. As above, but with a 20-ft height; 20-ft diameter; and 1 hour duration. The caster can will this cylinder to have a roof. It then contains enough air to maintain one person for 6 hours. Prep: 1 T

T10. As above, but the diameter of this variant is 30-ft. If enclosed, it has enough air to maintain 1 person for 18 hours. Duration: 1 Day; Prep: 5 R

178. THE SCRUTINY OF THE OMNISCIENT EYE (P)*

T3: The caster's vision is extended in a sphere around himself: laterally, 360 degrees overhead, and even beneath his feet. Normal obstacles block this power, however, including a floor, a wall, etc. The caster cannot be surprised while this spell is in effect. Dur: 5 T; Prereq: Spell #3

T6: The caster sees through all objects not more than 3 ft thick, perceiving opaque shapes much like an x-ray device. Objects are made out as varying shades of black and grey. Ran: 60 ft; Dur: 3 T

T8: As above, but in addition the caster can effect minor changes in an object viewed: e.g. squeezing a creature's heart and killing it. This spell functions on living beings up to the size of a large animal. It can also destroy the interior of an object up to 12 inches in diameter, ruining internal machinery, etc. Ran: 120 ft; Dur: 1 CR; Prep: 2 CR

T10: As above, but multiple targets in a 20-ft diameter are slain, if of human size, 2 if they are very large, or 1 if the target is a very large creature. A target of 320 hit points (Quick Play: 10 critical wounds) or larger requires two successful hits by this spell in order to slay or incapacitate it. Alternatively, this spell destroys the interior of objects as much as 3 ft in diameter, although there is no external mark. Ran: 240 ft.; Prep: 5 CR

179. THE EXPEDITOR OF THE SKEIN OF DESTINY (R)*

T1: The caster is projected 1 minute forward through time. He disappears and reappears 1 T later in the same place and condition. The mage is not out of phase with his own Plane; he simply does not exist for the intervening time. Metal possessions cannot be taken along. These must be left behind and retrieved upon his reappearance.

T3: As above, but 2 targets are moved forward in time 5 T. The caster can target only his own species. Diam: 5 ft.

T5: As above, but with Diam: 20 ft; Ran: 15 ft. Targets are sent forward 21-30 T

T8: As above, but 6 to 15 hours elapses. Metal objects can be transported, and the spell works on other intelligent species. The caster can also move the party up to 90 ft laterally in any direction. Prep: 2 T

T9: As above, but targets are transported 1-10 days forward in time. This variant also includes animals up to the large variety. Prep 4 T; Diam: 20 ft

T10: As above, but targets are taken 1-5 months forward in time and 1-100 miles from their original location. These movements are randomly determined. This variant can also send a party backward in time. This is very difficult, and its chances of success are left to the referee's discretion. Diam: 30 ft; Ran: 15 ft; Prep: 10 T

180. THE PERIPLUS OF THE PLANES (R)*

T3: The caster is guided to the nearest nexus point within the spell's range. He is told where and how far the nexus point is but nothing of its destination. He must use one of the prerequisite spells to open the nexus gateway. Dur: 1 T; Ran: 30 ft; Prereq: Spell #71

T7: As above, but the caster is told where 1 nexus point leads. The referee should be fairly specific, though not exhaustive. Dur: 5 T; Ran: 180 ft; Prep: 1 T

QÓN

T9: As above, but this variant leads the caster directly to the nexus point that returns him to his own Plane and space-time co-ordinates, if such an entrance is available. Dur: 7 T; Ran: 30 ft; Prep 2 T

T10: As above, but the caster is given relatively detailed information about all nexus points and their destinations within range of the spell. A few Planes are protected from this sort of scrutiny by various demon races. These appear as “blank spaces” to the caster. Dur: 10 T; Ran: 300 ft; Prep: 5 T

181. SIMULATION OF THE IMMOVABLE (P)*

T1: The caster and all his belongings take on the illusion of an inanimate object of approximately the same size. If touched, the illusion vanishes. The caster cannot move while maintaining this illusion. An Intelligence Test at the “easy” level sees through the illusion, if someone is actively searching the area. Dur: 1 T; Prereq: Spell #64

T4: As above, but targets in a circle 10 ft in diameter can be hidden. This variant is not dispelled when touched. An Intelligence Test at the “harder” level must be successfully made in order to see through it. Dur: 5 T

T5: As above, but Diam: 20 ft; Dur: 10 T; Prep: 2 CR. A Intelligence Test at the “difficult” level is required to penetrate this spell.

T7: The caster takes on the semblance of a statue. He remains immobile and requires an Intelligence Test at the “very difficult” level to penetrate his disguise. He can also move at half speed, striking 1 blow or casting 1 spell every other round. The caster’s armour class is that of hardened stone, giving him an armour modifier of -6. Dur: 1 hour.

T8: The caster and his possessions are transformed into an inanimate object of a size smaller than himself, down to an object only 4 inches on a side. He needs air and can only see in one direction. The illusion has all the characteristics of a normal object of its type. Thus, a mage may be destroyed by a clumsy servant! An Intelligence Test at the “real challenge” level must be passed in order to detect the falsity of this illusion. Dur: 1 hour; Prep: 5 T

T9: Multiple targets of any intelligent species within a circle 10 ft in diameter are changed into inanimate objects as in the T8 variety of this spell. Only the caster or a spell of disenchantment (#5) can release them before it expires. Dur: 1 Day (24 hours); Prep: 7 T; Ran: 15 ft

T10: As above, but 1 target is turned into an object as small as a grain of sand for 1 week (6 days). Prep: 10 T

WURÚ

182. AMORPHIA (R)+

T2: A circular pool of roiling, sparkling, primeval chaos appears in front of the caster. This is cast at a flat, open area not currently occupied by any being or large object. The pool is visible in daylight and brightly illuminated areas, but is invisible in the dark. Torches and lanterns have a 50% chance of perceiving it. Any being who walks into the pool must make a Dexterity Test at the “harder” level to avoid damage; otherwise he falls into the pool and is destroyed. Diam: 10 ft; Dur: 2 T; Range 60 ft

T3: As above, but with Diam: 20 ft; Dur: 3 T; Ran: 90 ft

T5: This version is used as a weapon: any target who fails his Saving Throw is sucked into the Vortex of Chaos and is lost forever. Magical items of metal are left behind, although all other possessions are lost. Diam: 5 ft; Ran: 180 ft

T6: As above, but Diam: 10 ft; Ran: 240 ft. This version can slay one gigantic animal. A target of 320 hit points (QUICK PLAY: 10 critical wounds) or above requires 2 or more successful hits in order to be affected. Fewer hits have no effect on such a target.

T8: A "River of Change", 10 ft wide and 2 ft deep appears 3 ft in front of the caster. It flows away from him at a speed of 15 ft per combat round. It has no physical length, but anything it passes over, except stone, brick, or earth, is sucked into it and destroyed. A Dexterity Test at the "real challenge" level is required to jump over it; otherwise an individual and his belongings vanish forever. Dur: 2 T

T10: As for the T6 version, but this destroys creatures produced by sorcery (except undead). It dispels lesser demons to their own Planes, but greater demons of Magical Resistance Factor 12 or greater require two or more hits by this spell in order to be banished.

183. THE EATER OF SOULS (R)*+

T3: A hideous little automaton appears in front of the caster. It is approximately 1 ft in height, roughly humanoid in form, and gnarled and knobbed like a stick of ancient, blackened wood. Its Magical Resistance Factor is the same as its creator. This "doll" is told the target's name and pointed toward him. The creature pursues its target for 10 T at 90 ft per CR. If he catches the target, he engages him in physical combat. The creature has a HBS of 300 and 80 BDP (QUICK PLAY = 2 critical wounds). It has an armour value of -4 and fights with a long sword that does damage according to Table E. If it kills its target, it eats him, taking 10 T to complete this. Once eaten by this creature, the target cannot be revived. The Eater of Souls will battle past any who stand in its way. It will also break down doors between itself and its target. It has a 50% chance per CR to do this. If unable to finish its task in 10 T it disappears. Prep: 1 CR

T7: As above, but the Eater of Souls stands approximately 5 ft tall. Its HBS factor is 400, and it has 120 BDP (QUICK PLAY = 3 critical wounds). Its long sword does damage on table F, and its armour is -5. Dur: 15 T; Prep: 1 T

T10: As above, but this horrific Eater of Souls is 9 ft tall, has a HBS of factor of 500 and does damage on table G. It has an armour value of -6 and 200 BDP (Quick Play = 6 critical wounds). If this creature is defeated and dispelled by its target, it reappears 3 ft in front of its caster and tries to slay him instead. This variant has a duration of 20 T and requires a preparation time of 2 T. If the caster destroys this version of the Eater of Souls in combat, it will never reappear for him again.

184. THE GREY HAND (P)+

T1: A target who fails a Dexterity Roll at the "easy" level is turned into a pile of grey ash. There is no other Saving Throw. This variant does not destroy a target's possessions. Armoured targets are given a 10-point bonus to their Dexterity Test because the caster must touch the victim or his clothing (but not armour) for the spell to work. This variety is species-specific. All variants of this spell make it 10 points harder to be revived. Prereq: Spell #38

T4: As above, but with no armour modifier. Targets test at the "difficult" level.

T7: As above, but the spell is no longer species specific: any living target up to the size of a large animal is destroyed if it fails its Dexterity Test at the "very difficult" level. Prep: 2 CR

T10: As above, but with a 10-ft range and a circle of effect 5 ft in diameter. If a target fails its Dexterity Test at the "real challenge" level, it and all of its possessions are destroyed. Two or more successful hits are needed to slay a target of 320 hit points (QUICK PLAY: 10 critical wounds) or greater. Just one hit does stuns the target for 1-6 combat rounds. Prep: 4 CR

THE SPELLS OF THE SHAMAN

Although shamans differ in their languages, cultures, and practices across Tékumel, their spell lists are similar enough to be unified and codified as follows: a shaman gains 25 points of spell purchasing per level as does a sorcerer. Senior shamans teach new spells in the same manner as do the priests of a temple. The guidelines below are provided for shaman characters:

1. A shaman may select any spell from the Universal list, just like a sorcerer from one of the civilised areas.
2. The following Generic spells can be chosen:
Alleviation #30; Benefaction #33; Blessing of the Planes #35; Comprehension #36*;
Derangement #37; Desiccation #38; Excellence #44; Far-Seeing #45; Healing #49;
Inscription #50**; Necromantic Domination #54; Perception of the Energies #57;
Pestilence #58; Reanimation #62; Semblances #64; Silver Halo of Soul Stealing #65;
Stealth #67; Tranquilisation #68; Visitation of Other Planes #71; Zoic Domination #73.
*Comprehension (#36) is restricted to spoken languages only.
**This inscription is actually the creation of a fetish that is usable by the caster or another shaman of his tribe.
3. A shaman can acquire spells 74-77: i.e.
Demonology, Inscription, The Muniments of Excellence, and Revivification.
4. Although 8 temple-level spells are given below for the Shaman, he has the option to ignore up to 3 of these. He replaces these from the urban Temple spells below:
Breath of the Goddess #78, Climatization #79; Fructification #81; Zooification #85;
Etherealisation #88; Spiritism #91; Emulation #96; The Globe of Distant
Discernment #102; Decorporealisation #111; Viscosity #115; Hebetation #136;
Alleviation #140; Simulation of the Immovable #182; and the Eater of Souls #181.

SHAMAN SPELLS

185. THE ADROITNESS OF THE CHRÍ-FLY (P)*

S1: The caster's hands and feet adhere to vertical surfaces, allowing him to climb them. He can carry only 50 pounds of gear and can carry nothing in his hands.
Dur: 1 T

S3: As above, but with a Dur. of 5 T.

S4: As above, but the target may be another person.

S5: As above, but the caster can carry 100 pounds and also transverse walls that slope out back above him.

S7: As above, but the spell targets comrades as well as the caster. Diam: 10 ft

S8: As above, but the caster can now negotiate the underside of flat surfaces; e.g. ceilings. Dur: 10 T

S9: As above, and in addition the caster can traverse or balance on an object as little as ¼ inch wide. The caster can now carry 150 pounds of weight as well.

186. AMPLIATION (R)*

S3. The caster expands to twice his usual size. This doubles his HBS factor. He can use no sorcery while this spell is in effect, but he can move 50% faster. Clothing and belongings are not enlarged and must be removed first in order for this spell to function. Dur: 1 T

S5: As above, but the caster expands to triple size. Very large objects can be used as weapons, doing damage according to table E. Dur: 3 T

S7: As above, but the caster grows to quadruple size. He can now use huge stones, tree trunks, etc., doing damage according to table G. Dur: 5 T

S9: As above, but up to 2 targets of the caster's own species are increased to 5 times their size. The Body Damage Points of these targets are doubled (Quick PLAY = 2 critical wounds). This variant is not species specific. If the target is damaged while 5 times larger but not killed, any damage he has suffered is halved upon his reverting to normal size. Diam: 5 ft; Dur: 7 T

187. THE ASSIDUOUS PURSUER (P)*

S1: The caster is led to any source of drinking water within 300 ft. Dur: 10 T

S2: As above, but the spell now locates plants edible by the caster's species only.

S3: As above, but small edible animals are located.

S4: As above, but large game animals and also inedible predators are located. Dur: 20 T

S5: As above, but the caster gains a mental picture of the terrain within 300 ft. An enchanted location can make a Saving Throw as a level 20 sorcerer to avoid being detected. This version does not work indoors.

S7: A specific member of the caster's species is found, if within 300 ft. The individual may make a Saving Throw to avoid this if desired. Dur: 1 hour.

S10: Any living creature can be tracked by the shaman, if it has passed within the spell's 10-ft circle of effect within the last 3 days (72 hours). If the subject fails his Saving Throw, his tracks appear before the caster as silvery, glittering footprints. If the caster wishes to renew the spell, the target may make another Saving Throw. Only 1 failure is allowed per target; after this the target cannot be pursued by this spell. Dur: 24 hours.

188. BOTANIC METAMORPHOSIS (R)

S3: A length of vegetable substance up to 15 ft long and 2 inches thick is given the hardness of steel. This spell only works on natural vegetation, not "worked" substances such as rope or basketry. Dur: 5 T; Ran: 15 ft.

S4: A single growing plant is given the ability to speak telepathically with the caster. It can tell him of any creatures that have recently passed within 90 ft, speak of local animal life, and describe its own characteristics. If the plant is a tall tree, it may also tell the caster of things visible from its top. Dur: 1 T; Prep: 1 CR; Ran: 15 ft.

S5: The caster inserts his physical and mental being (but not possessions) into a plant of comparable size. He then can see in a 360 degree circle. He can cast psychic spells but not ritual ones, nor can he move or speak. Only a spell of Perception of the Energies (#15) reveals him. Dur: 20 T; Prep: 1 T

S6: One article of Chlén-hide or steel is turned into soft, pulp-like wood. This crumbles into useless bits and is destroyed. A hostile wearer's or wielder's Magical Resistance Factor must be overcome for this spell to work. Dur: 1 T; Prep: 2 CR; Range: 30 ft

- S7: As above, but the item is turned into a venomous plant. This has a 60% chance of poisoning its wearer/wielder each round. If not Alleviated (#1) within 2 CR after being poisoned, the target dies. Dur: 2 T; Prep: 3 CR; Ran: 60 ft
- S8: All plant life within the circle of effect is made as hard as stone, and only a steel weapon can chop through it. The area of effect can be expanded to 90-ft diameter, or to an area 45 ft wide by 180 ft long. Dur: 10 T; Prep: 5 CR
- S10: 1-5 large plants in an area 20 ft across are brought to sorcerous life. They will attack the caster's foes. Such plants must be between 6 and 15 ft tall. They take 1 CR to pull themselves out of the ground and then move 15 ft per CR towards their targets. They have a HBS of 250 and take 60 BDP (QUICK PLAY = 1 critical wound). They do damage according to table C and have an armour modifier of -2. Dur: 10 T; Prep: 1 T, Range: 15 ft

189. FILAMENTARY EXTENSION (R)+

- S3: A thread of a whitish substance is thrown out from the caster's hand at the target. This has a sticky end that enables the caster to pull the target back toward himself. An object of 20 pounds or less is retrievable by this means. Alternatively, the caster can immobilise a larger target for up to 3 T. The filament can only be cut with a metal knife. A target must try to avoid the filament by making a Dexterity Test at the "harder" level. 1 CR is needed to cut a target free. Ran: 90 ft; prereq/ #25
- S5: As above, but this web can only be cut with an enchanted knife, taking 3 CR. Dur: 7 T; Diam: 10 ft; Ran: 180 ft.
- S7: A faintly visible coating is left on a level floor or area of ground. Any being who does not notice it (by succeeding in an Intelligence Test at the "very difficult" level) sticks to it instantly. A being moving across this surface at a speed faster than a walk must make a Dexterity Test at the "harder" level to avoid falling face first into the filaments. This glue lasts 30 T and cannot be removed before it expires. Only grease does not adhere to it. Diam: 20 ft; Prep: 1 T; Ran: 30 ft
- S9: As above, but a passageway is filled side to side and top to bottom with sticky filaments. This glue lasts 1 hour; Diam: 30 ft; Ran: 30 ft; Prep: 2 T
- S10: As above, but all exposed surfaces within the 30-ft circle of effect are covered. The caster can leave himself an open path if he wishes; omitting whichever surfaces he chooses. This version cannot be Disenchanted (#15) or dropped by its caster before it expires. Dur: 1 day (24 hrs); Ran: 30 ft; Prep: 5 T

190. HARMONISATION WITH THE POWERS (P)*

- S3: The caster attunes his body to the gravitic forces of the Plane, enabling him to run without falling or balance on narrow tree limbs. He can jump up to 30 ft horizontally or 15 feet straight up or behind himself. The caster can use other psychic spells while employing this spell, but not ritual ones. Dur: 10 T
- S4: As above, but with Diam: 5 ft; Ran: 15 ft
- S5: The caster and any comrades within 20 ft fall as lightly as feathers, taking no damage. This variant is also used to cause a party to leave no footprints, thus obviating the Assiduous Pursuer (#187). Dur: 10 T
- S7: The caster causes any being except for a major demon to trip and fall heavily, sustaining damage according to table B. Diam 10 ft; Ran: 120 ft.

S10: Any damaged object as large as 3 ft per side can be repaired. This only applies to those objects with one break in them and no missing pieces: e.g. a broken spear or sword. An enchanted object can be repaired, but loses its enchantment in the process. Prep: 5 T

191. OSTEAL THAUMATURGY (R)*

S2: One piece of bone speaks telepathically to the caster. If the original owner was hostile, the bone resists by rolling a Saving Throw just as it would have in life. If it fails, it must give its identity and cause of death, guide the party through areas it knows, warn of traps with which it is familiar, etc. The deceased's facts are often erroneous (as in life), and a hostile spirit may dissemble and omit details, although it can never lie outright. Dur: 3 T; Prereq: Spell #54

S3: An index finger bone from a member of the caster's species functions like a compass and points toward 1 member of a living intelligent species known to the caster. A hostile target must fail his Saving Throw to be detected; the compass is then infallible. Distance makes no difference. Dur: 5 T

S5: The caster can turn 1-50 small bones into nuggets of gold or uncut gems. These are indistinguishable from genuine ones by normal means. They last for 12 hours before reverting to bones. Prep: 5 CR

S6: One bone projectile point (a spearpoint, javelin-head, or arrowhead) is given the power of "The Seeking Bone" for 1 hour or until used as a missile, whichever is shorter. If a hit is scored with this bone, a D10 is rolled: 1-3 = damage is done to the target on table D; 4-7 = table F; 8-10 = the target is slain. The target cannot be larger than a Black Ssú or a Shén. The caster can prepare only 3 "Seeking Bones" per day.

S7: The targets' internal skeletons are turned into jelly. During the first round, the target falls down helpless; the second round he becomes unconscious; and he dies at the end of the third. A spell of Healing (#10) or Disenchantment (#5) can cure this spell if cast in the first 2 CR. Only creatures with skeletons are affected. This excludes Pé Chóí, Hlüss, demons, automatons, or jellyfish-type creatures. Diam: 20 ft; Ran: 120 ft

S8: As many as 10 teeth taken from an animal are cast on the ground. Two CR later they are replaced by living adult animals of the species. These will initially follow the caster's instructions, but once in combat they randomly attack anyone other than the caster. These creatures cannot move beyond 300 ft away from the caster. Dur: 3 T; Prep: 2 T; Range: 15 ft

S9: A bone from an intelligent species is turned into an amulet versus the minions and enchantments of the Pariah Deities. Whenever one of these latter comes within 90 ft of the amulet, it glows faintly blue. Such beings cannot approach within 15 ft of the amulet. A spell cast by one of these monstrous being's servitors does not affect the holder of the amulet, but physical attacks and missiles are not hindered. Dur: 30 T; Prep: 1 T

S10: A piece of bone is enchanted against the Pariah Deities and cast in an area they are likely to frequent. Any creature animated by sorcery or other-planar power is slain at once, and any human servitors are blocked from penetrating it. Diam: 10 ft; Dur: 10 T; Ran: 90 ft

192. ZOOMORPHY (R)*

S2: The caster can summon all large animals within a 90-ft diameter of effect. These fight as he directs, guide him to water, etc. Dur: 5 T; Prereq: Spell #73

- S5: The shaman undergoes a special rite lasting 12 hours. Upon completing this ritual, he chooses an “animal familiar” from any of the warm blooded land and sea animals, some birds and flying creatures, and even a few underworld creatures. The species selected cannot be a reptile, amphibian, fish, jellyfish or amoeboid species. It also cannot be a fungus or ambulatory plant, undead, android, demon, sorcerous construct, or one of the intelligent races. Once chosen, the link lasts for life. A shaman is never attacked by his “familiar” species, and these will aid him, should he summon them verbally. Similarly, he can never harm one of these creatures, and he must aid them even with his life, if need be. If the shaman betrays a member of his totem species, others of this species will hunt him down and kill him.
- S7: A member of the familiar species can be given a message to take to a target it has seen before. It can also be ordered to attack a specific, known target.
Dur: 1 hour; Prep: 5 T
- S8: One of the caster’s familiar species becomes his permanent companion. It faithfully supports the caster in all things, as long as it is well-treated. Once a familiar is acquired, it serves to the death. If the caster outlives his familiar, he must do everything possible to acquire another in the shortest feasible time. The familiar can speak to the caster in simple words that are inaudible to others. Its Magical Resistance Factor is equal to its shaman. The familiar develops a rudimentary intelligence (score of 10) after the ritual. Prep: 6 hours
- S9: The caster assumes the form and the abilities of his totem animal for 1 hour. This takes 3 CR, and the caster is needs 3 CR to change back when the spell ends. The caster retains his own intelligence and Magical Resistance Factor, but all other factors are as for the creature’s species. The shaman cannot speak or cast spells while in this form. The caster must undress before the transition.
Prep: 5 T
- S10: As above, but the caster is able to speak while in his familiar’s form. His HBS factor is 5 times that of the animal’s, and his dexterity is twice the animal’s. He has 3 times the Body Damage Points of the animal (QUICK PLAY = 3 x the creature’s number of critical wounds). The shaman does 1 table greater damage than the creature’s natural weapons do. He can use psychic spells and still has his own Magical Resistance Factor. This variant cannot be voluntarily dropped. Dur: 12 hours; Prep: 30T

SPELL DEVELOPMENT AND RESEARCH

Once a sorcerer reaches the 20th level, he may try to create his own spells. These may be new levels of existing enchantments or totally new spells. A researcher must spend a minimum of 2 hours per day, 3 days per week, to “discover” a new spell. He cannot do this while travelling, in constant danger, etc. At the end of each month of research, D100 are rolled. The chance of success is modified by -5 for a generic spell, -10 for a temple spell, -10 if not researched in a monastery or temple, and a +5 if the researcher has an intelligence of 96+. A modifier of +1 is applied for every 4 levels of the following hobby skills: Offensive and Defensive Sorcery, Healing Magic, or Sorcery (theoretical). Only 1 of these hobby skills can apply to any spell researched.

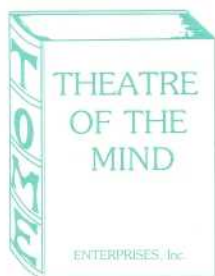
If a spell has not been discovered by the end of the sixth month, the spell is elusive, and future chances diminish. After 9 months the attempt must be given up and a new direction sought.

Characters who develop spells (which must conform to the referee’s view of the game) can teach others with the same restrictions normally placed on U, G, T and S spells.

Consult the following table for spell research chances:

SPELL RESEARCH

MONTH OF RESEARCH	SPELL LEVELS AND SUCCESSFUL D100 DICE SCORE RANGES					
	1-2	3-4	5-6	7-8	9	10
FIRST MONTH	1-15	1-10	1-5	1-2	1-2	-
SECOND MONTH	1-20	1-15	1-10	1-5	1-2	1-2
THIRD MONTH	1-25	1-20	1-15	1-10	1-5	1-2
FOURTH MONTH	1-30	1-25	1-20	1-15	1-10	1-5
FIFTH MONTH	1-35	1-30	1-25	1-20	1-15	1-15
SIXTH MONTH	1-40	1-35	1-30	1-25	1-20	1-15
SEVENTH MONTH	1-25	1-20	1-15	1-10	1-5	1-2
EIGHTH MONTH	1-15	1-10	1-5	1-2	-	-
NINTH MONTH	1-5	1-2	-	-	-	-



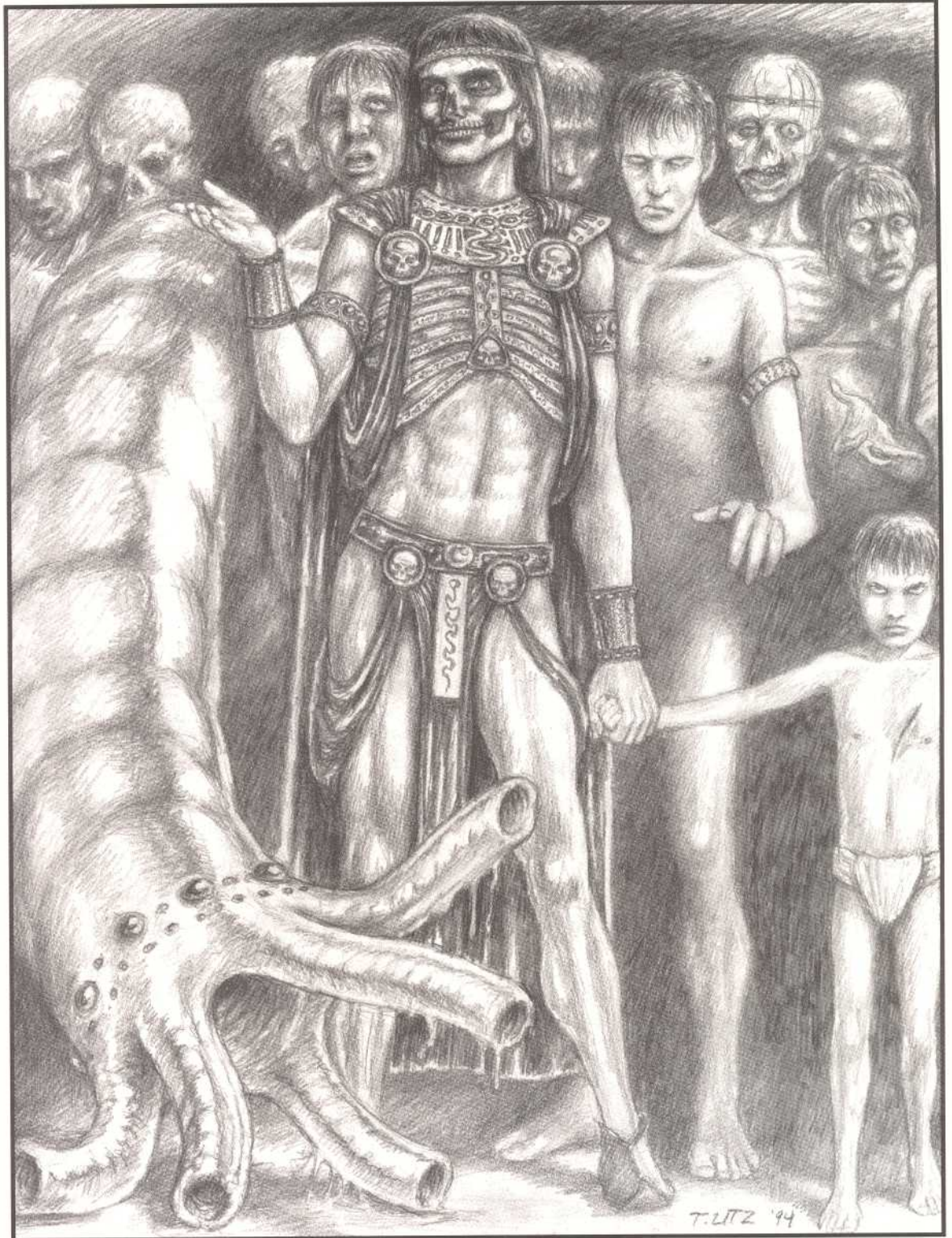
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ADVENTURES ON TÉKUMEL GARĐÁSIYAL – DEEDS OF GLORY

ROLEPLAYING IN THE WORLD OF TÉKUMEL
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DEEDS OF GLORY – VOLUME 3
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ADVENTURES ON TÉKUMEL GARĐÁSIYAL

DEEDS OF GLORY – VOLUME 3 THE REFEREE'S GUIDE



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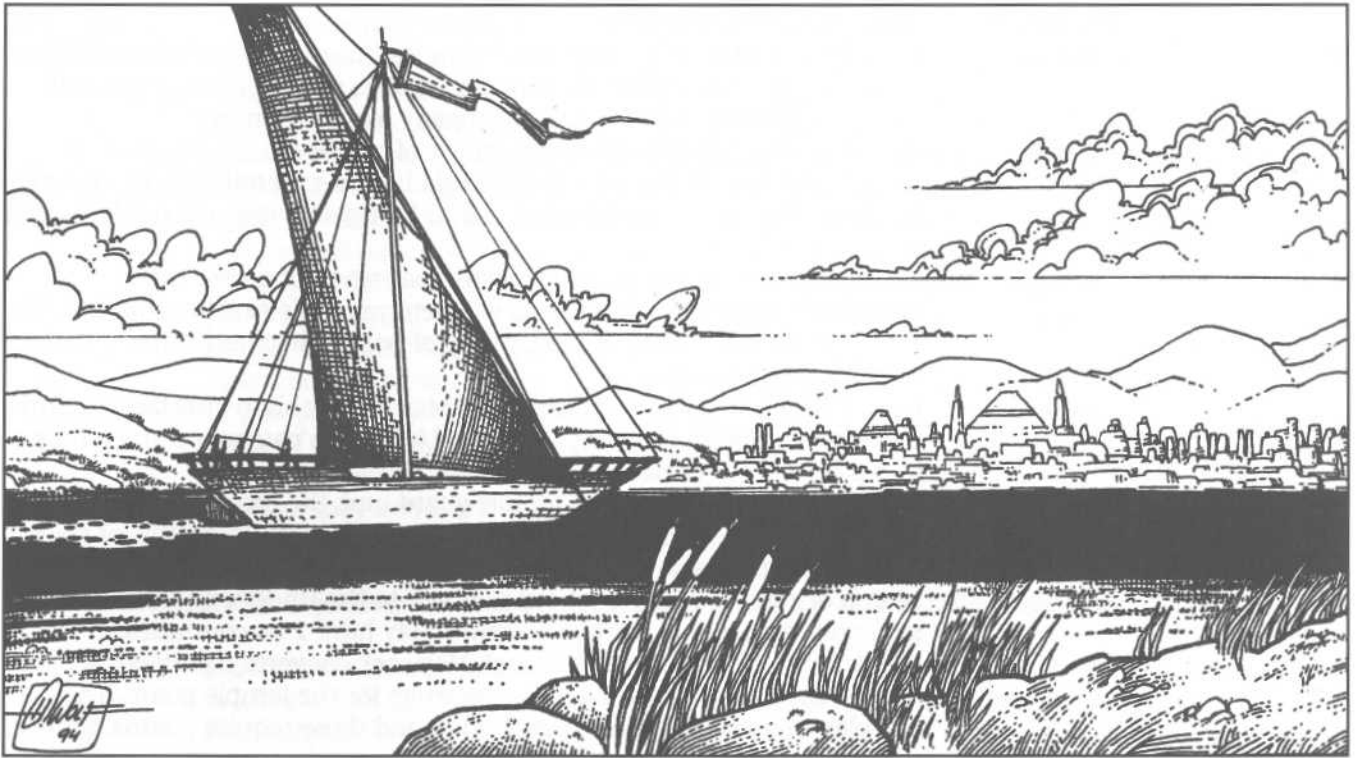
All the characters in this book are fictitious, and any resemblance to actual persons, living or dead, is purely coincidental.

This edition published in arrangement with M.A.R. Barker

Published by: **Theatre Of the Mind Enterprises, Inc.**
The Byrne Building • Lincoln & Morgan Streets
Phoenixville, PA 19460

Interior illustrations by Trevor Utz and Hank Wolf (Thomas Steininger)

Printed in the U.S.A.



ENCOUNTERS

SECTION TEN

Most encounters are minor and unimportant to the game (e.g. a visit to the market), but some affect the scenario and develop the “plot.” For “important” encounters a D10 is rolled once per day. A score of 8 causes an encounter during the day; on a score of 9 it occurs at night; and on a result of 10 one encounter occurs during the day and a second at night.

Encounters differ from locale to locale. These are described below. The exact number of persons found in an encounter locale is found by rolling a D20 or D100.

CITY ENCOUNTERS

D100 SCORE	IDENTITY OF THE CONTACT
01-05	Ruffian/bandit/criminal: usually belongs to a gang of 1-20 persons. Desires henchmen, accomplices, or aid. May cheat or harm the party. May try to pass himself off as a reputable merchant, artisan, foreigner, etc.
06-10	Tomb-robber: a member of one of the ancient, quasi-legal clans involved in this illicit occupation. One of a group of 1-20. Seeks accomplices or aid. May deceive the party, steal the spoils, or leave comrades to face the wrath of the Tomb Police.
11-15	Slaver: a member of one of the least prestigious professions in the Five Empires. Usually has 1-100 (roll D100) overseers, guards, scribes, and henchmen. May desire caravan guards, auctioneers, etc., but may also wish to enslave the better-looking members of the party. Caution is advised. Such work is dangerous, and those who work for slavers are looked on with contempt.
16-20	Tax-collector: assigned to large regions from which he collects revenue. Usually accompanied by 1-100 scribes, soldiers, and clerks. Seeks bodyguards, “enforcers,” spies, scribes, accountants, and household personnel.

D100 SCORE	IDENTITY OF THE CONTACT
21-25	Caravan master: belongs to one of the mercantile or transport clans. Desires watchmen, guards, scribes, accountants, experts in foreign languages and cultures, and investors who will accompany him on journeys.
26-30	Official of the <i>Hirilákte</i> Arena: a member of one of the entrepreneurial clans involved in this business. Seeks gladiators, entertainers, and guards. Not a prestigious occupation, but useful for fighters who cannot find other employment.
31-35	Artisan: usually a clan elder or master craftsman of one of the manufacturing clans. The referee will determine his exact occupation. He may hire people trained in the clan's profession, shop assistants, guards, travelling agents, etc.
36-40	Local merchant: as for artisan, above. May require shop assistants, guards, porters, etc. Not an exalted profession. Under this category come pimps and panderers in search of recruits.
41-48	Soldier/officer of the army, a temple guard unit, the local militia, the <i>Sákbe</i> -road guards, or the tomb police. May seek recruits, scouts, or spies. This person may also be unemployed (perhaps a 25% chance) and in search of companions for an expedition into the Underworld, or off to some place known to contain treasure. May have 1-20 comrades.
49-58	Priest/priestess: roll for his/her sect. May seek converts, agents for a temple mission or project, spies, or recruits for the temple guard. The temples also own businesses and lands, and these require guards, scribes, craftsmen, administrators, labourers, etc.
59-60	Assassin: the quasi-legal assassin clans may seek assistants for a mission. There is a 5% chance that an assassin will reveal his true identity. After a mission is over, there is a 5% chance that an assassin will maintain contact with temporary assistants, and if the project fails, his employees will be left to take the blame. There is barely a 1% chance that hirelings will be asked to join the assassin's clan.
61-66	Scholar/mage: roll for level. May seek assistants, apprentices, experts in various fields, bodyguards, agents to help in acquiring certain items, etc.
67-75	Agents of a local noble, official, high clan leader, government bureaucrat, etc. May desire bodyguards, house-priests, servants, artisans, experts, and the like. May also need help in political intrigues or some mission. It is hard to meet one of these high officials personally, but their agents watch for likely recruits for their master's entourage.
76-80	Agent of a high noble, Imperial Prince or Princess, senior priest, etc. As just above: such people employ small armies of household troops, personal servants, house-priests and sorcerers, physicians, scribes, and other personnel. They may also have political objectives which are best served by low-level agents and hirelings. Some are collectors of curios, connoisseurs, or scholars in their own right. Almost any objective is possible!
81-85	Agent of a secret faction or of an intelligence-gathering organisation. There is a 30% chance of the contact revealing his identity and objectives. May need agents, spies, experts, etc., to help in some specific mission, or even clerical help! Recruits may be given training or sent off on a project at once. Membership in such a body may also be revealed only to the player(s) involved, while the others are not told.
86-90	Foreign agent: as just above, except that the contact's goals may not be favoured by the local authorities! Such people often pose as merchants or scholars, and they use native agents to achieve their missions.
91-95	Foreign noble: an ambassador, legate, priest, visiting clan leader, or even an exile. May need local expertise, translators, bodyguards, and assistants. They may also have missions that can best be carried out by natives of the country.

D100 SCORE	IDENTITY OF THE CONTACT
96-98	Nonhuman: roll for the species from the 1-8 friendly races, or possibly the N'lüss. The individual may be a merchant, scholar, mercenary, ambassador, etc. Members of the same race will be preferred, but humans are sometimes employed as well. May need translators, guards, experts, or local assistants.
99	Agent of one of the neutral or inimical races. As above, except that the assignment bodes ill for humankind! The agent will conceal his/her/its identity. Tasks may include selling the deadly drug <i>Zu'úr</i> , smuggling, or political intrigue. The agent has 1-20 accomplices and possibly a larger network of spies and employees.
100	Agent of the one of the proscribed sects of the Pariah Deities. Small cells or groups of these still survive here and there. Their objectives are like those of the inimical nonhuman races. Recruits are screened before being told of the sect or initiated into it. Even their agents may not know what masters they serve, and disguises and deception are taken as matters of course. Again, a larger network is probable.

Should more specific objectives be desired, the referee rolls D100 on the following table.

D100 SCORE	MOTIVATION OF THE CONTACT
01-10	Wishes to rob, cheat, or deceive the party (or some member thereof).
11-20	Requests aid in a quarrel, clan, or temple dispute, factional matter, personal revenge, etc.
21-25	Asks some member of the party to become the contact's champion in a duel, "affair of honour", or match in the <i>Hirilákte</i> Arena.
26-35	Wants one or more members of the party to join the contact's household or entourage as employees, "house-priests", etc.
36-50	Offers one or more members of the party posts in the contact's business, organisation, etc.
51-60	Invites one or more members of the party to act as agents abroad, in the countryside, or in some other city.
61-70	Seeks help or henchmen in committing a crime, in a political or religious intrigue, "matter of state", secret mission, or clandestine affair.
71-85	Wants to find a missing person, obtain a specific object, lost treasure, etc. The referee will decide whether this is a local or foreign mission, whether it occurs out-of-doors or in the Underworld, etc.
86-95	Asks some member of the party to use his scholarly expertise or sorcerous skill, solve a puzzle, engage in research, or manufacture an object requiring one of the artisan or artistic skills known to the person.
96-100	Other: idle curiosity about the party, sexual attraction to some member, mistaken identity, etc. The referee may devise further interesting motivations.

Once the contact's identity and goals have been established, a random roll is made to see which member of the party he approaches. The contact then addresses that character. Others may chime in only if they happen to be present (as decided by the players and the situation, by a random die roll, or as the referee sees fit). Those who are not present cannot offer advice or speak to the contact. If there is an opportunity, the party should then gather to discuss the contact's proposal, and, if it is accepted, the "adventure" is ready to begin.

The details of each nonplayer contact need not be rolled as soon as it occurs. A party may refuse an offer, and the contact-character can then disappear back into the society without further identification. Only those nonplayer characters who accompany the party or who are frequently encountered require more than a token description.

ENCOUNTERS ON THE SÁKBE-ROADS

D100 SCORE	IDENTITY OF THE CONTACT
01-05	Peasants, lower-class citizens; 1-20 appearing.
06-10	Servants, slaves, labourers; 1-20 appearing.
11-15	Artisans, middle-class folk; 1-20 appearing.
16-20	Slaver and 1-20 guards, plus 1-100 slaves.
21-25	Merchants; 1-5 appearing, each with an entourage of 1-20.
26-30	Entertainers; 1-10 appearing.
31-35	Prostitutes; 1-5 appearing.
36-40	Officials; 1-3 appearing, each with an entourage of 1-20.
41-45	Priests; 1-10 appearing, each with an entourage of 1-5. The referee will establish their sect(s).
46-50	Nobles, aristocrats; 1-2 appearing, each with an entourage of 1-20.
51-55	City militia or road guards; a squad of 11-20 plus 1-2 officers; 1-3 such squads in times of trouble.
56-60	Soldiers; 26-125 soldiers plus 1-3 officers; 30% chance of 1 higher officer; 30% chance of a sorcerer.
61-65	Tax Collector and entourage of 1-20.
66-70	Imperial Messenger, usually alone.
71-75	Spy, intelligence agent; usually alone, but a 25% chance of a party of 1-10.
76-80	High Noble and 1-50 retainers.
81-85	Distant Travellers; 1-10 plus entourage of 1-5 each.
86-90	Thieves, bandits, footpads, confidence men; 1-20 appearing.
91-95	Local Ruler, governor, etc., plus entourage of 21-120; 80% chance of 1-3 sorcerers.
96-98	Victims; 1-10 appearing (someone in difficulty and requiring help).
99-100	Refer to encounter chart for terrain road is passing through.

ENCOUNTERS IN OTHER TERRAIN

As one gets farther from the civilised areas of humankind, encounters may occur with a greater variety of beings. When an encounter is generated away from cities or Sákbe-roads, one rolls a D20 to determine which chart is consulted. Encounters for humans and nonhumans use one chart apiece for all land-based locales and another each for encounters on large bodies of water. Animals (including "monsters") use a different chart for each locale. If a random meeting is generated, the referee must ensure that the event fits the terrain, perhaps requiring large changes from his own imagination. The random encounter chart is included to add an element of adventure into the game, not to force unlikely events upon the party. Not all encounters need be with physical opponents to be interesting. In future modules, charts for specific locales are projected that will replace these generic Tsolyáni tables.

TERRAIN TYPES AND D20 SCORES

CHART	LARGE BODIES OF WATER	FOREST, MOUNTAINS	DESERT, SWAMP, UNDERWORLD
ANIMAL	1-4	1-12	1-15
HUMAN	5-16	13-16	16-17
NONHUMAN*	17-19	17-19	18-19
RANDOM	20	20	20

*In areas of nonhuman habitation, use the table for clear terrain, reversing chances for humans and nonhumans. If an animal is generated, use the chart appropriate for the terrain of the locale.



ENCOUNTER CHARTS

ANIMALS

A description of each animal encountered is found in the TÉKUMEL BESTIARY. An abbreviated listing of the Bestiary creatures is given below after the encounter charts. In some cases changes have been made in the statistics below for better game balance. Referees may find it useful to write each creature's specifications on a 3 x 5 card and file these alphabetically by terrain in which the creature is found.

There are two columns each for woodland encounters. Roll a D20: on a score of 1-10 use column A; on a result of 11-20 employ column B.

Some sections of the following tables contain numbers in place of animal names. This allows for less frequently encountered creatures, animals with no combat abilities, and the miscellany of exotic flora and fauna that may be encountered (cf. the TÉKUMEL BESTIARY). The referee is invited to improvise. These numbers denote the following:

- 1) Domestic animals
- 2) Wild, but non-aggressive animals
- 3) Wild, harmful animals
- 4) Exotic plant life, some harmful, some useful

ANIMAL ENCOUNTERS

D20	TERRAIN TYPE						
	CLEAR	MOUNTAIN	WOODLANDS (A)	WOODLANDS (B)	SWAMP	DESERT	WATER
1	CHLÉN	CHÓLOKH	CHNÁU	SHÁNU'U	ALÁSH	ALÁSH	AKHÓ
2	CHLÉN	DLÁKOLEL	CHNÉHL	SIKÚN	FESHÉNGA	ALÁSH	CHASHKÉRI
3	CHLÉN	DLIKKÉN	CHNÉHL	TSI'ÍL	GÍRIKU	ANÁTL	GHÁR
4	DNÉLU	GEREDNYÁ	CHÓLOKH	TSI'ÍL	HLU'ÚN	ANÁTL	GHÁR
5	FESHÉNGA	HYAHYÚ'U	DLÁKOLEL	VHINGÁLU	KÁYI	AYÁ	HAQÉL
6	HYAHYÚ'U	HYAHYÚ'U	DLIKKÉN	ZRNÉ	LRÍ	DALMÉ	KRÚA
7	KÓKH	RÉNYU	DZÓR	ZRNÉ	SHÁNU'U	EPÉNG	KRÚA
8	KURUKÚ	SRÓ	DZÓR	1	SHIVRÁI	MÍKU	MU'ÁGH
9	KITÉ	TEQÉQMU	EPÉNG	2	TEQÉQMU	MNÓR	NENYÉLU
10	MNÓR	VHINGÁLU	KURUKÚ	2	2	1	NGRÚTHA
11	1	VHINGÁLU	KITÉ	2	3	2	NGRÚTHA

12	I	ZRNÉ	KITÉ	2	3	2	QÁQTLA
13	I	ZRNÉ	KÓKH	3	3	2	TLETLÁKHA
14	I	2	KÓKH	3	3	3	TsÓGGU
15	I	2	KURUKÚ	3	3	3	ZO'ÓRA
16	I	2	KURUKÚ	3	4	3	2
17	2	3	RÉNYU	4	4	3	3
18	2	3	RÉNYU	4	4	4	3
19	3	3	SÉRUDLA	4	4	4	3
20	4	4	SÉRUDLA	4	4	4	4

UNDERWORLD ENCOUNTERS

In the labyrinths beneath the great cities of Tékumel, meetings with humans, non-humans, and a great variety of the denizens of the dark are possible. There are two sets of encounter tables: one for the upper levels, where powerful creatures are rare, and where humans may be met; and a second set for the deeper, lost levels, in which the creatures are likely to be more dangerous, and the humans are not those frequently met above! "Upper" levels exist directly beneath most modern cities: sewers, storage places, buried shrines, connecting tunnels between buildings, etc. "Lower" levels are those that are deeply buried, ruined, secret, and seldom visited. It is the referee's choice whether to designate a given area as "upper" or "lower." Depending upon his decision, the referee rolls a D10 against one of the two tables below:

UPPER LEVEL ENCOUNTERS

D10 SCORE	ENCOUNTER TABLE USED
1-3	Human Table A
4-8	Creature Table B
9	Human Table C
10	Creature Table D

LOWER LEVEL ENCOUNTERS

D10 SCORE	ENCOUNTER TABLE USED
1	Human Table A
2-3	Creature Table B
4-5	Human Table C
6-9	Creature Table D
10	Referee's choice or "special"

If humans are found a D10 is rolled against the following tables.

D10 SCORE	HUMANS TABLE A	D10	HUMANS TABLE C
1-3	Poor slum dwellers	1	Poor slum dwellers
4-5	Tomb robbers	2-3	Tomb robbers
6-8	Priests	4-7	Priests
9-10	Soldiers	8-9	Soldiers
		10	Powerful sorcerer

When a creature is found in the Underworld, roll a D20 on the following table.

UNDERWORLD CREATURES TABLE B				UNDERWORLD CREATURES TABLE D			
D20	CREATURES	D20	CREATURES	D20	CREATURES	D20	CREATURES
1	BIRIDLÚ	11	MRÚR	1	AQÁ'A	11	NGÁYU
2	CHNÉHL	12	MRÚR	2	DLAQÓ	12	NGÓRO
3	CHNÉHL	13	QÓL	3	EPÉNG	13	NSHÉ
4	DLAQÓ	14	QÓL	4	HLI'ÍR	14	QUMQÚM
5	EPÉNG	15	SAGÚN	5	HRÁ	15	RU'ÚN
6	JÁJGI	16	SHÉDRA	6	HURÚ'U	16	SAGÚN
7	KÁYI	17	SRÁMUTHU	7	JÁJGI	17	TsÚ'URU
8	KÚRGHA	18	THÚNRU'U	8	KÁYI	18	VORODLÁ
9	KÚRGHA	19	THÚNRU'U	9	MARASHYÁLU	19	YÉLETH
10	MU'ÁGH	20	VORODLÁ	10	MU'ÁGH	20	YÉLETH

DESCRIPTIONS OF HUMANS ENCOUNTERED

- (A) Poor slum dwellers, escaped slaves, bandits, homeless vagabonds, and parties sent down to repair sewer tunnels, etc. are likely. These may beg from, bargain with, or even attack a party of adventurers. In the upper levels, their numbers are: 1-50 slum dwellers; 2-20 escaped slaves; 1-20 bandits, 1-10 vagabonds, or 2-20 workers. All have an HBS of 50. Occasionally women (HBS 40) and children (HBS 25: beggars, waifs, orphans) are also met. In the lower levels, such people may be lost, insane, or foolhardy bandits or adventurers. Any of these groups may include nonhumans of the friendly races (10% chance for 1-5). In all cases there is a 20% chance of a Type A treasure.
- (B) In the upper levels, gangs of tomb robbers are frequent in the Cities of the Dead outside the great cities. They number 1-20 and have an HBS of 100. An experienced leader has an HBS of 150. These gangs are not necessarily hostile, but they are greedy and may try to rob or mislead other groups. There is a 40% chance of a Type C treasure. In the lower levels, gangs are better armed and have HBS factors of 150, with a leader of 200/250. There is a 15% chance of 1-5 nonhumans, a 10% chance of a sorcerer of level 5-10, and a 5% chance of his having a magical device. Such gangs are often hostile (60%) and may waylay or ambush other groups. They know the Underworlds well, but beware! There is a 60% chance of a Type D treasure.
- (C) Priests guard the subterranean shrines of their deities. In the upper levels, these lie beneath the surface temples, buried by the custom of *Ditlána* "city renewal" that is performed every 500 years or so. The sect of the "Dark Trinity" (*Ksáru*, *Hrú'ü*, and *Sárku*, and their Cohorts) are the most frequent, with those of the other deities being less so. A shrine includes attendant priests (2-20, HBS 50), temple guards (5-50, HBS 100, with a veteran captain with an HBS of 200/300), and possibly (a 20% chance) of 1-5 sorcerers of Levels 2-10. Priests do not permit outsiders (even of the same sect!) to invade their shrines, but a sect friendly to the majority of the party may offer aid, healing, guidance, etc. Neutral sects usually neither help nor harm a wandering group, and even hostile sects have only a 15% chance of attacking explorers, unless the latter invade their area. There is a 40% chance of a Type C treasure. In the lower levels, priestly contingents consist of 1-100 priests (HBS 50); 2-200 temple guards (HBS 100), with 1-5 officers with HBS factors of 200/300; 1-10 sorcerers, with 10% chance each of having a magical weapon or device; and a 10% chance of 1-10 nonhuman guides or guardians (e.g. trained *Thúnru'u*, *Hrá*, *Shédra*, *Qól*, etc.). Most of these groups are very secretive and have a 50% chance of driving off even friendly explorers, a 30% chance of standing watchfully neutral, and only a 20% chance of parleying or helping). Neutral or hostile faiths have a 60% chance of attacking, a 35% chance of watchful vigilance, and a 5% chance of parleying or helping. Priests met in the lower levels are usually on a mission to some specific shrine or treasure chamber. There is a 50% chance of a Type D treasure. A large temple treasure house holds a Type H treasure, with special books, scrolls, devices, etc., but this may prove too strong for adventuring parties.
- (D) In the upper levels, soldiers are usually tomb police, city levies, or temple guards from one or another temple. These parties number 10-100 and have HBS factors of 100, with 1-5 veterans of HBS 150, and a leader of HBS 200/300. Most of these troops will ignore or even guide empty-handed explorers (a 70% chance), but those laden with loot from tombs can expect to be arrested or slain (an 80% chance, with a 20% chance of accepting a bribe and going away!). There is a 40% chance of a Type E treasure. In the lower levels, 1-100 soldiers of veteran or better quality (HBS 150/200, with 1-5 officers of HBS 300/350, and 1-2 officers of HBS 400/500) seek specific treasures, guard underground shrines, clean out underworld beasts and monsters, and escort high-level sorcerers on secret missions. These have a 60% chance of ignoring adventurers' parties or accepting their bribes, a 30% chance of attacking a party made up of neutral or hostile faiths, and a 10% chance of guiding or helping. There is a 50% chance of a Type E treasure, and if this fails, a second roll for a 10% chance of a Type G treasure. High-level soldiers may also have steel weapons; see below.

(E) A High Level Wizard is rarely encountered in the labyrinths deep below ancient ruins. He/she/(it?) is of Level 16 or above (a D10 + 15) and has 1-4 Eyes, 1-2 magical weapons or devices, etc. The wizard has an entourage (human and/or nonhuman) consisting of 1-20 guards and 1-5 assistants. The guards are magically enhanced fighters each with an HBS of 300, and a 40% chance of steel armour and weapon (10% chance of an enchanted weapon). The wizard's companions each have 0-3 Eyes, 0-1 magical weapon or device, and relevant spells. There is a 50% chance of a Type H treasure. Most high wizards are aloof, secretive people, who will not harm a party unless attacked. There is a 5% chance of an unprovoked attack, and a 10% chance of actively aiding, joining or guiding the party.

CREATURE LIST

The following table recapitulates the list of the TÉKUMEL BESTIARY, but includes data needed by the referee to establish a possibly hostile encounter quickly. Each entry below contains (a) the creature's Tsolyáni name, its average Height-Build-Strength (HBS), the damage table it uses when it hits, its relative speed, the number of critical hits needed to kill it in the Quick-Play system, and the armour modifier it applies to its defence. A few special features are marked by "a", "b," etc. after the being's name, and various sizes of certain creatures are also given. For complete descriptions, see the TÉKUMEL BESTIARY.

NAME	HBS	DAMAGE TABLE	SPEED	CRIT. HITS TO KILL	ARMOUR MOD.
AHOGGYÁ	200	C	AVERAGE	2	0
AKHÓ (A)	150/250/350	E/F/G	AVERAGE	4/7/13	-4
ALÁSH (A)	10	NONE	FAST	LW	0
ANÁTL (B)	50	C	AVERAGE	1	-3
AQÁÄ (A)	200	E	AVERAGE	6	-4
AYÁ	300	G	AVERAGE	12	-4
BAZHÁQ	150	E	AVERAGE	3	-1
BIRIDLÚ (G)	150	E	FAST	2	-3
CHASHKÉRI (F)	50	C	AVERAGE	1	-1
CHÍMA	150	C	AVERAGE	1	0
CHLÉN	150	E	VERY SLOW	4	-6
CHNÁU (A)	10	A	VERY FAST	LW	-1
CHNÉHL	100	C	AVERAGE	1	-1
CHÓLOKH	100	C	FAST	1	-3
CHÜRSTÁLLI (A)	200/350	E/G	AVERAGE	6/10	-4
DALMÉ	100	B	FAST	1	-1
DLÁKOLEL	300	G	AVERAGE	8	-5
DLAQÓ	50	E	SLOW	4	-4
DLIKKÉN (B)	150	E	FAST	2	-2
DNÉLU	50	C	FAST	1	0
DZÓR	200	E	AVERAGE	4	-2
EPÉNG (A)	50	NONE	VERY FAST	LW	-2
ERÚNU (A)	50	C	AVERAGE	1	-3
ÉTLA	50	C	FAST	1	-3
FA'Á (A, D)	50	A	FAST	LW	-1
FESHÉNGA (A)	100/200	C/E	FAST	2/4	-3
GACHÁYA	200	E	FAST	5	-3
GEREDNYÁ (A)	100	C	FAST	1	-3
GHÁR	150	E	AVERAGE	3	-4
GÍRIKU (A)	100	C	FAST	1	-3
HAQÉL	150/250	E/G	FAST	3/6	-2
HLÁKA (A)	100	C	FAST	1	0

HLI'IR (E, F)	150	C	FAST	I	0
HLU'UN	100	C	FAST	I	-1
HLÜSS (A)	200	E	AVERAGE	3	-2
HLUTRGÚ	100	B	FAST	I	0
HOKÚN	250	D	AVERAGE	2	-3
HRA (H)	200	E	SLOW	4	-1
HURÚ'U (E, H)	200	E	FAST	3	-2
HYAHYÚ'U	50	C	FAST	LW	0
JÁJGI (H)	250	D	AVERAGE	3	0
KÁYI (A)	50	B	AVERAGE	I	0
KITÉ	50	A	FAST	LW	0
KÓKH (A)	10	A	AVERAGE	LW	0
KRÚA	100/200/250	E	FAST	1/4/6	-4
KÚRGHA	10	A	FAST	LW	0
KURUKÚ	100	C	VERY FAST	LW	0
LRI (A)	100	C	FAST	2	-3
MARASHYÁLU (E, F)	150	C	AVERAGE	2	0
MIHÁLLI (C)	150	C	AVERAGE	I	0
MÍKU	150	C	AVERAGE	I	-3
MNÓR	150	C	FAST	I	-2
MRÚR (H)	100	D	SLOW	2	0
MU'ÁGH (A)	50	B	SLOW	I	0
NENYÉLU (A)	100	C	FAST	I	-2
NGÁYU (A)	10/50	A/C	AVERAGE	LW/I	-2
NGÓRO (B)	50/150/200	B/C/E	AVERAGE	1/4/6	-3
NGRÚTHA	150	E	FAST	3	-3
N'LÜSS	200	E	AVERAGE	I F/2M	0
NÓM	150	C	AVERAGE	I	0
NSHÉ	150	E	FAST	4	-3
NYAGGÁ	250	E	FAST	3	0
PÁCHI LÉI (C)	150	C	AVERAGE	I	0
PÉ CHÓI (C)	150	C	FAST	I	-1
PYGMY FOLK	50	B	FAST	I	0
QÁQTLA (A)	100	E	FAST	I	-1
QÓL	100	C	AVERAGE	I	0
QÓSOOTH (E)	100	C	AVERAGE	2	-2
QU'ÚNI	50	C	FAST	LW	-1
QUMQÚM (E)	300	E	FAST	3	-3
RÉNYU (C)	50	C	AVERAGE	I	0
RU'ÚN (C)	300	C	AVERAGE	5	-7
SAGÚN (A)	100	E	SLOW	3	-2
SÉRUDLA (A)	200/300/400	E/E/G	AVERAGE	4/7/11	-4
SHÁNU'U	200	E	FAST	3	-3
SHÉDRA (H)	150	C	AVERAGE	3	0
SHÉN	200	E	AVERAGE	2	-1
SHIVRÁI	10	A	FAST	LW	0
SHUNNED ONES (A)	100	C	AVERAGE	I	0
SIKÚN	50	A	FAST	LW	0
SRÁMUTHU (D)	150	C	AVERAGE	I	-2
SRÓ	350/500	E/G	AVERAGE	9/15	-4
SSÚ (BLACK) (G)	200	E	AVERAGE	2	0
SSÚ (GREY) (G)	150	C	AVERAGE	I	0
SWAMP FOLK (C)	150	C	AVERAGE	I	0
TEQÉQMÚ	10/50/250	A/B/E	SLOW	LW/2/5	-3
THÚNRU'U	200	E	AVERAGE	4	-2
TINALÍYA	50	A	AVERAGE	I	0
TLETLÁKHA	10	A	FAST	LW	0
TSI'ÍL	150	E	SLOW	6	-4

NAME	HBS	DAMAGE TABLE	SPEED	CRIT. HITS TO KILL	ARMOUR MOD.
TsÓGGU (G)	50	C	AVERAGE	1	0
TsÚ'URU (G)	150	C	AVERAGE	1	0
URUNÉN	100	C	AVERAGE	1	0
VORODLÁ (H)	150	C	FAST	3	-1
VRINGÁLU (A)	100	E	FAST	2	-3
VRIYÁGGA (A)	200/400	E/G	FAST	3/6	-3
YAZÁI	100	C	FAST	1	0
YÉLETH (G)	250	C	FAST	4	-4
ZO'ÓRA	400	G	AVERAGE	15	-6
ZRNÉ (A)	150	C	FAST	2	-2

- (A) The creature's blow, etc. is poisoned.
- (B) The being is a colony creature.
- (C) The being is psychically sensitive.
- (D) The creature is capable of disguise or shape-shifting.
- (E) The creature is other-planar.
- (F) The creature requires special weapons to hit it.
- (G) The creature has the power to make psychic or hypnotic attacks.
- (H) The creature is undead.
- (I) LW = any blow that produces a light wound kills or incapacitates the creature.

DETAILS OF HUMAN PARTIES ENCOUNTERED ON THE SURFACE

Humans encountered away from the cities and the great Sákbe-roads vary by occupation and circumstance. If humans are indicated on the preceding general table, roll again to determine their profession. If the encounter occurs on land, roll a D20 against the "land" column below; an encounter at sea requires a D20 roll against the "water" column.

A further column is added for the determination of the religious affiliation of the group (if any), for referees who wish to make this a random factor. A more detailed method of doing this would be cumbersome since so many possibilities exist: e.g. a party composed of more than one religious sect. Local preferences are also found: e.g. Sárku worshippers near the City of Sárku; followers of Ksárul near Hmakuyál; devotees of Avánthe, Hnálla, and Thúmis at Usenánu and all along the Missúma River; worshippers of Vimúhla and Chiténg at Fasíltum and also around Tumíssa in the west; servitors of Karakán and Chegárra near Khirgár and in the north-west; the presence of powerful shrines to Dlamélish and Hriháyal in Jakálla; the predominance of Belkhánu and Qón in the environs of Thráya and the south-east, and many others. These factors are not random but may be too complex to include in the game. A description of each group follows the chart. All individuals of a group are assumed to be average members of that class, except for their leaders.

IDENTITY OF HUMAN ENCOUNTERS

D20 SCORES	LAND ENCOUNTER	WATER ENCOUNTER	RELIGION
1	ADVENTURERS	ADVENTURERS	HNÁLLA
2	ADVENTURERS	CASTAWAYS	KARAKÁN
3	BANDITS	FISHERMEN	THÚMIS
4	BANDITS	FISHERMEN	AVÁNTHE
5	MERCHANTS	FISHERMEN	BELKHÁNU
6	MERCHANTS	MERCHANTS	HRÚ'Û
7	NOBLES	MERCHANTS	VIMÚHLA
8	NOBLES	MERCHANTS	KSÁRUL
9	NOMADS*	MERCHANTS	SÁRKU
10	PEASANTS	MERCHANTS	DLAMÉLISH
11	PEASANTS	NOBLES	CHEGÁRRA
12	PEASANTS	NOBLES	DRÁ
13	PRIESTS	PIRATES	KETÉNGKU

14	PRIESTS	PIRATES	DILINÁLA
15	SCHOLARS	PIRATES	QÓN
16	SLAVERS	PRIESTS	WURÚ
17	SOLDIERS	SOLDIERS	CHITÉNG
18	SOLDIERS	SOLDIERS	GRUGÁNU
19	SOLDIERS	SOLDIERS	DURRITLÁMISH
20	SORCERERS	SORCERERS	HRIHÁYAL

*In civilised areas "nomads" are likely to be travellers or possibly refugees (who may then be treated as peasants).

- (1) **ADVENTURERS:** 1-20 adventurers may be met. Roll D100 to determine their alignment (1-50 = Stability; 51-100 = Change - or use the table for religious affiliations given above). There is a 60% chance that these people are not from the country in which they are encountered; if this is so, the referee will randomly determine their origin. Most such small parties will be warriors of at least veteran status (HBS 200 or higher), and there is a slight chance (5%) that they have enchanted weapons and/or armour. There is also a 30% chance that 20% of the party consists of magic-users. If this is so, roll for their levels and check for magical devices. There is a 20% chance that any party of adventurers will possess a Type E treasure (see under the section on treasures, below). If not, there is still a 20% chance that each adventurer has 1-100 *Káitars* in coins or gems on his person. There is also a 20% chance that 5%-30% of the party will be *Aridáni* women warriors.
- (2) **BANDITS:** Most of these fighters have an HBS of 100. Off the roads, they probably number 6-600 (D100 times 6). Every 50 will include one average warrior of HBS 150; every 100 will have one veteran warrior of HBS 200; every 200 will have one magic-user (roll for his level and the deity he serves). There is a further chance that the magic-user will possess "Eyes", amulets, or even an item of miscellaneous magic: a table is given later by which this can be determined. In clear terrain, there is a 20% chance that the bandits are met in their lair, and if so there is a 60% chance of their having a Type D treasure. In mountains, jungle, etc. there is a 30% chance of finding them in their lair, and there is then a 70% chance of a Type F treasure. Bandits met outside their lair have a 50% chance of having a Type E treasure with them. As with soldiers, there is a possibility of exceptional leaders having enchanted arms and/or armour; see the table given later for this.
- (3) **MERCHANTS:** 1-100 merchants, with an HBS of 50, are usually accompanied by 1-100 guards (HBS 150). There is a 60% chance that the merchants are native to the land in which they are met. Merchants always have at least a Type G treasure, and there is a 15% chance of a Type H treasure. Merchants are aligned with Stability 60% of the time and with Change 40%. Merchant caravans may not be attacked within the borders of the five great empires (plus *Saá Allaquí*, *Pijéna*, and *Ghatón*) unless the merchants attack first, in which case self-defence is permissible. The clans of a merchant party that is attacked and looted will demand compensation (*Shámtla*) or go to court to see that justice (execution by impalement!) is done. Theft in the Five Empires is a very risky occupation!
- (4) **NOBLEMAN/NOBLEWOMAN:** 1-3 lords or ladies travelling on visits or business may be met. Roll for their number. There is a 60% chance of a noble being male. Aristocrats are usually accompanied by 1-100 soldiers. The referee can randomly flesh out these nobles, as desired: a younger lord may be a warrior or duellist (HBS 200) or greater. A lady has a 50% chance of being *Aridáni* and of the same skill level as the lord. If she is not a fighter, there is a 40% chance that she is a magic-user and has spells, magical devices, etc. Enchanted arms and armour also must be determined for nobles. 80% of their soldiers have an HBS of 150, and 20% of HBS 250. There is a 70% chance that a noble party possesses Type G treasure.

- (5) **NOMADS:** 1-100 nomads (HBS 100) are frequent in jungle, mountainous, or desert terrain. These are organised like bandits (above), except that there is a 50% chance that 50% of them are bowmen. Priests and magic-users are rare with a nomad party (perhaps 10%). In mountainous or swampy terrain there is a 30% chance of finding them in their lair. In desert terrain there is a 20% chance of this. If met within their lair, they have a 70% chance of having a Type F treasure, while outside their lair they have only a 30% chance of a Type E treasure. Individual nomads carry no more than 1-10 Káitars per person.
- (6) **PEASANTS:** 1-100 peasants (HBS: m 50/f 40) can be found working in their fields, repairing roads, going to market, etc. These all have the combat abilities of average men and women. Peasants are generally friendly if treated well and can provide food, information and lodging. Peasants have little or no treasure.
- (7) **PRIESTS/PRIESTESSES:** 1-6 are met, with 2-24 followers. There is a 60% chance of them being males. A 60% chance exists that any priest or priestess encountered is a sorcerer (HBS 100). Of their followers, there is a 30% chance of half being soldiers (HBS 150). Roll 1-20 for the deity served by the group. Tables are given later to see if one or more of the priests has a magical device, an "Eye," etc., or that one or more followers has enchanted weapons and/or armour. There is a 30% chance that the party has Type E Treasure.
- (8) **SCHOLARS:** 1-3 scholars may be encountered. Each has a 70% chance of being a magic-user, and a 30% chance of being a lay-priest detached from temple service for some task or quest. Roll a D20 to determine the deity served. Scholars carry little treasure, but they may possess magical devices, talismans, books, scrolls, etc. There is a 30% chance of any given scholar being female, and a 10% chance of a nonhuman.
- (9) **SLAVER:** One slaver may be encountered, accompanied by a caffle of 6-600 slaves and 2-200 guards (HBS 100). A slaver is not himself a fighter, but his guards may try to enslave a smaller party, if the latter consists of non-citizens of the land in which the encounter occurs. Since slavery is legal within the Five Empires, it is unlawful to attack a slaver party unless attacked by it first. Slavers carry only 1-1,000 Káitars on their persons, but captured slaves can be freed, sold, or kept, as one wishes. Freed slaves will serve the players if so indicated by the Nonplayer Character Reaction Table, and they may also be hired. Most slaves are unskilled labour, but there is a 20% chance of higher-level persons, craftsmen, etc. in the caffle. If this is indicated, roll a D20 to determine their number, and then roll randomly for each against the table given in the non-player character section below. There is a 60% chance of a slave being male and a 40% chance of his/her/its being from the country in which the encounter takes place. No sorcerers are found in these slave caffles. One cannot expect instant loyalty from freed or purchased slaves. It is illegal to arm slaves (or free slaves and then arm them as personal bodyguards); this is a capital offence throughout the Five Empires. A slave may be trained and used as a gladiator in the Hirilákte Arenas, however.
- (10) **SOLDIERS:** Contingents of 10-1000 (D100 times 10) soldiers may be met in rural, forested, etc. areas. There is a 95% chance that they are troops of the country in which they are met. In jungle, swamp, or mountainous country within 100 miles of a national border, there is a 60% chance of these being troops of the country in which they are met; otherwise they are soldiers of the neighbouring nation. 70% of these troops are likely to be ordinary infantry (*Changadésha*: HBS 150), and 30% are heavy infantry (*Kuruthúni* veterans: HBS 200). Small parties will be led by a Sergeant (*Tirikámu*), large units by a Subaltern (*Heréksa*), contingents of 400 by a Captain (*Kási*), and still larger units by a Commander (*Molkár*). There is a 15% chance of 1 still higher ranking officer accompanying ANY party; if indicated roll for his rank (*Molkár* through *Kérdu* "general"). Officers fight as elite warriors (HBS 250-350). Officers often have steel

or enchanted arms and armour; roll for these on the appropriate chart below. There is also a 50% chance that troops are transporting treasure: Type E for parties of 50 or less, Type F for parties of 51-100, and Type G for groups over 100 (cf. the Treasure Table below). Attacking troops will be avenged by the appropriate government. Forces of hostile lands can be attacked, of course, if a state of war exists.

- (11) **SORCERERS:** 1-3 Sorcerers may occasionally be met. There is a 60% chance of males. The deity served by each sorcerer must be ascertained, as well as each person's spells, magical devices, etc. A party of Sorcerers has a 40% chance of having a type E treasure and a 20% chance of a type G hoard.

WATER ENCOUNTERS: HUMANS

When an encounter with humans occurs at sea, roll a D20: 1-10 = 1 ship; 11-15 = 2 ships; 16-18 = 3 ships; 19 = 4-6 ships; and 20 = 7-12 ships. Most ships stay within sight of land, and 1 is thus subtracted from the D20 score for each 50 miles the ship is distant from land. (There is a minimum of 1, of course.) Roll once for each ship for its type. Another die roll may be made to give one or more of these ships a nonhuman crew: a D20 score of 1-15 = the ship is human; a result of 16-20 = nonhuman. The first ship encountered is always a human ship.

A ship's nationality is found from the following table. This table applies to Tsolyáni waters within a hundred miles of the coast). In the coastal waters of other nations, switch that country for "Tsolyáni" in the table. The table may be adjusted for open sea, although most sailors of Tékumel do not like to be out of sight of land. Pirates and adventurers also have nationalities, of course, but this may not be relevant in view of their makeup and objectives.

D20 SCORE	NATIONALITY	D20 SCORE	NATIONALITY
1-9	TSOLYÁNI	15-16	LIVYÁNI
10-11	MU'UGALAVYÁNI	17-18	HÁIDA PAKALÁNI
12-14	SALARVYÁNI	19-20	OTHER: REFEREE'S CHOICE

- (1) **ADVENTURERS:** There is an 80% chance of a *Séscha*-class ship belonging to an adventurer (or party of these). One may occasionally meet a *Srügánta* belonging to an explorer/adventurer. The adventurers' entourage consists of 1-20 persons, of whom there is a 60% chance of 1-6 sorcerers. The rest are fighters of veteran warrior skill or better (HBS 200). In addition to the fighters, there is a crew of 20-60 sailors (HBS 100), who may also fight if needed. An adventurer's ship has a 40% chance of a Type E treasure.
- (2) **CASTAWAYS:** 1-6 persons are found clinging to rafts or debris. Roll randomly for their alignments, sex (70% male), profession (70% chance of ordinary sailors or merchants; 10% chance of priests or sorcerers; 10% chance of nobility or high officers; and 10% chance of nonhumans). Castaways have no treasure but may repay their rescuers, guide them to treasure, etc.
- (3) **FISHERMEN:** 1-3 small craft containing 1-6 fishermen each are found. These are average people: HBS 50. Fishermen can provide food, information, guidance, and rumours. They have no treasure.
- (4) **MERCHANTMEN:** There are two ship sizes: the *Hrú*, and the larger two-masted *Tnék*. The former holds 20 sailors, with 6-12 fighters. The latter is crewed by 40 sailors (HBS 50) with 12-24 guards (HBS 150). Both of these vessels have sails, and they are used mostly as cargo carriers. A *Hrú* has a 90% chance of a treasure of Type G, and a *Tnék* has an 80% chance of Type G treasure, and a further 10% chance of Type H. Piracy is not unknown but carries severe penalties.

- (5) **NOBLES:** An aristocrat (60% chance of a male) usually travels in a *Séscha*, although there is a 30% chance of a *Srügánta* and a 10% chance of an oared galley, called a *Qél*. He will have 1-100 guards (HBS 150), courtiers, etc., with a 20% chance there will be a bodyguard of 1-6 warriors (HBS 250) among them. He may also have 1-6 house priests and sorcerers. There is always a complement of sailors and rowers (HBS 50); see below under "Soldiers" for their numbers. A noble's ship has a 50% chance of treasure of Type G.
- (6) **PIRATES:** These also prefer a fast *Séscha*. A pirate crew consists of 20-70 fighting men of average bandit skill (HBS 100). Their leader will be of elite warrior skill level (HBS 250 or 300). A 5% chance of enchanted arms and/or armour exists, and there is also a 70% chance of a Type E treasure.
- (7) **PRIESTS:** A temple ship is usually of the *Srügánta* class. It contains 1-20 priests, of whom 1-6 are sorcerers. Dice rolls must be made to ascertain the deity served, spells, levels, etc. The captain will be a temple guard officer of HBS 300-350. He will have a crew of 20-40, plus 6-36 guards (HBS 150). There is a 25% chance that the captain is also a sorcerer of level 10 or higher. A priestly ship has a 40% chance of a Type G treasure.
- (8) **SOLDIERS:** There are three types of military ships: the small *Séscha*, the bireme *Srügánta*, and the trireme *Qél*. The *Séscha* carries about 60 rowers, 20 marines, and 3 officers. The *Srügánta* carries about 100 sailors, 30 marines, and 5 officers. The *Qél* has 180 sailors, 50 marines and 10 officers. Even larger ships exist: e.g. the giant quinquereme (the *Zírunel*) with 300 oarsmen, 100 marines, and 10 officers. A score of 1-7 on a D20 indicates a *Séscha*; 8-13 = a *Srügánta*; 14-19 = a *Qél*; and 20 = a *Zírunel*. Rowers have a HBS of 100, Marines have a HBS of 200. A *Séscha* is captained by a fighter of elite skill (HBS 250); the *Srügánta* by one of elite skill (HBS 300) with 2 mates of elite skill (HBS 250); the *Qél* by a fighter of officer skill (HBS 350), with mates of elite warrior skill (HBS 250-300); and the great *Zírunel* by a captain of very high officer skill (HBS 400), with 6 comrades of elite warrior skill (HBS 300). There is a 30% chance that 20% of any fighting crew will be of elite warrior skill (HBS 250) as well. A *Séscha* has a 30% chance of Type E treasure. A *Srügánta* has a 40% chance of a Type F treasure, a *Qél* has a 50% chance of Type G, and the *Zírunel* a 60% chance of Type G. Military ships all have a 50% chance of 1-6 sorcerers trained in battlefield magic.



- (9) **SORCERERS:** A wandering enchanter usually prefers the *Srügánta*. He/she/it will be of magical level 16 or higher, with a 50% chance of 1-6 lesser sorcerer companions and 10-20 fighting men of HBS 150+ and a crew of 20-40. The ship may be crewed by nonhumans or oddities (the referee's choice!), and there is a 20% chance that the vessel is not powered by oars or sails but by the magical devices of the Ancients. A sorcerer's ship has a 40% chance of a Type G treasure, but capturing it may be a problem.

NONHUMAN ENCOUNTERS

D20 SCORE	LAND ENCOUNTERS	WATER ENCOUNTERS
1	AHOGGYÁ	AHOGGYÁ
2	AHOGGYÁ	AHOGGYÁ
3	HLÁKA	HLUTRGÚ
4	HLÜSS	HLUTRGÚ
5	PÁCHI LÉI	HLÜSS
6	PÁCHI LÉI	HLÜSS
7	PÉ CHÓI	HLÜSS
8	PÉ CHÓI	PÁCHI LÉI
9	SHÉN	PÉ CHÓI
10	SHÉN	SHÉN
11	SHUNNED ONES	SHÉN
12	SSÚ (BLACK)	SHÉN
13	SSÚ (GREY)	SHÉN
14	SWAMP FOLK	SWAMP FOLK
15	TINALÍYA	TINALÍYA
16	NEAREST ENCLAVE*	NEAREST ENCLAVE*
17	NEAREST ENCLAVE*	NEAREST ENCLAVE*
18	NEAREST ENCLAVE*	NEAREST ENCLAVE*
19	NEAREST ENCLAVE*	NEAREST ENCLAVE*
20	UNCOMMON NONHUMAN**	UNCOMMON NONHUMAN**

*Nearest Enclave: The encounter is with members of the nearest nonhuman species.

**Uncommon Nonhuman: A nonhuman not often seen in the area is encountered:
e.g. Hlüss ashore, Hokún, Urunén, etc.

WATER ENCOUNTERS

The preceding table is used to determine the species to which a given ship belongs. Encounters with more than one ship may also occur. Roll a D20: 1-10 = 1 ship; 11-15 = 2 ships; 16-18 = 3 ships; 19 = 4-6 ships; and 20 = 7-12 ships. Most ships stay within sight of land; therefore subtract 1 from the D20 score for each 50 miles the ship is away from land. The minimum result is 1. In the case of plural ships, a D20 roll is made to allow for the chance of a human crew: on a D20 score of 1-15 the ship is entirely nonhuman; on a 16-20 roll again on the human chart. The first ship encountered is invariably nonhuman. Refer to the TÉKUMEL BESTIARY for more information on nonhuman ships. A listing of crew sizes follows:

NONHUMAN SHIPS

- (1) **AHOGGYÁ:** 30-80 fighter-sailors (HBS 200); 1 is an Elite warrior (HBS 350); 2 others are Veteran warriors (HBS 250). There is a 30% chance of a Type E treasure. The *Ahoggyá* use large, clumsy, sailed ships for wide-ranging trade purposes all along the coasts of Salarvyá and Háida Pakála. They are sometimes friendly or neutral to human shipping.
- (2) **HLUTRGÚ:** 10-100 individuals (HBS 100) who sail little leather coracles, perhaps 1-10 per boat. There is a 50% chance of a Type B treasure in one of these small vessels. The *Hlutrgú* travel in small flotillas, often to no apparent purpose. It is theorised that they sail in response to some ancient Lemming-like mating instinct. They always attack human shipping and never give quarter or take captives.
- (3) **HLÜSS:** 50-250 fighter-sailors (HBS 200) on a multi-storeyed bee-hive shaped ship made of a stony secretion. Each ship has 1-6 sorcerers, and half the crew are Veteran warriors (HBS 250). A *Hlüss* ship usually carries a treasure of Type G. The *Hlüss* are ferocious and implacable enemies of humankind. They neither parley nor surrender, and to encounter one of their strange, droning, hive-ships strikes fear into the hearts of their unlucky victims.

- (4) **PÁCHI LÉI:** 20-70 sailors (HBS 150); 1-6 are Veteran warriors (HBS 200). There is a 30% chance of a treasure of Type E. The *Páchi Léi* are clever merchants and often sail great distances along the coasts.
- (5) **PÉ CHÓI:** 15-24 sailor-fighters (HBS 150), 1 is an Elite warrior (HBS 250/300), and two are Veteran warriors (HBS 200). There is a 40% chance of a sorcerer. There is a 30% chance of a treasure of Type E. *Pé Chói* are afraid of water deeper than their thighs (they have additional breathing spiracles hidden beneath their chitin there), and a *Pé Chói* ship is therefore rare. A confirming roll of 1-5 on a D20 is made whenever such a vessel is indicated, and if found, it will probably have some very special, important mission.
- (6) **SHÉN:** 20-200 individuals (HBS 200), of whom perhaps 80% are fighters. The great, black ships of the *Shén* often have both oars and sails. 10% of the crew are Veterans (HBS 250); 5% are Elite (300/350); and there is a 30% chance of a type E treasure.
- (7) **SWAMP FOLK:** 30-80 individuals (of whom perhaps 70% are fighters with an HBS of 150); 1 Elite warrior (HBS 250/300); 2 Experienced warriors (HBS 200); and a 30% chance of a treasure of Type E. The Swamp Folk often serve the *Mu'ugalavyáni* as marines. They are excellent sailors and swordsmen.
- (8) **TINALÍYA:** 30-80 sailors, of whom 50% are likely to be warriors with a HBS of 50. 1-6 leaders have an HBS of 100. There is also a 25% chance of 1-6 sorcerers and a 30% chance of a Type E treasure. The *Tinalíya* are not a great seafaring race, but they do ply the waters of north-western *Livyánu* and often travel all the way west to the lost lands of *Tané*, seeking either trade or exploring for treasures in the ruined cities of those coasts. At times their small, trim ships are powered by magic or a machine of the ancients, and they occasionally mount a technological weapon, such as a Lightning Bringer as well.

Nonhumans travel for a variety of reasons. The referee will determine their occupation(s), goals, and intentions.

SURPRISE AND ENCOUNTER DISTANCE

When a random encounter occurs, the referee rolls a D10 against the chart below. This determines both the possibility of surprise and also encounter distance. A party that gains surprise on its opponents may choose the encounter distance from any range possible and likely in the terrain. Terrain ranges limit the die scores as follows: scores equal to or greater than the maximum encounter range for the terrain indicate that the parties see one another at the maximum range. Scores that produce a shorter range than is permissible use the minimum allowable range instead. There is one chart for day and one for night.

SURPRISE AND ENCOUNTER CHART

D10 SCORES	ENCOUNTER DISTANCE
1	PARTY SURPRISED
2	OPPONENTS SURPRISED
3	15 FT.
4	60 FT.
5	120 FT.
6	240 FT.
7	360 FT.
8	600 FT.
9	900 FT.
10	1200 FT.

TERRAIN TYPES	DAY-TIME RANGE	NIGHT-TIME RANGE
OPEN TERRAIN, DESERTS, ROADS	60-1200 FT	15-900 FT
WOODS, HILLS, MOUNTAIN, MARSHES	60-600 FT	15-360 FT
DENSE WOODS, JUNGLES, SWAMPS, CITY	15-240 FT	15-120 FT
UNDERWORLD, CAVES	15-60 FT	15-60 FT
OCEANS* (CREATURES ONLY)	15-1200 FT	15-900 FT

*Ships see each other at 2000+ feet; thus no surprise is possible during daylight hours. At night or in reduced visibility surprise range is 360 feet.

AMBUSH

When one group seeks to ambush another, both parties make competitive skill checks. If the attacker passes and the defender fails, or if both pass, and the attacker scores lower than the defender, the attacker gains surprise. Otherwise there is no surprise. Different tests are used according to the composition of the two parties: for attackers, the worst character class is employed; for the defenders, the best. The attackers can improve their chances by leaving less skilful members behind, or in reserve. Such less-useful members must be 100 ft away out of doors or at least 1 room away indoors. Defenders only count their best members from among those who are on guard duty, acting as point men, flankers on the side the attack is coming from, etc. If the defenders number less than 20, they may count any party member who is awake.

THE ENCOUNTER/SURPRISE TEST

When competitive tests are made to determine surprise, the following stipulations are applied to both sides. Both parties find their category on the table that follows and make competitive D100 rolls.

- All defenders test one category worse in bad weather (rain, snow, sand- or dust-storm).
- All creatures test one category worse at night or in darkness (both offensively and defensively) unless marked "".
- Each character employs his best category for the test: e.g. a *Shén* who is also a tracker of skill level 6 tests as a 6th level tracker.
- Skills cannot be combined to increase one's category: e.g. a level 5 hunter who is also a swamp expert of skill level 5 still makes his tests in the difficult category.

TEST CATEGORIES FOR SURPRISE

TEST LEVEL	TYPE OF CREATURE TESTING
EASY	Very small animals*; hunter/tracker of level 11+ or soldier of a light infantry legion with field tactics level 11+; shape-shifting creatures*; <i>Pé Chóí</i> *
HARDER	Carnivorous animals*; hunter/tracker of skill level 6+; light Infantry with field tactics of skill level 6+; humans native to the locale; forest, swamp, desert, or mountain expert of skill level 6+ in appropriate terrain; semi-intelligent creatures*; undead*
DIFFICULT	Hunter/tracker of skill level 1-5, Light Infantry with field tactics of skill level 1-5; bandits; forest, swamp, desert or mountain expert of skill level 1+ in appropriate terrain; <i>Hlutrgú</i> ; <i>Páchi Léi</i> *; Swamp folk; <i>N'lüss</i> ; Soldiers from other legions with field tactics of skill level 6+; Pygmy Folk*
VERY DIFFICULT	Herbivores*; other humans; <i>Hláka</i> ; <i>Hlüss</i> ; <i>Tinalíya</i> ; <i>Shén</i> ; <i>Ssú</i> *; Dangerous Plants*
REAL CHALLENGE	<i>Ahoggyá</i> , Shunned Ones; large and clumsy animals

NON-PLAYER CHARACTERS

Non-player characters include animals, “monsters,” humans, and nonhumans — anyone who is not a representation of a player. Players operate their own characters; the referee handles the rest, unless he specifically gives control over to one of the players. Most non-player characters need not be “rolled up”: a servant is only a vague figure in the scenario; a soldier or priest needs little more than “combat statistics.” When the character appears often in the scenario, further development is useful. Some of this is just “pictorial”: a merchant is short, fat, old, friendly, with a gold front tooth — all just “blandishment” to improve the visual quality of the scene. Characters can be given a name, a sex, an age, a clan, a city and nationality, a profession, a skill or two, and whatever else is useful to the story line. Combat statistics are of little use to a major-domo or an elderly nobleman. Both can use charisma and comeliness factors, however, and a quick notation of likes, dislikes, political views, etc. may be devised on the spot. A notation on the character’s card is then sufficient. In future, whenever the character is encountered, he/she/it will be consistent. Unlike some other games, however, there are no non-player characters as far as the game is concerned. Players must agree to provide shares of treasure, weapons, etc. to their non-player friends. Non-players are more than just extensions of a player’s ego; they may or may not be loyal, friendly, honest, or even sane! They do not enjoy being cheated or ignored. The referee should see that they are included in the activities of a player party, and they should speak up (through the mouth of the referee) whenever they have an opinion to advance.

The details of many “monsters” and animals are given in the TÉKUMEL BESTIARY, as are descriptions of average nonhumans. To create a sketch of the abilities of a non-player character, the referee may refer to the charts below. Individuals are either “warriors” or “sorcerers,” but not both. An individual’s skill level(s) in non-combat skill(s) can also be determined on this chart. The weapon skill bonus is an additive for wound severity on the damage charts if the character scores a hit in physical combat.

The tables in the sections on “character generation” and “encounters” may be used to develop a nonhuman character, in addition to the table just below. Nonhumans in the “encounters” table are assumed to be average warriors for their species. By adding or subtracting 50 from a character’s HBS, the creature can be made more or less powerful. For each 50 points of added or subtracted HBS, a +1 or -1 is applied to its weapon skill bonus. The referee must then devise any special skills, spells, or talents possessed by the creature. This method will fulfill most requirements for nonhuman beings. Later, modules are planned that will give the details of the nonhuman races.

NON-PLAYER CHARACTER DETERMINATION TABLE

D100	NON-CBT SOR		COMBAT ABILITY	HBS	BDP	WPN BONUS
	LEVEL	LEVEL				
01-50	1-2	1-5	AVERAGE ADULT; MAGE	40 F/50 M	37/51	0
51-70	3-5	6-9	AVERAGE BANDIT; PIRATE, TRIBESMAN	100	51	+1
71-80	6-8	10-12	AVERAGE WARRIOR	150	60	+2
81-90	9-11	13-15	VETERAN WARRIOR	200	60	+3
91-96	12-14	16-19	ELITE WARRIOR; NOBLE’S BODY-GUARD	250/300	73	+4
97-99	15-17	20-23	HIGH OFFICER; PRINCE’S BODYGUARD	350/400	73	+5
100	18-20	24-35	WEAPON MASTER; CHAMPION DUELLIST	450/500	73	+6

ARMOUR, WEAPONS, ETC. POSSESSED BY NON-PLAYER CHARACTERS

Non-player warriors almost always have a sword or at least a dagger. Some possess shields, armour, and other weapons as well. In addition, some lucky creatures also own superior armour, weaponry and magical items. A percentage of these are rare steel (i.e. the highly tempered steel of the Ancients), and a still smaller percentage is enchanted. Armour and weapons are determined from the following charts. Not every party has

special items. The referee first rolls a D20 to determine if an encountered group has anything of note. On a score of 1-5, a D100 roll on the next table is made. Otherwise the encountered group has nothing special with them.

Nonhuman weapons and armour do not often fit humans and are not suited for human use. Humans, moreover, do not all have the same build. If a character wishes to use a captured suit of his species' armour, he rolls a D10: 1-2 = it fits well; 3-5 = it more or less fits, but is uncomfortable; 6-10 = it does not fit and must be abandoned, sold, traded, or kept as a souvenir.

CHANCES OF SPECIAL ARMOUR AND WEAPONS FOR WARRIORS (D100 ROLL)

STEEL ITEM	BANDIT/ PIRATE	VET WAR; JR OFFICER	ELITE WAR; OFFICER	NOBLE'S BODYGUARD	WPN MAS; ELITE OFF
SHIELD	76-80	71-75	66-70	61-65	58-60
ARMOUR	81-85	76-80	71-75	66-70	61-65
SHIELD & ARMOUR	86-90	81-85	76-80	71-75	66-70
SWORD	91-94	86-90	81-85	76-80	71-75
SHIELD & SWORD	95-97	91-94	86-90	81-85	76-80
ARMOUR & SWORD	98-99	95-97	91-94	86-90	81-85
SHIELD, ARMOUR & SWORD	100	98-99	95-97	91-94	86-90
MISC. WEAPON*	-	100	98-99	95-97	91-94
MISC. WEAPON & ARMOUR*	-	-	100	98-99	95-97
MISC. WEAPON, SHIELD, ARMOUR, & SWORD*	-	-	-	100	98-100

*A miscellaneous weapon requires a further D10 roll: 1-2 = it is a dagger; 3-5 = spear; 6-7 = polearm; 8-9 = two-handed weapon, 10 = mace. The referee may also provide bows, crossbows, or slings to likely characters. Roll a D10 for the chance of an item being enchanted: 1 = the item is enchanted.

CHANCES OF MAGICAL ITEMS POSSESSED BY A WARRIOR (D100 ROLL)

MAGICAL ITEMS	ELITE WARRIOR, OFFICER	NOBLE/PRINCE'S BODYGUARD	WEAPON MASTER, HIGH ELITE OFFICER
1 AMULET	98-99	95-97	91-94
1 EYE	100	98-99	95-97
1 AMULET & 1 EYE	-	100	98-99
2 EYES	-	-	100

CHANCES OF MAGICAL ITEM(S) POSSESSED BY A SORCERER

MAGICAL ITEMS	LEVEL OF THE SORCERER ENCOUNTERED						
	1-5	6-9	10-12	13-15	16-19	20-23	24+
1 AMULET	81-85	76-80	71-75	66-70	61-65	56-60	51-55
1 EYE	86-90	81-85	76-80	71-75	66-70	61-65	56-60
1 AMULET & 1 EYE	91-94	86-90	81-85	76-80	71-75	66-70	61-65
1-3 EYES	95-97	91-94	86-90	81-85	76-80	71-75	66-70
1-6 EYES	98-99	95-97	91-94	86-90	81-85	76-80	71-75
1-3 EYES & 1 AMULET	100	98-99	95-97	91-94	86-90	81-85	76-80
1-3 EYES & 1 SCROLL	-	100	98-99	95-97	91-94	86-90	81-85
1-3 EYES, 1 AMULET & 1 SCROLL	-	-	100	98-99	95-97	91-94	86-90
1-3 EYES & 1 MISC. MAGIC ITEM	-	-	-	100	98-99	95-97	91-94
1-6 EYES, 1-3 AMULETS, 1 MISC. MAGIC ITEM	-	-	-	-	100	98-99	95-97
1-6 EYES, 1-3 AMULETS, 1 BOOK, & 1 MISC. MAGIC ITEM	-	-	-	-	-	100	98-100

Both sorcerer-priests and shamans use the foregoing table, but Shamans can only own amulets. These items can be further delineated by using the lists and tables in the section devoted to magical items.

NON-PLAYER CHARACTER REACTIONS

Non-player characters' reactions to the party are determined largely by the logic of the scenario: e.g. a gate-guard is usually watchful and suspicious of strangers with false-looking papers; a merchant desires to make a profit, a noble may be impatient with people who ask for a favour, etc. There are times when there is no clear reason for non-player characters to react one way or the other: a character's clan may like him or dislike him because of events that occurred long ago in his childhood; a temple superior may remember an unpleasant remark the character once made to him, etc. These things cannot all be played out; yet they can be included to some extent in the game.

- An adventure dice roll using the character's comeliness number is made to determine first impressions and also sexual attraction.
- An adventure dice roll employing the character's charisma number is used during a conversation, when the character makes a request, and the like.
- An averaged comeliness-charisma number is used when both factors influence a non-player character's reaction. See the section dealing with Adventure Dice Rolls, above.
- The reaction of a non-player character met in a random encounter can be assessed with the foregoing dice rolls. The referee can apply such modifiers to the D100 roll as the situation demands, however. A few samples are given below.

MODIFIER	CAUSE
+50	The encounter is with a carnivore or other logically hostile being
+10	Someone in the party is intentionally rude to the non-player characters
+5	Members of the party are foreigners in the land in which the encounter occurs
+5	The party is unintentionally rude: e.g. they do not speak the language well
-5	The party is gracious and polite
-5	Someone in the party is visibly of the same religion, clan, etc. as the non-player characters

The following table can be used either for individuals or for groups: e.g. one's family, clan, temple, army unit, etc. A very positive response may denote a willingness to give or loan money, to give special weapons and armour, to teach a spell or subject to the character, etc. The group's attitude then remains constant until the character does something to change it.

Besides the special modifiers listed in the foregoing table, the character averages his/her comeliness and charisma factors and consults the "relevant attribute" table in the section dealing with Adventure Dice Rolls. The modifier found there is applied to the D100 score obtained in the table below.

D100 SCORE	NON-PLAYER GROUP REACTION RESULT
01-15	LOVE, EXTREME LIKING: aid in business or even non-traditional and adventurous enterprises; the group advances a loan or provides a weapon
16-45	AFFECTION: the group thinks well of the character; the group offers aid, though not to the extent above

- 46-75 NEUTRALITY: the group has no strong feelings; only minor aid is offered
- 76-90 ESTRANGEMENT: the group provides a bare minimum of support; most group members are cold towards the character(s)
- 91-95 HOSTILITY: the group dislikes the character and will not assist him, but unless provoked, the group takes no action against him.
- 96-100 VIOLENT ENMITY: the group hates or despises the character. No aid of any kind is forthcoming, and the individual ought to keep watch over his shoulder!

Altering a group's attitude is possible. When the referee deems it appropriate (i.e. the character does something that can logically affect the group's opinion, one way or the other), a new roll is made on the preceding table using the following modifiers: a donation of 25% of one's current wealth to the group gives a modifier of -10; 50% = -25; more is not permitted. Services to the group are important but easily cannot be quantified: e.g. rescuing the high priest of one's sect may give a -10 to -50, depending upon the circumstances. Friends in high places are useful, furthermore, perhaps each applying -3 to -5 to the D100 score.

Characters wishing to gain favour with their family, clan, temple, government, etc. can do one of the following: (a) donate a large sum of money to the organisation or to some activity it supports; (b) throw a lavish party, inviting influential people, providing entertainment, etc.; (c) arrange and pay for a gala day at the *Hirilakte* Arena; (d) send gifts and favours to the most powerful members of the group, and (e) help the group attain its objectives in any number of ways. These methods are not guaranteed, and the referee must adjudge their success or failure.

On the negative side, miserliness, selfishness, disregard of the group's wishes, failures, disservices, rudeness, unmannerliness, etc. all give modifiers, as assessed by the referee. Modifiers of +5 to +10 are appropriate for most of these factors, although a really gross insult or action means much more in the punctilious societies of *Tékumel* and might be counted as a +20 or +25!

PERSONALITY TRAITS

The following method is used to ascertain some of the salient features of a nonplayer character's personality.

- (A) Roll a D20 to determine the number of traits the character displays: 1-2 = 1 trait; 3-5 = 2; 6-9 = 3; 10 = 4.
- (B) Roll a D20 for each trait on the following table to find the pair of traits exhibited: e.g. a score of 4 = "intuitive - analytical." These pairs are roughly opposites.
- (C) A D10 roll is now made to ascertain which of the opposites is used and its strength in the character's personality. In the table below, the strongest result for the left trait of the pair is 1, and the strongest for the right is 10. Scores of 5 and 6 produce very weak left and right traits respectively. The table of paired traits is as follows:



D20 SCORE	TRAITS	D20 SCORE	TRAITS
1	RASH - PRUDENT	11	TALKATIVE - TACITURN
2	EXCITABLE - IMPERTURBABLE	12	GENEROUS - AVARICIOUS
3	TRUSTWORTHY - TREACHEROUS	13	CHEERFUL - PESSIMISTIC
4	INTUITIVE - ANALYTICAL	14	PROMISCUOUS - CHASTE
5	PLEASANT - SARCASTIC	15	SYMPATHETIC - CALLOUS
6	COURAGEOUS - FAINT-HEARTED	16	TOUCHY - THICK-SKINNED
7	FORGIVING - VINDICTIVE	17	CREDULOUS - WARY
8	WITTY - HUMOURLESS	18	INQUISITIVE - INCURIOS
9	METICULOUS - UNTIDY	19	SOPHISTICATED - CRUDE
10	KIND - CRUEL	20	PIOUS - MATERIALISTIC

The table of trait strengths is as shown:

D10 SCORE:	1	2	3	4	5	6	7	8	9	10
TRAIT:			LEFT					RIGHT		
STRENGTH:	5	4	3	2	1	1	2	3	4	5

For example, Lady Cháisa hiQolyélmú scores a 1 on her first roll: she displays one trait. Her D20 score is 17: she is either credulous or wary. Her D10 roll is a 3: the trait is the leftmost of its pair (credulous), and its strength is 3: a prominent but not obsessive trait. Had she scored a 1 for a strength of 5, she would believe almost anything people tell her. Had the result been a 10, on the other hand, she would have been extremely suspicious and cynical.

LIKES AND DISLIKES

Roll a D10 to find the number of topics of more than passing interest to the character: 1-2 = 1; 3-5 = 2; 6-9 = 3; and 10 = 4 categories. Then roll a D10 for each category to discover the nature of the subject. Finally, make another D10 roll to ascertain the strength of like or dislike for the subject, using the "strength table" given above. For further details of the various subjects listed, consult ADVENTURES ON TÉKUMEL, PART ONE, pp. 41-43.

D10 SCORE	SUBJECT
1	ARTS AND CRAFTS
2	COLLECTING
3	BUSINESS AND PROFESSIONS
4	SPECTATOR SPORTS
5	FAMILY AND CLAN
6	FOOD AND DRINK
7	GOVERNMENT AND POLITICS
8	SCIENCE AND KNOWLEDGE
9	RELIGION
10	SEX AND ROMANCE

For example, Lord Arjái hiVaisonér rolls a 3: he has two pet topics. He scores a 9 for the first: religion. A D10 score of 2 gives him a strong liking for this topic: he argues theology all night with his cronies in the Temple of Ksárul. A second score of 5 denotes an interest in family and clan, but this time his D10 score is an 8: he does not enjoy clan and family matters at all, although he is not rabid about them. Invite him to a clan picnic and watch him pout!

PHOBIAS

The referee should use this section with caution. Out of a large population, only a very few persons evince powerful phobias: irrational fears or loathing. An individual displays a phobia only on a D100 score of 96-100. A second D20 roll then identifies the phobia from the list below. Another D10 roll indicates its strength: 1-4 = mild: the victim avoids

the topic or stimulus; 5-7 = medium: the character does not panic unless the stimulus is very strong; 8-9 = severe: the victim cowers, flees, or becomes irrationally fearful in the presence of the stimulus; 10 = very severe: even the mention of the dreaded item causes distress, and exposure brings on hysteria, fainting, and panic. Phobias include:

D20 SCORE	PHOBIA
1	WATER, THE SEA, DROWNING
2	FIRE, BEING BURNED
3	SOLITUDE, BEING ALONE OR LOST
4	FLYING, FALLING
5	ILLNESSES, BODILY DISORDERS, PLAGUES, FUNGI
6	POISONS, DRUGS, GAS
7	DARKNESS, NIGHT
8	FILTH, CORRUPTION, DIRT, UNCLEAN THINGS, SWAMPS
9	SEX (USUALLY OF SOME SPECIFIC TYPE)
10	DEATH, CORPSES, GRAVEYARDS
11	HEIGHTS: CLIFFS, TALL BUILDINGS
12	OPEN SPACES: BROAD PLAZAS, PLAINS
13	ENCLOSED SPACES: CAVES, CLOSETS
14	A SPECIFIED ANIMAL
15	SPECIFIED INSECTS: WORMS, REPTILES, SPIDERS, ETC.
16	SPECIFIED NON-HUMANS AND/OR FOREIGNERS
17	CROWDS AND LARGE GROUPS
18	BLOOD, CUTS, AND INJURIES
19	SUFFOCATION, BEING BURIED ALIVE
20	OTHER-PLANAR BEINGS AND TRAVEL

For example, Lord Mizhék hiKaloné'i, the Governor of Sokátis, has a medium phobia about spiders: he always has the creatures killed, never ventures into cellars, and even feels uneasy about pictures of spiders. He will only flee in terror if some fiendish enemy manages to dump a basket full of spiders over him — but then so might the rest of us!

SECTION TWELVE

TREASURE

When a party defeats a foe, finds a chest, or loots a treasure-house, the following charts are used to ascertain what has been found. The referee may amend these lists according to the scenario, of course. Most of the charts below are for dens, lairs, and the like; wandering beings have a lesser chance of carrying anything significant (perhaps 25% at best).

A "gem" may be anything from a poorly cut piece of quartz or lump of glass to a blue-white diamond. A D10 is rolled for each: 1-2 = it is worth 5 Káitars; 3-4 = 10 Káitars; 5-7 = 30 Káitars; 8 = 50 Káitars; 9 = 100 Káitars; 10 = 500 Káitars. The referee also rolls again for a score of 9 or 10 = the gem is very valuable: it is worth 500 Káitars x a D10! If more details are wanted, see the gem list in Section Two.

D10 scores for an item of "jewellery" are: 1-2 = 25 Káitars; 3-4 = 50 Káitars; 5-7 = 100 Káitars; 8 = 300 Káitars; 9 = 500 Káitars; and 10 = 1000 Káitars. Again, each score of 10 is rerolled, and a 9-10 = 1000 Káitars x a D10. The referee may furthermore insert whatever "specials" he wishes from "absolutely worthless" to "a king's ransom."

Ranges should cause no problem: 0-1 = a 50% chance of 1 item or no item; 2-200 = a D100 roll x 2; 1-3 = a D10 roll with 1-3 denoting 1 item, 4-6 = 2, 7-9 = 3, and 10 rerolls.

Steel items must be checked to see if any are enchanted: a D10 score of 1 = enchanted.

CHART A: LAIRS OF ANIMALS, UNINTELLIGENT CREATURES, ETC.

D100 SCORES	ITEMS
01-02	Roll on Chart B
03-05	1-3 gems, 1-100 Káitars
06-10	1 gem, 1-10 Káitars
11-15	A weapon and a suit of armour. There is a 5% chance either is steel
16-90	Junk
91-100	PARASITES: every character searching here must roll a D10: 1-5 = no ill effects, 6-9 = fleas and/or lice infest the character's clothes, 10 = the character is bitten and poisoned. An alleviation spell must be applied within 1-10 turns (randomly rolled) or the character perishes

CHART B: LAIRS OF SEMI-INTELLIGENT CREATURES

D100 SCORES	ITEMS
01-02	Roll on Chart C
03-05	1-10 gems; 10-1,000 Káitars; 0-1 Eyes; 0-1 suit of armour or weapon (a 20% chance it is steel)
06-10	1-5 gems, 5-500 Káitars, 0-1 weapon (a 10% chance of steel), 0-1 amulets
11-15	1-3 gems, 2-200 Káitars, 0-1 scroll
16-20	1 gem, 1-100 Káitars
21-30	1-100 Káitars
31-40	Weapon and suit of armour (a 10% chance of steel)
41-90	Junk
91-100	PARASITES (as per Chart A)

CHART C: LAIRS OF INTELLIGENT CREATURES

D100 SCORES	ITEMS
01-02	Roll on Chart D
03-05	1-5 pieces of jewellery; 1-20 gems; 10-1,000 Káitars, 0-2 Eyes; 0-2 suits of armour and/or weapons (a 30% chance of steel); 0-2 amulets; 0-1 scroll
06-10	1-3 pieces of jewellery; 1-10 gems; 5-500 Káitars; 0-1 Eye; 0-1 armour or weapon (a 20% chance of steel); 0-1 amulet
11-15	1 piece of jewellery; 1-5 gems; 3-300 Káitars; 0-1 amulet
16-20	1-3 gems; 1-100 Káitars; 0-1 armour or weapon (a 20% chance of steel)
21-40	1 gem; 1-100 Káitars
41-60	1-20 Káitars
61-70	Weapon (a 20 % chance of steel)
71-99	Junk
100	Parasites (as per Chart A)

CHART D: LAIRS OF TREASURE GUARDIANS

D100 SCORES	ITEMS
01	1-20 pieces of jewellery; 3-30 gems; 1,000-10,000 Káitars; 1-3 Eyes; 1-2 steel shields; 1-2 suits of steel armour; 1-2 steel weapons; 1-3 amulets; 1-3 scrolls; 1 miscellaneous magic item; 1 book
02-05	1-10 pieces of jewellery, 2-20 gems; 1,000-10,000 Káitars; 0-2 Eyes; 0-2 steel shields; 0-2 suits of steel armour; 0-2 steel weapons; 0-2 amulets; 0-2 scrolls; 0-1 miscellaneous magic item; 0-1 book
06-10	1-5 pieces of jewellery; 2-20 gems; 1,000-10,000 Káitars; 0-2 Eyes, 0-1 steel shield; 0-1 suit of steel armour; 0-1 steel weapon; 0-1 amulet; 0-1 scroll; 0-1 book
11-20	1-5 pieces of jewellery, 2-20 gems, 1,000-10,000 Káitars, 0-1 Eye, 0-1 steel shield, 0-1 suit of steel armour, 0-1 steel weapon, 0-1 amulet

21-30	1-3 pieces jewellery; 1-10 gems; 1,000-10,000 Káitars; 0-1 Eye; 0-1 steel weapon
31-50	1 piece of jewellery; 1-10 gems; 50-5,000 Káitars; 0-1 Eye
51-75	1-10 gems; 100-1,000 Káitars, 0-1 steel shield
76-90	1 gem; 1 coin
91-99	Junk
100	Parasites (as per Chart A)

CHART E: PARTY OF ADVENTURERS, SOLDIERS, BANDITS, ETC.

D100 SCORES	ITEMS
01	Roll on Chart F
02-03	1-3 pieces of jewellery; 1-10 gems; 20-200 Káitars; 0-3 Eyes; 0-3 steel weapons; 0-2 steel suits of armour; 0-2 steel shields; 0-1 amulet; 0-2 scrolls; 0-1 miscellaneous magic item
04-05	0-1 steel armour; 0-1 steel shield; 0-1 amulet; 0-2 scrolls
06-10	1-2 pieces of jewellery; 1-10 gems; 20-200 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel armour; 0-1 steel shield; 0-2 scrolls
11-20	1 piece of jewellery; 1-5 gems; 20-200 Káitars; 0-1 steel weapon; 0-1 steel armour; 0-1 steel shield; 0-1 scroll
21-30	1-5 gems; 10-100 Káitars; 0-1 steel weapon; 0-1 steel shield; 0-1 scroll
31-50	1-3 gems; 10-100 Káitars; 0-1 steel weapon
51-75	1 gem; 10-100 Káitars
76-90	10-100 Káitars
91-99	Junk
100	One party member (randomly selected) pricks himself on a poisoned weapon/pin/etc. while searching. Poisoned individual has 1 turn to apply an Alleviation spell; otherwise he dies.

CHART F: BANDIT LAIR, PIRATE STRONGHOLD, ETC.

D100 SCORES	ITEMS
01	Roll on Chart G
02-05	1-6 pieces of jewellery; 1-20 gems; 1,000-6,000 Káitars; 0-3 Eyes; 0-3 steel weapons; 0-3 steel shields; 0-3 steel armour; 0-2 amulets; 0-2 scrolls; 0-1 book; 0-1 miscellaneous magic item; 1,000-20,000 Káitars in goods; 0-99 captives or slaves (roll for each: 01-60 male, 61-95 female, 96-100 nonhuman)
06-10	1-3 pieces of jewellery; 1-10 gems; 1,000-6,000 Káitars; 0-2 Eyes; 0-2 steel weapons; 0-2 steel shields; 0-2 steel armour; 0-1 amulet; 0-2 scrolls; 1,000-10,000 Káitars in goods; 0-49 captives or slaves
11-20	1-3 pieces of jewellery; 1-10 gems; 100-1,000 Káitars; 0-1 Eye; 0-2 steel weapons; 0-1 steel shield; 0-1 steel armour; 0-1 amulet; 0-1 scroll; 1,000-10,000 Káitars in goods; 0-19 captives or slaves
21-30	1 piece of jewellery; 1-10 gems; 100-1,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel shield; 1,000-10,000 Káitars in goods; 0-9 captives or slaves (as above)
31-40	1-10 gems; 100-1,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel shield; 500-5,000 Káitars in goods; 0-9 captives (roll as above)
41-50	1-5 gems; 50-500 Káitars; 0-1 steel weapon; 500-5,000 Káitars in goods; 0-6 captives (roll as above)
51-60	1-3 gems; 20-200 Káitars; 50-500 Káitars in goods; 0-3 captives
61-80	0-1 gem; 20-200 Káitars; 50-500 Káitars in goods; 0-2 captives
81-90	10-100 Káitars; 0-1 captive
91-99	Junk
100	One character (roll randomly) triggers a trap! Roll a D10: 1-3 = no effect; 4-5 = Table B damage; 6-7 = Table D damage; 8-9 = Table F damage, 10 = Poisoned. A spell of Alleviation is needed within 1 turn or death occurs.

CHART G: MERCHANTS AND NOBLES

D100 SCORES	ITEMS
01	Roll on Chart H
02-05	1-20 jewellery; 5-50 gems; 100-1,000 Káitars; 0-3 Eyes; 0-2 steel weapons; 0-2 steel armour; 0-1 amulet; 0-1 scroll; 1,000-100,000 Káitars in goods
06-10	1-10 jewellery; 3-30 gems; 100-1,000 Káitars; 0-2 Eyes; 0-2 steel weapons; 0-1 steel armour; 1,000-50,000 Káitars in goods
11-15	1-5 jewellery; 2-20 gems; 100-1,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel armour; 1,000-30,000 Káitars in goods
16-20	1-3 jewellery; 2-20 gems; 50-500 Káitars; 0-1 steel weapon; 0-1 steel armour; 1,000-20,000 Káitars in goods
21-30	1-2 jewellery; 2-20 gems; 50-500 Káitars; 0-1 steel weapon; 1,000-20,000 Káitars in goods
31-50	1 jewellery; 2-20 gems; 50-500 Káitars; 500-5,000 Káitars in goods
51-70	0-1 jewellery; 1-10 gems; 50-500 Káitars; 200-2,000 Káitars in goods
71-85	0-1 jewellery; 1-5 gems; 10-100 Káitars
86-95	1-5 gems; 1-100 Káitars
96-99	1-10 Káitars
100	Congratulations! You have just robbed/slain Imperial officials on the Emperor's business. If caught, your trial will be short and your ride high... and to top it off, all their money is in the form of uncashable writs!

CHART H: RICH MERCHANTS, CARAVANS, AND OTHERS WITH TOO MUCH MONEY FOR THEIR OWN GOOD!

D20 SCORES	ITEMS
01-05	1-20 pieces of jewellery; 5-50 gems; 1,000-10,000 Káitars; 0-3 Eyes; 1-2 steel weapons; 0-2 steel shields; 1-2 steel armour; 1-2 amulets; 0-1 scroll; 0-1 miscellaneous magic item; 1,000-100,000 Káitars in goods
06-10	1-20 pieces of jewellery; 3-30 gems; 1,000-10,000 Káitars; 0-2 Eyes; 1 steel weapon; 0-1 steel shield; 1 steel armour; 1 amulet; 1,000-100,000 Káitars in goods
11-15	1-10 pieces of jewellery; 2-20 gems; 500-5,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 = 1 steel miscellaneous weapon; 0-1 steel shield; 0-1 steel armour; 0-1 amulet; 1,000-50,000 Káitars in goods
16-20	1-5 pieces of jewellery; 2-20 gems; 500-5,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel shield; 0-1 steel armour; 1,000-30,000 Káitars in goods
21-40	1-3 pieces of jewellery; 2-20 gems; 100-1,000 Káitars; 0-1 Eye; 0-1 steel weapon; 0-1 steel armour; 1,000-20,000 Káitars in goods
41-60	0-2 pieces of jewellery; 2-20 gems; 100-1,000 Káitars; 0-1 steel weapon; 1,000-20,000 Káitars in goods
61-80	0-1 piece of jewellery; 1-10 gems; 50-500 Káitars; 1,000-10,000 Káitars in goods
81-90	0-1 piece of jewellery; 1-5 gems; 10-100 Káitars
91-96	0-2 gems; 1-100 Káitars
97-99	0-1 gem; 1-10 Káitars
100	Among the bodies you find the corpse of your cousin Jesékh, who was travelling with these people on clan business. The treasure is as 21-40, but it all belongs to your own clan! If more than one clan is represented among the players, roll randomly to determine whose it is. You are honour-bound to see the merchandise to its destination, return the profits, and pay <i>Shámntla</i> (compensation) to the families of your victims.

MAGICAL ITEMS

CATEGORIES OF MAGICAL ITEMS

There are three basic types of magical items:

CATEGORY 1: Items that always function as designed

These include most magical weapons, suits of armour, the majority of amulets, shields, scrolls, and books. No die roll is needed to use these; they work if their owner uses, wears, or reads them properly.

If the user has to read the item (a book, scroll, or inscription on an object), the difficulty of the test is shown in the table below. The basic attribute required for this test is the reader's level of knowledge of the language. The user's intelligence number is the only modifier permitted to apply to this test. See the section on Adventure Dice Rolls.

TEST LEVEL TO READ INSCRIPTIONS, ETC.

LEVEL OF SKILL	TEST REQUIRED
SPELL OF COMPREHENSION; NATIVE ABILITY	NONE REQUIRED
NEAR NATIVE	EASY
ADVANCED	HARDER
INTERMEDIATE	DIFFICULT
ELEMENTARY	VERY DIFFICULT OR REAL CHALLENGE
NO SKILL	NO CHANCE OF SUCCESS

Category 1 items can be disenchanting by a sorcerer of Level 20 or above. Whenever an item has a spell-like effect, it functions like the spells of a 20th Level sorcerer for purposes of determining the item's effect: i.e. the same ranges, circles of effect, durations, etc. Some items have special functions that behave differently, however.

CATEGORY 2: Items Powered by Magical/Technological (Other-Planar) Batteries

Items in this class have a limited number of "charges." "Eyes" (see the descriptions below) are the commonest of these.

Other Category 2 devices are more complex. Their batteries are usually larger than those of Eyes and are long-lived, so that it is not necessary to keep track of expended charges. Very few of these devices have inscriptions, and their uses may be too complex for a modern Tekumeláni person, no matter how scholarly. (What would a sixteenth century Elizabethan have comprehended of a photographic light metre?)

A Category 2 device functions like a 20th-level sorcerer's spell. The target's Magical Resistance Factor is calculated and a roll is made, as described in the section dealing with magical combat. Whenever such an item is employed, a D100 score of 99-100 denotes a malfunction. A second D100 roll is then made to determine the scope of the disaster:

CATEGORY 2 ITEMS: FAILURE RESULTS TABLE

D100 SCORE	DESCRIPTION
01-25	The item fails to work. Subtract 1 charge and try again.
26-50	The battery has discharged. The item is now inoperable.
51-75	The device has an internal malfunction. Only a skilled sorcerer with the right tools and spells can fix it. A failed repair attempt results in the device being permanently ruined.
76-100	An explosion destroys the device. The user takes Table G damage; all within 5 ft take Table E damage; all within 10 ft take Table C damage; and all within 20 ft. take Table A damage. Since this is physical damage it will not enter or leave a Warding spell.

Secondary devices, such as the lights on an air car, are not tested separately. The power used by these is too minimal to strain a battery intended for their use.

Magical items of Category 2 cannot be disenchanting, but they may malfunction or perform erratically.

CATEGORY 3: Items Controlled by Either Force of Will or by Skill

Items of Category 3 must be activated each time they are used, either through skill or will power. Any magical item that does not fall into either category 1 or 2 is included here.

1. Subcategories include: Demon weapons; powered technological or magical devices, and special magical books.
2. A degree of difficulty (1-10) is assigned by the referee for activation/control of the item. This degree of difficulty never changes and relates to other items in the class, not to an individual user.
3. Items are first used at the "real challenge" test level of the skill chart. Allowable modifiers are:
 - (a) Previous knowledge of similar items. If an identical item has been previously mastered, the new item is tested at the same level of difficulty.
 - (b) Intelligence as the primary attribute .
 - (c) A hobby skill in a relevant subject as the primary skill.
 - (d) The user's Sorcerer (not Shaman!) skill level as a secondary skill.
4. As an item is used repeatedly it becomes easier for the user to activate and control. After as many successful tests as the item's degree of difficulty rating, the user tests on the next-easier table. Once the "easy" test level is reached, future tests are all "easy" tests.
5. If a test fails with a die roll of 100, a second roll is immediately made: a score of 01-90 activates the device in a manner other than that which the user intended; a result of 91-100 destroys the device in the same manner as an exploding Category 2 device. Demon Weapons ignore this section.

AVAILABILITY OF MAGICAL DEVICES

Owners of magical devices (including the Temples and governments) are jealous of their possessions, and it is rare to find one of these devices for sale. For Eyes and amulets, a 5% chance per week is perhaps correct, although a common device or one that is very low on charges may be given a 10% chance. There is no possibility whatsoever of finding an Eye of Bestowing Life or a Thoroughly Useful Eye for sale — indeed, private citizens possessing either of these may well have to contend with a polite but firm representative of the Omnipotent Azure Legion who will offer a choice of money or the impaling stake for the greater glory of the Seal Emperor!

If a "common" device is for sale, the referee determines its price with a D100 roll multiplied by 1000 Káitars. Less common (or more destructive) types multiply the D100 score by 10,000 Káitars, and really rare varieties multiply by 100,000 Káitars! There are always bidders and buyers for such valuable instruments. Alternatively, the referee can use the number of charges as a multiplier instead of a D100 roll, adjusting the score up or down by 1-10 if there is no charge indicator on the device, thus keeping secret the number of charges.

Magical books, scrolls, and unique devices are almost never found, although fakes and frauds are common. The referee may allow a 1% chance of finding one of these rarest of

rare items on a visit to an antique dealer, collector, experienced tomb robber, etc., but even so, there is little possibility that the owner will want to sell it — or that rival temples and governments will let the buyer keep it! When one of these items is indeed acquired, it is best to maintain deepest secrecy, even, perhaps, from other members of the finder's party.

EYES

Tékumel abounds with devices that have survived from the ancient and glorious days of high technology. Most of these had moveable parts or were made of perishable substances, and so are useless today. One common type of device that has survived is the "Eye." Eyes (small, round, eye-shaped non-metallic devices with an iris on one side and a firing stud on the other) are the commonest members of this category. Each contains 1-100 charges (randomly rolled by the referee). One charge is used each time an Eye is activated. When empty, it is useless. About 50% have inscriptions that indicate their uses, scratched or written in a variety of languages ranging from the unreadable tongues of the Great Ancients to the current languages of the Five Empires. Another 50% of these instruments have indicators which show the number of charges remaining. The numeral symbols may be unreadable, however. If there is no indicator, the owner must keep track of the number of charges used. Eyes were developed during the last centuries of the world before the Time of Darkness, and many odd and idiosyncratic Eyes were invented later by the folk of the Latter Times. The usual sources for Eyes are the Underworlds beneath the older cities, although a few may occasionally be purchased from the priests of one or another temple of the Gods. Many fakes are still manufactured, and one must beware of fraud. A few very secretive and learned scholars can still repair Eyes, although no one now has the technology to manufacture new ones. (Rumours persist, of course...)

EYE DETERMINATION

Eyes produce effects similar to those of spells. The effects of an Eye are tested for as though it were the spell of a 20th-level sorcerer. If the user has the Eye in his hand, it requires no preparation time, and one charge may be fired per combat round. It requires one round to extract an Eye from a pouch. Eyes which affect distant targets (i.e. targets not within touch range) manifest themselves as a coloured beam of light unless otherwise indicated. Other spell-like features vary from Eye to Eye; see below.

If no duration is given at the end of a description below, it is assumed that the effect is instantaneous or irrelevant. If no range is given, the Eye must be used within touch range (no more than 5 ft) or that range is irrelevant. When tests are required against some attribute (e.g. dexterity), the level of difficulty is specified, and the section on Adventure Dice Rolls must be consulted.

If an Eye is found, the referee may choose which it is, or he may choose to roll on the following table. He may also devise Eyes of his own; the Lords of the Latter Times were almost infinitely devious.

D100 SCORES	NAME OF THE EYE AND DESCRIPTION
1-2	1. THE ABOMINABLE EYE OF DETESTATION 1-6 beings within the 10 ft circle of effect are caused to flee in horror and revulsion directly away from the user (or as the referee decides). This Eye is especially effective against the Undead: add 10 to the Eye's chance to affect Undead. Diam: 10 ft; Ran: 30 ft; Dur. 1 T
3-4	2. THE EYE OF THE GLORIOUS LORD OF WORMS The bodies of 1-6 beings within the 10 ft circle of effect are infested with tiny, voracious worms. If a spell or Eye of healing is not applied within 2 combat rounds, a victim dies. Spells of zoic domination have no effect upon these little monsters. The Eye can also cast a 10 ft circle of crawling worms onto a floor, etc., and a Dexterity Test must

be made at the "difficult" level by anyone in the circle or who enters it to avoid infestation. Diam: 10 ft; Ran. 30 ft; Dur: 5 T

5-7

3. THE EXCELLENT RUBY EYE

A target is put slightly "out of phase" with this plane. He is surrounded with a faint reddish glow and becomes a frozen statue, solid as steel to the touch, and unable to move, think, or act. He cannot be contacted telepathically, or communicate with the outside world. Objects attached to the target are included in his stasis, and it is impossible to remove them from his backpack or belt, touch them, or harm them in any way. A target cannot be permanently affixed to a floor, wall, or other immovable large object. This Eye's effect lasts until another charge is used to release the target. Diam: 1 ft; Ran: 60 ft

8-9

4. THE EYE OF ADVANCING THROUGH PORTALS

This Eye projects a burst of force strong enough to blast down a wall of rock up to 6 ft thick, or create a tunnel 3 ft long into solid rock. A living target is not attacked directly but instead must make a Very Difficult Test against his Dexterity to avoid being struck. Although this device may seem to be an excellent weapon (a target struck by it is splashed all over the nearest wall), its short range renders it dangerous to the user as well as the intended target. This Eye will not affect masonry protected by the G10 variant of Warding (#72). Diam: 1 ft; Ran. 15 ft

10-11

5. THE EYE OF AERIAL EXCELLENCE

The user and 1-6 other targets (randomly rolled) within the circle of effect are able to rise to a height of 60 ft and fly at a rate of 60 ft per combat round. Targets may melee or fire missiles normally, although passengers must stay within the circle of effect (centred on the user). The direction and height of the party's travel are under the control of the user. Non-living targets must be held or attached to a living target, and no more than a total of 1200 pounds can be lifted. Diam: 10 ft; Dur: 30 T

12-13

6. THE EYE OF ALLSEEING WONDER

This device projects a beam of white light which reveals all invisible objects within its cone of effect. A target thus made visible becomes invisible again upon leaving the area of effect. Diam: 5 ft; Ran: 60 ft; Dur: 10 T

14-16

7. THE EYE OF BEING AN UNIMPEACHABLE SHIELD AGAINST FOES

This Eye forms a shield around the user and those within its circle of effect. This shield moves with the Eye and cannot be penetrated by blows or missiles from without. Those inside may strike out through it or at opponents who are within the shield themselves. Slow-moving objects and substances (e.g., gas, lava) penetrate the shield normally, as do spells, the effects of magico-technological devices, amulets, talismans, etc. An opponent can also slowly push into this sphere, taking 3 combat rounds to do so, during which time those within the shield may strike at him with impunity. Once inside, the opponent has the same combat advantages as those already in the sphere. Diam: 10 ft; Dur: 10 T

17

8. THE EYE OF BESTOWING LIFE

This rare Eye revivifies one intelligent being (human or nonhuman) who has been dead for not more than three weeks (18 days). Only a fragment of flesh from the corpse is needed, and there is no chance of failure, if the Eye functions properly. Only one fragment of a single

person can be revived: one cannot create many “clones” by using the Eye on several fragments at once! Targets arise with all of their combat and magical capabilities (including a full quota of spell-casting points). Clothing, magical items, and weapons are not included and must be taken from the target’s corpse or provided anew. Diam: 1 ft

18-20

9. THE EYE OF THE CREEPING FOG OF DOOM

A cloud of a gaseous element emerges from this Eye’s iris-like opening. This device can be set to produce many kinds of gas, but these settings were known only to the Great Ancients. Now a D10 roll is made:

1-5 = nerve gas; 6-9 = contact poisonous gas; 10 = a harmless gas (e.g. oxygen). The gas travels away from the Eye at a rate of 15 ft per round, unless the wind blows it in another direction; it fills a chamber 20 ft square and 10 ft high and remains for 4 minutes. There is a danger that the gas will back up toward the Eye’s user in a smaller space.

Diam. 20 ft; Dur. 4 T

21-22

10. THE EYE OF DEPARTING IN SAFETY

This Eye transports the user and 2-12 objects or beings within the circle of effect (up to a total of 2000 pounds) to a predetermined location within 1 mile. The user first focuses the Eye upon the place to which he wishes to be transported (using no charges). Thereafter, the Eye automatically carries its load to that same place (using one charge). If the destination is out of range, the user and his cargo are trapped in the limitless interstices between the planes — an incomprehensible void from whence there is no returning! Diam: 20 ft

23-24

11. THE EYE OF EXQUISITE POWER OVER MAIDENS

This Eye employs delicate illusions to increase the user’s beauty and desirability. Since “beauty is in the eye of the beholder,” there are settings within the Eye to specify what is “beautiful.” Unfortunately, the method of changing these was known only to the Great Ancients, and the user is enhanced by the standards of beauty of some long-dead previous owner! This is determined by rolling a D10: 1 = The ancient owner’s standards of beauty were virtually the same as those of modern Tékumel: -25 on Comeliness rolls; 2-3 = The ancient owner’s standards were slightly different: -15 on Comeliness rolls; 4-7 = The ancient owner’s standards were considerably different: -10 on Comeliness rolls; 8-9 = The ancient owner’s standards were completely different: +5 on Comeliness rolls; 10 = the previous owner was a nonhuman (the referee’s discretion as to species and sex!): +20 on Comeliness rolls. The referee may also use a negative result as a positive one, if the Eye is used outside the Five Empires. If the user is a female, the Eye works equally well upon her comeliness as perceived by males. Diam: 1 ft; Dur: 1-20 hrs (randomly rolled)

25-28

12. THE EYE OF FRIGID BREATH

This device emits a cone-shaped beam of freezing cold, slaying 1-6 targets within the circle of effect. Diam: 10 ft; Ran: 60 ft

29-31

13. THE EYE OF HASTENING DESTINY

The speed of 1-6 targets within the circle of effect is tripled. This applies to all actions except spell casting, which remains the same. The target becomes a blur. This effect cannot be terminated until the Eye’s duration expires. There is a chance of a “burn-out,” moreover: at the end of every turn a D10 is rolled for each target: 1-5 = the target continues at the accelerated rate; 6-7 = the target senses an impending “burn-out” and must return to normal speed next round; 8-10 = “burn-

out" occurs: the target's muscles and synapses fail, he suffers damage according to table G during the first round; in the next round he becomes unconscious for 1-5 turns. Diam.: 10 ft; Ran: 30 ft; Dur. 5 T

32-34

14. THE EYE OF ILLUMINATING GLORY

This Eye emits a soft, whitish light all around itself. The user can cover this light with a hand or other object, and uncover it again without using an additional charge. Once the Eye is activated, it cannot be turned off until its duration expires. Diam: 20 ft; Dur: 10 T

35

15. THE EYE OF INSTANT TRANSLATION TO THE ISLES OF TERETANÉ

This device is focused upon a meteor belt on another plane. Each charge pulls one meteor through and hurls it at the device's target. The meteor may be anything from a tiny pebble to a huge boulder. A D10 is rolled: 1 = the meteor is tiny: one target takes damage on Table A; 2-4 = the stone is as large as a man's fingernail: the target takes damage on Table C; 5-7 = the rock is the size of a man's fist: damage is taken on Table D; 8 = the stone is the size of a man's head: the target suffers damage on Table G; 9 = the rock is as big as a human body: 1-6 targets suffer damage on Table E; 10 = the rock is too big to fit through the Eye's iris: no stone emerges, and the Eye overheats and must be set down to cool for 1-10 turns. To avoid these missiles a Dexterity test must be made at the Real Challenge level. Ran: 120 ft

36

16. THE EYE OF IMMEDIATE ENCAPSULATION

This device transfers the target into one of the smaller planes (a sphere 10 ft in diameter) of the Planes Beyond. The target cannot move, cast spells, communicate with the outside world or otherwise act while he is in this interplanar "pocket," and no time passes for him. There are only 6 interplanar "pockets" available to each of these Eyes, and as the Eye is fired, these come up in order, like the chambers of a revolver. The contents of the current "pocket" are ejected back onto this Plane, and the target is encapsulated in their place. This Eye can be used without a specific target; it then ejects whatever is in the current "pocket" into an area a foot in front of the Eye. The referee will select or devise creatures or objects inside. Although a charge is needed to transfer a target into this eye, no charge is needed to release a target from imprisonment. Encapsulation is permanent, unless a victim is released by the user. Diam. 1 ft; Ran. 30 ft

37-39

17. THE EYE OF INCOMPARABLE UNDERSTANDING

The speech of any being within the circle of effect is telepathically translated into the user's native language, and the user's replies are similarly telepathically translated into the targets' tongue. Both human and nonhuman languages are made comprehensible, although some nonhuman languages are conceptually so alien that they can only be partially translated — or not at all. This Eye does not operate upon written language. Diam: 10 ft; Ran: 15 ft; Dur: 30 T

40-41

18. THE EYE OF INDEFINABLE APPREHENSION

2-12 targets of this Eye flee in terror away from the user, or toward a safe refuge, as determined by the referee. One combat round is required for this Eye's effect to travel to the targets, and if the latter guess that this Eye has been fired at them by making an Intelligence test (one test only for the target group) at the Difficult level, they can try to dispel it with the U10 variant of Disenchantment (#5) before it arrives. If this defence fails and they fail their Saving Throws, they run away, blindly and precipitously. This device does not affect the

Undead, other-planar creatures, *Thúnru'u*, or, for unknown reasons, human women. Diam: 20 ft; Ran: 60 ft; Dur: 10 T

42-44

19. THE EYE OF INFALLIBLE RETURNING

This Eye infallibly guides the user back along his previous route to his starting place. The user focuses the Eye upon the starting point (using no charges) and then may travel up to 1 mile. When the user then presses the stud, a thin, 3-ft-long beam of white light shines from the Eye back along the path he has travelled. It indicates each twist and turn in the user's route in reverse order. Once this "trail-marker" is activated, the Eye's beam lasts 30 turns, after which it no longer has any effect. Only the route taken by the user (and the Eye) is indicated: any faster or more direct route must be discovered through another means. If the user leaves his original path by more than 10 ft during his return trip, the "trail-marker" beam goes out, and he must return to the last place where the indicator appeared to continue his journey. If the user travels more than 1 mile from his starting place before activating the trail-marker, the Eye does not function unless he comes back within range. Dur: 30 T

45-47

20. THE EYE OF INSUBSTANTIAL VISIONING

This Eye projects illusionary apparitions of 2-12 human-size creatures of any type the user wishes. These phantasms fight with claws, teeth, or weapons, as appropriate, with a combat value of 150 HBS and 60 body damage points (QP = 1 critical wound), doing damage on table F. They have no spells or magical weapons, but they do have armour, if in the form of intelligent beings, or tough hide, if in the form of animals, giving them a defensive armour modifier of -2. A successful test at the Real Challenge level against a person's Intelligence is needed to see through these apparitions and disbelieve them. Diam: 20 ft; Ran: 60 ft; Dur: 3 T

48-49

21. THE EYE OF JOYFUL SITTING AMONGST FRIENDS

This device causes 1-6 targets within the circle of effect to become neutrally friendly for the Eye's duration. The targets do not attack, nor can they issue commands to others to do so. If the targets are attacked, they will defend themselves, however. This Eye does not create real friendship or a wish to aid the user, nor does it immobilise the targets and leave them open to attack. Diam: 10 ft; Ran: 30 ft; Dur: 10 T

50-51

22. THE SLAVER LLÉRGO'S LITTLE EYE OF IRRESISTIBLE TRANQUILLITY

This strange device causes 1-6 beings within its circle of effect to lose courage and/or physical strength for 1-20 turns. A D10 is rolled for each target: 1-2 = the victim no longer wants to fight or perform strenuous activities but loses nothing else; 3-4 = the target's armour and weapons become limp and as soft as cheese for 1-5 combat rounds; 5-6 = the target loses 50 points from his HBS for the duration of the Eye's effect; 7-8 = the target loses both HBS and weapons (as for a result of 3-4 and 5-6); 9 = the target yearns only for peace, will not fight or run away, and will become subservient to the Eye's user until a spell of Disenchantment is successfully cast; 10 = the target becomes permanently comatose and can only be restored by a spell or Eye of Healing. Diam: 10 ft; Ran: 60 ft

52-53

23. THE EYE OF MADNESS

2-12 targets (humans, nonhumans, and animals, but not automatons, androids, or undead) fall into fits of gibbering insanity. This Eye is useless against any being who already has cast a Control of Self spell of the U3, U4, or U6 varieties upon himself. Madness is permanent

unless the victim is cured by the Ineluctable Eye of Healing or the U10 variant of Disenchantment (#5). Diam: 20 ft; Ran: 60 ft

54-56

24. THE EYE OF NON-SEEING

The user and 1-6 targets within the circle of effect are put slightly out of synchronisation with this Plane and become invisible, even in broad daylight, for the duration of the effect. The user can move with the Eye (thus moving the circle of effect). Only those targets who are in the circle of effect when the Eye is activated are affected, and only as long as they remain within 10 ft of the Eye. This Eye does not affect sound: footsteps, armour clanking, etc. can still be heard.

Diam: 10 ft; Dur: 30 T

57-58

25. THE EYE OF OPENING THE WAY

The user sees into any physical object within the target area to a depth of 3 ft, perceiving opaque shapes inside, much like an X-ray device. When used upon a person, for example, his bones and possessions appear as silhouettes of shades of grey and black. A dagger hidden under a cloak can thus be seen, as can a dark mass of coins in a pouch. Some items may be hard to recognise: a square book looks like a square box. This device does not penetrate metal: a breastplate appears as a single black object, and anything concealed beneath it remains hidden. This Eye can be used on brickwork and masonry: it reveals trap and secret door mechanisms in stone and wood, including walls, floors, ceilings, chests, etc. It does not penetrate barrier spells that block "psychic" magic: e.g., The Sphere of Impermeable Quiescence (#20). Diam: 10 ft; Ran: 30 ft; Dur: 5 T

59-60

26. THE EYE OF RAGING POWER

This Eye projects a beam of electricity out to a range of 60 ft, electrocuting 1-6 targets. Their possessions are destroyed, and only arms and armour of "enchanted" steel are not damaged, although straps, padding, etc., are incinerated. If there is insufficient space for the beam to extend out to its full range, it rebounds towards the user and may harm him, ricochet off nearby iron objects, etc. Diam: 10 ft; Ran: 60 ft

61

27. THE SPLENDID EYE OF SEEKING FAR ADVENTURE

The user and 1-6 companions (or other beings within the 10 ft circle of effect) are unceremoniously hurled into another plane, as selected by the referee. These planes are never dangerous (i.e. they do not open into outer space, the heart of a sun, solid rock, etc.), but they are likely to be very distant from the world of Tékumel. The Eye must be fired again, or a powerful spell must be cast, to find the interplanar road back. Targets are transported with only those possessions worn or kept in pouches or backpacks; all else is left behind. Diam. 10 ft; Ran: 15 ft

62-63

28. THE EYE OF RAISING AN INFERNAL BARRIER

This Eye raises a wall of flame 30 ft long and 10 ft high in front of the user. This wall adjusts to fit the size of the room or area (as far as its maximum dimensions permit). Any being coming within 2 ft of this wall takes damage on table G. Any target entering the wall of flame is incinerated, and the target's possessions are destroyed. If this Eye is used as a weapon against a being by the firer, the target must make one test at the Difficult level against his Dexterity. If this fails, he is incinerated. If the target succeeds, he takes damage on Table B but gets away. 10 ft x 30 ft; Ran: 15 ft; Dur: 2 T

- 64-65 29. THE EYE OF REGENERATION
This Eye heals and restores one lost limb or seriously injured body area, permanently, and without scarring. It also repairs lost eyesight, hearing, and other injuries or defects caused by wounds or hostile magic. It does not act upon genetic defects, but it does heal the ravages of disease, drugs, starvation, and thirst. Assuming the Eye operates correctly, no die roll is needed to perform this healing. Diam: 1 ft
- 66-68 30. THE EYE OF RETAINING ALL THINGS
This Eye opens a door approximately 10 ft in diameter into a vacant dimension in which object(s) can be stored. It requires one charge to open the door to store objects, and another charge to remove them. There is no oxygen in the "pocket" plane reached by this Eye, and thus living beings cannot be stored in it. If several objects are to be stored, they must be roped together since otherwise they may drift out of reach. Objects of any size can be sucked into this Eye, provided only that a corner of the object is small enough to fit inside, it not be permanently attached to any larger object (e.g. a wall, floor), and it is not larger than 10 ft in diameter. Diam: 10 ft
- 69-71 31. THE EYE OF RETARDING DESTINY
This Eye slows 1-6 targets' perception of time. An affected being moves at half of his normal speed, reacts twice as slowly, and hits only once every other combat round. He cannot gain surprise or initiative. This Eye affects living creatures and the undead, but not androids, automatons, creatures created by sorcery, or demons. Diam: 10 ft; Ran: 120 ft; Dur: 5 T
- 72-73 32. THE EYE OF RETURNING TO DARKNESS
This Eye creates a sphere of darkness 10 ft in diameter. No being within this sphere can see anything, nor can anyone see into or through the sphere, except by sorcerous means. The sphere cannot be moved and can only be dispelled by the U6 or U10 variant of the spell of Disenchantment. Diam: 10 ft; Ran: 60 ft; Dur: 20 T
- 74-75 33. THE EYE OF RETAINING THE PAST FOREVER
Each charge from this device produces a three dimensional cube 1 inch square that contains a coloured image of an area 10 ft in diameter in front of the Eye's iris. No focusing is necessary. (A viewing device or projector is a nice accessory for this Eye, but these are rare; the image can be seen anyway with the naked eye.) This device never needs recharging, but it does require small quantities of various metals, glass, and minerals, taken by other-planar means from nearby objects. A D10 is rolled every time it is fired: 1-5 = no harm is done to the user, and the Eye's requirements are removed harmlessly from the surroundings; 6-8 = a garment, weapon, or another device in the user's possession loses its strength, cohesion, or power, as the referee decides; 9-10 = the user himself loses 1-2 points permanently from his HBS. Diam: 10 ft; Ran: 30 ft
- 76-77 34. THE EYE OF RISING ABOVE ALL
This device raises the user (plus up to twice his normal encumbrances) to a height of 240 ft at a rate of 30 ft per combat round. The user controls the height to which he rises. He can drift laterally up to 5 ft, but remains almost directly above the spot from which he fired the Eye. The user can fight with melee weapons or throw objects with a -10 penalty to his chance to hit, and he can cast psychic (but not ritual) spells. If he has no encumbrances, he can lift one other human-sized being instead. Diam: 5 ft; Dur: 20 T

78-79

35. THE EYE OF RULING AS A KING IN GLORY

This Eye uses delicate illusions to increase the user's leadership qualities. These qualities can be adjusted by settings within the Eye's casing, but the method is no longer known, and the Eye uses the standards of leadership of some long-dead previous owner. A D10 is rolled: 1 = the ancient owner's standards were virtually identical with those of modern Tékumel: -25 on Charisma rolls; 2-3 = the ancient owner's standards were slightly different: -15 on Charisma rolls; 4-7 = the ancient owner's standards were somewhat different: -10 on Charisma rolls; 8-9 = the ancient owner's leadership standards were very different: +5 on Charisma rolls; 10 = the previous owner was a nonhuman or alien: +20 on Charisma rolls. The user has no idea of his success until he attempts a Charisma roll. At the referee's discretion, a negative result can be interpreted as a positive result in a different culture. Diam: 1 ft; Dur: 30 T

80

36. THE EYE OF THE GLEEFUL STONE GAZE

This Eye is similar to the Excellent Ruby Eye: it surrounds the target with a red-glowing stasis field. After 1-10 minutes, the target's substance begins to be transformed into a chalk-like, whitish mineral, beginning with the extremities and moving to the internal organs. This transformation takes approximately 20 minutes. If the Eye is fired at the target a second time before the transformation begins, the target is released from stasis unharmed. If the release charge is fired after the transformation has begun, however, that portion of the target that has already been affected crumbles to dust; the remainder (if any) is restored and removed from stasis. The referee decides what percentage of the target is destroyed. Lost body parts can only be restored by the Eye of Regeneration or the U8 variant of the spell of Healing. Diam: 1 ft; Ran: 30 ft

81-82

37. THE EYE OF STRENGTHENING THE MAJESTY OF WEAPONS

When fired at a steel object (e.g. a helmet, breastplate, shield, or sword), or at an object made of Lord Sárku's specially consecrated copper, this Eye permanently improves the quality of the material. The item becomes "enchanted". This Eye has no effect upon other substances, and it can only be used once on any given object. Diam: 1 ft

83-85

38. THE EYE OF TRANSFORMATION

This Eye affects one target's opinions, causing him to perceive the user as smart, brilliant, and worth following. The target is not dominated or controlled, but the user has a better chance of convincing the target of a course of action, idea, etc.: a -50 modifier is applied to the user's Charisma roll. Diam: 1 ft; Ran: 30 ft; Dur: 30 T

86-87

39. THE EYE OF TRIUMPHANT PASSAGE THROUGH INFERNOS

This Eye protects 1-6 targets from non-sorcerous fire or heat. Targets only burn in heat equivalent to that of molten lava. This Eye provides no protection against such spells as Calcination, the Fist of Fire, or the Bolt of Imminent Immolation, although it does protect from secondary fires created by these spells. Diam: 10 ft; Ran: 15 ft; Dur: 3 T

88

40. THE EYE OF INIMITABLE PSYCHIC NULLITY

This device causes 1-6 beings within its circle of effect to lose all psychic power points: i.e. the total of their Psychic Ability, Psychic

Reservoir, and Intelligence. An affected target cannot cast spells and offers resistance to spells as a class one target. These points can be regained only through sleep or rest; cf. the section on magical combat. Furthermore, any Azure Scarab of Ksárul (#64) is destroyed, and its owner takes damage on Table F. Diam: 10 ft; Ran: 60 ft

89

41. THE EYE OF VOLUMINOUS TRANSLOCATION

This Eye surrounds 1-2 targets with an inertialess, protective force field and holds them in a force beam for 1 combat round (6 seconds). During this round, the user can move the target(s) to any other location he desires within the Eye's range. The distance between the user and the target remains constant. The field is inertia-less, and very heavy objects can thus be moved. An object permanently affixed to a wall, floor, etc. can not be targetted. Since a target has no inertia, it cannot be hurled: instead, it drops straight down when the 6 seconds expire. Diam: 5 ft; Ran: 30 ft

90-92

42. THE INCOMPARABLE EYE OF COMMAND

This device gives the user crude control over 2-12 targets. These can be ordered to flee, fight against their friends, or remain immobile for the duration of the effect. They cannot be made to perform more complex tasks. Diam: 20 ft; Ran: 120 ft; Dur: 10 T

93-96

43. THE INELUCTABLE EYE OF HEALING

This Eye heals all physical damage sustained by one target. It also repairs lost eyesight, hearing, and other injuries or defects caused by wounds or hostile magic. It does not act upon genetic defects or deformities, nor does it heal the ravages of disease, drugs, poison, gas, starvation, or thirst. If this Eye is operating properly, no die roll is needed to perform this healing. Diam: 1 ft

97-99

44. THE SPLENDID EYE OF KRÁ THE MIGHTY

1-2 targets are seized by an invisible vice of psychic force, as though by a great pincers. A target (up through "large creature") who fails his Saving Throw is killed. Still larger targets and those who makes their Saving Throws by only 1-10 points take table G damage. This Eye also performs actions requiring a single burst of great strength: e.g. smash open a stout door, break down a wall of no more than 3 ft thickness, etc. Diam: 5 ft; Ran: 60 ft

100

45. THE THOROUGHLY USEFUL EYE

This Eye is capable of recharging other Eyes: one charge can be restored to any Eye per day (not one charge to each Eye to which this is applied). Both Eyes are placed iris to iris, and the Thoroughly Useful Eye's firing stud is depressed. One charge is immediately restored; others are regained by leaving the two Eyes together on a stable flat surface for the requisite number of days. The Thoroughly Useful Eye itself never needs recharging. This is the rarest of all Eyes; only four specimens are known in the Tsolyáni Empire and two in other lands. Thus, if this Eye is randomly rolled, the referee rolls a D10 as a confirming roll: 1-8 = the referee must reroll or choose another Eye; 9-10 = a Thoroughly Useful Eye is indeed found.

AMULETS

Another common type of device is the amulet: a small sculpture or plaque of some substance carved or inscribed with the diagramme necessary to produce a single, limited effect. Most amulets were created during the Latter Times, but a few savants know how to manufacture them today. An amulet's effect, after all, is not all that different from an inscribed scroll (cf. the spell of Inscription in the spell list): power is drawn through from the Planes Beyond, moulded, and shaped into an effect that emerges onto Tékumel's plane. Amulets are usually worn about the neck or as brooches or pins. If an amulet is used correctly, it always works, requires no charges, and does not give its target a Saving Throw unless specifically mentioned. Amulets have a range of 30 ft from the owner to the targeted creature or object (a few do have longer ranges), have either permanent or stated durations, and can only be deactivated by a U10 level spell of Disenchantment (# 5). Some common amulets are:

D100 SCORES	NAME OF THE AMULET AND DESCRIPTION
1-4	<p>1. THE AMULET AGAINST THE INIQUITOUS NSHÉ</p> <p>This small, heart-shaped, bronze amulet is inscribed with a charm in the crawling, convoluted script of <i>Tsáqw</i> (ancient Yán Koryáni). The inscription must be read aloud to operate. If this is done before a <i>Nshé</i> which has NOT assumed a manlike form, there is no danger of attack: the creature will speedily retreat. If the area is large enough, however, the <i>Nshé</i> will try to flow around the amulet's holder and attack others in the party. There is a 70% chance of this, but there must be a space of 20 ft between the amulet and the creature. If the <i>Nshé</i> has taken on its man-like form before the amulet is used, the amulet has no effect upon the creature.</p>
5-7	<p>2. THE AMULET OF FINDING TREASURE IN THE UNDERWORLD</p> <p>In form, this amulet is a small obsidian beetle. It is activated by the user's telepathic command but can be used only once. It then crumbles to dust. It infallibly guides the user to the nearest treasure hoard of Type G or above in the Underworld within a circle 300 ft in diameter centred around the user.</p>
8-12	<p>3. THE AMULET OF THE GOOD GOD</p> <p>This amulet is a small, sparkling blue stone in the shape of the Sacred Double Oval of Lord Hnálla, Master of Light. It protects its wearer from the terrible <i>Hrá</i>. There is a 90% chance that a <i>Hrá</i> will retreat, unless meled by the wearer's party. There is a 50% chance that other undead will flee as well. This amulet cannot be used by a character who worships one of the deities of Change or one of the Change-allied foreign gods or a Pariah Deity. If such a person picks up this amulet, he suffers damage on Table C. After 4 combat rounds another check is needed to determine whether it continues to work upon its target(s).</p>
13-17	<p>4. THE AMULET OF INVINCIBLE STEEL</p> <p>This amulet is a square bar of some dull, corroded-looking steel-like metal. It offers protection to its wearer and his possessions against the steel-destroying secretions of the <i>Ngáyu</i>; cf. the TÉKUMEL BESTIARY.</p>
18-20	<p>5. THE AMULET OF MASTERY OVER THE RÉNYU</p> <p>This device looks like a small, furry, pine cone of some indeterminate brownish substance. It gives the wearer the power of controlling 1-3 <i>Rényu</i>. A <i>Rényu</i> thus controlled serves the holder of this amulet loyally as long as it lives. No animal trainer is needed.</p>

- 21-23 6. THE AMULET OF PERCEIVING THE SCINTILLATION OF METALS
 This device is an inch-long arrow of greyish metal. It points to the largest hoard of metal of any kind within its 30 ft range. It does not distinguish between various metals, however. It is activated by the wearer's thought but can only be used safely once every 12 hours. Activating it more often gives a 50% chance that it will self-destruct, causing the user to suffer damage on Table C.
- 24-26 7. THE AMULET OF PEACE AMONG THE SERVITORS OF LORD KSÁRUL
 This device is a diamond-shaped purplish gem. It causes all Underworld creatures created by the ancient Priests of Ksárul to cease hostility against the user. It has a range of 30 ft, and affects specifically the *Hrá*, the *Mrúr*, and the *Qól*. The *Biridlú*, the *Marashyálu* and the *Tsú'uru* have a 20 percent chance of obeying it as well. If any hostile action is taken against these creatures they will defend themselves. Its effects last 3 turns on any specific creature. Every time it is employed D100 are rolled: 1-90 = the device operates correctly; 91-98 = it does not work at all; 99-100 = it makes a fizzing noise and ceases operation permanently!
- 27-30 8. THE AMULET OF POWER OVER THE UNDEAD
 This amulet is a mummy-shaped statuette of blue faience, inscribed in *Bednálljan*. It gives the wearer the power to turn away the undead: the *Vorodlá*, the *Tsóggu*, the *Hrá*, the *Hurú'u*, the *Mrúr*, and the *Shédra* all have an 80% chance of retreating before this amulet. A *Jáigi* has only a 15% chance of doing so, however. It is only usable by a sorcerer of Level 5 or greater, who cannot be a devotee of one of the Lords of Change. It can only be utilised once against any given group of undead beings.
- 31-33 9. THE AMULET OF PROTECTION AGAINST THE GREY HAND
 This amulet, a bronze, coin-shaped plaque with a ruby in its centre, renders its wearer immune to the spell of the Grey Hand. It does not require activation or charges, but it is "loyal" to its wearer and loses its effectiveness if sold or traded to another character while its wearer lives.
- 34-38 10. THE AMULET OF RULING THE RU'ÚN
 This amulet is an oblong of greenish metal inscribed in *Llyáni*. It is usable only by a character who knows this language. It gives the wearer power to control 1-6 of the *Ru'ún*, the mighty bronze demons of the Underworld, for up to 2 turns. Its maximum range is 30 ft, and a *Ru'ún* that leaves this circle is no longer under the wearer's control and cannot be controlled again.
- 39-42 11. THE AMULET OF SAFETY AMIDST PUTREFACTION
 This amulet is an ivory ball decorated with mystical symbols and hung on a claw-shaped chain. It allows the wearer and 1-6 comrades to move unharmed among the Shunned Ones. If the user or his comrades attack the Shunned Ones, however, the amulet loses its power at once. Its effects last just four turns, however, and it can only be activated by touching its carved symbols once per day. It has a range of 10 ft around the user and his party.
- 43-45 12. THE AMULET OF WARDING OFF THÚNRU'U
 This amulet looks like a small coppery cone, and it bears an inscription in *Mihállli*. It may be used by any one, however. It causes 1-6 *Thúnru'u* to flee. If meleed, however, a *Thúnru'u* will turn and fight. It can only be used once against any given group of *Thúnru'u*. It has a range of 30 ft, and its effects last two turns.

- 46-50 **13. THE AMULET OF PROTECTION FROM THE DENIZENS OF THE DEEP**
This amulet is shaped like a sea shell and bears an inscription in Llyáni. Only a person able to read Llyáni can use it. No underwater creature will attack the wearer. Roll a D10 to determine where this amulet works: 1-6 = seas, tidal flats, and oceans; 7-9 = lakes, rivers and swamps; 10 = all bodies of water.
- 51-54 **14. THE AMULET OF UTTERMOST ALARM**
This amulet, shaped like a tiny sinister hand of greenish metal, can give the wearer a sharp electrical jolt when it is brought within 30 ft of a temple, demon, high priest, or powerful artifact of one of the Pariah Deities. A D10 is rolled: 1 = the amulet reveals the exact nature of the target (location, sorcerous level, etc.); 2-6 = the device operates normally; 7-8 = it works, but gives such a powerful jolt that the wearer is knocked unconscious for 1-5 turns; 10 = it does not work, unbeknownst to the wearer.
- 55-58 **15. THE AMULET OF PEACEFUL EXISTENCE AMONGST THE POWERS**
This amulet is a greyish-silver disc about the size of a coin or a thumb-nail. The wearer is protected against hostile spells, Eyes, etc. as though he were a 20th Level mage. It always operates correctly unless it fails to guard against a spell; in that case it vanishes in a puff of dust and reddish flame, causing the wearer to suffer damage on Table B.
- 59-62 **16. THE AMULET OF THE DENIAL OF DOMINATION**
This amulet is an irregular white stone with arcane glyphs carved on it. The bearer of this amulet saves against the spell of Domination (# 6, 39, 134) as though he were a 20th-level sorcerer.
- 63-67 **17. THE AMULET OF THE EVER-VIGILANT WATCHER**
This amulet is shaped like a pyramid of blue-green glass. The bearer saves against the Soporiferousness spell (# 19) as though he were a 20th-level sorcerer. If the bearer fails to resist this spell, the pyramid has a 20% chance of bursting noiselessly, doing the bearer damage on Table B.
- 68-71 **18. THE EXCELLENT AMULET OF AERIAL INVISIBILITY**
This amulet is composed of two 3 inch long metal *Vringálu* wings; the presence of this metal prevents a sorcerer from wearing or carrying this device if he also wishes to cast spells. The bearer is invisible to all creatures flying more than 10 ft off the ground. This protection only applies to one who is moving at minimum speed, or who is standing still. If the bearer attempts to attack a flying being, this protection is negated.
- 72-75 **19. THE AMULET OF IMPERVIOUS DWELLING AMONG INSECTS**
The bearer of this green cylinder is ignored by all biting, stinging insects found in Tékumel's northern regions. Some insects on the southern continent are rumoured to be attracted to this amulet, however. This amulet has an inscription in *Bednálljan*, and the bearer must be able to read this to use it.
- 76-79 **20. THE AMULET OF THE BLESSING OF THE EMERALD LADY**
This amulet is an emerald heart on a delicate necklace of malachite beads. The bearer always looks and feels 10 years younger than when he wears it around his neck. If this amulet is worn for more than 10 months (in total), however, the bearer will look 10 years older than his actual age if he ever removes or loses it.

- 80-82 21. THE AMULET OF THE BELOVED LEADER
 This amulet is a cerulean blue stone set in a gold pendant. The bearer subtracts 10 from his dice score on charisma tests if his audience does not know he is wearing it; 5 if they do. A priest of Chegárra who wears this also receives the power of raising the morale of 1-100 comrades to the highest level. This lasts 3 turns. This ability can be used only once per month, however.
- 83-87 22. THE AMULET OF REPELLING INCLEMENCIES
 This amulet is shaped like a raindrop made of a clear, transparent stone that carries an inscription in Llyáni. A person who knows this tongue reads it to activate it. The amulet disperses a storm for 4-8 hours, after which time the storm returns unless the weather pattern has changed. This device can only be used every 24 hours. In regions where the "Skein of Reality" is thick (i.e. in magically poor areas), it can only be employed once per week.
- 88-89 23. THE AMULET OF JOYFUL ADVENT INTO PARADISE
 This amulet is a bright yellow diamond dedicated to Lord Belkhánu. Only worshippers of the gods of Stability can use it. When slain, the wearer goes directly to Lord Belkhánu's Paradise and cannot be turned into an undead creature. No paralyzing or decaying spells of Lords Sáрку or Durritlámish affect him, but should he die, he is harder to revive since his soul will not wish to leave paradise. One who is killed while wearing this amulet must score 50 or less on D100 when revivification is attempted. If he fails (and he may only try once), he is unrevivifiable by any means.
- 90-94 24. THE AMULETS OF THE PANTHEON OF THE PUISSANT GODS
 All of the temples can manufacture amulets dedicated to one or another Aspect of the worshipper's god. One of these amulets requires a donation of approximately 1000 Káitars. When worn or shown prominently, these amulets improve reaction rolls by followers, servitors, and demons of that specific god by -10. Conversely, these amulets disturb worshippers of opposing deities and give their worshippers a +5 reaction modifier. These amulets are variously shaped and inscribed, but they are made of fragile glass or clay and are easily broken by blows, a fall, etc.: there is a 30% chance of this every time such a situation occurs.
- 95-99 25. THE LUMINANCE OF THE SCARLET MASTER
 This amulet is a tiny vial of glass that appears to be filled with bright red flame. If displayed, it lights up an area 5 ft in diameter around the wearer, who can light it or put it out with a thought. This dim light is sufficient to see one's way, read an inscription, etc. It is not hot, and it can be hidden by a hand or garment. There is a 30% chance of extinguishing it permanently, however, if a spell of Light and Darkness (# 13 & # 52) is cast upon the bearer. It is otherwise unbreakable.
- 100 26. THE AMULET OF VOYAGING BEYOND THE WORLDS
 This rarest of all amulets is a diamond-shaped crystal of black obsidian. If squeezed by the wearer, it transports him and 2-12 beings within a 10 ft circle of effect to an uninhabited world covered with tall, green grass, trees, harmless herbivores, and gentle breezes. The travellers can rest here peacefully until the wearer squeezes the amulet again. The party is then carried to another Plane as determined by a D10 roll: 1-2 = they are returned to the same place from whence they departed but one hour later; 3-4 = they are taken to another location in the present Five Empires, as decided by the referee; 5-7 = they travel to a region covered

with wet, lush jungle filled with ferocious beasts and deadly serpents; 8-9 = they are marooned on a cold and windy island in the southern ocean, near the land of the nonhuman *Urunén*; 10 = they are conveyed to a ruined city occupied by parties of murderous *Hokún* who ride on translucent-skinned steeds and bear long glass lances. All of these are places on present-day *Tékumel*, and the party must contrive to get back to their homes as best they can. After one use (i.e. a journey and a return trip), the amulet disappears in a puff of purplish smoke.

The following five amulets are found only in the possession of shamans, or in tribal territories where shamans dwell. The referee may substitute one of these for an amulet found for a shaman or tribal person. There is only a 10% chance that an individual from some non-tribal territory may have somehow acquired one.

27. THE AMULET OF UTTERMOST DEVOTION OF BEASTS

This is a spiral-shaped carving of polished black wood. It causes one *Zmé*, the most ferocious beast of the jungles, to become a loyal follower of the bearer, attacking his foes, guiding him to water, etc. The *Zmé* will never leave the forest, however, and if the bearer departs, the great creature dies, disconsolate and lonely. If the wearer then attempts to dominate a second *Zmé*, a D100 score of 1-60 must be achieved. A third (and last) *Zmé* reduces this to 1-40. If one of these rolls fails, the amulet crumbles to powder. Since this device is made of wood, it is susceptible to fire, worms, water-logging, etc. If the amulet is lost or destroyed, any *Zmé* controlled by the bearer then attacks him.

28. THE AMULET OF SUMMONING

A shaman (only) invokes this globe of iridescent shell by burning incense in front of it and concentrating upon one of the shaman's ancestors, whose name he knows. A D10 is rolled: 1-6 = the ancestor appears to him in the smoke and answers simple questions (e.g. guiding the shaman, helping him find food, water, game, etc.); 7-9 = nothing happens; 10 = the shaman is struck unconscious for 1-10 turns. This amulet cannot be disenchanting, blocked by sorcery, or destroyed, except by a direct physical blow. It is useless in the hands of a non-shaman, however.

29. THE AMULET OF SORROWFUL DECLINE

This amulet is a miniature clay flute. If played by a shaman (only), one selected target within 1,000 ft begins to sicken with an unidentifiable malady. No spell or Eye of Healing is of any use, and the victim permanently loses 1-10 points from his HBS per day until he dies, or until he does what the shaman wishes. A target can stop the progress of the disease by killing the shaman, or by leaving the amulet's circle of effect. Once the progress of the ailment is ended, 1-10 of the target's lost points are recovered by rolling a D10 each day.

30. THE AMULET OF THE BLESSED OUTSTRETCHED HAND

This is a slick, black stone with the outline of a hand etched upon it in white. A shaman (only) invokes this by chanting over it and extending a hand over the head of one who is insane, possessed by a demon, haunted by a ghost or undead person, or who has been cursed. The shaman then can identify the source of the affliction and try to cure it. A D10 roll is made: 1-6 = the victim is released or healed; 7-10 = nothing happens, but the shaman cannot try again. This amulet can never be taken away from its owner. If he dies, it must be buried with him; otherwise it returns to curse those who did not treat it properly, slaying each one in turn: a D10 is rolled for each victim every day: 1-6 = he is slain in some spectacularly unpleasant fashion; 7-10 = he escapes. After

10 days, any targets still alive are left unharmed, and the amulet itself crumbles into black powder.

31. THE AMULET OF TURNING AWAY THE DEADLY BONE-TIPPED SPEAR
This amulet is an arrowhead made of some white bone-like substance. As long as the owner wears this around his neck, it protects him from any sharp blade made of bone, flint, stone, glass, or wood, including swords, daggers, spears, and missiles. It has no effect upon clubs, maces, or thrown stones, nor is it useful against *Chlén*-hide, copper, bronze, iron, steel, or other metals. It can only be destroyed by a direct blow from a mace or blunt weapon.

MISCELLANEOUS MAGICAL ITEMS

The ancient savants of *Tékumel* constructed a great variety of special devices and tools for their masters or for their own use. These are almost always one-of-a-kind, although duplicates were made of a few. Once found, an item is removed from the list below, unless a duplicate is indicated. The referee is free to develop further items, keeping in mind the need for game balance and conformity to the mythos of *Tékumel*. Most miscellaneous magical items require no charges, although a few do need batteries or charges from a Thoroughly Useful Eye. Some are voice-activated, while others have buttons, and a few possess special controls.

Using a miscellaneous magical item requires a control test, usually based on the attribute of Intelligence (sometimes averaged with Dexterity, if the referee so decides). The test level varies from easy for an item that needs only to be stroked or "thought at" to activate, to a real challenge for an aircar or Lightning Bringer. Items are tested separately, if unique, or as classes, if similar to one another. For example: Harkúz Chi'úna, a Livyáni sorcerer, tests to utilise a tubeway car. Since he has used similar cars many times before, he tests as though it were the same device, even though this would be a real challenge for an inexperienced person. If Harkúz tries to programme a *Ru'ún*, however — something he has never done — he must start at the real challenge level.

The referee may select a miscellaneous magical item from the list below, roll D100 to determine which it is, or devise a new one.

D100 SCORES	NAME OF THE MAGICAL ITEM AND DESCRIPTION
1-3	1. THE ALLURING MAIDEN OF NGÁ This android is fashioned like a beautiful girl. She has the ebony hair and paper-white skin common to androids of the Great Ancients. She is programmed to assassinate the enemies of her owner and is thus an accomplished stalker who moves soundlessly, striking with noose, dagger, or poison. She has all of these weapons at all times, and also has a 20% chance of carrying Eyes: a D10 is rolled: 1-5 = 1; 6-8 = 2; 9-10 = 3. If Eyes are indicated, roll randomly to determine which. She has an HBS of 300 and her skin is the equivalent of steel armour. She has 120 body damage points (3 critical wounds in the QP system). Aside from activities connected with her mission, she is totally mindless and hence not detectable by telepathy or psychic means. She cannot speak or interact socially and thus cannot perform other tasks. Once her owner assigns her a victim, she never abandons pursuit until he is dead, whereupon she returns to her master for a new assignment. Her charges are checked with D100. Each mission requires 10 charges: thus, a score of 90 permits her owner to send her on nine missions. Scores are rounded off to the nearest decade. There is also a possibility that she may turn upon her owner: at the beginning of each mission he must score 75 or less on D100; if he fails, she attacks him instead of obeying his command, due to the failure of her ancient circuitry. The Maiden is activated by her owner's telepathic command

from a distance of no more than 30 ft. Only two of these android assassins are known, one being in the palace of the Clan of the Domed Tomb in the City of Sárku in north-western Tsolyánu; the other's location is not known. There may be others in the deepest levels of one or another of the underworld labyrinths, however.

4-7

2. THE BOOTS OF CHANGÉLA

The long-dead wizard, Changéla of Kettuléno, created a pair of boots of glossy, red leather that permit the wearer to walk upon water. These do not operate if the water is flowing faster than 1 mile per hour, or if there are waves or whitecaps higher than 1 foot. These boots never require recharging or activation and have no distance limitation. The wearer can carry a load of up to 250 pounds without sinking. It is said that there is only one pair of these boots, possibly in the hands of the clan of Mnáshu of Thri'il. Changéla was a prolific craftsman, however, and 1 or 2 more pairs may exist.

8-11

3. THE CHARIOT OF THE GODS

This is an ancient aircar. It carries 1-6 people and flies up to 900 ft per combat round, requiring 1 charge per 80 miles (rounded up, and with a minimum of 1 charge per trip). The number of charges is checked with D100, and the machine is recharged with a Thoroughly Useful Eye, or in some models, with batteries found in the ruins of the cities of the Great Ancients. The hull of this vehicle is proof against all missiles smaller than a catapult stone, but various Eyes and spells can penetrate it. The car is activated and operated by controls on a panel at the front. If the user has no skill in the devices of the Ancients, he must make an averaged Dexterity/Intelligence roll at the Real Challenge level. If he succeeds, all further tests are made at the Difficult level. There are rumours of several of these aircars, including a "stable" of five or more said to be buried beneath the great city of Tsámra in Livyánu. Others are known to exist beneath Avanthár, in certain temple treasure houses, and even in a few clan storehouses.

12-14

4. THE CLOCKWORK AUTOMATON OF QIYÓR

This is a steel fighting robot made of steel. It has 200 hit points (QUICK PLAY: 6 critical wounds), an armour modifier of -6, and an HBS of 400. It fights for 10 combat rounds and then requires one round to rewind. Its weapons are two huge long swords, and it thus has two chances to hit per round. Its swords are +4 on the damage table. It is activated by depressing a red button on its upper back and giving it verbal commands in ancient Llyáni. According to the book *Básrimyal hiMazák* ("Men of Power") by Tlékku Beshyenú, the wizard Qiyór created ten of these robots for his master during the last years of the dynasty called the Hegemony of the Scarlet Queen near the end of the Latter Times. Two of these robots are known: one was recently destroyed in Milumanayá, and the other is in the hands of the Mu'ugalavyáni in Ssa'átis. Others may exist.

15-17

5. THE CRYSTAL CLAW OF KÚRUTESH

This device provides communication with, and control over 2-12 animals, including fliers and water beasts. It does not operate on intelligent or semi-intelligent creatures, however, nor upon Other-Planar beings or the artificial creatures of the Underworld. Control lasts 3 turns, and targets can be controlled up to a range of 120 ft. Charges on this device are checked with D100, and it can be recharged by the Thoroughly Useful Eye. It is activated by telepathic control. The user must have a psychic ability of at least 60 to operate it. There is only one of these Claws; its whereabouts are unknown.

- 18-20 6. THE CUP OF SÚBADIM THE SORCERER
 This device emits a gentle stream of any liquid the user wishes. This stream lasts one combat round per charge. Its charges are checked with D100. Placing it in a dark, still location returns one charge per day to a maximum of 100 charges. The cup is activated by tapping the blue gem set in its rim with one's fingernail and concentrating upon the desired liquid. This device creates water, oil, inflammable chemicals to be set on fire, or acid to be thrown at a recalcitrant lock or even upon an enemy. Occasionally the cup produces one of Súbadim's favourite fish instead. There is only one of these devices known; it is said to be in the museum of the Mad King of Salarvyá.
- 21-24 7. THE DELIVERER OF EFFICACIOUS ELIMINATION
 This curious device resembles a child's toy gun of pink plastic. If the trigger is pulled, a target must make a successful Dexterity test at the real challenge level to dodge. If this test fails, tears flow from the target's eyes, mucus from his nose, saliva from his mouth, perspiration from his sweat glands, and waste products from every other orifice. All discharge at once. A victim can do nothing as long as the effects last. While its effects last it cannot be ended, dispelled, or healed. Charges for this 8-inch long device are checked with D100, and it can be recharged with a Thoroughly Useful Eye. It is theorised that the Deliverer was once used as a medical instrument to rid a victim of poisons (which it indeed does), but that the setting mechanism inside has somehow fused so that all functions occur at once. There are at least 10 of these instruments, and others may be found in ruins of hospitals and medical offices in the cities of the Great Ancients. Ran: 30 ft; Dur: 10 T
- 25-27 8. THE EMERALD OF HAGÁRR OF PARÁNTA
 Constructed by an ancient craftsman for this famous buccaneer-wizard, this gem gives power over water beings for one turn per charge. It has a range of 60 ft and its charges are checked with D100. It can be recharged by exposing it to sunlight: one charge is restored per day. It is activated by pointing it at its target and squeezing it. No sea beast can resist this device. There is only one of these gems, and it is rumoured to lie in the treasure chest of Captain Hárchar hiVárshu, a devious and untrustworthy Jakállan pirate — who is not aware that he owns it! There are least 3 more of these gems, but their whereabouts are unknown. Dur: 3 T
- 28-30 9. THE GLORIOUS CLOAK OF MANY EYES
 This richly brocaded cloak, patterned with designs in the form of many tiny eyes, gives the wearer the power to project his invisible self up to 300 ft and thus see and hear all that transpires there. He cannot perform any actions or speak while in this form, however. Charges are checked with D100. The Cloak can be recharged by the Thoroughly Useful Eye. It is activated by clicking its throat-clasp and concentrating. There are said to be three of these Cloaks. One is on display in the museum of Lord Cháymira hiSsánmirin, the High Prefect of the Chancery in Avanthár. Dur: 20 T
- 31-33 10. THE GLOVES OF CHIRENÉ
 The mythological Demon-warrior, Chirené of N'lüss, once possessed these glittering, black, metal-studded gloves. They enhance the wearer's strength, adding +15 to his hit possibilities and multiplying his D20 damage scores by two. Each time the gloves are donned, 1 charge is expended. Charges are checked with D100, and the Thoroughly Useful Eye can recharge the gloves. There is only one pair of these gloves. Their present location is unknown, although fakes are constantly being reported.

34-38

11. THE HAMMER OF PENDÁRTE OF KHÉIRIS

This terrible warhammer receives a +10 on its chances to hit and +3 on damage done. It can also be thrown, returning infallibly to the user's hand in the following combat round. It never requires recharging. There is only one of this item, said to lie somewhere in Yán Kór. The Swamp Folk of Mu'ugalavyá claim that Péndarte still lives, hidden in the fetid swamps of the Putuhénu River, and that he will return one day to build many more monstrous devices and engines to serve the Lord of Flame.

39-40

12. THE HELMET OF THE THREE-POINTED STAR

This golden, high-crested helmet restores life to any being slain within the past 24 hours. A being revived by this device returns to normal activity at once with no ill effects. It is activated by placing it over the target's head (or whatever is the nearest equivalent) and depressing a button on the rear rim. Charges are checked by with D100, and the device can never be recharged. It is said that ten of these helmets exist on Tékumel, while others are found on various "pocket" Planes, such as the secret temple to Lord Vimúhla in the Chákan jungles.

41-43

13. THE JADE BOWL OF THE GOD-KING OF PURDÁNIM

This device is an unadorned bowl of green jade. It is activated by looking into it. The device exchanges the user's mind with that of another being of the same species (one cannot place a human mind in a Ssú body, for example) who is within its 120-ft range. If the target wishes to resist the exchange, a targeting roll is needed, as though the Bowl were a spell cast by a 20th level sorcerer. The mind exchange lasts for 24 hours. If the user is slain while in the exchangee's body, he is dead and cannot return to his own body, which then becomes the permanent property of the exchangee! This, of course, applies in reverse as well. Charges on this device are checked with D100, and it is not rechargeable. According to legend, only two of these devices were created by the ruler of ancient, lost Purdánim.

44-46

14. THE LADDER OF MRÍDDU THE MAGICIAN

This metal ladder of dull silvery metal can be folded up until it is the size of one's hand, and its weight is only six ounces. It unfolds into a ladder 50 ft long. This holds up to 6 men (or equivalent weight) at one time, and at its top there are tiny claws that hold it securely in place until its user wishes to remove it. This device requires no activation and can be used repeatedly. Since it is metal, a sorcerer cannot carry it and still cast spells. It is said that there are three of these scattered across Tékumel. At least one is in the caverns of the wizard Eylóa of the Tláshte Heights in north-eastern Livyánu.

47-49

15. THE LIGHTNING BRINGER

This is an ancient, self-propelled artillery weapon. Shaped like a projector and large tube on wheels, it can smash through a 6-ft thick wall with one charge, with an circle of effect 20-ft in diameter, doing Table G damage to 2-12 beings caught in the blast. It has a range of 1,000 ft. Its charges are checked with D100, and it is recharged by the Thoroughly Useful Eye or by foot-long cylindrical batteries of some jet-black substance occasionally found in the ruins of the cities of the Great Ancients. It moves at a rate of 60 ft per combat round with no charge expenditure. A control panel at the rear of the machine operates both the propulsion and firing systems, but either prior training or an Intelligence roll at the real challenge level is required to

aim, fire, or move the machine. At least 50 of these weapons are known: 3 in the Imperial arsenal beneath Avanthár, 2 in Béy Sü, 1 in the Temple of Vimúhla in Tumíssa, and others scattered throughout the Five Empires. These machines are too large and heavy to be moved by any other than their own power, or by the still larger transport devices of the Great Ancients.

50-51

16. THE LITTLE HOUSE OF TRANQUIL DWELLING

This is a 6-inch cube of mirror like material that has the power to draw the user inside of it and thus protect him from attack for as long as he chooses to stay. Entrance (for one person only) is effected by pressing a stud on the outside of the cube, and a button on one of the interior walls is pushed to exit. There is breathable air inside, and the House can be stocked with food and drink to last a lifetime. There is no communication with the outside world, however: neither spells nor telepathy can penetrate its walls. The House never requires recharging. When this device was originally found on a planet far from Tékumel in the crater of an atomic explosion, it was occupied by the corpse of some ancient creature who had chosen to live his life inside the cube rather than emerge into the holocaust of radiation outside. The Little House was brought to Tékumel by an early human settler and was kept in a museum during the time of the Great Ancients. Thereafter it was lost. It is said to exist somewhere in one of labyrinths beneath one of the ancient cities, but no one now knows which. There is only one original and one copy of this item, so far as is known. The copy, created during the Latter Times, is said to be in or near Usenánu.

52-53

17. THE MAGICAL CHEST OF THE TOPAZ GOD

So old that the origin of its name is lost, this small, common-looking bronze chest holds any amount of treasure, weapons, etc., provided that one edge, corner, or protuberance is small enough to be fitted into its 6-inch-square mouth. Objects fastened to a floor, wall, etc. cannot be inserted. The Chest also cannot hold living beings: even bacteria die when put into it. It never requires recharging. Legends tell of five or six of these (or similar) chests hidden here and there about Tékumel. One is reliably reported in the possession of Lord Tákodai hiChaishyáni of the Clan of Sea Blue in Jakálla.

54-57

18. THE MALLET OF INIMITABLE FEALTY

This device dates from the Empire of Éngsvan hlá Gánga. It is a silvery mallet about a foot long, with a leather-covered handle. When taken from its sheath and touched to any exposed part of a victim's body, a mind-bar is created: the victim can be made intensely loyal, be caused to forget something, be sent upon a quest, etc. A successful Dexterity test at the very difficult level is needed to avoid being struck. If the target fails this roll, there is then an 80% chance of his being dominated. Charges are checked with D100 The Mallet has a charge indicator in Engsvanyáli, and it can be recharged with the Thoroughly Useful Eye. Each charge lasts for one month, and the Mallet's mind-bar cannot be terminated until the end of its duration. There are approximately fifteen of these devices: one in the possession of the Priests of Vimúhla in Fasíltum, another in the hands of a senior noble of the Royalist Party in Khirgár, etc.

58-60

19. THE MIGHTY WALL OF LORD THÚMIS

This device looks like a grey metallic ball the size of a human palm, but when it is activated by reading the inscription on it in the Sunúz language, it creates a bronze wall 10 ft high, 30 ft wide, and 6 ft thick per

charge. The Wall fits into a smaller area perfectly, but without added thickness or height. This barrier lasts two turns. Charges are checked with D100, and it is rechargeable with the Thoroughly Useful Eye. There is no charge indicator. Seven or eight of these devices exist: one in the palace of the Governor of Thráya, one in the personal collection of the High Adept of Thúmis, Lord Gámulu hiBeshyéne, in Payá Gupá, etc.

61-64

20. THE MUSIC BOX OF NEKKUTHÁNE

This hand-sized music box produces a sweet and compelling melody that gives control over the fearsome Ngóro for one turn per charge within the 20 ft circle of effect. The user can speak to the creature through telepathy. Charges are checked with D100, and it is rechargeable with the Thoroughly Useful Eye. Only two of this item are recorded: one is in the cellar of the palace of Lord Sánjesh hiKirisáya of Usenánu, the other in the fortress of Baron Áld of Yán Kór.

65-68

21. THE QUESTING BIRD OF QINDÁNU

Qindánu was one of the minor wizards of the Latter Times. The tiny bird he created is constructed of bright blue metal. If the stud on its breast is pressed, the Bird can be given commands by telepathy. It also has a little pocket on its underside in which a written message can be placed (and in which a recipient can put a reply). The Bird flies up to 1 mile per charge (more than 1 charge can be pressed before releasing it). It then returns to report what it has seen. It replies to only one question per charge, however, and each query and reply can be no longer than 10 words apiece. The Bird's charges are checked with D100, and it is rechargeable with two 2-inch-long cylindrical batteries, sometimes found in the ancient underworlds. There are several of this item. One is in the possession of the Temple of Hnálla in Haumá, while others are said to be located in Mu'ugalavyá, Yán Kór, and far-off Shényu.

69-72

22. THE RING OF UNENDURABLE RAPTURE

This golden finger-ring is set with a beautiful emerald. It is activated by pressing down upon the gem, which emits a beam of green light. A target within its 30 ft range must make a Dexterity test at the very difficult level to evade it, and if the test fails, there is a 75% chance that he will be affected. A victim (human only) is transported to the Paradise of the Goddess Dlamélish, where he undergoes instant and unendurable ecstasy. He is then instantaneously returned to his own Plane, with no passage of time, but in a piteously dazed and exhausted condition. All of his strength and psychic powers are at zero. He can regain these only through a period (1-5 days, randomly rolled) of bed-rest. The Ring's charges are checked with D100, and it is recharged with a Thoroughly Useful Eye. It has an indicator in Engsvanyáli. The device may have originally been used for pleasure, but it is now often employed as a weapon: a victim returned in a weakened and semi-comatose state can easily be slain or captured. Three of these devices are kept in the temples of Lady Dlamélish in Jakálla, Púrdimal, and Avanthár. Others are reported in Tsámra, Tsatsayágga, and Háida Pakála. There may indeed be still others — it seems to have been a popular item!

73-74

23. THE SILVERY SERPENT OF QUEEN NAYÁRI OF THE SILKEN THIGHS

The famous queen of the Bednálljan Dynasty used this device to rid herself of cast-off lovers and others. It is a tiny silver serpent some 6 inches in length. Any living being bitten and not alleviated within 2 combat rounds perishes. It crawls 5 ft per combat round, and there is

a 75% chance that a victim will not see it, no matter how keen-eyed he may be, or how high his level of experience. The Serpent bites its victim on a D100 score of 01-35. If this fails, the target must make a Dexterity test at the difficult level to avoid its next bite, and may then strike at the tiny viper with a -10 modifier because of the thing's small size and great speed. The Serpent's charges are checked with D100, and there is a charge indicator in the *Bednálljan* script just behind its head. It is recharged with a Thoroughly Useful Eye. Once activated by tapping its skull, it proceeds to the destination specified verbally in *Bednálljan* by the user and bites its target. It harms others only if it is attacked. After a successful mission, it returns to its owner and deactivates. It fights as though it wears heavy *Chlén*-hide armour and has a HBS of 100. There is only one of this item; its current whereabouts are unknown.

75-78

24. THE SKULLCAP OF GIRIGÁMISH

This device is a brass cap with an inch-square box-like protuberance at the back, on which is the button which activates it. The Skullcap conveys immunity to telepathy and telepathic spells. It also allows its wearer to see through illusions, phantasms, and the like. Its charges are checked with D100; it is rechargeable with a Thoroughly Useful Eye, and it has an indicator in *Bednálljan*, inserted by some later owner. Each charge lasts for one day. At least one of these caps is known to exist in the possession of the priests of Ksárul at Hmakuyál. There may be more since Girigámish, who lived during the last centuries of the Latter Times, is said to have had many masters (and mistresses?) during his long life.

79-85

25. THE SPEAKER TO HEAVEN

This mechanism is a golden metal image of some ancient deity about 9 inches high, set with rubies. It aids in communicating with the Gods and their Cohorts: add +10 percent to the chance of Divine Intervention. Its charges are checked with D100, and it has an indicator in *Llyáni*. It is not rechargeable. Only one of this item exists. Its location is unknown, but many fakes are sold in the markets. Some are quite ingenious.

86-90

26. THE SPLENDID DISC OF ADVANCING TO GLORY

This thin, golden, metallic disc measures 5 inches in diameter. If inserted into the slot beneath the front control panel of one of the ancient subterranean tubeway cars, it provides 10 destinations which are then selected by pressing one of a row of buttons on the console. Some of these locations are terminals in the ruined cities of the Great Ancients; others emerge at stations that are now jungle, desert, polar wasteland, or even in the domains of the feared *Ssú*, *Hlüss*, or Shunned Ones; a few are way-stations along the tunnels themselves: once one's car has departed, it may be a long wait for another (there are usually ladders and escape hatches, however). A few destinations are now under water; and a few take the car to dead-ends where the alarms and safety devices may have failed, leading to spectacular crashes as the car plunges into a wall of fallen rock at great speed! Each disc differs from all the others. The referee is free to devise destinations of his own. They can be used over and over, but the destinations on a given disc cannot be changed. Perhaps dozens of these travel discs lie buried here and there in the ancient ruins, and the temples, governments, clans, and even private collectors may also possess one or more of these items.

- 91-92 27. THE TRUMPET OF METÁLLJA
 This mighty horn belonged to the hero Metállja of Salarvyá. Blowing a note on it summons any android or automaton within a 60-ft radius to do the bidding of the user for two turns. The Horn's charges are checked with a D100 roll, and it has an indicator in Bednálljan. It is not rechargeable, so far as is known. This instrument requires great strength, requiring a user to have a strength bonus of +70 or more to blow it. There is only one of this item. Its current location is uncertain.
- 93-96 28. THE WONDROUS ENHANCER OF JEWELS
 This metal box, about 10 inches square, is an automatic gem cutter and polisher. It adds to the value of a gem that has not been treated with one of these devices before. A stone is placed inside the compartment on the instrument's top surface, and the red button is depressed. (Do not push the black button on its left side!) The value of a gem so treated is multiplied by 10. The Enhancer's charges are checked with a D100 roll, and it has an indicator in Classical Tsolyáni. It is recharged with the Thoroughly Useful Eye. At least 10 of these devices exist: one in the Temple of Avánthe in Jaikalór, one in the Imperial Museum of the Palace of the Realm in Jakállá, one in an unknown clanhouse in Chéne Hó, and others scattered here and there across the Five Empires.
- 97-99 29. YA'ÉLA'S ELEGANT VIOLET URN
 The sorceress Ya'éla lived during the Latter Times. She created a vase from what appears to be pale, reddish-purple glass. When a person (humans, Pé Chói, Páchi Léi, and Pygmy Folk only) stares into this vessel, he/she/it experiences a single episode from some ancient being's lifetime: a battle, a love affair, a time of danger, a moment of important decision, etc. These snippets of experience last 1-5 minutes each, during which time the user's body remains comatose. After its effects cease, the user returns to consciousness with no ill effects (even if he died during his experience). Ya'éla used the Urn to test her targets' courage, resolution, etc.. There is a tiny indicator along the bottom rim which gives each user a rating according to the standards of Ya'éla's time. The Urn also has a tiny red protrusion on the base which can be pressed to destroy a user whose behaviour does not measure up: a user makes a D100 roll, and a score of 80-100 = a potentially lethal response. This deadly feature is neither known nor detectable, and an Intelligence test at the real challenge level is needed to figure it out. Only one roll is allowed per owner (or group). The Urn never needs recharging. A victim is not compelled to look into it, however. The number of stored experiences is very large, and they are selected by the Urn at random.
- 100 30. THE ZIGZAG SCIMITAR OF SAVADÉNO THE SLAYER
 This strangely shaped long sword is made of dingy-looking black metal with a hilt that appears to be silver-chaised iron. It automatically hits a target who fails a Dexterity test at the very difficult level, no matter what armour or shield he may have. The Scimitar can also shoot its blade like an arrow at a target within a 30 ft range; the target needs a Dexterity test at the difficult level to dodge. If a hit is scored, the blade returns to its hilt; if it misses, its owner must manually retrieve it (and cannot use it again until he does so). The weapon does damage on Table E. It requires no charges and always works, but only a warrior who serves one of the Lords of Change can wield it. There is only one of this item. Its location is unknown.

SCROLLS

A magical scroll is a leaf of parchment or Tlésa paper with one or more spells written on it. (A piece of parchment for one spell costs 9-14 Káitars, and a leaf of special Tlésa paper can run as much as 100 Káitars.) These are more permanent and also more likely to work than enchantments written with a simple spell of Inscription. A D10 roll is made for each spell on a scroll: 1-2 = it remains for a second use; 3-10 = it disappears after one use. Scrolls containing Universal spells can be used by anyone able to read the language (except psychic dampeners). Generic spells are only usable by worshippers of the Gods favouring those spells, and Temple spells are restricted to worshippers of the specific God and/or Cohort to whose temple the spell belongs. A spell that does not belong to the user's temple cannot be read, even if he knows the language, or employs a spell of Comprehension. Some ancient scrolls are set to blow up (doing damage on Table C) if a non-allowed person tries to read them; this is left to the referee.

AVAILABILITY AND COST OF SCROLLS

Scrolls are occasionally found for sale at various Temples. There is a 15% chance of one being available per week. Prices are determined by a D100 roll x 100 Káitars for a spell containing Universal spells, by 500 for Generic spells, and by 1,000 Káitars for temple spells. A cursed Scroll is never found for sale.

LANGUAGES OF SCROLLS

There is a 75% chance that a newly found scroll is written in a modern language and a 25% chance that it is written in one of the ancient tongues. The tables below assume the scroll is found in Tsolyánu. The referee may modify the tables for scrolls found in other lands or to add one or more of the rarer languages.

D100 SCORES	MODERN LANGUAGE	D100 SCORES	ANCIENT LANGUAGE
01-60	TSOLYÁNI	01-25	CLASSICAL TSOLYÁNI
61-70	MU'UGALAVYÁNI	26-60	ENGSVANYÁLI
71-80	LIVYÁNI	61-85	BEDNÁLLJAN
81-85	SALARVYÁNI	86-90	ANCIENT N'LÜSSA
86-90	YÁN KORYÁNI	91-93	DURUÓB
91-92	GHA TÓNI	94-96	L LYÁNI
93-94	MILUMANAYÁNI	97	TSÁQW
95-96	SAÁ ALLAQIYÁNI	98	ÁI CHÉ
97	PECHÁNI	99	MIHÁLLI
98	HÁIDA PAKALÁNI	100	SUNÚZ
99	AÓMÓRH		
100	TKÁ MIHÁLLI		

The referee next rolls D100 to ascertain the number and level of spells contained in a scroll. These spells are then randomly generated from the lists of spells given in the sorcery section.

D100 SCORES	SPELLS
01-50	1 UNIVERSAL SPELL
51-70	2 UNIVERSAL SPELLS
71-80	1 GENERIC SPELL
81-85	1 GENERIC AND 1 UNIVERSAL SPELL
86-90	2 GENERIC SPELLS
91-95	1 TEMPLE SPELL (EXCLUDING REVIVIFICATION)
96	REVIVIFICATION
97-100	CURSED SCROLL: CONSULT THE CHART BELOW.

CURSED SCROLLS

Cursed scrolls are sometimes found in the libraries of more ill-tempered ancient owners, or in the collections of those who serve masters who do not want their knowledge spread about. When a cursed scroll is read, all individuals within 10 ft of the reader are affected as follows:

D100 SCORES	RESULT OF A CURSED SCROLL
01-30	All affected targets suffer table C damage. Armour provides no saving modifier.
31-50	An Underworld being of the referee's choice appears.
51-65	All affected are struck with a rotting plague which is fatal within two turns if a <i>Alleviation</i> spell or the <i>Eye of Healing</i> is not applied.
66-80	All affected are transformed into creatures of the referee's choice.
81-85	All affected are transported to a randomly chosen location on <i>Tékumel</i> .
86-90	All affected are paralysed for 1-100 turns.
91-95	All affected are slain. No targeting roll is needed, but revivification is possible.
96-100	The hideous demon, <i>Kurligásh the Eater</i> , appears in the midst of the party. He is 14 ft tall, is shaped like a ragged tent, and has four tentacles (i.e. four chances to hit per combat round). He can absorb 12 critical wounds, has a HBS of 500, does table E damage, and fights as though he wears steel armour. He always attacks and cannot be subdued or driven off by spells. He cannot be slain; when defeated, he disappears, leaving an emerald worth D100 <i>Káitars</i> x 1000. He also has the power to speed himself up to match an opponent using an <i>Acceleration</i> spell or the <i>Eye of Hastening Destiny</i> .

MAGICAL BOOKS

While books and scrolls of Category 1 contain mostly run-of-the-mill, ordinary spells, various unique tomes exist which possess greater enchantments.

Once a person has read a given book and received whatever benefit or penalty it offers, he/she/it usually can never read that same book again. If he discovers a second copy, however, he can indeed read and use that — again, once only. A few books do exist which can be read over and over; these are specified in the descriptions which follow.

Reading a magical book is usually treated as an easy test, provided that the reader knows the language. A book may be more difficult to read because of its script, damage to the manuscript, or other reasons, as decided by the referee. Some books are “controlled” by not activating them, since they are set to work automatically when an unwary person opens them. Such unpleasant volumes were often set as traps by the wizards of the *Latter Times*. Protecting one's library from thieves was considered a vital duty for the skilled sorcerer.

With certain exceptions noted below, a person attempting to read a magical book receives its effects immediately if he knows the language in which the book is written. A person who does not know the language of a book usually escapes its effects. Indeed, he is likely to be unable to identify the book at all: scripts differ widely, and an unknown language appears as little more than squiggles. Nor can one read just the title and hope to escape a book's effects! Most *Tékumeláni* books have no title pages, and titles are rarely written upon covers or spines. Many ancient tomes also lack a leaf or two at the beginning; or end. Others start with long, formulaic praises of a deity, the current ruler, or even of a great teacher or holy person, and only after ploughing through all this does the reader come to the meat of the treatise.

A book's text may disappear or become inactive after it is read (and hence used), while others remain for repeated perusing. There is a 30% chance of the former and 70% of the latter. An unidentified book can be taken to the Temple of *Thúmis* by devotees of

Stability and to the Temple of Ksárul by devotees of Change. The Priests charge a fee for identifying a book: D100 x 20. They may wish to buy the book, offering D100 x 1000 to 5000, as the referee decides. Occasionally they will refuse to help for religious, political, or even personal reasons! Books are only rarely found for sale and never for loan. The referee is also urged to devise further titles.

Omitting the many thousands of books on history, rhetoric, philosophy, theology, crafts, astronomy, mathematics, poetry, geography, etc., the following titles are chosen for their game value. It is assumed that 1-10 copies of each title exist somewhere on Tékumel.

A nonplayer slave or employee may be ordered to read a book, but since this is an action designed to evade damage to the player himself, the referee may dupe the nonplayer character (and hence the players) by having the book seem to be something else: e.g. a book may appear to be a treatise on the nuances of Jakállan cuisine by the renowned Epicurean bon vivant, Lord Achán hiSayánu, when it is really a cursed scroll written by the dreaded Livyáni sorcerer, Harkúz Chi'úna.

The referee may choose a book from the following list, roll D100 to select it randomly, or devise a new title.

D100 SCORES	TITLE AND DESCRIPTION
1-3	<p>1. KORÚNKOI HIQIYÓR: "THE BOOK OF QIYÓR"</p> <p>This treatise, translated into modern Tsolyáni, consists of spells and incantations devised by the wizard Qiyór. Upon reading it, a sorcerer devoted to Stability is promoted one experience level (i.e. gains 25 spell points). A sorcerer devoted to Change also gains one experience level but suffers damage on Table C. A warrior or other non-sorcerer cannot read this book at all: it has no effect upon such persons. Many copies of this treatise are found all over the Tsolyáni Empire.</p>
4-6	<p>2. KORÚNKOI HISSÁNU HIMISSÚM: "THE BOOK OF THE DANCE OF DEATH"</p> <p>This book is written in modern Tsolyáni. It is dedicated to Lord Hrü'ü, the Supreme Principle of Change, and a sorcerer devoted to Change who reads it advances one experience level. A sorcerer devoted to Stability loses one experience level: i.e. loses 25 spell points and must give up spells from his repertoire accordingly (the referee's choice). A non-sorcerer suffers damage on Table D just by opening it. The book is harmless to nonhumans. At least 20 copies of this work are kept in various of the temples of Change across Tsolyánu.</p>
7-9	<p>3. KORÚNKOI HIKHÉSHDU HIMRÚRGAYAL: "THE BOOK OF SENDING FORTH THE HATED UNDEAD"</p> <p>This treatise, in modern Tsolyáni, can be read by a Priest who serves Change and has at least 8 subskills in Dogma. It is dedicated to Lord Ksárul, the Doomed Prince of the Blue Room. The book adds +3 to the reader's D20 damage roll for 4 hours after reading the book. If the priest is also a sorcerer, he gains +5 for 4 hours on his chances of affecting undead beings with his spells. It also gives him control over 1-6 undead beings for 5 turns immediately after reading the book. This book can be read over and over by the same person, but only once per week. Anyone who tries to read it, and who is not a priest of one of the temples of Change, suffers damage on Table D. This volume is difficult to inscribe: it is said that only about 10 copies exist in the Tsolyáni Empire, most kept in the inner libraries of the temples of Ksárul. For unknown reasons, this volume is neither copied nor much used by the priests of Sárku. Perhaps they possess better methods of controlling the undead.</p>

- 10-12 4. KORÚNKOI HISSYÚSAYAL: "THE BOOK OF MIGHTY SWORDS"
This volume in modern Tsolyáni can only be read by warriors. A fighter with more than 10 subskill levels in one weapon gains 2 subskill levels in his best weapon category. Nonhuman fighters can also employ this book, but no sorcerer or non-warrior can read it or even open it. Copies are found in the temples of Karakán and Vimúhla and their Cohorts. Certain of the warlike clans also maintain copies in their libraries.
- 13-15 5. TIMÁNDÀLIKH HITÙPLAN-MITLÁNDÀLISAYAL:
"THE GREAT UNDERSTANDING OF THE BELOVED, GREAT, AND POWERFUL GODS"
This book, in modern Tsolyáni, raises a sorcerer who serves Stability, and who has 8 or more levels in sorcery, one further experience level (i.e. gives him 25 spell purchase points). A sorcerer of Change of any level suffers damage on Table D. Other persons remain unaffected. This book can only be done once, after which an individual cannot benefit from it or a like book again. This tome is dedicated to Thúmis, Lord of Wisdom. Copies are abundant in the inner libraries of the temples of Stability. A number of cursed copies of this work have recently been circulated by one of the temples of Change, however: anyone who reads one of these suffers damage on Table D with no gain! These counterfeits are clever and hard to detect.
- 16-19 6. CHÉGUDÀLIKH HIQÓN: "THE MIGHTY GRACE OF QÓN"
This treatise, in modern Tsolyáni, is dedicated to Lord Qón, the Guardian of the Gates of Hell. Upon reading this book, a sorcerer of Qón of any level advances two experience levels (i.e. receives 50 points with which to purchase spells), while any other sorcerers who serve Stability advance one level. Sorcerers who serve Change are slain by it, while warriors and other non-sorcerers are not affected and cannot even identify the book. Almost all of the dozen or so copies of this work are kept in the inner libraries of the temples of Qón.
- 20-21 7. CHÁNISAYAL HIHAYÁ: "POWERFUL MAPS OF GLORY"
This is a book of treasure maps, written in modern Tsolyáni. The referee determines the number of maps by rolling a D10. He then chooses (or rolls randomly) to ascertain the locations of these treasure hoards. They may be buried in underground labyrinths, ruins, or kept in some building above ground. Treasures range from Type C through Type H, at the referee's discretion. There are probably only two or three copies of this work, prepared originally by an officer of the Omnipotent Azure Legion for Emperor Metlunél I, "the Foolish," who ruled from 1,155 to 1,202 A.S. Their locations are unknown.
- 22-24 8. KORÚNKOI HIKÉRDUSAYAL: "THE BOOK OF MIGHTY GENERALS"
This book, in modern Tsolyáni, is readable only by a warrior who has at least 10 subskills in the skill of soldier. It advances the reader 2 subskill levels (to a maximum of 20) in any soldier skill in which he already has at least one subskill. It also adds 2 levels of a weapon skill of the reader's choice. It is usable by nonhuman fighters, but has no effect on sorcerers. Copies are kept in Avanthár, as well as in a number of military barracks, houses of clans with ancient military traditions, etc.
- 25-28 9. DÍMLALIKH TLAŠSÚGAYAL: "THE STRIKING OF THE HATED SŠÚ"
This book, in modern Tsolyáni, is usable by any reader who has 1 or more skill levels in any weapon except Fisticuffs or Dagger. It permanently adds +3 to the D20 damage roll for any successful blow struck against a Sšú. It has no effect against other beings. This volume

is dedicated to Karakán, Lord of War. Copies are kept in temples of Lord Karakán and his Cohort, Lord Chegárra, in many large cities throughout the Tsolyáni Empire. It is said that a similar tome also exists for devotees of Lords Vimúhla and Chiténg, but the title and locations of this work are uncertain.

29-31

10. HENGÁNIKH HIZHÁLMIGAN: "THE SPLENDOUR OF DECAY"

This book, in modern Tsolyáni, is dedicated to Sárku, the Five-Headed Lord of Worms. It permanently adds +5 to the hit chances of any blow, and +2 to the D20 damage die to the combat scores of sorcerers who serve Sárku or Hrü'ü or their Cohorts, and who are of level 10 or higher. A sorcerer who serves any other deity must score 40 or less on D100; if this fails, he is slain. If he succeeds, the book has no effect upon him. Even a glance inside the cover slays any warrior. Nonhumans and those who are neither sorcerers nor fighters cannot read the book and so are not affected by it. A few copies of this work exist in the sanctuaries of Lords Sárku and Durritlámish, but their exact number and locations are kept secret by the priesthoods.

32-34

11. LI'ÓB MIFFÁNSA MISSRÁBCHI'I MIKKSÁRULKCHI:

"THE BOOK OF SENDING FORTH THE SERVANT OF GREAT KSÁRUL"

This book, in modern Livyáni, calls forth the demon Origób, a hideous creature with six sucker-tipped mouths. This great demon has a HBS of 500+, can absorb 12 critical hits, has enchanted steel-like armour, does damage on Table E, and has 6 hit chances per combat round. Origób remains for only two turns, (20 combat rounds), after which he disappears. This demon is at least partially controllable by the user, who must be a sorcerer. In order to master the monster, however, a wizard of levels 1-6 must score 15 or less on D100. A score of 30 or less is needed by magic-users of levels 7-15; and a score of 40 or less is needed by those of level 16 or higher. If this roll fails, Origób attacks his would-be "master." Blows struck by Origób are poisonous, and a spell of Alleviation or an Eye of Healing must be applied within one turn after a victim has been bitten. Origób moves at 150 ft per combat round. Fighters and non-humans cannot use this book or even recognise it, and so are not affected by it. There are only two copies of this terrible book, one in Livyánu, and the other unknown. A partial copy was discovered in the year 2,360 A.S. in Jakálla, written in Engsvanyáli, but the incantation was incomplete and hence quite lethal. Scholars can see this text in the library of Lady Oyáka hiTlekólmü of the Red Sun clan in Tumíssa.

35-38

12. CHNÉSHAQ KHÜ-CHNÉSHAYALU: "THE MYSTERY OF MYSTERIES"

This book is written in Classical Tsolyáni. It adds +5 to the possibility of Divine Intervention. It is usable by all professional types, all levels, all races, and both alignments. Only one copy is known for certain: this resides in the library of the Imperial Chancery at Avanthár. Others (including many fakes) may be found here and there, including copies in other languages.

39-41

13. KÍZHAGA DLITLÚMRI: "THE BOOK OF FIVE FINGERS"

This tract, in Pecháni, is usable by any sorcerer who can read it, but has no effect upon warriors or others. It contains the following five powers: (a) the ability to fly 20 ft per round for two turns; (b) the power to paralyse 1-6 hostile beings (if they fail their Saving Throws) at a range of 30 ft with a circle of effect of 10 ft; (c) the power to regenerate one limb or organ destroyed by the acid of the *Mu'ágh*; (d) the power to cast three fireballs (range: 240 ft, diameter of the circle of effect: 10 ft;

damage is done according to Table F); and (e) the power to choose one extra generic or temple spell (from those available to one's temple) to add permanently to one's repertoire. Aside from (e), all of the spells found in this book can be used only once. Three copies of this tome are known: one in Mechanéno in Pecháno, one in Sokátis, and one somewhere in the mountains of Jánnu. Others may exist, however, since the Pecháni copyists are quite industrious.

42-43

14. JNÉSHTLAQ KÉQ YÓSSU; "THE TOME OF BLACK MOULD"

This text is written in ancient N'lüssa. Only a sorcerer of level 10 or above can read it, and any lesser person (including Warriors and others) suffers damage on Table D. An appropriate reader is transported at once to the secret City of Schyák in N'lüss, where he is allowed to remain in the Tomb of the Black Mould for one turn. This tomb is filled with ancient treasures, and the visitor must collect as many as he can physically carry. The referee rolls for the equivalent of two Type H treasures, and the lucky reader chooses from among these. The Eye of Retaining All Things and the Magical Chest of the Topaz God do not operate here, and the reader must thus stuff his pouches and pack with as much as he can manage in one turn. Encumbrance limitations apply. At the end of the turn, the reader is transported back to his previous location with his treasure. Only two copies of this work are recorded: one is said to be in the hands of the priests of Hrsh in the Mu'uga-lavyáni border city of Nrótlu. The other, written as an inscription on stone, is rumoured to exist in the depths of the labyrinths below the N'lüss city of Edlún.

44-49

15. GUPPÍSHSHA HRÁKKUQ MAZHZHÁTL:

"THE BOOK OF THE FRAGRANT GARDEN"

This manuscript, in modern Salarvyáni, is readable only by sorcerers of experience level 5 or higher. Warriors and others suffer damage according to Table B. A sorcerer of the appropriate level rolls D100: a score of 01-25 = the reader is slain by a hideous fungus (no Saving Throw is possible); 26-50 = he is raised one experience level (i.e. receives 25 spell purchasing points); 51-75 = he is gifted with the knowledge of all levels of the Universal spell of Clairvoyance, the ability to detect secret doors and traps on a D100 score of 01-70, and the power to grow or shrink to any size he desires for one turn (this last ability can be used 3 times only); 76-92 = he receives the power to detect a person's alignment (Stability or Change), the power to detect shifting walls and passageways, and the ability to transport himself and 1-6 beings 360 ft (the first two are permanent, and the third power is usable only once); a score of 93-100 = he is given the power to revivify beings of his own race and alignment (this can only be used three times). Only one copy of this work exists. Its location is unknown, although legend says that it is hidden in the labyrinths below Mimoré in eastern Salarvyá.

50-52

16. ZRÚ HSÚN TÍ CH'À: THE EXCELLENT TRAVELLING VOLUME"

This book, in Tsáqw, is usable by anyone who can read it. It transports the reader and 2-12 companions or equivalent weight to any destination on Tékumel he wishes, provided that he has been to that location physically before. It does not bring the user or his companions back to their previous location, unfortunately. At least three copies are recorded: one in Ke'ér, one in Yán Kór city, and one in Sunráya in Milumanayá. Two others, translated into Engsvanyáli, are rumoured to exist somewhere in Tsolyánu.

- 53-55 17. JURRÚMRA MIYE'ÉKLUN TLAKOTÁNI:
 "THE SCROLL OF THE SCARLET BROTHERHOOD"
 This text is written in Engsvaryáli. Any person who knows this language can read it. The reader has a 20% chance of changing the alignment of another person: a target (who must be within touch range) becomes a follower of the deity opposite his own in the Stability-Change pantheon: e.g. Belkhánu - Sárku, Avánthe - Dlamélish, etc. A victim must keep this change a secret, even from his closest companions. If a target succeeds in remaining unaffected, no change of alignment occurs. Interestingly enough, an unsuccessful reader receives the power to enchant weapons and armour to "normal" enchanted levels. He can use this ability just once a week, however, and the spell requires one full day to perform. A nonhuman reading this book gets no benefit from it: no change of alignment occurs, and it takes damage on Table D. Thirteen copies of this work are recorded: 3 in Avanthár, 1 in Béy Sü, 1 in Jakálla, 2 in Thráya, 1 in Khéiris, 2 in Tsámra, 1 in Tsámra, 1 in Koylúga, and 1 in Yán Kór City. Others may exist as well.
- 56-59 18. DURÉ'EP TKÁSH SNEQ-SÍ'VA:
 "THE PESSIMISTIC TREATISE OF TOTAL INACTION"
 This Milumanayáni tract is dedicated to Drá the Uncaring. Except for the title, the book is blank — the scribe having fallen prey to the persuasive nature of the spells performed in writing it. Any character who opens it is instantly convinced of the futility of all action: he falls into a mood of complete indifference, not caring to eat or drink, whether he lives or dies, etc. This condition is permanent unless the Amulet of the Good God is applied within 10 turns. Sorcerers of level 7 or higher must be targeted as though by a 20th level sorcerer's spell for this book to affect them. One copy has been noted in Pelesár, another in Sunráya, and another in the antique collection of Sírukel hiTuritláno in Béy Sü. This last copy is said to have a lacquered, beautifully decorated cover set with small semi-precious stones.
- 60-64 19. HLÓRUSH ZHDANÁWI MIGÚN: "THE BOOK OF EYES"
 This book, in ancient Miháli, describes the construction of 1-6 Eyes. The referee rolls randomly for the number of these, then determines them by rolling randomly on the list given previously in this chapter. Each Eye requires 4 months to construct, and the costs (and availability!) of materials may be a problem. This volume is usable only by sorcerers of level 16 or higher. Fighters cannot use it, even if they read Miháli. As each Eye is manufactured, there is a 20% chance that its instructions will fade to illegibility. They cannot be copied or memorised. Five copies of this work are reported: 1 in the secret library of the Temple of Ksáru in Púrdimal, 1 in the House of Black Qárqa in Tsa'avt'úlgú in Salarvyá, 1 in Ch'óchi in Mu'ugalavyá, 1 in the hands Gíj and Sons, who deal in antiquities near Dlásh in Livyánu, and 1 in the possession of Lady Chitlásha hiTlélsu of the Temple of Ksáru in Jakálla. Still others may exist in the underground labyrinths.
- 65-69 20. MÓ'OM TÉ'EP SRÁSÜ: "THE EXQUISITE CODICIL OF SRÁ"
 This book is written in ancient Llyáni and is usable only by sorcerers of level 20 or higher. It contains instructions for the building of one Ru'ún and also for the construction of up to 6 Qól. These beings serve their maker loyally and permanently. This book cannot be used by warriors or other non-sorcerers, even if they know Llyáni. The availability of parts may make the use of this book difficult. Damaged Ru'ún and the workshops and storehouses of the ancients exist beneath certain of the older cities, but they are perilous. Three copies

are known: 1 in the Library of the Second Palace in Ssa'átis in Mu'ugalavyá, 1 on the Isle of Gánga, and 1 in Payá Gupá. Others are rumoured to exist.

70-74

21. BARUKÁN LLI FÈSHDRUBÁL-CHRÉN:
"THE LABYRINTH OF MUTABLE DESTINY"

This text, in modern Yán Koryáni, is usable only by sorcerers who serve Stability and who are of level 8 or higher. Change worshipping mages suffer damage on Table E, while warriors and others are unable to identify or use this book. This treatise contains 2-12 wishes. These are of minor nature, and there is a 30% chance that the result will be the opposite of the goal desired. The book is dedicated to the Yán Koryáni deity Fnér-Khmíshu, a form of the Tsolyáni Belkhánu. Only one copy is known; it is believed to be in Yán Kór City.

75-77

22. DUÓN DUQÁLA TORÛUNA:
"THE SCROLL OF BRINGING FORTH THE UNNAMED"

This text is written in flickering blue flame upon pages of brass, in the tongue of the Priests of Ksárul. It instantly slays sorcerers who worship Stability (revivification is possible), while Warriors and others cannot even open this book. Sorcerers of Ksárul are raised two experience levels (i.e. receive 50 spell purchase points), and sorcerers of the other Gods and Cohorts of Change are raised one level. Sorcerers of Ksárul are also given the power of creating 1-6 Mrúr or 1-6 Yéleth. The construction of these beings requires the sacrifice of an equal number of humans to Ksárul. Since Yéleth are androids, parts for them may be hard to find. Once created, the Mrúr or Yéleth serve their master loyally and permanently. There are only 2 copies of this work, one in Hmakuyál, and the other said to be lost in the catacombs below Jakálla.

78-80

23. MI'THÚRISH HRSHÉNGA MMEGHUSANÉ:
"THE TREATISE OF HRSH, THE HIGHEST LORD"

This volume is written in modern Mu'ugalavyáni. Anyone can read it, although only sorcerers (of either alignment) of level 10 or higher can activate it. The referee rolls D100: 01-16 = the reader is slain instantly; 17-33 = the reader is sent upon a quest to seek the lost idol of Hrsh in the jungles to the Southwest of Mu'ugalavyá; 34-50 = the reader receives a parcel containing the Glorious Cloak of Many Eyes; 51-66 = the reader gains a permanent -5 defence against any hostile spell; 67-83 = the reader receives a permanent +2 added to his D20 damage score against animals and nonhumans (though not against creatures of the Underworld); 84-92 = the reader is transported instantly to the lowest level of any Underworld the referee chooses; 93-100 = the reader receives +50 HBS factors points as a permanent bonus. One copy is known to lie inside a glass casket next to the mummified body of some unnamed wizard in the deepest labyrinth below Ch'óchi in Mu'ugalavyá. Other copies may exist in far-off Gashchné in western Mu'ugalavyá.

81-84

24. PURÓHLAN ZNAMRÍSHSHA KAGÉKTE: "THE BOOK OF THE UNNAMED GOD"

This text is written in the ancient Salarvyáni of the Bednálljan Dynasty. It is usable by anyone who can read it and who is either a sorcerer of experience level 10 or a warrior with 20 subskills or more in one weapon. It calls forth a God or Cohort himself to aid the character. A D20 is rolled: 1 = Hnálla; 2 = Karakán; 3 = Thúmis; 4 = Avánthe; 5 = Belkhánu; 6 = Drá; 7 = Chegárra; 8 = Keténgku; 9 = Dilinála; 10 = Qón; 11 = Hrü'ü; 12 = Vimúhla; 13 = Ksárul; 14 = Sárku; 15 = Dlamélish; 16 = Wurú; 17 = Chiténg; 18 = Grugánu; 19 = Durrítámish; and 20 = Hriháyal.

A God or Cohort can thus be made to serve the worshiper of another religion, though only for two turns. The deity then returns whence He, She, or It came. The referee considers the orientation of the deity summoned, the religious attitudes of the worshiper, and the type of service requested, and decides the response accordingly. Once summoned, the same deity will not reappear for other readers of this copy of the book. Only one copy is said to exist; its whereabouts are unknown.

85-88

25. CHAGHADÁRSH NE GHÚ'AKH KHÁNÜ:

"THE PANDECTS OF THE TENEBROUS DARK"

This text is inscribed upon copper plates in the Tongue of the Lord of Worms, a language known only to the innermost circles of the Temples of Sárku and Durritlámish. It can only be read by a sorcerer of one of these two sects who is of level 15 or higher. The book disguises itself to all others, appearing as an obsidian blade, a box of glossy black wood, a copper image of Lord Sárku, etc. If read by the proper person, it animates a corpse who has been dead less than 3,000 years to *Jáigi* status. The *Jáigi* appears alive, can breathe, speak, etc., and has willpower of its own. It also has the talents, spells, goals, and knowledge it possessed in life. This being is a companion, not a mindless servant, and it is not necessarily loyal to its creator. Upon its master's demise, the *Jáigi* also perishes. There is only one copy of this work; its location is not known.

89-90

26. TLÓM JÉ'E: "ALL PERISH!"

This tome is written in Sunúz, a language much used by the servitors of the Pariah Deities. It is bound in plates of white bone, covered with glyphs and sigils, and its text is inscribed in letters of white upon black paper. It contains 5 spells that slay their targets instantly without hope of revivification; targets are permitted Saving Throws, however: Ran: 60 ft; Diam. 10 ft. The first spell is effective against 1-6 servitors of Stability, the second against 1-6 followers of Change, the third against 1-6 undead, the fourth against 1-6 nonhumans of any species, and the fifth against 1-6 *Ru'ún*, androids, or "Dwellers in the Dark" (whatever they may be — the book does not say). Each spell can be used only once. Legend says that a copy of this lethal work lies hidden below Mrélu, and there may be others concealed in the ruins of the city of Ngála. A copy of a similar book, translated into Duru'ób, exists in the inner library of the wizard Eylóa in the Tláshte Heights in Livyánu.

91-93

27. ALUÁZ DHÚKAN ÁM: "DRIVING BACK THE HAND OF NIGHT:

Written in Thu'úsa, a secret argot of the temples of Stability, this book can be read only by servitors (priests, warriors, or others who know the language) of Hnálla, Avánthe, or Belkhánu or their Cohorts. The multi-coloured and elaborately calligraphed text of this work bears a perfume that puts all others who try to read it to sleep for 1-5 turns, after which they awake refreshed. A legitimate reader receives the power to erect a transparent shell 10 ft in diameter and 7 ft high that exists outside Tékumel's Plane and cannot be penetrated by weapons, magic, or telepathy, although the occupants remain fully visible within. This shield does not accept followers of Change, and these must remain outside if a companion erects it. This defensive bubble lasts 10 turns. This book takes 1 turn to read. It can be used repeatedly, though only once per day. Ten or more copies of this tract exist in the temples of Stability in Tsolyánu. The most elegant of these is in the library of the temple of Avánthe in Béy Sü.

94-95

28. NÔM VÖLÀ SHRÛTTA: "ENTERING THE DEEP FOREST"

This odd text is written in the ideographic Kázhra Vé Ngakóme script of the far north-east. The language of the text is probably Ai Ché, rather than modern Aómórh. Anyone with a psychic ability of 65 or above can use this work by tracing the convoluted glyphs with a fingertip. If this is successfully done (by making a Dexterity test at the very difficult level), the reader and 1-6 companions within a 10 ft circle of effect are magically transported to a Plane filled with dark, green forests, rain, mist, and looming, distant mountains. Whichever direction the party walks, after 5 miles, they come to a ruined tower that belongs to Thómar, one of the great undying wizards. The tower contains firewood, food, and bedding, but little else. Spells and magical devices do not function here. Each week there is a 30% chance that Thómar himself will drop by and then a 40% chance that he will help the party. He alone can return the party to Tékumel via a nexus point. If he does not appear or choose to help, the party must remain as guests until he does decide to aid them. There is nothing to be found by exploring the forests around the tower, and encounters with large beasts are frequent. This can result in a long and uneventful vacation! There are 3 copies of this work in the far north-east: 1 in Ninué in Mihállu, 1 in Punkáz in Píltu Dasáru, and 1 in Nénu'u in Nuru'ún. There may be others elsewhere, but the region is not yet completely explored.

96-98

29. KRANUÓNTI'O ÜROFLÁTIO MZHENG GÚ:

"THE BOOK OF THE COMING OF THE LORD"

There are several books with this title, all written in Engsvanyáli. Each contains beautifully painted miniature illustrations in colours and gold. Anyone can use one of these texts. When a finger is pressed against one of the pictures, it springs to life, much like a window into the past. One can thus witness great historical events, the Fall of Gánga, the court of the Priestkings, splendid entertainment's, mythic adventures, love affairs, and fascinating tales of far-off lands. A reader has a 40% chance of being drawn into a picture, moreover: if so, he finds himself in the scene, interacting with the characters depicted there, suffering real damage if he has to fight, etc. A D10 is rolled after every 5 turns: 1-7 = he remains trapped in the picture; 8-10 = he returns to his own time and place. A victim cannot emerge until he makes a successful roll, and his comrades cannot enter the same picture to rescue him. These pretty Engsvanyáli books can be used repeatedly, but there is a 20% chance per use that the book will deactivate into a pile of musty paper. Many of these "picture books" exist, as well as similar murals painted on walls in the buried ruins. Some are friendly, others not.

99

30. KRANUÓNTIO MÍSHATLNEA ÜROSHANÁL: "THE BOOK OF EBON BINDINGS"

This compendium of demonological lore has been translated into many tongues and exists in many forms. The Engsvanyáli recension is the commonest and most useful. The book can be used only by sorcerers of level 15-up. It describes rituals and ceremonies for the summoning of great demons. It should be used with extreme caution. Many copies are recorded, usually only partial or with some of the more horrid sections struck out. This work has also been translated into English, and if a copy is discovered, players may obtain that (much censored) version for game use.

100

31. "WÁBA'S ALMANAC"

Only a leaf or two of this famous guide to the Planes Beyond is ever found, although more complete copies are mentioned in the histories.

A reader must be a sorcerer with 15 or more levels of experience. Others perceive the leaves of this book as old paper, torn fragments, scribbled notes, etc. A legitimate reader always sees the book in his own language, and he can use whatever guidance it contains to open and travel through nexus points to one or more of the Planes Beyond. He can perceive destinations that are dangerous, and he can always return to his own place and time by reversing the spell. A leaf can be used over and over, but it always leads to the same destination. This almanac is the rarest of the rare; a few leaves are recorded here and there, including 2 in Eylóá's house in the Tláshte Heights in Livyánu, several in Thómar's towers, a half leaf in Avanthár, a beautiful and complete copy in the Grand Library of the College at the End of Time, etc.

MAGICAL WEAPONS

All magical weapons are not created equal. Indeed, most are recent enchantments that give the weapon no greater power than that of doing damage 1 table higher: e.g. a "magical" dagger strikes on Table B instead of Table A. Magical weapons must be made of good quality steel, or else the specially hardened copper employed by the temples of Sárku and Durritlámish. Rarely, weapons are also encountered that are made of such materials as sorcerous crystal, glass, gold, etc.

DEMON-POSSESSED WEAPONS AND DEVICES

While a few modern savants can enchant weapons to give them spells and some special abilities (e.g. hatred for a specific species), no one now knows how to bind "Demons" or the great powers into a sword, mace, etc. Such highly charged weapons can be found, however, in the ruins of the ancient cities and in the treasure-houses of the temples and governments. Magical weapons, as well as armour and shields, can thus be found which contain extra-planer beings. These "demons" are servitors of various gods or cohorts, not all of which are familiar to modern Tékumel. A friendly demon weapon aids its wielder with various offensive and defensive powers, including special bound spells, while a hostile one can do all sorts of subtle damage.

A minor magical weapon requires no special control: the owner wields it like any other weapon. On the other hand, weapons, armour, and even shields inhabited by "Demons" need a control test. A test to master a weapon, suit of armour, shield, etc. of the same religion as the wielder is an easy test, with Intelligence as the prime attribute. A weapon of another deity of the same alignment (i.e. neutral to the user) is a difficult test. One dedicated to a hostile god requires a test at the real challenge level.

FAILURE OF TESTS TO CONTROL "DEMON" WEAPONS

Failure in an easy test to control a "friendly" weapon, suit of armour, or shield results in the item functioning only as a normal steel item. Its user may thus never know that the weapon is "enchanted."

Failing a test to control a neutral weapon may cause it (a) to refuse to leave its scabbard, (b) to fail to hit, or (c) to hit no harder than a twig of wood. Failing a test to use a neutral shield or suit of armour causes the item to offer no protection (again unknown until the user tries it!).

Failure to control a hostile weapon, suit of armour, or shield is more serious: the item may possess the would-be user. The referee controls the victim's actions, and only death or a successful U10 Disenchantment spell can remove the demon's control. The "Demon" itself is not disenchanting by this, but its control over the wielder is lost. Other hostile items may cause the owner to attack in a berserk fashion, do reverse damage (i.e. give the user's foe hit points, heal his wounds, etc.) instead of harming him, etc. Such "specials" are devised by the referee.

A number of "Demon" weapons (but not armour or shields) also have a living being bound inside them: perhaps someone who annoyed the creator of the item, or someone who volunteered himself to create a weapon containing his personality, courage, etc. Because of the variety of such "bound" beings, and their varied allegiances and purposes, only a few such weapons can be used by any one individual. Others either remain inert or are dangerous. A few are likely to be lethal: e.g. a sword containing a powerful "Demon" who serves Stability found by a worshipper of Sárku!

When a magical weapon is found, the referee may devise its characteristics himself, or use the following tables to ascertain its powers, alignment, and bonuses.

TYPE OF MAGICAL WEAPON FOUND

D100 SCORES	WEAPON
01-05	DAGGER
06-10	SPEAR
11-25	MACE
26-27	AXE
28-42	SHORT SWORD
43-82	LONG SWORD
83-86	TWO-HANDED MACE
87-90	TWO-HANDED AXE
91-100	TWO-HANDED SWORD

MAGICAL POTENCY

D100 SCORES	WEAPON'S POTENCY
01-05	RARE AND VERY SPECIAL MAGICAL WEAPON (REFEREE'S CHOICE)
06-25	SPECIAL MAGICAL WEAPON
26-100	MINOR MAGICAL WEAPON

ALLEGIANCCE OF SPECIAL WEAPONS

D100 SCORES	WEAPON'S ALLEGIANCE
01-70	DEVOTED TO ONE OF THE DEITIES OF THE COUNTRY IN WHICH THE WEAPON IS FOUND
71-85	DEVOTED TO A FOREIGN DEITY (REFEREE'S CHOICE OF COUNTRY)
86-95	DEVOTED TO ONE OF THE PARIASH DEITIES
96-100	DEVOTED TO A NONHUMAN DEITY

TSOLYÁNI DEITY OF ALLEGIANCE

If a weapon is allied to one of the Tsolyáni deities, the following table is used. A D10 is first rolled to determine whether the weapon serves a god or one of the associated Cohorts: 1-6 = a god; 7-10 = the associated Cohort. The one exception is Drá: no weapons are dedicated to the Lord of Apathy!

D100 SCORES	DEITY	COHORT
01-02	AVÁNTHE	DILINÁLA
03-10	BELKHÁNU	QÓN
11-12	DLAMÉLISH	HRIHÁYAL
13-20	HNÁLLA	(DRÁ)
21-28	HRŮ'Ů	WURÚ
29-52	KARAKÁN	CHEGÁRRA
53-65	KSÁRUL	GRUGÁNU
66-78	SÁRKU	DURRITLÁMISH
79-82	THÚMIS	KETÉNGKU
83-100	VIMÚHLA	CHITÉNG

FOREIGN WEAPONS

A foreign god may have a Tsolyáni counterpart whose creed and objectives are close enough to be acceptable to the inhabitant of a "Demon" weapon. D100 are rolled to determine if a Tsolyáni counterpart exists; otherwise the weapon is hostile to all foreigners. If a counterpart is indicated, roll on the preceding table to find which deity it is.

D100 SCORES	DEITY SERVED
01-75	A TSOLYÁNI COUNTERPART EXISTS
76-100	NO COUNTERPART EXISTS

NONHUMAN WEAPONS

Most weapons are clearly associated with a previous owner: e.g. a weapon found next to a human skeleton in an underground labyrinth is almost certainly a human-manufactured weapon. Lone weapons are not always so unambiguous: they may have been left or lost by any species. A D10 is rolled: 1-3 = the weapon is of nonhuman origin; 4-10 = it is of human manufacture. To determine which nonhuman species made an unassociated weapon, the following table is used.

D100 SCORES	NONHUMAN RACE
01-10	HLÜSS
11-25	PÉ CHÓI
26-33	AHOGGYÁ
34-40	PÁCHI LÉI
41-45	PYGMY FOLK
46-50	SHÉN
51-65	SHUNNED ONES
66-90	SSÚ
91-99	TINALÍYA
100	OTHER (E.G. URUNÉN)

Weapons designed for nonhumans have only a 20% chance of being usable by humans: the hilt may not fit a human hand, the balance is wrong, etc. The same is true for human weapons and nonhumans. Pé Chói, Páchi Léi, and the Pygmy Folk have a 30% chance of using a human weapon; the other races have a 20% chance at best. If a nonhuman does find a weapon suitable to his species, he rolls a D10 to determine its attitude toward him and his deity: 1-5 = it is friendly; 6-10 = it is hostile.

COMBAT BONUSES OF SPECIAL MAGICAL WEAPONS

The first number given after the D100 score column in the following table is a bonus to hit; the second is a plus to the D20 roll for damage. All magical weapons also increase damage by 1 Table (e.g. Table A to Table B).

D100	HIT BONUS	DAM D20 BONUS	DESCRIPTION
01	+25	+6	This weapon penetrates non-metal armour and shields, punching or slicing through them with ease. The entity inhabiting this weapon can telepathically communicate with the wielder, and if rapport is achieved, will warn him of other demon weapons he may confront. This weapon can teleport the wielder into itself for healing if he is seriously wounded (or worse). The user emerges refreshed and healed but with one small problem: time flows differently on the Demon Planes, and the wielder must roll a D20 to determine how much time has elapsed since his entry: 1-5 = 1-10 combat rounds; 6-10 = 1-10 turns; 11-15 = 1-10 hrs; 16-18 = 1-10 days; 19 = 1-10 years; and 20 = not in this lifetime! When a human is bound into it in this fashion, it functions only as a normal steel sword with no

loyalties or penalties to its new bearer. Most of these special swords only aid a wielder who is wounded in brave or heroic battle and refuse aid to cowards or those who act ignobly. Such weapons also give no aid to a bearer who carries a second magical weapon.

02 +25 +3

This weapon possesses the ability to cast a spell at its wielder's command. It has just one spell, which it can cast twice per day at a level equivalent to a 20th level sorcerer. A D10 is rolled to determine which type of spell the weapon knows: 1-6 = Universal; 7-9 = Generic; 10 = Temple. A random roll among the spells of the appropriate phyla knowable to a sorcerer of the weapon's deity is made. Any of these is possible except the spell of Inscription.

03 +25 +6

This weapon has a goal: e.g. the destruction of the Pariah Deities and their servitors; the extermination of the Ssú; death to all priests of Vimúhla; etc. The referee determines the special goal of this weapon, based on its history and the scenario. The weapon receives its full bonus against its specific foes. Against other opponents it is +10 to hit, with a damage bonus of +2.

04 +25 +0

This weapon drains 1-100 HBS points from any target upon which it scores a hit, even if no further damage is done. A victim reduced to 0 HBS points dies instantly. There is a 25% chance that no revivification is possible for the victim. Only time can replace lost points: 1 HBS point is gained back for each day of adventuring; 2 points if a day is spent with no fighting or travelling; 3 points for a day spent resting at a clan house or temple with attendants, physicians, servants, etc.

05 +25 +1-6

This weapon does variable damage. Every time it scores a hit, a D6 is rolled, and the score is added to the weapon's D20 damage score.

06-07 +20 +3

No special features

08-10 +20 +2

No special features

11-15 +20 +1

No special features

16-20 +15 +3

No special features

21-25 +15 +2

No special features

26-30 +15 +1

No special features

31-35 +10 +3

No special features

36-40 +10 +2

No special features

41-50 +10 +1

No special features

51-60 +5 +3

No special features

61-70 +5 +2

No special features

71-80 +5 +1

No special features

81-100 +5 +0

No special features

MAGICAL ARMOUR AND SHIELDS

Most enchanted armour and shields give only the standard magical protection provided in the combat section. Some suits are enchanted to a greater degree than this, however, and receive special bonuses. When an enchanted suit of armour or shield is found, the following table is consulted.

STRENGTH OF ARMOUR AND SHIELD ENCHANTMENT

D100 SCORES

ARMOUR BONUSES

01-05 -2 bonus in the QUICK PLAY system; -4 bonus in the Hit Point system

06-15 -1 bonus in the QP system; -2 bonus in the HP system

16-100 Normal Enchantment

AVAILABILITY OF MAGICAL ARMOUR AND WEAPONS

Only the simplest enchanted weapons can ever be purchased in the market, at a temple, or from other sources. There is a 10% chance per week that such an item is available. Due to their rarity, their prices can run to 5,000 Káitars x D100! A temple, clan, or government may indeed loan such items to their minions for a mission important to their interests. Woe to the poor soul who loses — much less steals! — such a valued object!

DIVINE INTERVENTION

SECTION FOURTEEN

The deities of Tékumel are immeasurably gigantic, tremendously powerful beings, but they are not necessarily “gods” (and certainly not “God” in the theological sense). As the ancient philosopher Pavár stated, “Intelligent beings, their societies, their histories — nay, all of this world and perhaps all of the cosmos beyond Tékumel — are to the Gods and their Cohorts as the *Shqá*-beetle’s dung-ball is to me, or to any human. My perception of the Gods is like that of a *Drí*-ant looking up at me from a perspective beside my sandal-sole!”

The Gods and Cohorts, whatever and whoever they are and whatever their objectives, are very real to the inhabitants of Tékumel. They have been known to assist their devotees and to play parts in directing the course of affairs. It is rarely possible, thus, for a person upon a mission much desired by his/her/its deity to receive “divine” aid. In reality, there is little chance of such assistance, even for very “noble” and (self-)important personages. The Gods have better things to do than to wait upon one very ephemeral and very minuscule follower. A deity may also be annoyed at being interrupted while engaged in other, more crucial tasks. Tékumel’s Plane is not really “human-centred,” and therefore only a very rare, very lucky, very devout, and important worshipper may be favoured with the deity’s attention. In game terms, this is done as shown below.

Even if he succeeds, he must be very careful. The gods are busy, and they do not care for lengthy, wordy, gushing requests full of conditions and sub-clauses! A very short, succinct request is the only way to obtain happy results, and the more mischievous of the deities may take a phrase too literally, or seize upon a poorly thought out sentence and find a loophole that leads to unhappy consequences.

One can only summon one’s own God or Cohort. This takes one free combat round, in which the supplicant cannot be involved in melee or any other action. He must be able to gather his thoughts, concentrate, and pray mightily. This invocation drains the summoner, whether he is successful or not: he cannot cast spells and fights with only a 5% chance to hit for the next 48 hours. Only a truly desperate individual may dare to summon his god!

All Gods accept sacrifices of various sorts. These increase the chances of a successful summoning. These offerings must be presented directly, immediately, and on the spot; no I.O.U.s are accepted, and anything offered is taken by the god, even if he fails to appear!

DIVINE INTERVENTION CHART

D100 SCORES	RESULTS
01-05	INTERVENTION
06-75	NO EFFECT
76-100	RETRIBUTION

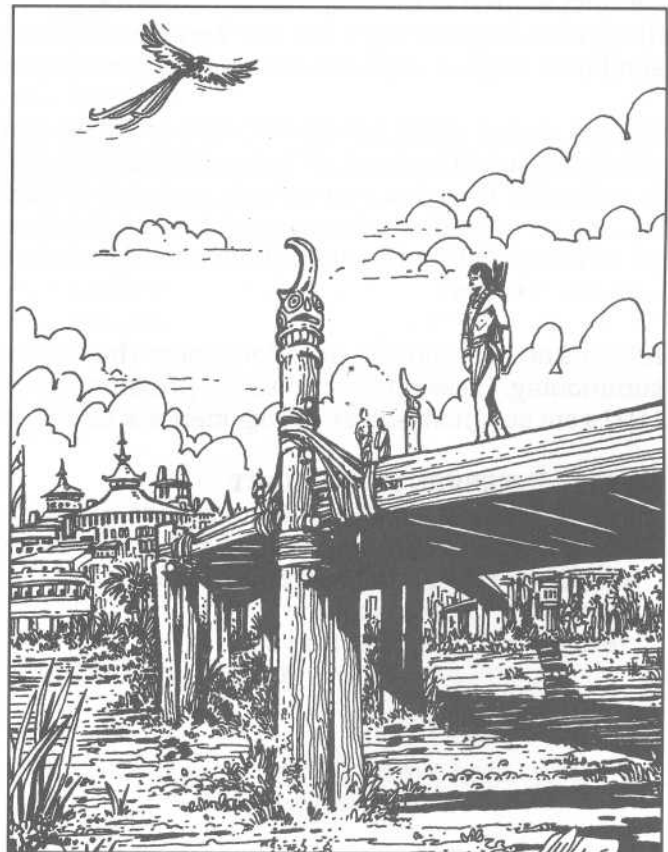
MODIFIERS TO THE INTERVENTION D100 ROLL

MODIFIER	CAUSE
-1	For each 5,000 Káitars worth of gifts (coins, gems, etc.)
-1	For every human sacrifice to the Gods or Cohorts of Change
-1	For every undead or hostile nonhuman sacrifice to Gods or Cohorts of Stability
-1	For every 4 levels of the priestly subskill of Dogma
-1	For every 4 levels of the Sorcerer or Shaman skills
-1	For every magical scroll containing 1 or more spells
-2	For every magical amulet, Eye, armour, or weapon
-5	For every "Demon" weapon, miscellaneous magical item, or magical book
-5	If trying to summon a Cohort instead of a God; Cohorts are easier to reach, but have less power when summoned.

If a "Retribution" result is obtained, a D20 roll is made.

D20 SCORES	RESULT
1	The supplicant and all other devotees of the same deity (including those of his Cohort) within a 100 ft radius are instantly slain. The supplicant can never be revived, but his comrades can be restored to life through sorcerous means.
2	The worshiper alone is slain and cannot be revived.
3-10	The character suffers damage on Table G with no armour modifiers. This damage cannot be healed magically. Revivification is possible if the character dies.
11-15	As above, but the damage is done on Table F.
16-18	As above, but Table D.
19	As above, but table B.
20	The character is not harmed. The deity was not really upset after all.

AUTHOR'S NOTE: referees may choose not to employ Divine Intervention in the game. It is too tempting to use this mechanism for crass personal goals, to save a logically unsaveable character, to harm the characters of other players, their non-player foes, etc. I myself have not allowed Divine Intervention in my own games for over ten years, and no one has suffered or missed it very much. The choice of a favourable game balance belongs to the referee and the players, of course, and it may be possible to use this very powerful feature (rarely!) to good effect. If so, the choice is yours... The goal is enjoyment.



Tékumel is more alien, perhaps, than some may find comfortable. Many of the usual elements are missing: e.g. dragons, knights, castles, and monsters drawn from our Western European heritage, science fiction, Saturday matinees, and the like. Familiar moral and ethical viewpoints may also be lacking, leaving the players to judge how their characters should behave from the admittedly sketchy sources provided for Tékumel. The world may feel "real," but its complexity makes it difficult. What is needed is perseverance. One must find a gaming group willing to experiment and browse through the published materials. The referee ("game-master," or whatever) then devises a simple plot-line with just a few "unknowns," and lets the game develop. The background and "frills" can be added as desired. After all, the game belongs to the buyer, who is welcome to add, subtract, or change his "Tékumel" as he desires! The result may not be "official Tékumel," but who cares? Enjoyment's the thing!

Rôle-playing games are not always "games" in the usual sense: a set of rules and suppositions that lead to a definitive ending, with clear "winners" and "losers." Rôle-playing games tend to become complex simulations: "alternate realities" where the players live fantasy lives. A game may go on for a long time, with players vicariously living years in the lives of their characters. The referee becomes more than just a gamer; he becomes a story-teller, the narrator and guide through an ongoing work of imaginative, interactive, oral fiction.

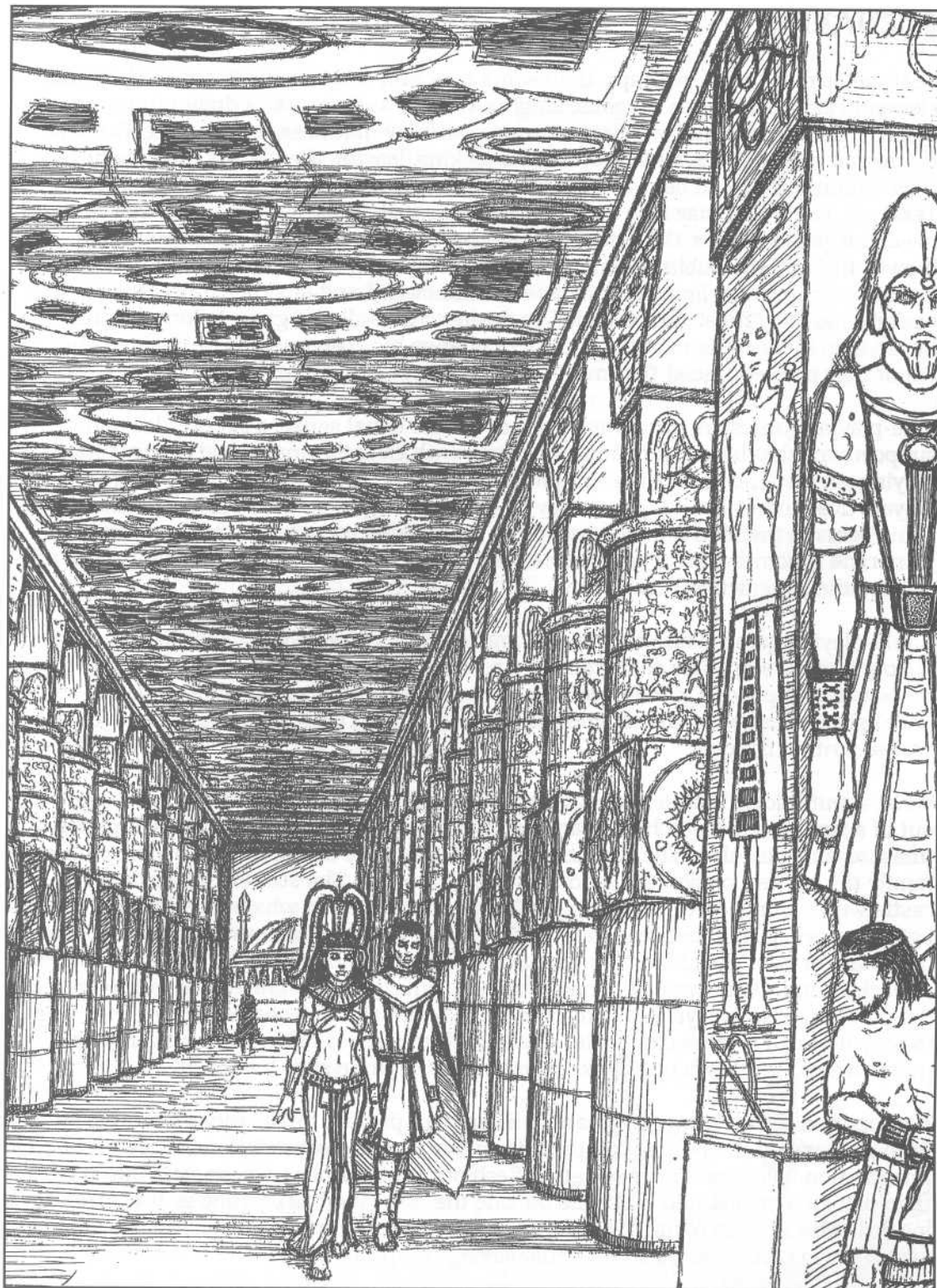
A rôle-playing game is also not a novel. Indeed, a game usually fails to make a satisfactory written story. The characters of a novel do what their author tells them, while those of a rôle-playing game have wills of their own, and wander off, change the story, or delight in frustrating the referee's best-laid plans. All of this does not make for typical written fiction!

What about "plots?" Some role-playing campaigns have very little. Their stories grow out of a single, long "search" scenario: explore the castle, kill the monsters, find the treasure, and stay alive. The characters are all "footloose adventurers": people with no family ties, no responsibilities, and no places in society. The scenery consists of a ruined castle with a dungeon or labyrinth; a village with taverns in which the characters rest, fight, and get sloshed between game sessions; and perhaps a forest, a swamp, and a mountain or two. The characters are just "good guys" and "bad guys," with little subtlety or background. Objectives are straightforward: amass money and experience points. If the playing group enjoys this "hack and slash," then this is what the referee may want to provide. Such a game can be developed with this set of rules, just as it can with many others, but this is rather like using a laser beam to slice bread!

A structured rôle-playing game can do more than provide for vicarious head-bashing. Both players and the referee can provide colour and interest. A little exercise of the imagination will develop the societies, flesh out the non-player characters into more than just stereotypes, and make life outside the "dungeon" as exciting as the adventures inside it. This is what Tékumel strives for: a rôle-playing game that begins with structured, whole-world premises upon which the playing group can build.

A new referee may want to start with the easiest scenario: the "treasure-search." This is the tried-and-true dungeon exploration plot. Aside from the player characters, the referee needs non-player characters (who can be developed as the game goes on), obstacles, villains, some (imaginary!) personal peril, and fabled heaps of gold and gems. Most players can enter into this familiar story-line at once. There is nothing wrong with this plot-line, but there must be more, if the game is to last and develop.

An experienced referee who is new to Tékumel can use these rules and the published source materials to devise more elaborate scenarios. He, too, might also begin with the "treasure-search" story-line until he and his group are comfortable with the world.



What sorts of plot-lines are difficult? Which ones cannot easily be played? The participatory and co-operative structure of the game makes it hard to use mood pieces, lengthy descriptions, subtle character development, and other slow-moving literary devices. All of the players must be kept involved at all times through constant adventure, movement, and excitement. One can hardly do a *Count of Monte Cristo* scenario, for instance. What does the poor imprisoned Count do for long years while the rest of the party is off adventuring? If he cannot be rescued at once, his comrades must continue without him, leaving the Count's player to twiddle his thumbs, play solitaire, or go home to bed. The party may also be whisked off to some far-off clime

where the Count cannot rejoin them when he does get free! If he escapes, then it is the other players' turn to sit and listen — and grow bored.

The love story is another that is hard to play. What do the other players do while the star-crossed lovers are exchanging tender endearments? A love story is tricky in any case since some players may find it embarrassing. Yet love stories make up a huge part of fiction, and it should be possible to work this major human motivation into the rôle-playing format. More mature players can enjoy it, if it is tastefully done. Many of the player characters in the writer's games have wives, husbands, and paramours, most of whom have developed far beyond mere stereotypes (some, it has been said, are more real and interesting than their player-character mates themselves!)

It is also important to keep scenarios within the bounds of the players' ethical and moral sensibilities. *Tékumel* possesses some ugly features, just as this world does. Slavery, human sacrifice, torture, strange sexual practices (for Americans and Europeans), warfare, debauchery, etc. may be unpleasant for some players. Even the highly stratified class system may prove difficult for those used to untrammelled "democracy" or egalitarian, individual freedom. There is no need to play out the ugly features of the world. If a player does not enjoy being a slave under a sadistic master, a prisoner dragged to the sacrificial altar, or a priest of a warlike sect that demands that captives be slain for the greater divine glory, then the referee must find a way around such plot developments. This is relatively easy since *Tékumel* is complex enough that rescuers can always be found, or the story may take a different turn. Violence, fighting, swordplay, wounding, and death cannot be avoided in an adventure rôle-playing game, but some of the uglier aspects of these can be glossed over. For those who can tolerate the seamier aspects of *Tékumel* and who do "want to see it all," a referee can hold special sessions or establish a special group of players. This is up to the group. A midnight jaunt to participate in the rituals of the goddess *Hriháyal* is not everybody's cup of tea!

What sorts of plots can be used, then? The "treasure-search" itself can be turned into a quest, an intrigue, etc. For example, the Omnipotent Azure Legion (the *Tsolyáni* secret service) sends a group of adventurers to recover a legendary *Interfogulator*, a device of the Great Ancients, rumoured to have been discovered by a gang of tomb-robbers in the labyrinths beneath *Jakállá*. They have sold it to one Lord *Sánjesh hiKirisáya*, who keeps it in a secret cellar beneath his mansion in *Usenánu*. He will fight to retain it — or at least will co-operate with some agencies and fight off others. With a little ingenuity, the referee can turn the situation into a glorious, adventure-packed muddle of conflicting interests!

Another easy variant of the search scenario is exploration: sending a party to report on an unknown region of the world. The motivations for this trip can be woven into a larger plot line: e.g., the party's superiors seek a specific artefact, or perhaps the explorers are to be followed by colonists bent upon settlement and economic development. Politics, religion, conquest, and sectarian strife — ah, the spice(s) of life!

Adventure cannot exist without opposition, moreover. The players' party must have foes as well as friends: jealous rivals within the clans or temples; groups seeking the same objective or trying to thwart the players' party for political or doctrinal reasons; inimical nonhumans, foreign agents — whatever. Opposition can consist of anything from a pre-rolled monster to a convoluted secret faction within one of the great temples, craftily striving for supremacy over the Empire. The plot may begin with an arbitrary encounter: e.g., a greedy lord who hires itinerant adventurers to find a specific treasure. This unscrupulous nobleman is opposed by others with the same idea. Then a fanatic religious sect takes an interest in the artifact, and this, in turn, attracts the attention of still other factions... Eventually the Imperium itself becomes involved, and the Omnipotent Azure Legion is sent in. All of these agencies interact with the party, some helping, others hindering. Many players will enjoy this, provided that their characters still retain some freedom of action, and the need for continual adventure is met.

One important feature, in this writer's opinion, is the need for a coherent, intelligent, and ongoing opposition: a political force, a powerful and hostile leader, an inimical race that plots to overthrow humanity's dominion. Failure to utilise such an ongoing plot-line has always seemed a weakness in various television science fiction series. Television plots often appear too episodic, unconnected, and hence trivial. This week it is the captain's turn to be the main character; next week it is the doctor's; the following week it is the science officer — etc. Opposition on TV is often disconnected: it must have a happy ending by the end of the hour. On the other hand, a rôle-playing game, like a longer television serial, can last long enough to develop characters and motivations, add details to the background, and offer sub-plots. Television also has to remain bland and "PC," ending each episode with a "message." There is no need for a rôle-playing game to be so limited. Like written fiction, the scenario can and should be as intricate and complex as the players can comfortably handle.

The locale of the story itself offers ideas for plot development. Those interested in the sea can be given a reason to take a long ocean voyage. Those who prefer sorcery can be embroiled in the struggles between the religious sects, the Demons, and even the machinations of the Gods themselves. This last must be carefully controlled, however, the game should never escalate beyond the players' powers to participate. Soldiers and warriors can be sent on military expeditions and spying missions into enemy territory.

What are some of the scenarios that can be done, then? The answer depends upon the tastes and abilities of the referee and the players. For example:

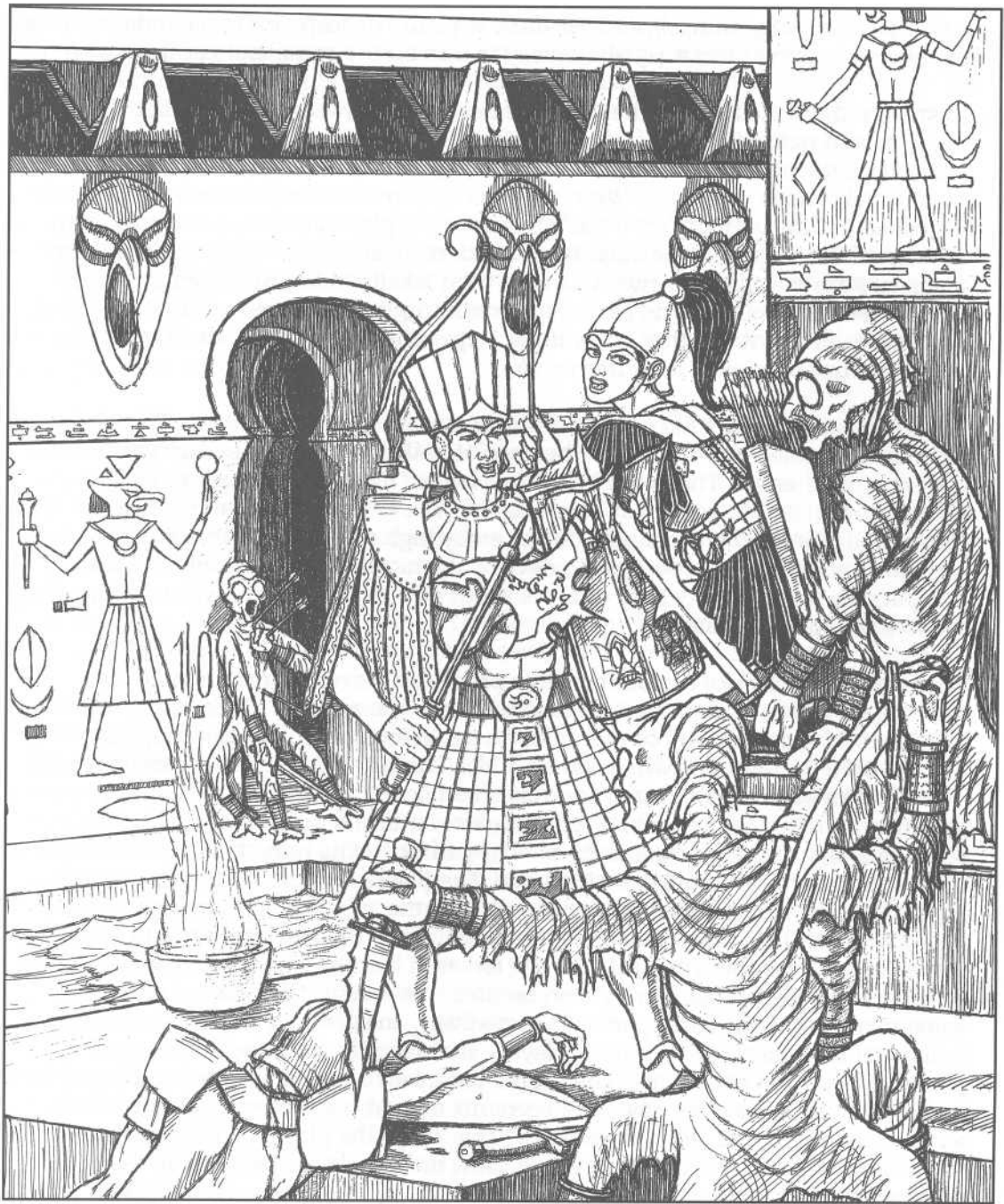
1. **COURT INTRIGUE:** this requires many non-player characters: nobles, princes, courtiers, prelates, and the like, all working for objectives known to the referee and discoverable by the players. Since the non-player characters are played by the referee, he may have to carry on lengthy dialogues in which he takes all the parts while the players listen. The players' characters begin as low-level pawns. As they gain experience, knowledge, and rank, they are invited to join in the plotting and counterplotting, sit in the privy councils, and hire humbler pawns of their own (a good place for new players to start in an ongoing game). Such intrigues are likely to be too slow for the adventure-hungry, since much of the story occurs at feasts, court ceremonials, and meetings of the factions. The referee may resort to notes or private discussions in order to keep certain players from learning things that others cannot know. He may also have to work mightily to keep his story on track — and keep players in rival factions from personal combat that would spoil later developments! Indeed, unless the party can handle inter-player hostility, it is best to put all of the players into the same or "friendly" factions! On a complexity scale of 1 to 10, this might rate anything from 7 to 10.
2. **TRADE AND COMMERCE:** combined with an exploration story line, this provides an opportunity to gain wealth (and some status, although merchants do not command as much respect as nobles and priests) while adventuring in far-off lands. Travel, bargaining, exotic products, inter-clan rivalries and ventures, cheating and embezzling (a quick trip to the impalement stake if caught!), brushes with the authorities, all provide interesting spin-offs. On the complexity scale this might rate a 4-7.
3. **ADMINISTRATION:** as characters achieve rank and status, they can be granted fiefs, temple posts, governorships of towns, or other official positions. Local problems then become starting points for story lines: the collection and disbursement of taxes, building projects, the resolution of local rivalries, bribery and corruption, crime, the eradication of bandits or rebels, rebellions, poor harvests and starvation — even an eruption of a plague, or the survival of remnants of one of the secret sects of the Pariah Gods. Less-advanced characters can serve as employees of the senior fiefholder, and those who do well can be promoted to fiefs of their own. A fief on the frontiers of the Empire is a good place to start for those who enjoy being in charge of their own destinies and yet part of society. There is enough structure to offer protection (if the Ssú get out of hand, a non-player officer and a company of troops

can arrive to salvage things!), and yet there is plenty of scope for independence. This can rate a anything from a 4-5 all the way to a 10 on the complexity scale.

4. **MYSTERIES AND PUZZLES:** these need not be deadly traps (well, not always...). Historical, religious, and natural enigmas are just as interesting. Who built this strange edifice and what purpose did it serve? What does the glyph on the floor mean? Why does this animal behave as it does? Why does this ancient road lead down into the sea? How does this ancient artifact work? One can even play out a detective story, with clues, motives, suspects, and culprits planned in advance. For example, the player characters are travelling up-river in a boat from Jakállá to Bény Sü, when a murder occurs; there are political and sectarian ramifications, of course, and the solution of the case leads on into further adventures. Depending upon the riddle, this can be played at any complexity level from 4-10.
5. **GAMBLING, HUNTING, THE ARENA, AND SPORT:** FEASTS and public events on Tékumel are often accompanied by games, and the great Hirilákke Arenas offer opportunities for wagering and heroics. These can be introduced as "light relief." Players may be allowed to win or lose money at gambling, but not so much as to unbalance the game. Gladiators and entertainers do not enjoy high status in the Five Empires, and players should not be encouraged to develop characters who are limited to these occupations. A complexity level of 2-5 is about all one can achieve without tying this to more convoluted events.
6. **WARFARE:** this looks like fun but presents problems: player characters must be soldiers, scouts, or spies if they are to take part in the action. This limits their freedom of choice. Soldiers cannot refuse a dangerous order, nor can they quit or wander off to "adventure" whenever they like. There are also "rules" problems: e.g. a skirmish can be played like an Underworld combat, but larger battles require planning: terrain, the forces involved, orders of battle, tactics and logistics. It is possible to fight large engagements as "war-games," using miniature figures and a set of war-gaming rules modified for Tékumel. The players command the forces and have a godlike, "chess-player" overview of the battle, which lets them stand above and outside of their characters. This takes away from the personal aspects of the game. It also gives them control over the forces of history, which the referee may not wish them to have. A battle may then become "Joe" versus "Jim," or a clever wargamer over a less clever person. Alternatively, one can play military battles as individual rôle-playing adventures: players are told only what their characters personally see and experience. The overall progress of the battle is left to the referee, and combat is treated like any other scenario: e.g., "You see three enemy soldiers advancing toward you. What do you do?" This keeps the player characters central to the action. Large combats do take much time, nevertheless. Speeding up the combat system helps but is not enough. A battle between 5 player characters and 10 hirelings against 30 enemy soldiers or creatures will take up the best part of an evening, no matter how simple the rules! If large battles are rôle-played, the referee may wish to condense all of the non-player characters' combat into occasional D100 rolls: a high score shows the battle is going badly for that unit, while a low roll signifies that the contingent is winning.

Enjoyment in a campaign is enhanced not only by ingenious traps, exotic locales, and fantastic monsters, but by a strong and ongoing story line, a structured background, and interesting non-player characters. The opponents are made more realistic by giving them identities, causes, organisations, and depth. The only absolutely vital ingredient is imagination, but this should be strongly supported by a detailed world and a solid plot structure.

The referee must also satisfy the players. Those who stay within their rôles, act intelligently, and use the right mixture of daring and caution must be rewarded. Some may desire to be skilled fighters; others may want wealth, a unique sword, a fine suit of armour, or magical devices. Still others desire lands, a mansion, servants, and social



prestige. Some may seek high position: the generalship of a legion, the post of high priest, or the splendour of receiving the Gold of Glory at Avanthár. Still others want to discover arcane knowledge, solve the mysteries of Tékumel, take part in the secret councils of their sects, explore the Demon Planes, and master the powers of mighty sorceries. A few ask no more than to experience the referee's world: to see sights vicariously that cannot be found on Earth.

All of these goals can be served. One should not hand out rewards too lavishly, of course: nothing is valued unless one works for it. Those referees who give too much will find their campaigns escalating out of control. This is one reason that there are no "magic shops" or enchanted weapons for sale on Tékumel. Desirable items must be earned the hard way!

On the other hand, the referee cannot be too miserly. The story line may require player characters to lose possessions, undergo hardships, suffer reductions of rank and wealth, and even be imprisoned or enslaved. These losses should always be replaced eventually

with new rewards, provided that the players have kept to their rôles and used intelligence and good judgement.

It goes without saying that there must be unpleasant consequences for those who play badly or whimsically, or who have bad luck with the dice. Playing one's rôle incorrectly should result in the logical penalty. In a simple adventure campaign, most dangers arise from combat and natural accidents. More complex campaigns should make it perilous to break laws, violate taboos, or offend "the powers that be." While players must always feel that they have some control over their destinies, they must also be aware of societal restrictions: one who steals, causes riots, slays harmless citizens, insults an employer or superior, or otherwise offends against the social order must pay the price! In such cases, the fault must be the player's and not an arbitrary punishment imposed by the referee. When a player is about to break a law, for example, the referee should give fair warning (through a non-player character) and hint at the chances of getting away with the crime. The decision then is left to the player.

Some referees delight in "killing off" player characters. In this writer's opinion, this is unenjoyable. Low-level characters must have enough non-player assistance to ensure a fair chance of survival. In an Underworld adventure this may take the form of non-player warriors and sorcerers. In a strange country the party should meet someone who speaks their language and warns them about local laws and customs. At a higher level, a senior courtier may guide the players through an intrigue. When the party is strong enough to handle situations by itself, the rôles of these non-player assistants can be reduced. Again, there is a fine line between making things too difficult or too easy.

Many who buy this game will already have some experience. They will know how to set up and run a game, how to establish characters and a story line, etc. The following paragraphs are thus for those who are relatively new to the fine art of rôle-playing.

What do the players need? Besides the game itself, each player needs paper and dice: 6-sided, 10-sided ("decimal" or "percentile"), and 20-sided dice, available from gaming stores. A character — a personality to play as "oneself" — is an immediate necessity. The character can be chosen from the archetypes provided with this game, or else rolled up from volume one of the Solitaire Adventures set. Further source materials will help provide a feel for Tékumel; these are available from the publisher.

The group must choose someone to act as the referee ("games master," "dungeon-master" — whatever he or she is called). This person organises the gaming sessions, selects the surroundings, plans the story line, and sets the tone of the adventures which follow. Some requirements for this task are:

- (A) MAPS: the referee can draw "dungeon" maps on graph paper in order to keep to scale. A city or town map will show major buildings, streets, and important locations: perhaps 1 map square = 10 or 20 feet. A different scale is used for out-of-doors tactical movement: 1 map square = 50 to 100 feet. These maps are not shown to the players; the referee tells them only what they see. Still larger strategic-level terrain maps showing more of Tékumel are available from the publisher.
- (B) SITE DESCRIPTIONS: the better the word-picture, the more realistic the adventure. A statement like "You go to your temple" is colourless. At least a few words, taken from whatever source (a novel, a movie, a history book) are useful in setting the scene. A temple of Belkhânu can be:

"a towering marble façade, with corner towers and carvings all along the front. Tall trees rise above the fretted white and black embrasures along the top of the wall. Still farther back, behind the forecourt, looms the pyramid of the main shrine itself. Throngs of worshippers enter through monumental bronze gates, covered with inscriptions and scenes of mythological beasts and demons. Through the gate, the gardens and outbuildings are visible, filled with

shaven-headed worshippers dressed in robes of yellow and saffron. The air is thick with the scent of flowers, candle-wax, and cloying incense. The street outside the temple is filled with vendors, Chlén-carts, slaves laden with merchandise, shouting porters, noble ladies riding in gilded palanquins, Imperial soldiers in armour lacquered in blue and gold, temple guards in golden armour and yellow tunics, priests in tall head-dresses and flowing cloaks sewn with amulets and emblems..."

Such a description is needed only once. This is also true of a word-picture of a city, a clanhouse, or any other place. Players will come to "see" these sites for themselves and will add their own details.

- (C) **NON-PLAYER FRIENDS:** players need guidance and help as they enter the game: warriors, servants, friends, patrons, and advisors. Such persons can be rolled up, named, and described in detail, or they can be left vague to be fleshed out as they become important. Warriors and magicians with the players' party should always be given personalities and should never be left to the players to order and push around like chess pieces. These are people, after all, and realism demands that they act as such! The referee should maintain a card-file for each non-player character. This should not be shown to the players.
- (D) **NON-PLAYER ENEMIES:** these, too, should be given personalities, names, objectives, etc. and kept in the card-file. A major foe deserves a full roll-up. Minor foes require less information: e.g. a warrior can be given only a general description, a combat level and an HBS number. A sorcerer needs a minimum of a magical resistance level, spells, and perhaps a magical device. All such characters require motives for their actions.
- (E) **MINOR NEUTRAL NON-PLAYER CHARACTERS:** these can be left vague unless and until they become important: e.g. personal servants, shopkeepers, clansmen, fellow priests and priestesses, soldiers in one's Legion, etc. These can be briefly identified and put into the card-file. More important personages need longer descriptions: e.g. a governor, the high-priest of one's temple, an Imperial Prince, guests at a feast, the pompous commanding officer of a Legion, a nosy boatman who takes the players somewhere on his boat, a haughty noble lady, etc. Others are just faceless functionaries: e.g. a messenger, a slave, a guard at the door, and the like. When their jobs are done, such minor folk can be allowed to "wander off into the sunset."
- (F) **VARIOUS OTHER AIDS:** for ease of play, each player should have a combat or spell casting table, and the referee needs a larger table with the statistics of the commoner creatures to be encountered, plus data on the current non-player characters, the party's surroundings, etc.
- (G) **A GAME RECORD:** the referee should keep a calendar: the Tsolyáni year consists of twelve 30-day months; each month has five 6-day weeks. To this 360-day year, 5 extra "intercalary" days are added at year's end. The year is now 2366 A.S. (After the Seal Emperor). The party's location and perhaps an important event or two should be noted daily on this record to prevent inconsistencies. Although "day 3 of month 6" is really all that is needed, the Tsolyáni month and day names are provided below for colour.

MONTH NUMBER	TSOLYÁNI NAME	MONTH NUMBER	TSOLYÁNI NAME
1	HASANPÓR	2	SHÁPRU
3	DIDÓM	4	LANGÁLA
5	FÉSRU	6	DRÉNGGAR
7	FIRASÚL	8	PARDÁN
9	HALÍR	10	TRANTÓR
11	LÉSDRIM	12	DOHÁLA

The five intercalary days at the end of the year are named:

DAY NUMBER	DAY NAME
1	IKÁNER
2	TURUGDÁSHE
3	VRAHÁMA
4	NGAQÓMI
5	CHITLÁSHA

The six weekdays are named:

WEEKDAY NUMBER	DAY NAME
1	SURÚNRA
2	MUGÚN
3	ZAQÉ
4	RÛ'ÛSÁ
5	TLAKÁL
6	DAUNÉL

BEGINNING SCENARIOS

The referee needs a starting point and an idea of the plot-to-come. Some referees outline the story carefully and plan the details of places and characters. Others “wing it,” with a plot line that may be clear over all, but whose details are vague and easy to change. Both methods work, though perhaps for different people.

For those who find difficulties starting, some sample introductory plot “hooks” are provided below.

“THE BOX IN THE CELLAR”

For this set of “plot hooks,” the referee selects one of the players (with a random die roll, or as he sees fit), and informs him that labourers digging in the cellars of his clanhouse have broken through an ancient wall and discovered a mouldering chest that bears the symbols of the his clan and lineage upon it. The clan-elders agree that this box legally belongs to the player and deliver it to his apartments in the clanhouse. He has several friends with him (players and non-players), who urge him to open it. The referee chooses its contents or rolls dice to select them at random. A sample list is given below, together with arbitrary dice scores:

D10 SCORES	CONTENTS
1	Treasure: see A, below
2	An ancient letter; see B
3	A magical item; see C
4	Mouldering garments and crockery; Grandmother's old belongings; see D
5	An Imperial document; see E
6	A fine old sword; see F
7	A key; see G
8	A human skeleton; see H
9	A book; see I
10	Nothing at all; see J

A. This can be anything from a few coppers to a fortune (e.g. 100,000 Káitars) — or perhaps just enough to buy new weapons and gear for a trip the clan elders want the character(s) to make. Visiting a market can then lead to further adventures.

B. The ancestor of the owner of the chest had a dark secret: e.g. he was an unrevealed son of one of the former emperors; he knew of treacheries that would destroy the standing of a present-day noble family; he was in love with the daughter of a hostile clan or religious faction, and the present character is their illegitimate descendant, etc.

- C. The magical item can be a common amulet or “Eye” (see the relevant sections above); a powerful weapon; a means of travelling to a different plane; a machine that has been lost for centuries but is sought by the Imperium, by one of the temples, by an alien nation, or by one of the Great Undying Wizards themselves; or perhaps just an interesting mechanism that is rare on present-day Tékumel, such as a flashlight with permanent batteries; and the like.
- D. This can actually be useless stuff, or it may conceal hidden treasures: e.g. buttons that are really rare Engsvanyáli coins, a purse that holds a magnifying glass (very rare on Tékumel), a picture of some lost ancestor that is magically empowered to speak and offer advice; and other hidden “goodies.” Granny’s old clothes may also include an *Epéng*, one of the deadly vipers of Tékumel, whose bite is often fatal!

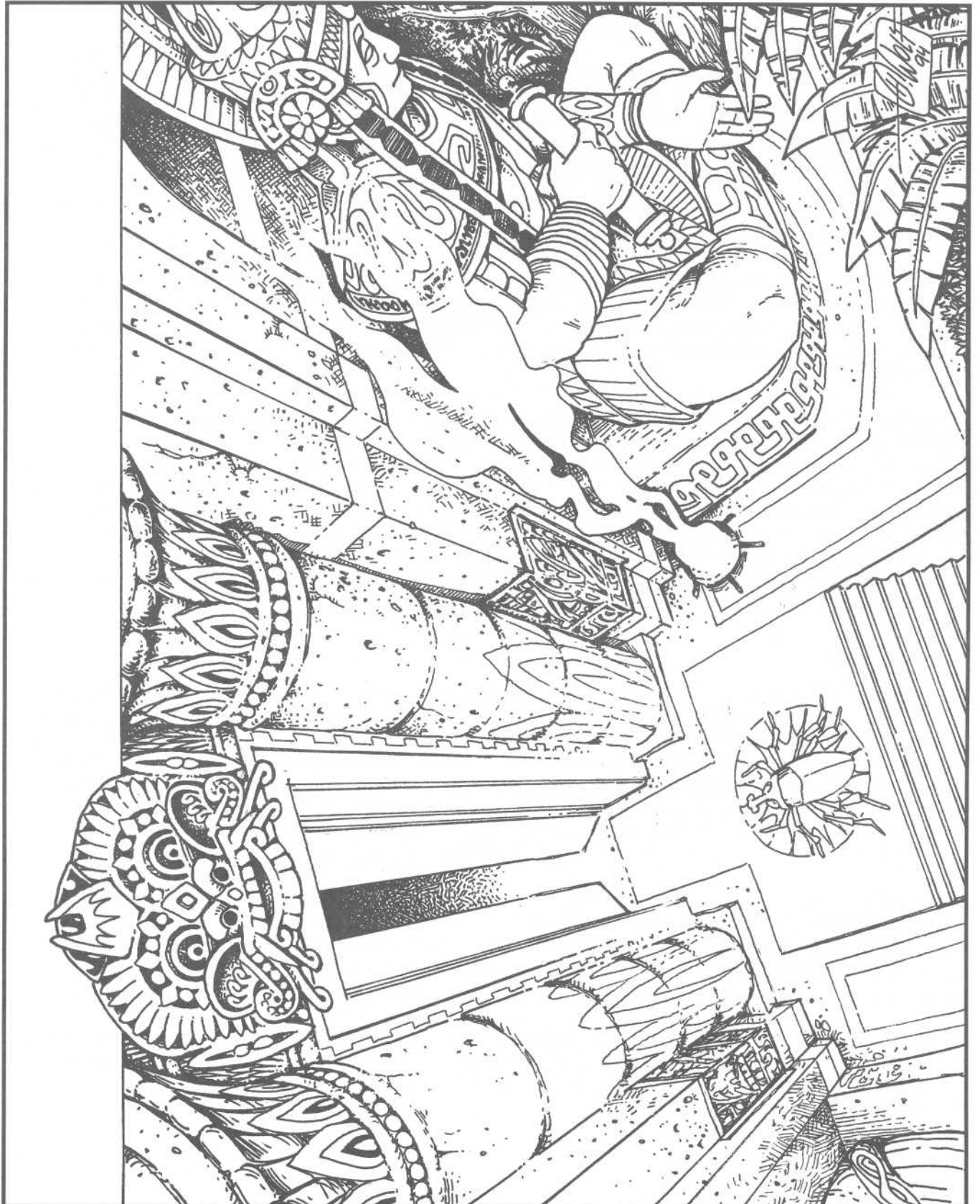


- E. The document can be a deed to a fief or parcel of land somewhere far away; it can be an Imperial Writ that bestows an Imperial title on the owner and commands him to bring the Writ to the Chancery in Avanthár, where he will receive patents of office; it may be a certificate of manumission from slavery for an ancestor! All sorts of pleasant and unpleasant possibilities arise.
- F. The sword may be worthless, decaying *Chlén*-hide, or it may be fine steel, perhaps enchanted or even inhabited by a very impatient demon, who forces the owner to go upon a lengthy quest to free him or to slay his foes. A steel weapon is very valuable, of course, and this may bring its owner into conflict with others who covet it.
- G. The key is apparently useless, but it has a faint inscription in Engsvanyáli that reads “The red door in the lower catacomb.” One of the labourers who found the chest mentions another door at the back of the chamber that had contained the chest: a portal down into the Underworld below the modern city. This leads to a “dungeon” adventure that can develop into further plot-lines as the characters become familiar with their rôles.
- H. The present owner’s ancestors were not “nice guys”; they came by their wealth and power with a certain single-mindedness. This poor skeleton is all that remains of one who would have inherited the lands and properties now enjoyed by the chest’s owner and his relatives. The labourers have already talked about their find in the clanhouse, and it will only be a matter of time before the skeleton’s living descendants appear to repay the chest’s owner for what was done to their ancestor. This can lead to assassins, fights within the clanhouse, court cases, and even intrigue at higher levels. If the players have enough sophistication to play through this scenario, it can lead to long-term plots, counterplots, and developments on many levels.
- I. The book can be a rarity of great value (an autographed copy of the verses of Yetíl — one of the great Engsvanyáli poets; a book of spells; a picture album that transports one who touches a picture to that place and time and engages him in a story there; a history that reveals the location of some great and terrible secret or a mighty treasure; a diary that tells the truth about some historical incident (e.g. who assassinated the Empress Dashilúna “the Green-Eyed” (1279-1306 A.S.); the method of evoking some ghastly demon from the Planes Beyond; and the like.
- J. Nothing at all? Well, possibly an ancient ghost or two? Or an invisible monster? Or something so tiny that it cannot easily be seen. The wise and devious referee will think of something...

An introductory scenario should lead to further developments. The grant of a fief, for example, may take the players to a distant locale, give them responsibilities, and embroil them with taxes, droughts, feuds, floods, incursions by bandits or rebels, nonhumans, ancient ruins — the dark tower on the estate that nobody visits, the attic ceiling that drips blood down onto the bed below, the thump of monstrous footsteps beneath the stairs of the donjon, the peasants who aren’t what they seem to be — all sorts of interesting problems. There may still be previous fiefholders who do not like being disinherited, and there may be others who would rise from their graves to help the new owner. If the players are not interested in running a fief, they may be sent to serve a non-player character who is — and who has certain darker sides.

The possibilities are as endless. Let your imagination flow. Enjoy...

CHARACTER ARCHETYPES



ARCHETYPES

As said in Section One of these rules, a player can begin the game by rolling up a character using volume one of *Adventures on Tékumel: Growing up on Tékumel*. The player then takes the character through the solitaire adventures in Parts Two, Three, and Four of that same series to provide skills, possessions, and personal history.

Some players may not wish to use the roll-up process. For these, various pre-rolled "archetypes" are provided below. Each of these ready-made characters includes statistics and a brief description. An idea of some of these characters' dress and appearance is given on the picture pages.

The human archetypes are all about 20 years of age, both male and female, with comparable skills and abilities. Priests are given in pairs which share identical statistics and spells (a feature of the game system). All of the priests have had much the same training in priestly and magical learning, although their doctrines differ greatly. Only priests of the ten major Tsolyáni deities are included; those of the Cohorts can be modelled after those of their associated deities.

Warriors are more homogeneous: the Tsolyáni noble classes share a common heritage, and their weapons, armour, and training tend to be similar until expert levels are reached.

The archetypes' personalities differ, of course. A few major traits are sketched in for each in order to provide substance and colour. If the referee wishes, players may be allowed to substitute traits or add new ones with which they feel more comfortable. Similarly, players may change the sexes, names, and other details of the pictured archetypes, although new choices of spells and statistics should be cleared first with the referee.

One character from each of the friendly nonhuman races is also included: i.e. the *Ahoggyá*, *Hláka*, *Páchi Léi*, *Pé Chói*, Pygmy Folk, *Shén*, Swamp Folk, and *Tinalíya*. The *Chíma*, *Mihálii*, *Nyaggá*, and the *Urunén* are neutral to humans but are too distant, inaccessible, or strange to be much more than "encounters" during an adventure. The hostile species (the *Hlüss*, *Hokún*, Shunned Ones, and *Ssú*) can only be introduced as enemies; there is little or no chance of befriending one of these creatures. None of the nonhuman archetypes is meant to be used as a player character. They are to be employed as nonplayer friends, helpers, henchmen (hench-persons? hench-creatures?), and advisors. The referee decides which and how many of these nonhuman characters are present at the start of the game and which of the player characters they will befriend. The referee may then add further characters as the game progresses.

COSTUME

The archetypes shown in the picture pages illustrate the great variety of costume worn in Tsolyánu. The priests and priestesses are shown in ceremonial dress: the robes and accoutrements used in certain of the rituals of their temples. Priestly rank is also shown by pontificals of different design. The pictured costumes are thus not "informal home attire. They are not worn on a trip to the market, nor are they the much fancier garments seen at formal receptions. They are also not the only costumes of their respective temples: there are hundred of rituals, functions, special rôles in each ceremony, etc. They are also not the "Twenty-Five Forms," the extremely elaborate costumes worn at court ceremonials, clan celebrations, or receptions held by a Governor or the God-Emperor at *Avanthár!* Volumes would be needed to illustrate all of these!

The warriors are likewise shown in full battle dress. This, too, is not worn at home, on the city streets, or at a dinner party! One does not clank about in full armour! Heat prostration in Tékumel's sizzling climate would swiftly fell even the strongest person. This cannot be cured either by a spell of Healing or of Alleviation but must be treated naturally. The arms and armour illustrated are also the formal costume worn on parade and at military ceremonies; real battle dress is simpler, sturdier, and less decorative.

As an aside, players may ask how armour is carried about if one does not wear it, yet may need it at almost any moment? A backpack is unwieldy for large pieces of Chlén-hide or metal, plus rations, clothing, and sundries. People on Tékumel use bearer-slaves and valets for such purposes. A lady similarly never carries a purse; she is accompanied by a maidservant whose sole duty this is.

It must be noted that there is little prudery in the Five Empires, and both men and women often go about nude or nearly so. Slaves and the lower classes usually do go nude or wear no more than a twist of cloth, while the daily garments of the upper classes come in an a variety of forms, according to personal and regional preferences. Even the shyest player can thus choose a costume to please himself or herself.

The first two figures on the following picture pages show everyday costumes for young persons of good clan and status. These are just ordinary young clans-people, without special talents, jobs, or posts. They are meant as illustrations and not as possible player characters.

EVERYDAY MAN'S COSTUME

Kénes hPagásu may wear:

- A knee-length pleated kilt of white or dyed *Firyá*-cloth
- A belt, sometimes with a stiff tabard of tooled and enamelled *Chlén*-hide that hangs down the front, to which a pouch, dagger, short sword, etc. are attached
- An optional sleeveless or short-sleeved vest or tunic of white or dyed *Firyá*-cloth
- A broad collar of enamelled *Chlén*-hide, set with precious stones and gold. This may have upcurving shoulder-pieces
- An optional short cape or mantle; a longer version is worn on journeys
- Boots or laced-up sandals, frequently highly decorated
- A fillet for the hair made of cloth, metal, or enamelled *Chlén*-hide. Out-of-doors a head-cloth may be worn. Men wear their hair shoulder-length with bangs across the forehead
- Accoutrements consist of bracelets or vambraces of precious metals or enamelled *Chlén*-hide, a pectoral, a clan or religious emblem (sometimes a pendant hung around the throat, sometimes a symbol dyed or woven into the costume), ring(s), earrings, etc.

EVERYDAY WOMAN'S COSTUME

Mápi hiTókolu may wear:

- In the central and Eastern Empire, a pleated kilt or a skirt reaching to mid- or lower-calf, slit up the sides almost to the hip; this is usually dyed in clan or temple colours. It will also have brocade (etc.) borders or fringes
- In the west, a poncho-like garment is worn: the *Hnelésh*, made of soft *Firyá*- or *Güdrü*-cloth. This is left open at the sides from the armpits down, and is belted at the waist
- In the east, a sort of loincloth is worn, with ends hanging down in front and in back to produce an open-sided skirt
- A wide belt of soft *Vringálu*-hide, sometimes with a jewelled tabard hanging down in front. A small pouch or reticule is attached to this, as is a sheathed dagger
- A broad collar of decorated *Chlén*-hide. In the north-east, a loose blouse of fine, nearly transparent *Thésun*-gauze is fashionable instead
- A short cape of fine *Güdrü*-cloth or a loose tunic is optional. The latter is more favoured in the north, while southern ladies tend to go bare-breasted
- Sandals in a variety of styles, usually made of fine *Vringálu*-hide, sometimes gilded or set with precious stones. Lace-up sandals or boots are substituted for out-of-doors wear
- A headband, fillet, or formal head-dress of *Khéshchal*-plumes, precious metals and gems, and other materials. The hair is usually worn long, and is braided, held by twists of gold wire, or left loose
- An over-mantle or a sturdier travelling cape is worn on journeys
- Bracelets, armlets, necklaces, torques, rings, a tiara, earrings (often with long, heavy pendants or gold and jewels), breast ornaments or a pectoral, anklets, etc. Less wealthy women wear similar ornaments of baser metals, glass, *Chlén*-hide, etc.

THE ARCHETYPES

I & 2: PRIESTS OF HNÁLĻA AND HRÜ'Ü

HEIGHT	5'6"	DEXTERITY	64	PSYCHIC RESERVOIR	95
BUILD	HEAVY	INTELLIGENCE	94	COMELINESS	76
STRENGTH	32	PSYCHIC ABILITY	83	CHARISMA	80
H-B-S FACTOR	101	PSYCHIC POWER POINTS	272	AGE: BORN 10 LÉSDRIM, 2346	20

SKILLS

RELIGION I	HYMNS 2	ATHLETICS 5
TUBEWAYS 4	ETIQUETTE 5	READING 2
SWIMMING 5	SPECIAL CEREMONIES 5	HISTORY 2
GRAMMAR I	FALCONRY 4	SCRIPTURES 4
BEDNÁLĻAN LANGUAGE 3	MU'UGALAVYÁNI LANGUAGE 3	SORCERY 4

SPELLS

ALLEVIATION U2	LIGHT & DARKNESS U1, U3, U5	TRANSLOCATION U1, U2, U5
AERIALITY G2, G4	SEMBLANCES G1	HEALING U1
SOPORIFEROUSNESS U2, U4, U5	WARDING U4	COMPREHENSION G3 ELICITATION U1

IDENTITIES

PAKÁI HIZHNÁYU: Clan of the Golden Bough; Priest of Hnállá; born on his clan-parents' estate near Jakállá; only child of a medium-wealthy family. Pakái's yearly allowance is 1,400 Káitars. He is rather portly, though athletic; jolly, interested in games and the Hirilákte Arena. He tends to be generous, slow to anger, loyal to friends and clan, interested in gadgets, the underground tubeway car system of the Great Ancients, and magic. He is somewhat sloppy, opinionated, and tiresomely argumentative. If a female counterpart is wanted, use these same details; her name will then be SA'ÁKA HIZHNÁYU. She is from the Clan of the White Stone, has little money (400 Káitars a year), works as a ritual priestess, and prefers solitude, study, and theology. She has just taken up a new interest in ancient history, particularly of the Great Period of the Bednálljan Empire.

CHÉLESH HIZA'ÉRA: Clan of Sea Blue; Priest of Hrü'ü; born in Béy Sü; third of three brothers of an old and traditional family. Chélesh' yearly allowance is 1600 Káitars. He is of heavy build: thick but not fat, with broad features and a mane of coarse black hair. He is serious of mien, rather hard to know, though likeable once he chooses to be friendly; a good player of Dén-den and other games; fascinated by tales of distant adventure, and a risk-taker. His female counterpart is CHÉYA HISANYÉL. She is of the Clan of the Might of Gánga from Usenánu, and has a large inheritance of land and buildings near Hekéllu, which she keeps secret. Although not really beautiful, she has a high-boned, broad face, with sensuous lips and rather cat-like eyes, and she is voluptuously curved, rather than fat. She is thus much in demand socially. She hopes to be an administrative priestess and hold a post in one of the large temples.

3 & 4: PRIESTS OF KARAKÁN & VIMÚHLA

HEIGHT	5'5"	DEXTERITY	52	PSYCHIC RESERVOIR	94
BUILD	MEDIUM	INTELLIGENCE	91	COMELINESS	82
STRENGTH	84	PSYCHIC ABILITY	79	CHARISMA	70
H-B-S FACTOR	148	PSYCHIC POWER POINTS	264	AGE: BORN 23 SHÁPRU, 2346	20

SKILLS

RELIGION I	MATHEMATICS 2	ATHLETICS 10
SPECIAL CEREMONIES 5	ETIQUETTE 6	READING I
EPICS 2	SCRIPTURES 5	HISTORY 12
GRAMMAR I	DOGMA 5	BRAWLING 2 A + 0
YÁN KORYÁNI LANGUAGE 3	MILUMANAYÁNI LANGUAGE 2	MU'UGALAVYÁNI LANGUAGE 2
SORCERY 4		

SPELLS

ALLEVIATION U2	HEALING UI	WARDING U4
FAR-SEEING GI	EMPOWERING GI	CLAIRVOYANCE UI
LIGHT & DARKNESS UI, U3, U5	DOOMKILL G8	RADIANT GAZE G3
CONTROL OF SELF UI, U2, U4	ROBUSTNESS U3	EXCELLENCE GI, G3

IDENTITIES

ORÓDAI HISAYÚNCHA: Clan of the Red Mountain; Priest of Karakán; born near Haumá and lived in Butrús until the recent Mu'ugalavyáni invasion; now in Jakálla; 2 brothers, 3 younger sisters, now slaves in Mu'ugalavyá. He has a yearly allowance of 900 Káitars. He is rather strong and physically active, decisive, pleasant and rather handsome but without much sense of humour, neat and always clean and impeccably dressed. He is fascinated by the history of the Second Imperium and has written a few small treatises. His female counterpart is named MÚRU HISAYÚNCHA. She is of the same clan and lineage, but from Jakálla, and has an allowance of 1,050 Káitars. She is an expert on Yán Koryáni history, quite pretty, with an oval, sharp-chinned face, large expressive eyes, and long wavy hair. She has little interest in men or in sex but does socialise easily with her peers.

TÉKAR HIKÁIKUMESH: Clan of the Red Sun; Priest of Vimúhla; born in Tumíssa, now in Jakálla; 1 older brother, 3 sisters,. He has a yearly allowance of 1,000 Káitars. He is clever, quick to anger, harbours grudges, and is proud of his physique and darkly handsome good looks. He is writing a history of the Temple of Vimúhla in Tumíssa, which he hopes to present to the Governor of that city (in hopes of a financial reward). He has had — and divorced — three wives, and he has twin sons (age 2), for whom he sends 20 Káitars per month in support. He has a roving eye and a quick wit, and he prefers slightly older women (with property or cash). His female counterpart is ATÍN HITLEKÓLMÜ. She is from the same clan in Khirgár. Her family owns lands near Khirgár, and she thus has an yearly allowance of 1,200 Káitars. She is artfully pretty, clever, calculating, and has no pity on men but uses her wiles mercilessly to get what she wants. She plans to be a temple Ritual High Priestess one day. Her clan-father gifted her an Excellent Ruby Eye (26 charges, indicator in Classical Tsolyáni). She keeps this a secret. It is rumoured that she has slain at least three men with spells while in the Underworld.

5 & 6: PRIESTS OF THÚMIS AND KSÁRUL

HEIGHT	5'3"	DEXTERITY	68	PSYCHIC RESERVOIR	82
BUILD	MEDIUM	INTELLIGENCE	93	COMELINESS	67
STRENGTH	42	PSYCHIC ABILITY	98	CHARISMA	72
H-B-S FACTOR	64	PSYCHIC POWER POINTS	273	AGE: BORN I FÉSRO, 2,346	20

SKILLS

RELIGION I	DOGMA 5	SWIMMING 5
ADMINISTRATOR I	ETIQUETTE 6	READING I
SAILING 2	SPECIAL CEREMONIES 5	HISTORY 2
GRAMMAR I	MATHEMATICS I	SCRIPTURES 5
ART I3	ANCIENT DEVICES 6	ENGSVANYÁLI LANGUAGE 3
SALARVYÁNI LANGUAGE 3	SORCERY 5	

SPELLS

ALLEVIATION U2	ELICITATION U1, U2, U3, U6	LIGHT & DARKNESS U1, U3, U5
COMPREHENSION G3	CONTROL OF SELF U1, U2, U4	HEALING U1
SOPERIFEROUSNESS U2, U4, U5	EXCELLENCE G1, G3	DISENCHANTMENT U4
INVISIBILITY U2	WARDING U4	

IDENTITIES

ARUKÉN HIGURÚMA: Clan of the High Pinnacle; priest of Thúmis; born in Haumá; 1 older brother; studied in Béy Sü. He is not wealthy, having a yearly allowance of only 320 Káitars. He is scholarly, intellectual, and a good artist. He hopes to obtain a permanent post painting religious murals at one of the great Thúmis temples in northern Tsolyánu. He was more or less forced by his clan to serve as a soldier during the recent war and was slightly wounded at the last Battle of Tléku Miriyá. His female counterpart is DLERÜSSA HI SSANKÓREL. She is of the Clan of the Emerald Girdle, comes from Páya Gupá, and has an allowance of 450 Káitars per year. She is only middling pretty, intelligent, slightly nearsighted, rather reserved and introverted, and devoted to her sculpture. She is kind, warm-hearted, and eager to be liked.

KOTÁRU HIKÚRODU: Clan of the Dark Moon; priest of Ksárul; born in Hmakuyál; 2 older and 2 younger sisters. His lineage is relatively wealthy: he has a yearly allowance of 475 Káitars. He is clever, sarcastic, observant, smooth, and secretive. He is interested in Engsvanyáli painting and sculpture, and he has made a reputation and some money as an antiques- seller. He probably takes some of his merchandise from lost catacombs in the Underworlds, where he holds a post as Tomb Lector Priest. His female counterpart is NÉLEL HÍVÍRIDU, of the Iron Helm Clan of Mekú. She has 8 siblings and comes from a large family. Her yearly allowance is thus small: 350 Káitars. Outside of her small temple stipend as a ritual hymn-singer, she earns money by painting portraits of rich, elderly men (and perhaps posing for them in turn?). She is only moderately pretty but is lively, vivacious, and cultured.

7 & 8: PRIESTS OF BELKHÁNU AND SÁRKU

HEIGHT	5'10"	DEXTERITY	50	PSYCHIC RESERVOIR	87
BUILD	STOUT	INTELLIGENCE	92	COMELINESS	36
STRENGTH	65	PSYCHIC ABILITY	91	CHARISMA	95
H-B-S FACTOR	102	PSYCHIC POWER POINTS	270	AGE: BORN 27 TRANTÓR, 2346	20

SKILLS

RELIGION 1	GRAMMAR 1	ATHLETICS 2
SPECIAL CEREMONIES 5	ETIQUETTE 5	HYMNS 2
FOREIGN FOODS 7	SCRIPTURES 5	PHYSICIAN 5
MUSIC 2	LINGUISTICS 6	BEDNÁLLJAN LANGUAGE 3
READING 1	SWAMP SURVIVAL 2	DOGMA 5
ENGSVANYÁLI LANGUAGE 3	SALARVYÁNI LANGUAGE 3	SORCERER 4

SPELLS

DOMINATION U2, U5, U7; G5, G10	HEALING U1	INVISIBILITY U2
WARDING U4	HANDS OF KRÁ G2, G4	

IDENTITIES

CHUKÚN HÍMRÉKKA: Clan of the Purple Gem; priest of Belkhánu; born in Sokátis, parents and siblings deceased. He comes from a middle-class lineage and has a yearly allowance of 650 Káitars. He is somewhat corpulent, pleasant but with an internal stubborn streak, an aesthete, who loves foreign foods and good music (though he has little playing skill), and a real talent for languages. Previously posted to Penóm, he has some experience of swamps. His female counterpart is DONÁTRI HÍNEZÁR. She is of the same clan from Thráya, of good family, with 2 older brothers and 1 younger sister. She is not pretty, but has enough charisma to succeed in temple politics. She was once married, but her husband died in the war in Milumanayá. His family provides an allowance of 500 Káitars a year in addition to her stipend as Ritual Banner-Bearer in the Temple of Belkhánu.

OMÉL HÍKHANÚMA: Domed Tomb Clan; priest of Sárku; from the City of Sárku; 2 older brothers in Imperial service. He is of respectable lineage and has a yearly stipend of 700 Káitars. He is meticulous and directed: he thus chooses his spells and studies carefully, planning to go on into temple administration or linguistic studies of ancient texts. He is heavy-set, unprepossessing, and rather slow of speech, although he is in fact quite brilliant. His female counterpart is MIKÚSA HÍTLÉLSU, of the Clan of the Copper Door. She comes from Púrdimal, is independently wealthy (a yearly allowance of 1,500 Káitars), has 2 sisters who are both priestesses of Durritlámish, and spends her money on ancient religious relics. She enjoys exploring the Underworlds, eating rich foods, and studying arcane medical texts. She is intensely loyal to her friends and her colleagues but has little love for the enemies of her deity, mighty Sárku. She inherited an Eye of Frigid Breath (32 charges, inscription in the secret tongue of Sárku). Her goal is to establish an underground clinic to treat the Undead and lengthen their strange "lives." She has little thought (or hope) of marriage.

9 & 10: PRIESTS OF AVÁNTHE AND DLAMÉLISH

HEIGHT	5'5"	DEXTERITY	74	PSYCHIC RESERVOIR	86
BUILD	SLENDER	INTELLIGENCE	95	COMELINESS	91
STRENGTH	37	PSYCHIC ABILITY	83	CHARISMA	84
H-B-S FACTOR	71	PSYCHIC POWER POINTS	264	AGE: BORN 25 PARDÁN, 2346	20

SKILLS

RELIGION 1	MUSIC 10	FALCONRY 2
SCRIPTURES 4	ETIQUETTE 7	CALLIGRAPHY 8
POETRY 8	MU'UGALAVYÁNI 3	READING 2
HISTORY 2	DOGMA 6	LLYÁNI 2
GRAMMAR 2	MOUNTAINEERING 5	SPECIAL CEREMONIES 5
SORCERER 4		

SPELLS

ALLEVIATION U2
ALLEVIATION G2, G4
LIGHT & DARKNESS U1
NIMBLENESS G1

HEALING U1
ADORNMENT G1
ZOIC DOMINATION U2, U4
CONTROL OF SELF U1, U2, U4

WARDING U4
CLAIRVOYANCE U1, U2
HAND OF KRÁ G2, G4
SOPERIFEROUSNESS U2, U4

IDENTITIES

EKUNÉ HIARUSÁ: Clan of the White Stone; priest of Avánthe; born in Khéiris in Mu'ugalavyá to Tsolyáni parents; an only child. His family is wealthy, and he has a yearly allowance of 2,150 Káitars. He is a small, quick, dark-complected, handsome man, whose love of music and calligraphy has caused him to seek artistic training abroad. He has thus travelled to Livyánu and Yán Kór. He has three wives: Láitha hi Sóruna, Dhéral hiJáluda, and Yelé hiChaishyáni, all of whom are about 17-18 years of age. He also has a number of mistresses, loves parties and high living, and hopes one day to be appointed as High Administrative Priest to some temple abroad. His female counterpart is RAYÁNA HISSÁIVRA, of the Emerald Girdle Clan, from the town of Komoré. She has two married older sisters. When her husband died, Rayána inherited a large tract of land near Aukésha. She has a yearly allowance of 1,950 Káitars. She is very sophisticated, very pretty, and much sought after. She is an accomplished musician, specialising in the lute-like *Sra'úr*.

MIGÓR HITLAKÁN: Clan of the Jade Diadem, priest of Dlamélish, born in Jakálla, 2 younger brothers and a large family of half-brothers and sisters. His clan-fathers are rich, and he thus has a yearly allowance of 2,000 Káitars. He is extremely handsome, with curling locks, a flashing smile, and a rakish look that excites women, young and old. He sings love songs well and writes poetry after the style of Yetúl of Gánga. He has been the star performer in various private ceremonies of his goddess. His female counterpart is SHEKKÁRA HISSÁIVRA, of the same clan, born in Pála Jakálla, the "love child" of a priestess of Hriháyal. Her habits and pleasures are famed across the southern Empire. She wears exotic (erotic!) garments, sings and dances at ceremonies in her temple, and is the centre of a clique of pleasure-lovers whose interests need not be detailed here.

II: SHAMANS

Shamans (male and female) are added here since some may wish to play a sorcerer who is not Tsolyáni. Such outsiders are not often fully accepted in xenophobic Tsolyáni society, and the player may expect to suffer some prejudice.

HEIGHT	5'4"	DEXTERITY	77	PSYCHIC RESERVOIR	82
BUILD	VERY SLENDER	INTELLIGENCE	95	COMELINESS	31
STRENGTH	46	PSYCHIC ABILITY	90	CHARISMA	24
H-B-S FACTOR	69	PSYCHIC POWER POINTS	267	AGE: BORN IN SPRING OF 2,346	20

SKILLS

RELIGION I	ETIQUETTE I	DOGMA 6
TSOLYÁNI LANGUAGE 3	ART 9	PHYSICIAN 5
SPECIAL CEREMONIES 6	SHAMAN 4	MUSIC 10
JUNGLE SURVIVAL* 10	SCRIPTURES 4	HYMNS 2
SWIMMING I	AMULETS I	

*Jungle Survival may be replaced with Mountaineering or Swamp Survival, depending upon the shaman's homeland.

SPELLS

ALLEVIATION U2
WARDING U4
DESICCATION G3

HEALING U1, U2, U4, U8
ZOIC DOMINATION U2, U4, G4, G5

TERRORISATION U2
COMPREHENSION G3

IDENTITIES

GÁRJAK: no clan; shaman of Rannálu (a region in the east of Salarvyá that is largely jungle); parents, wives, children, etc. left behind in his homeland. He has no clan allowance and only 1-100 Káitars (a D100 roll) in his possession. A second D100 roll is made to determine the value of his possessions (herbs, hides, amulets, etc.). On a score of 98-100, he also owns a magical device that he has picked up on his travels. He is short, bowlegged, and unprepossessing, with little or no charisma or comeliness by Tsolyáni standards. He is highly respected among his own people, however. His female counterpart is named BREJJA. She is also from Rannálu, a wanderer, with a bag of "magical" herbs, talismans, and amulets to sell to the superstitious Tsolyáni peasantry. One of these characters may be introduced by the referee as a guide for the party. Both are skilled hunters and trackers in their own land. The religions of these two characters may be almost anything their players wish: animism, polytheism, etc.

Shamans from the jungles of M'mórcha near Livyánu, may be named OYÚ and DÁ'AK. If they are from the swamps north of Penóm, they speak a dialect of Tsolyáni and are named TLÉS and MRÓDHU. If from the Spouting Mountains in Livyánu, they are named SÍ'IGH and WÍYA. If from the deserts of Milumanayá, their names are BOROLHÚN and YILDÚR. If from the far Northeast (i.e. Nuru'ún or the Plains of Glass, their names are A'ÁJ and GHÁVA. The player and the referee are welcome to select still other names or home locales, as desired.

12 & 13: WARRIORS

HEIGHT	5'6"	DEXTERITY	65	PSYCHIC RESERVOIR	24
BUILD	HEAVY	INTELLIGENCE	76	COMELINESS	69
STRENGTH	74	PSYCHIC ABILITY	37	CHARISMA	92
H-B-S FACTOR	136	PSYCHIC POWER POINTS	NA	AGE: BORN 11 FIRASÚL, 2346	20

SKILLS

ETIQUETTE 6	MUSIC 2	SWIMMING 2
DRILLS 5	READING 1	ART 2
FINE WINES 7	FORMATIONS 4	GRAMMAR 1
ATHLETICS 10	ZOOLOGY 10	FIELD TACTICS 5

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
MACE 5	175	C	+1
BRAWLING 11	205	A	+2
POLEARM 10	200	E	+2
SHIELD 1	155	—	—
OTHER WEAPONS	150	—	—

IDENTITIES

CHÉNESH HIMRAKTINÉ: Clan of the Might of Gánga; serves Hnálla; from Usenánu; has 1 younger brother. He has a yearly allowance of 600 Káitars. His parents are not fond of Chénesh, who prefers boisterous parties to social-climbing. He is unmarried but has a baby son by a lower-class girl in the marketplace. He is not tall but is of heavy, muscular build, with a broken nose and a slash across one cheek that he tells everyone is from the war in Yán Kór but which he really got from a drunken gambler's knife. He owns a suit of medium *Chlén*-hide armour and a large shield. His female counterpart is BÁISA HITUKKOLÉN: Clan of the High Pinnacle; serves Belkhánu; from a village near Ferinára; has no known relatives. Her clan allowance is 350 Káitars. She is heavy for a woman, muscular, and tough. She is not pretty but is well-liked and cheerful. She is rather shy and clumsy when it comes to the opposite sex. Baísa is a veteran of the war in Yán Kór, having served under Prince Eselné in Pijéna. Her goal is to marry a wealthy man, buy an estate in the east near Sokátis, and retire to a life of unaccustomed luxury. She does not drink or gamble, having once lost all her pay to a gang of soldiers from Chéne Hó while on campaign. She has full *CHLÉN*-hide armour and a good polearm with a steel blade.

14 & 15: WARRIORS

HEIGHT	5'8"	DEXTERITY	84	PSYCHIC RESERVOIR	41
BUILD	MEDIUM	INTELLIGENCE	84	COMELINESS	73
STRENGTH	68	PSYCHIC ABILITY	58	CHARISMA	65
H-B-S FACTOR	129	PSYCHIC POWER POINTS	NA	AGE: BORN 3 DIDÓM, 2346	20

SKILLS

ETIQUETTE 7	PHYSICIAN 15	MOUNTAINEER 1
ATHLETICS 6	READING 1	HISTORY 2
SWIMMING 1	ALCHEMY 2	GRAMMAR 1
YÁN KORYÁNI LANGUAGE 2	DRILLS 4	FORMATIONS 2

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 13	200	C	+2
BRAWLING 6	165	A	+1
SHIELD 1	140	—	—
Other Weapons	135	—	—

IDENTITIES

OKÁN HINASHOMÁI: Clan of the Cloak of Azure Gems; serves Hrú'ü; from Thri'íl; has an older sister who is married to the High Ritual Priest of the temple of Wurú in Thri'íl. He has a yearly allowance of 940 Káitars from his sister. He is tall, square-jawed, and serious of mien, beginning to go bald, and slightly stooped. He is interested in medicine and pharmacology. He never served as a soldier but as a temple guard in Thri'íl. He is quite good with his steel short sword, a gift from his sister. She also gave him a fine composite bow, but he has never bothered to learn archery. He owns Chlén-hide armour and a shield of the same material. His female counterpart is **MRITÁ HÍVRAISÚNA:** Dark Water Clan; serves Ksáru; from Jaikalór; has 2 brothers who are 25 and 40 years older than she. Her yearly clan allowance is 1,050 Káitars. She is tall for a woman, handsome (rather than pretty), sinewy and muscular. She spent 3 years in Milumanayá as a physician with the Legion of the Deep Purple Dark. She learned swordplay there and brought back a fine suit of Yán Koryáni medium steel armour, which she hopes to have reworked to fit her. She is not sure whether she wants to go into the temple's scholarly wing to learn more medicine, or whether she should continue to work as a bodyguard for various wealthy clients. She has not thought of marriage or "settling down." Domestic life does not interest her, and she would jump at the chance of foreign adventure.

16 & 17: WARRIORS

HEIGHT	5'11"	DEXTERITY	37	PSYCHIC RESERVOIR	30
BUILD	MEDIUM	INTELLIGENCE	51	COMELINESS	80
STRENGTH	92	PSYCHIC ABILITY	75	CHARISMA	53
H-B-S FACTOR	162	PSYCHIC POWER POINTS	NA	AGE: BORN 8 LÉSDRIM, 2346	20

SKILLS

ETIQUETTE 5	GRAMMAR 1	MUSIC 1
SWAMP SURVIVAL 4	READING 1	ART 2
ATHLETICS 4	GEOLOGIST 7	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 7	197	C	+1
BRAWLING 5	177	A	+1
TWO-HANDED MACE 9	207	F	+1
OTHER WEAPONS	162	—	—

IDENTITIES

SHÉMEK HIZHAYÁRVU: Clan of Dark Fear; serves Sárku; from a village near Mrelú; 8 brothers and 5 sisters. He has a yearly clan allowance of 720 Káitars. He is very tall for a Tsolyáni, with a powerful build, and quite handsome, although he shaves his head, which is not a frequent Tsolyáni custom. He wears a tunic of brown leather over medium Chlén-hide armour. He thus has an ominous appearance, which he heightens on feast days by painting his face with the white bone colours of Sárku. His only scholarly interest is geology, which he learned from a scholar priest of his temple while in the Kúrt Hills. He has never married and rarely socialises with women. His female counterpart is **TSOLÍSHA HIChÁNKOLU;** Clan of the Grey Wand; serves Thúmis; born in Thráya; and has 1 brother and 1 sister, as well as a baby son of her own (she did not marry the father). She comes from a high lineage and thus has a yearly allowance of 1,750 Káitars. She is pretty in a long-legged, coltish way, with hip-length wavy hair and a widow's peak. She has always been somewhat of a tomboy, learning to fight from her father's brother, who was the champion of his Legion. He perished in the Pass of Skulls during the Yán Koryáni war, leaving her an arsenal of Chlén-hide weapons, including swords, axes, crossbows, and three magical Eyes (only one of which works — Tsolísha has kept them secret and never tried to use them). Her uncle also left her his collection of rare rocks, fossils, and odd stones, which encouraged her to study geology at her temple. She may wish to go on with this later, but for now she is more interested in seeing the world, exploration, and having a good time. She has an eventual interest in marriage, and she has had lovers, but she is not involved with anyone at present.

18 & 19: WARRIORS

HEIGHT	5'7"	DEXTERITY	46	PSYCHIC RESERVOIR	31
BUILD	HEAVY	INTELLIGENCE	73	COMELINESS	87
STRENGTH	88	PSYCHIC ABILITY	42	CHARISMA	65
H-B-S FACTOR	151	PSYCHIC POWER POINTS	NA	AGE: BORN 20 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 5	GRAMMAR I	HYMNS 2
SWIMMING 3	READING I	HISTORY 6
ATHLETICS 6	MU'UGALAVYÁNI 2	YÁN KORYÁNI 2
SALARVYÁNI 3	ENGSVANYÁLI 2	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 10	201	C	+2
BRAWLING 10	201	A	+2
JAVELIN 5	176	B	+1
THROWING DAGGER 5	176	A	+1
MEDIUM CROSSBOW 6	181	E	+1
SHIELD I	—	—	—
OTHER WEAPONS	151	—	—

IDENTITIES

TARKÚMU HIQOLYÉLMU: Clan of the Golden Sunburst; serves Avánthe; from Sokátis; 1 much older brother (45); 1 young (16) wife named Avéta hiQolyélmu of his same clan (she is not an Aridáni). His clan and lineage are very wealthy, and his yearly allowance is 2,800 Káitars. He is exceedingly handsome, with broad shoulders, good musculature, and a cap of straight black hair. His clan relatives all want him to marry a second wife from another branch of the clan, but he is deeply committed to Avéta. She, however, is having trouble getting pregnant. Tarkúmu loves travel and adventure and has no intention of remaining a "good clansman" and staying home. He wants to take service as a bodyguard for one of the Imperial Princes or some high noble. He does not want to join the army, in which his brother is a Kási (Captain) of the Legion of Sérqu, Sword of the Empire. His female counterpart is **UMÁ VUPAGÁRTRA:** Clan of the Joyous of Vrá; serves Dlamélish; from the Island of Vrá; 3 brothers and three sisters, all of whom live in the city of Lnóris on Vrá. Umá is of the ancient nobility of Vrá and has a yearly allowance of 2,100 Káitars. She is strong, athletic, and interested in weapons and fighting since childhood. She is very pretty, though a little heavy by Tsolyáni standards. She has a wonderful smile, expressive eyes, and a figure that turns heads on the street. Being Vrayáni, she also has a bubbling, sarcastic sense of humour, which is not typical in the punctilious Tsolyáni society of the mainland. She has worked as a bodyguard for several High Priests and Priestesses of her temple, but her tendency to laugh at the wrong times keeps her from achieving higher dignities. She has an easygoing, adventurous nature that drives her into dangerous situations. She competes with men, moreover, and is said to have several lovers (both male and female within her temple).

20 & 21: WARRIORS

HEIGHT	5'6"	DEXTERITY	100	PSYCHIC RESERVOIR	40
BUILD	SLENDER	INTELLIGENCE	78	COMELINESS	82
STRENGTH	53	PSYCHIC ABILITY	53	CHARISMA	80
H-B-S FACTOR	126	PSYCHIC POWER POINTS	NA	AGE: BORN 2 TRANTÓR, 2346	20

SKILLS

ETIQUETTE 7	GRAMMAR 1	MUSICIAN 12
ATHLETICS 7	READING 2	CALLIGRAPHY 1
ART 2	FALCONRY 5	FINE LIQUEURS 6

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	151	B	+1
BRAWLING 6	156	A	+1
SHORT BOW 10	176	C	+2
LONG SWORD, DUELLING 8	166	D	+1
OTHER WEAPONS	126	—	—

IDENTITIES

KÁGESH HITÁNKOLU: Clan of the Sword of Fire; serves Vimúhla; from Chéne Hó; an only child; parents slain by Mu'ugalavyáni raiders last year. He has a yearly clan allowance of 735 Káitars. He is relatively small and slender, extremely quick, and charmingly handsome. He wears his hair short (not often a Tsolyáni custom) and sports a dapper moustache. He is very athletic and loves the out-of-doors, where he often indulges in falconry. He is also an excellent musician, able to play the flute, the lute-like *Sra'úr*, and other instruments. He has some talents also in calligraphy and art, and he is a connoisseur of fine liqueurs, which he learned from his father, who served as Wine Steward to the governor of Chéne Hó. Kágesh has a streak of innate cruelty and violence, which has led him into trouble before. He never joined the army because he would have resented the discipline. He was smart enough to realise this and hopes to become a caravan owner or perhaps purchase a small fief on the frontier somewhere. His female counterpart is **TA'ÁNA HITUPLÁNGTE:** Clan of the Blade Raised High; serves Karakán; from Úrmish; 3 younger brothers and 1 older sister, who is married to the High Ritual Priest of Chegárta at Katalál. Ta'ána has a yearly allowance of 1,950 Káitars. She has heart-shaped, delicate features, long ringlets which she wears in a braid bound with golden wire, a sweet smile, eyes "in which a god could drown of love" (as one of her suitors put it), but a quick and nasty wit, a haughty temper, and a sharp steel sword. Part of her childhood was spend in the Kúrt Hills, where she learned the short bow and the thrusting spear. She has a soft, dark voice and sings ancient epic poetry beautifully, as well as the love ballads of the Kúrt Hills. She has interests in the art of the Kúrt tribes, studies fine writing, and once worked as a guard at the court of the Disposer of Mekú, where she learned something of *Tsuhóridu* and other expensive liqueurs. She hopes one day to marry a very rich man and have children — but not for the present.

22: N'LÜSS WARRIOR

The N'lüss are a human sub-species from the far north-west. See THE TÉKUMEL BESTIARY, p 51. Players may choose to be a N'lüss, although they will then probably be subjected to Tsolyáni xenophobia.

HEIGHT	6'11"	DEXTERITY	32	PSYCHIC RESERVOIR	41
BUILD	HEAVY	INTELLIGENCE	50	COMELINESS	73
STRENGTH	87	PSYCHIC ABILITY	68	CHARISMA	70
H-B-S FACTOR	25I	PSYCHIC POWER POINTS	NA	AGE: BORN 17 HASANPÓR, 2346	20

SKILLS

HISTORY (N'LÜSS) 2	MOUNTAINEER 10	SWIMMING 1
TSOLYÁNI 3	ATHLETICS 2	HUNTER-TRACKER 7
EPICS (N'LÜSS) 5	MU'UGALAVYÁNI 1	YÁN KORYÁNI 1

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	276	B	+1
BRAWLING 5	276	A	+1
TWO-HANDED SWORD 8	29I	F	+1
OTHER WEAPONS	25I	—	—

IDENTITIES

CHTÉGH; of the Band of Mnérr; clanless (in Tsolyánu); serves a deity much like Vimúhla; from Malcháiran; 7 brothers and 4 sisters at home in N'lüss. Has 75 Káitars worth of personal possessions, including a steel dagger, a two-handed sword of crude iron, and Chlén-hide armour. He is very tall by Tsolyáni standards, bearded, bushy-browed, hook-nosed, and square-jawed. He has some military training with the Band of Mnérr, a Tsolyáni mercenary Legion, but he does not like the inaction between battles. He wants to study fighting with a recognised master, such as Viumél hiAródu, of the House of the Threshold of Glory in Jakálla. He wants to learn the history of N'lüss and improve his epic-singing skills (which sound to the Tsolyáni like a Chlén-beast in heat). He is cheerful and hardworking, willing to obey orders (but not for too long), and a bit rank of smell (a failure to appreciate the Tsolyáni preference for daily baths). His female counterpart is K'LÉL: of the Black Band of Mirizhá; clan of Tayéhl (in her own region); serves a deity like Vimúhla's Cohort, Chiténg; 3 brothers at home. She has 300 Káitars in cash and goods. She came to Tsolyánu as the wife of a N'lüss warrior, but when he beat her, she killed him by pouring molten bronze over his head while he slept, a notable N'lüss method of obtaining revenge. She then took his Chlén-hide weapons and armour and fled. She is much in demand as a bodyguard and has been offered positions as a gladiator in the Arenas, which she refuses. She is pretty in a heavy-featured, big-boned, almost masculine way, but she has no interest in more "male arrogance" and has no immediate wish to marry. In any case, she would never mate with or marry a Tsolyáni, whom she sneeringly calls "midgets." She seeks wealth enough to buy land or set herself up in some business. Neither of these N'lüss characters can read or write.

23: AHOGGYÁ

The *Ahoggyá* have eight sexes, but their reproductive system remains mostly unknown to human scholars. See THE TÉKUMEL BESTIARY, page 38.

HEIGHT	4'9"	DEXTERITY	28	PSYCHIC RESERVOIR	62
BUILD	MEDIUM	INTELLIGENCE	41	COMELINESS	64
STRENGTH	92	PSYCHIC ABILITY	37	CHARISMA	15
H-B-S FACTOR	253	PSYCHIC POWER POINTS	NA	AGE: BORN 19 SHÁPRU, 2346	20

SKILLS

(AHOGGYÁ) ART 2	SWAMP SURVIVAL 5	FISHING 2
TSOLYÁNI 3	ATHLETICS 3	GLUTTONY 3
SAILING 5	HIJAJÁI LANGUAGE 2	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 10	303	B	+2
SHORT SWORD 10	303	C	+2
MACE 5	278	C	+1
SHIELD 1	—	—	—
OTHER WEAPONS	253	—	—

IDENTITIES

A'Ü'ÜNCHKT (a long, gusty sigh, interrupted by catches in the throat, and ending with clashing sounds rather like breaking a pottery crock): is called "Old Mouldy" by its human colleagues, due to white splotches on its brownish fur. This *Ahoggyá* came to Tsolyánu from its home in the Flats of Gyógma, across the ocean to the south. It cares nothing for Tsolyáni clans or social advancement but collects opals, and pale green peridots to take back to its family (?). It thus has about 475 *Káitars* worth of property. It serves as a bodyguard, fights ferociously, and gets along well with humans of the same temperament, although few can stand its rank smell ("a wet dog-blanket dipped in swamp water"). It loves Tsolyáni foods but mixes them all together, eats crudely and in great quantities, and is housebroken enough not to make messes on the floor. It has no known religion; its ethics consist of simple greed and self-preservation; and its rudeness is shocking to finer sensibilities. It speaks with a thick accent, thinks slowly but logically, and paints *Ahoggyá* "portraits" (who knows what they are?) with food dyes and mud. Another *Ahoggyá* of a different sex (but who cares?) is S'MÚMPSH (as best as can be put into human speech), nicknamed "the Black Demon." Its family has lived in the city of Tumíssa for generations. It has 1,235 *Káitars* in cash and goods. It is crude but honest, fights bravely and with some intelligence, loves human drinking parties where it enjoys slyly offending other guests with gastric noises and smells, and eats hugely of heavily spiced green vegetable dishes. It gambles at *Kévuk*-dice, paying with ill grace when it loses. It says it worships whatever deity its current human companions worship, but its nasty habits would prevent it from ever entering a temple! It works for gold or gems but does not understand writs and loans. It is never good to cross an *Ahoggyá*.

24: HLÁKA

Hláka may be either male or female. See THE TÉKUMEL BESTIARY, page 39.

HEIGHT	4'7"	DEXTERITY	104	PSYCHIC RESERVOIR	36
BUILD	SLENDER	INTELLIGENCE	75	COMELINESS	84
STRENGTH	64	PSYCHIC ABILITY	73	CHARISMA	68
H-B-S FACTOR	51	PSYCHIC POWER POINTS	NA	AGE: BORN 12 PARDÁN, 2346	20

SKILLS

ART 1	READING 1	ATHLETICS 3
FALCONRY 3	MUSIC 1	PHYSICIAN 5
GEOGRAPHY 2	MERCHANT 4	HUNTING 5
INSECT COLLECTING 10	TSOLYÁNI 3	SAÁ ALLAQIYÁNI 2
SALARVYÁNI 2		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
JAVELIN 13	116	B	+2
DAGGER 10	101	A	+2
THRUSTING SPEAR 12	111	B	+2
SHIELD 1	—	—	—
OTHER WEAPONS	51	—	—

IDENTITIES

A'íya: no clan, serves no human deity; from the *Hláka* eyries in the Chayéngar Range in the far northeast; many siblings. He has amassed 125 *Káitars*, which he leaves with the *Hláka* elders in the Foreigners' Quarter in *Jakálla*. He is extremely quick and dextrous, flies very well, and is perhaps a little more courageous than his fellow *Hláka*. He is considered handsome by other *Hláka*, with sleek, dark brown fur and 3 bright blue eyes. He is talkative, good-natured, and inquisitive, with interests in medicine and healing (of his fellow *Hláka*), as well as collecting and classifying insects (which he sometimes eats when he has duplicate specimens). His female counterpart is *E'úyo*: she is from a different eyrie, and is otherwise rather similar to *A'íya*. She has 223 *Káitars*, a steel dagger, and an magical Eye, which she has never tested. She served briefly in the *Yán Koryáni* war (on both sides), was wounded and slightly scarred at *Sunráya*, and has no immediate interest in returning home or in settling down with a mate. Her fur is light beige in colour, and her wings have darker brown markings, a sign of beauty among her fellows. She is raucous and noisy, giggles a lot, and becomes very excited when danger threatens. She understands human languages rather well and often has ideas her human comrades might not think of — some good and others not so useful. Humans like everything about her but her constant chatter. As one sorcerer put it, "E'úyo is the best argument for developing a 'mute' spell!"

25: PÁCHI LÉI

The *Páchi Léi* do not have two sexes, but all individuals may reproduce by budding. Their reproductive system is not well understood. The two individuals below are thus asexual in human terms. See *THE TÉKUMEL BESTIARY*, pp. 43-44.

HEIGHT	5'2"	DEXTERITY	83	PSYCHIC RESERVOIR	44
BUILD	HEAVY	INTELLIGENCE	94	COMELINESS	62
STRENGTH	72	PSYCHIC ABILITY	37	CHARISMA	79
H-B-S FACTOR	91	PSYCHIC POWER POINTS	NA	AGE: BORN 6 LANGÁLA, 2346	20

SKILLS

ETIQUETTE 6	HISTORY 5	SWIMMING 1
GOURMET FOODS 4	READING 1	MUSIC 5 (PÁCHI LÉI)
ATHLETICS 4	DRILLS 4	GRAMMAR 1
ART 4	GEOGRAPHER 9	FORMATIONS 2
FIELD TACTICS 3	TSOLYÁNI 5	HIGH CARTOGRAPHY 10

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
MACE 14	170	C	+2
BRAWLING 15	175	A	+3
SHIELD 1	—	—	—
OTHER WEAPONS	100	—	—

IDENTITIES

HSGÁ G'MÍR: no clan (in *Tsolyánu*); serves *N'rg*, who is similar to both *Hnálla* and *Thúmis*; from *Butrús*; many offspring. It has no clan allowance but has saved 340 *Káitars*. Its knobbed body is grey-green to dark green in colour, a pleasing combination in its people's eyes. It is a refugee from the *Mu'ugalavyáni* in its homeland of *Pán Cháka*, and it hates the "Red Hats" with a passion. *Hsgá* is a powerful fighter and has had a little military training. It never liked the army, however, but would rather be a scholar, studying geography and the ancient map-stones of *Tékumel* ("high cartography"). It plays the five-note *Páchi Léi* flute well and warbles mournful songs in whistling, hollow tones. Humans find it bookish, intellectual, and passionless (which it is). It prefers to be "loyal" in human terms, but is sometimes "realistic." Its colleague is *FSSÁK KHÉSH*, who has joined the *Tsol-*

yáni Clan of Dark Water; serves A'lsh (a deity similar to both Ksárul and Hrü'ü); comes from the jungles of western Pán Cháka; and has numerous offspring. Fssák has gathered 375 Káitars and owns a heavy steel mace and a shield he took from a fallen Mu'ugalavyáni soldier and repainted. It is also a refugee from the Mu'ugalavyáni. It has chosen to seek ancient weapons and magical devices with which it can exterminate as many Mu'ugalavyáni as possible and drive them from the Páchi Léi homeland. Its body is a lighter green colour than Hsgá's, and it has a single great scar across the upper body, inflicted by a Mu'ugalavyáni warrior. It is friendly and co-operative with human colleagues, wants to join the religious rituals of Ksárul and become a scholar — or at least a bureaucrat in temple service.

26: PÉ CHÓI

The Pé Chói have three sexes: males, females, and neuters. See THE TÉKUMEL BESTIARY, pp. 44-45.

HEIGHT	6'	DEXTERITY	92	PSYCHIC RESERVOIR	34
BUILD	SLENDER	INTELLIGENCE	63	COMELINESS	89
STRENGTH	62	PSYCHIC ABILITY	78	CHARISMA	92
H-B-S FACTOR	101	PSYCHIC POWER POINTS	NA	AGE: BORN 18 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 6	MATHEMATICS 1	BOTANIST 8
TSOLYÁNI 5	READING 1	HISTORY 1
TIMBER & FOREST MATTERS 6	MU'UGALAVYÁNI LANGUAGE 2	GRAMMAR 1
ATHLETICS 2	NONHUMAN DEITIES 5	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	126	B	+1
BRAWLING 10	151	A	+2
JAVELIN 5	126	B	+1
LONG SWORD 10	151	D	+2
SHIELD 1	—	—	—
OTHER WEAPONS	101	—	—

IDENTITIES

NKÉK P'TK KK: is male; no clan in Tsolyánu; serves “The Black Old One” (who embodies the human deities of Change); comes from the Dó Chákan forests near Tumíssa; and has 17 siblings: 4 brothers, 9 sisters, and 4 neuters. He is sophisticated and diplomatic. He has 1,200 Káitars, which his people keep for him in the Foreigners' Quarter in Tumíssa. He served as a bodyguard to the Íto clan in Dó Cháka, worked as an Imperial tax collector, and studied forestry in the temple of Ksárul in Chéne Hó. He wants to become a priest, but he needs more money. He was married, but his mate died in an accident in Chéne Hó. His female counterpart is **TRÍTK TK CHÉP:** she is a member of the Clan of the White Crystal; serves “The Father of Nests,” equivalent to the humans deities of Stability; comes from the Dó Chákan forests north-west of Páya Gupá; has lived in Tsolyánu for many years; and has 1 male sibling. She is delicate-looking, sweet-tempered, and scholarly. She once worked as a Tsolyáni agent inside Mu'ugalavyá, was imprisoned, and later ransomed by her people. She then lived among the “wild” Pé Chói of the inner forests of Dó Cháka, married, had 2 male children (now 1 and 2 years old, who live with her). When her mate died, he left her an estate of 24,000 Káitars in ice-blue sapphires. She took only a few gems from this and left the rest hidden in the forest. She wants to study botany in the temple of Thúmis in Páya Gupá and write a treatise on the flowers of Dó Cháka.

27: PYGMY FOLK (THE NINÍNYAL)

The Pygmy Folk have three sexes: males, females, and hermaphrodites. See THE TÉKUMEL BESTIARY, p. 45.

HEIGHT	1'8"	DEXTERITY	110	PSYCHIC RESERVOIR	48
BUILD	SLENDER	INTELLIGENCE	94	COMELINESS	74
STRENGTH	72	PSYCHIC ABILITY	42	CHARISMA	53
H-B-S FACTOR	26	PSYCHIC POWER POINTS	NA	AGE: BORN 28 TRANTÓR, 2346	20

SKILLS

ETIQUETTE 4	MATHEMATICS 3	MERCHANT 7
YÁN KORYÁNI LANGUAGE 4	READING I	SWIMMING I
FOREIGN TRADE 8	GRAMMAR I	PHYSICIAN 10
TSOLYÁNI 4		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	51	B	+1
BRAWLING 11	81	A	+2
JAVELIN 5	51	B	+1
THROWING DAGGER 5	51	A	+1
JAVELIN 5	51	B	+1
LIGHT CROSSBOW 5	51	E	+1
BLOWGUN 3 (POISONED)	41	A	+0
OTHER WEAPONS	26	—	—

IDENTITIES

MARÉG: (his Yán Koryáni name; his real name sounds like a snort and a growl); male; has no Tsolyáni clan; serves Thúmis (no one knows why); comes from Thri'íl; and has an unknown number of siblings at home. He fought for Tsolyánu in the war with Yán Kór and amassed 4,200 Káitars of loot at the Battle of the Pass of Skulls. He is quick, verbal, urbane, and greedy. He learned medicine during the war and wants to study in one of Thúmis' monasteries. He is an excellent merchant, knows products, routes, prices, and values. He might thus join a caravan. He is too small to be effective with weapons, except the Pygmy Folk poisoned blowgun. His female counterpart is called JATHÍR by her Yán Koryáni friends. She has managed to get into the Clan of the High Pinnacle; serves any one of the lords of Change, (agreeing with whomever she is currently with); hales from the Pygmy Folk enclave in north-eastern Yán Kór; and has siblings at home, though she does not care about them. She has 1,005 Káitars in cash in Thri'íl. She fought for the Yán Koryáni but now pretends to have served in the Milumanayáni army instead. She is devious, dishonest, avaricious, and not very brave, but she does have good merchant skills and a willingness to adventure in far-off places. Neither Marég nor Jathír has a mate or offspring, and either one of them may be treated as an hermaphrodite, if desired.

28: SHÉN

The Shén have three sexes: males, females, and egg-fertilisers. The statistics below are only appropriate to a male or to an exceptional female. Egg-fertilisers are too small and are also rarely seen outside their homelands. See THE TÉKUMEL BESTIARY, p. 45-46.

HEIGHT	7'	DEXTERITY	37	PSYCHIC RESERVOIR	44
BUILD	MEDIUM	INTELLIGENCE	52	COMELINESS	65
STRENGTH	93	PSYCHIC ABILITY	13	CHARISMA	38
H-B-S FACTOR	264	PSYCHIC POWER POINTS	NA	AGE: BORN 14 DOHÁLA, 2346	20

SKILLS

ETIQUETTE 4	HISTORY I	NAVIGATION 8
MEDICINE 2	READING I	SWIMMING 2
SHIP CAPTAIN 7	TSOLYÁNI 3	LIVYÁNI LANGUAGE I

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	289	B	+1
BRAWLING 10	314	A	+2
POLEARM 10	314	E	+2
SHIELD I	—	—	—
OTHER WEAPONS	264	—	—

IDENTITIES

GRG-SR-GÁ: male; no clan in Tsolyánu but belongs to the Superior Egg-Group of Ssorvá in Shényu; worships the One of Eggs (equivalent to the lords of Stability); and has many siblings for whom he cares nothing. He has collected 350 Káitars while abroad on his “Wanderlust” journeys. He is a fearsome fighter. He served for a year on one of the great, black Shén warships and was learning navigation before deciding to spend time in Tsolyánu. His goal is to acquire gold and copper (a metal beloved of the Shén), see more of the Five Empires, and eventually return to his homeland in 5-10 years and rejoin his egg-group. He has no real love for humans but serves loyally as long as he is paid in cash. He tends to be reserved and disinterested in human affairs, but he is really a careful observer. He does have a few human friends, almost all warriors. His female counterpart is Ss-QÁ-JR: she comes from Qeleqmú in Shényu and belongs to the Egg-Group of Mrgég-Shr. Her egg-group is neutral to that of Grg-Sr-Gá, and they could thus work together. She is smaller, of greyish black hue, more delicate of features, less likely to attack members of other egg-groups on sight, and more “civilised” by human standards. She wants to gain wealth so that she can buy her own mates when she returns home. She has set aside 450 Káitars, which her people in Jakálla keep for her. She served in the 9th Imperial Shén Auxiliary Heavy Infantry Legion, called “the Horde of Hrk-Ss, the Eater of Eggs,” during the Yán Koryáni war and was cited for bravery, ferocity, and good taste in choosing fallen enemies to consume. She owns a steel war-axe, taken from a captured foe. She also has an Eye of Frigid Breath (19 charges, counter in Yán Koryáni, which she has learned to read).

29: SWAMP FOLK

The Swamp Folk have two sexes: male and female. See THE TÉKUMEL BESTIARY, p. 48-49.

HEIGHT	5'4"	DEXTERITY	43	PSYCHIC RESERVOIR	03
BUILD	MEDIUM	INTELLIGENCE	71	COMELINESS	86
STRENGTH	84	PSYCHIC ABILITY	65	CHARISMA	73
H-B-S FACTOR	83	PSYCHIC POWER POINTS	NA	AGE: BORN 27 DRÉNGGAR, 2346	20

SKILLS

ETIQUETTE 5	ZOOLOGIST 8	SHIP CAPTAIN 10
MU'UGALAVYÁNI LANGUAGE 4	READING 1	SWAMP SURVIVAL 10
GEM COLLECTOR 5	TSOLYÁNI 3	

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
THRUSTING SPEAR 5	108	B	+1
BRAWLING 5	108	A	+2
LONG SWORD 8	123	D	+1
OTHER WEAPONS	83	—	—

IDENTITIES

MÉTHQA: (his Mu'ugalavyáni name; his real name is unpronounceable); serves a deity similar to Avánthe; from Khéiris but has lived in Penóm for some years; has 2 brothers and a sister. He has 250 Káitars, which his family keeps for him. He had planned to become a hunter of valuable reptile skins in Mu'ugalavyá, but when the Mu'ugalavyáni seized his family's property to construct a state fishery, he came to Tsolyánu. He is interested in swamp life and zoology and occasionally guides parties into the swamps north of Penóm. Like many of his species, he is an excellent sailor and ship captain. He is friendly to humans, loyal, and honest. He is considered handsome by Swamp Folk standards and has three mates and four baby daughters. He would like to head a shipping firm in Jakálla or Penóm, but the current war has made him postpone his plans. His female counterpart is SELÚA: (her Mu'ugalavyáni nickname); no clan in Tsolyánu; serves a Swamp Folk deity much like Sárku; from a village north of Khéiris on the Putuhénu River; has 2

brothers, both in the Mu'ugalavyáni navy. She came to Jakálla as a trainee on a Mu'ugalavyáni naval vessel ten years ago, was kidnapped and sold into degrading slavery in the Temple of Hriháyal, and was bought and freed by a Tsolyáni nobleman who took a liking to her. She worked as his personal bodyguard until he died, then took other jobs guarding caravans and property (e.g. warehouses, dock installations, etc.). She is meticulous, honest (as are many Swamp Folk), and friendly to those who treat her well. She is searching for a mate but has not found one who suits her. She is prevented by the war with Mu'ugalavyá from returning home. She would eventually like to become an officer in one of the Mu'ugalavyáni maritime legions — but would never admit this to her Tsolyáni friends! She has only 150 Káitars, needs money, and will work at almost any task that pays well.

30: TINALÍYA

The Tinalíya have three sexes: male, female, and neuter. See THE TÉKUMEL BESTIARY, p. 49.

HEIGHT	2'1"	DEXTERITY	84	PSYCHIC RESERVOIR	42
BUILD	VERY SLENDER	INTELLIGENCE	83	COMELINESS	65
STRENGTH	31	PSYCHIC ABILITY	92	CHARISMA	46
H-B-S FACTOR	13	PSYCHIC POWER POINTS	NA	AGE: BORN 23 FÉSRU, 2346	20

SKILLS

MATHEMATICS 4	MOUNTAINEER 4	ANCIENT DEVICES 10
TSOLYÁNI 3	READING 2	DESERT SURVIVAL 1
ARCHAEOLOGY 3	MU'UGALAVYÁNI LANGUAGE 2	PHYSICIAN 4
ENGINEER 4	LIVYÁNI LANGUAGE 4	SUNÚZ LANGUAGE 3
LLYÁNI LANGUAGE 3		

WEAPON & SKILL LEVEL	H-B-S FACTOR	DAMAGE TABLE	BONUS
SHORT SWORD 10	63	B	+2
OTHER WEAPONS	13	—	—

IDENTITIES

ÒM-TNÁ: male; no clan in Tsolyánu; no interest in religion; comes from near Hráis in Livyánu; has siblings who are of no interest to him. He has 350 Káitars and can borrow more from the Tinalíya community in Tsolyánu. Òm-Tná is intelligent, nimble, intensely curious, and completely literal. He does not understand jokes, metaphors, or hints, and his human friends must always be careful when speaking to him. He is a determined fighter but is too small to win against anything more dangerous than a Káika-bird. He is cheerful, eats heartily, enjoys games and human children, reads widely in several languages, and has a talent for medicine. He is fascinated by archaeology and the devices of the Great Ancients. He is friendly to humans, as long as they do not cheat or betray him, and he is generous. His neuter counterpart is **TKÁ-ËKKA:** a member of the temple of Ksáru for scholarly reasons; from Tsámra in Livyánu, has 42 siblings of various sexes, and possesses 500 Káitars in cash. It has a quiet, serene temperament, rarely argues, but, like other Tinalíya, is infuriatingly literal. It is interested in ancient underground architecture, tunnel construction, aqueducts, and the like. It possesses an Eye of Raging Power (27 charges, inscription and counter in Llyáni). It has explored a little of the Underworld beneath Tsámra, Ch'óchi in Mu'ugalavyá, and recently under Jakálla, and has amassed a secret cache of coins, statuettes, and old weapons. Most of these are of little value, but there may be a treasure or two among the junk. A female counterpart is **CHÊ-KÊM:** joined the Great Stone clan; serves Belkhánu (though indifferently), from the Tinalíya enclave in Jakálla; no siblings. She has 74 Káitars but can get more from her people. Few Tinalíya females travel outside of their underground cities, and she is thus an exception. She likes to travel and observe humans and their customs, upon which she is writing a book of amusing anecdotes.



ADVENTURES ON TÉKUMEL
GARĐASIYAL – DEEDS OF GLORY
CHARACTER ARCHETYPES

Plate One



Key to Archetype Portraits:

Page 1: Top Row: Kénesh hiPagásu and Mápi hiTókolu in everyday wear. Oródai hiSayúncha (#3) and Tékar hiKáikumesh (#4)

Bottom Row: Pakái hiZhnáyu (#1) and Chélesh hiZa'éra (#2), Arukén hiGurúma (#5) and Kotáru hiKúrodu (#6).

Page 2: Top row: Chénesh hiMraktiné (#12), Okán hiNashomái (#14) and Mritá hiVraisúna (#15), Tsolisha hiChánkolu (#17), and Tarkúmu hiQolyélmú (#18).

Bottom Row: Chukún hiMrékka (#7) and Omél hiKhanúma (#8), Rayána hiSsáivra (#9) and Shekkára hiSsáivra (#10), Gárjak (#11), and Migór hiTlakán (#10a)

Key continues on page 3...



Plate Two



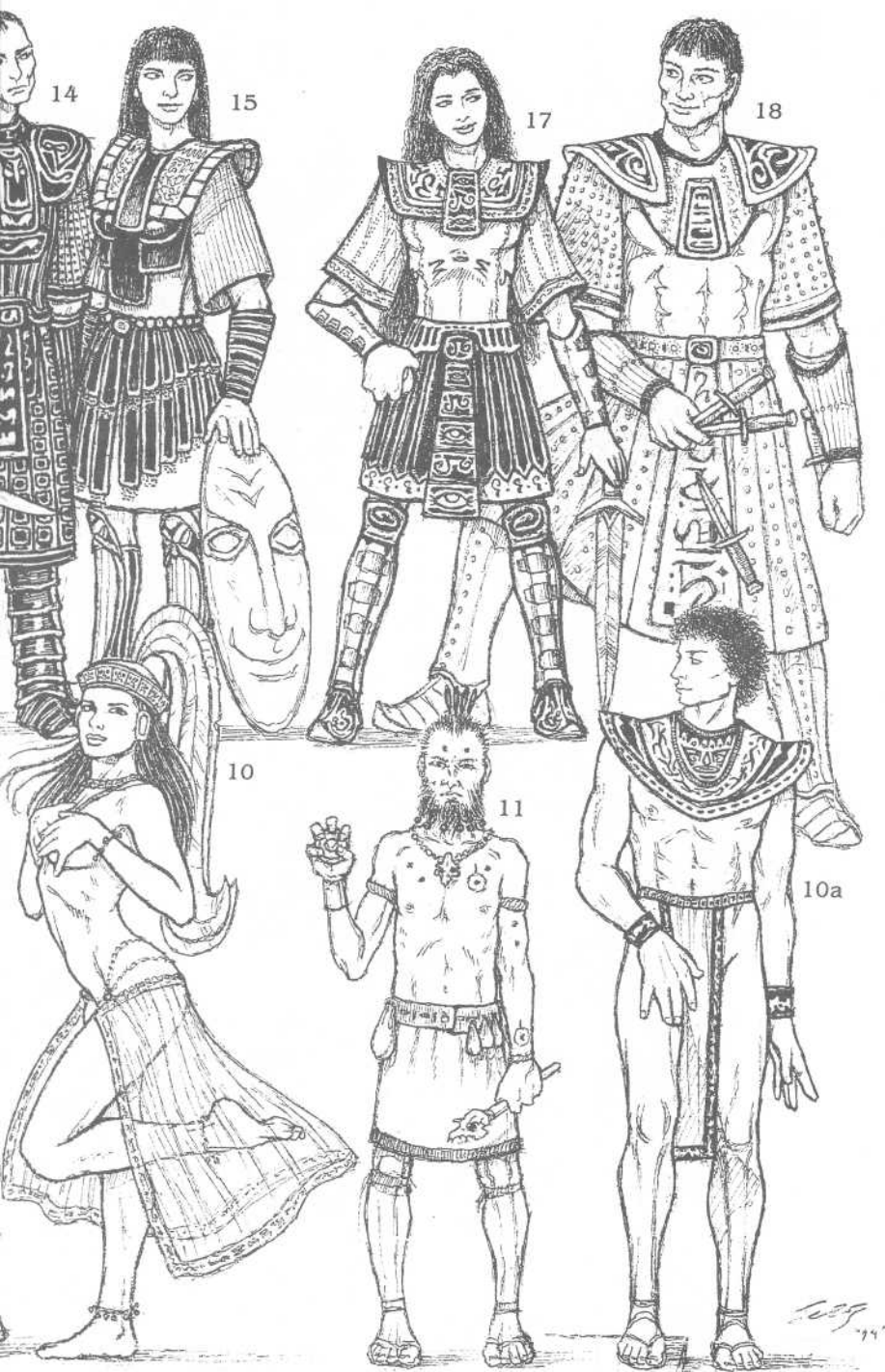


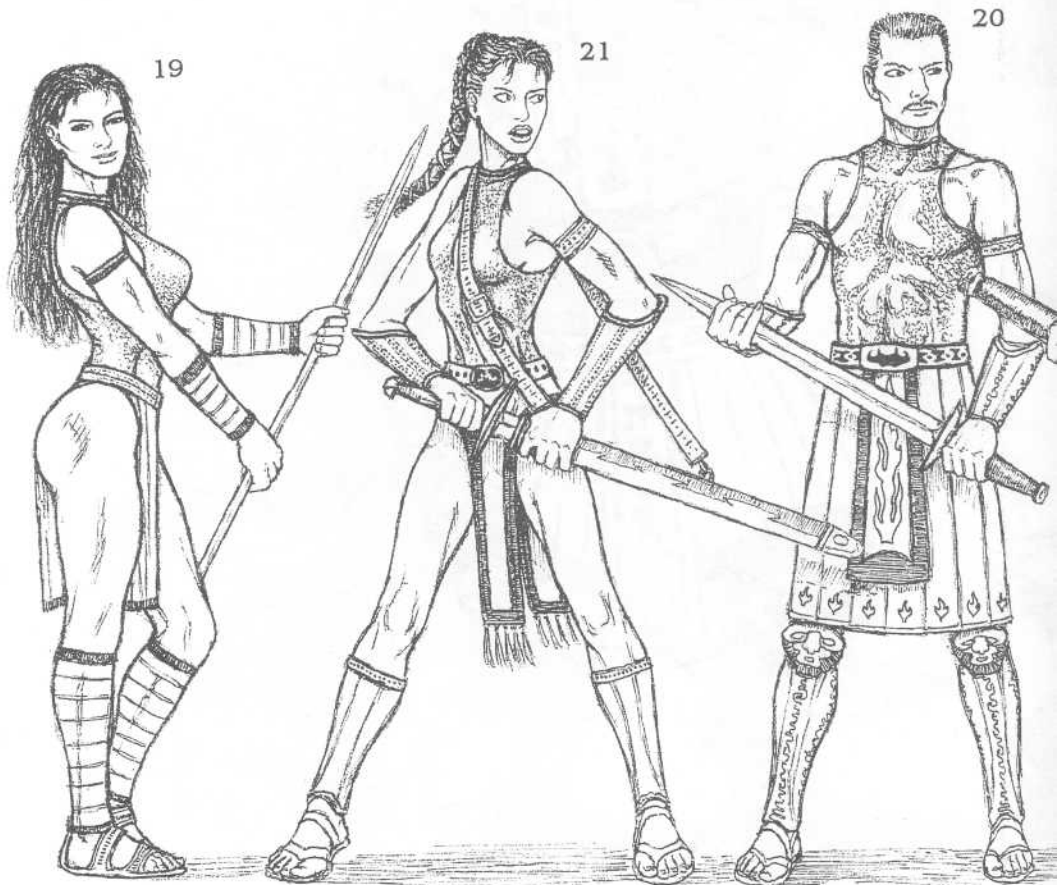
Plate Three

Archetype Key (Continued)

Page 3: Umá hiPagárta (#19), Ta'ána hiTuplángte (#21) and Kágesh hiTánkolu (#20), Chtégh (#22a) and K'lél (#22)

Page 4: Top Row: A'ú'unchkt (#23), A'íya (#24 on Shen's arm), Hsgá G'mír (#25) Bottom Row: Nkék P'tk Kk (#26), Marég (#27), Grg-Sr-Gá (#28), Méthqa (#29), and òm-Tná (#30 standing under Swamp Folk)

Note that the order of of these people in no v their importance to the Glorious Emperor of T Throne and the ever-liv this being a RARE exce usual Tsolyáni custom by status. We allow thi the benefit of you, the Noble Foreignness.



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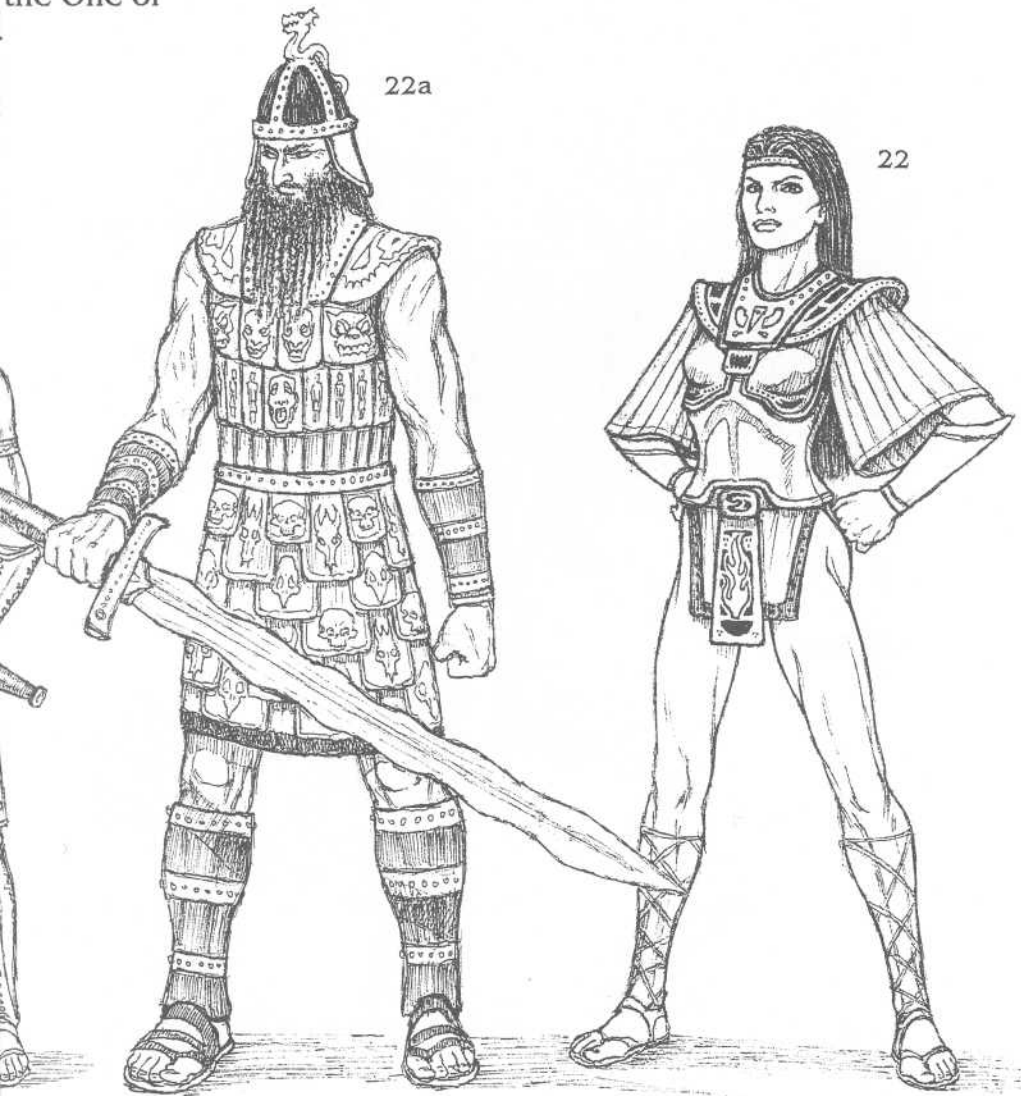


Plate Four





QUICK REFERENCE CHARTS

SORCERY

CASTER'S LEVEL AND MAXIMUM D100 SCORE TO CAST A SUCCESSFUL SPELL

	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-35	36-UP
UNOPPOSED SPELL	50	60	70	75	80	83	85	88	90	93	95
COMBAT SPELL	35	40	45	60	65	70	75	80	85	90	95

TARGET'S MRF

TARGET'S SAVING THROW TO RESIST ("30" = 1 TO 30)

0. VERY SMALL ANIMAL, CHILD	30	28	25	23	20	18	15	13	10	8	5
1. ANIMAL, HUMAN.	35	33	30	28	25	23	20	18	15	13	10
2. LARGE AND STRONG ANIMAL, MAGE LEVEL 1-3	45	38	35	33	30	28	25	23	20	18	15
3. VERY LARGE ANIMAL, MAGE LEVEL 4-6	55	45	40	38	35	33	30	28	25	23	20
4. GIGANTIC ANIMAL, MONSTER, MAGE LEVEL 7-9	60	55	50	43	40	38	35	33	30	28	25
5. LARGE MONSTER, MAGE LEVEL 10-12	65	63	60	50	45	43	40	38	35	33	30
6. VERY LARGE MONSTER, MAGE LEVEL 13-15	70	68	65	60	55	48	45	43	40	38	35
7. GIGANTIC MONSTER, MAGE LEVEL 16-18	75	73	70	68	65	55	50	48	45	43	40
8. UNDEAD AND OTHER MAGICAL BEINGS, MAGE LEVEL 19-21	80	78	75	73	70	65	60	53	50	48	45
9. RU'UN (ROBOT), MAGE LEVEL 22-24	85	83	80	78	75	73	70	60	55	53	50
10. MAGE LEVEL 25-27	90	88	85	83	80	78	75	70	65	60	55
11. MAGE LEVEL 28-35	95	93	90	88	85	83	80	78	75	65	60
12. MAGE LEVEL 36 AND UP	99	98	95	93	90	88	85	83	80	75	70

TARGET'S SPEED:	VERY QUICK	-10	QUICK	-5
MAGE'S WOUNDS:	SERIOUS	-10	MINOR	-5

Note: A critically wounded mage cannot cast any spell.

MAGE'S ACTIONS

IN MELEE: PSYCHIC SPELLS ONLY; RITUAL SPELLS CANNOT BE CAST IN MELEE	-5
PREPARES SPELL FOR 1 EXTRA COMBAT ROUND	+5*
MAGE ENCUMBERED	-5*
TOTAL DARKNESS OR BLIND	-25**
CASTING FROM THE SECOND RANK/OR PAST EACH INTERVENING TARGET	-5**
CASTING AT TARGET(S) IN MELEE AND TRYING TO AVOID A FRIENDLY TARGET	-10**
* PER ROUND (MAXIMUM OF +10)	
** IF OUTSIDE OF TOUCH RANGE	

SPELL TYPE:	UNIVERSAL SPELL	0	GENERIC SPELL	-5	AREA (DIAMETRE)	INDIVIDUALS TARGETED
	TEMPLE SPELL	-10			1 FT	1
					5 FT	1-2
TARGET CARRIES AN ENCHANTED SHIELD			+5		10 FT	1-6
TARGET WEARS ENCHANTED ARMOUR. THIS IS A SEPARATE MODIFIER FROM THE ABOVE; TOGETHER THE TARGET CAN HAVE A MAXIMUM OF +10.			+5		20 FT	2-12
FOR EVERY 40 SUBSKILL LEVELS THE TARGET HAS IN THE SKILL OF PRIEST (MAXIMUM +10)			+5		30 FT	4-24

REGENERATION OF PSYCHIC POWER POINTS

ORIGINAL PSYCHIC POWER POINTS	D100 SCORE RANGES				
	01-10	11-20	21-50	51-80	81-100
175-200	150	100	80	50	30
201-250	200	150	100	60	40
251-275	250	200	150	70	50
276-UP	ALL	250	200	80	60

PERSONAL HISTORY

NAME AND LINEAGE	CLAN	DIET
NATIONALITY	CITY	GENDER/SPECIES
PROFESSION	DATE OF BIRTH	PERSONAL FUNDS

Use ADVENTURES ON TÉKUMEL, VOL. 1, to fill in these boxes, or else choose an Archetype from the booklet enclosed in this rules set.

Note that Personal Funds includes your clan allowance and should be kept updated.

STATISTICS & SKILL TEST MODIFIERS

HEIGHT & BUILD	COMELINESS	PSYCHIC POWER POINTS
STRENGTH	CHARISMA	HEIGHT-BUILD-STRENGTH FACTOR*
DEXTERITY	PSYCHIC ABILITY	CARRYING CAPACITY**
INTELLIGENCE	PSYCHIC RESERVOIR	BASE MOVEMENT SPEED

Use ADVENTURES ON TÉKUMEL, VOL. 1, to fill in these boxes, or else choose an Archetype from the booklet enclosed in this rules set.

Write any modifiers for skill tests after the score for each statistic.

*The total Height-Build-Strength Factor includes any modifiers for the hobby skill "Athletics," but NOT for military subskills.

**The Carrying Capacity is the character's Height-Build-Strength Factor divided by 10. This is not rounded to the nearest number.

COMBAT SKILLS AND VALUES

WEAPONS AND SKILL LEVELS	TOTAL CBT H-B-S	DAMAGE TABLES AND MODIFIERS	INITIATIVE MODIFIERS*
ARMOUR AND SHIELD TYPES	DAMAGE PROTECTION	INITIATIVE MODIFIERS	MOVEMENT/SPEED MODIFIERS

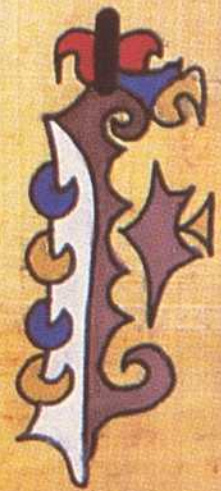
List each weapon skill (including shield). The Total Combat H-B-S value includes any bonus for military subskills. Also list combat values for "Other Weapons," i.e. those in which the character has no skill levels.

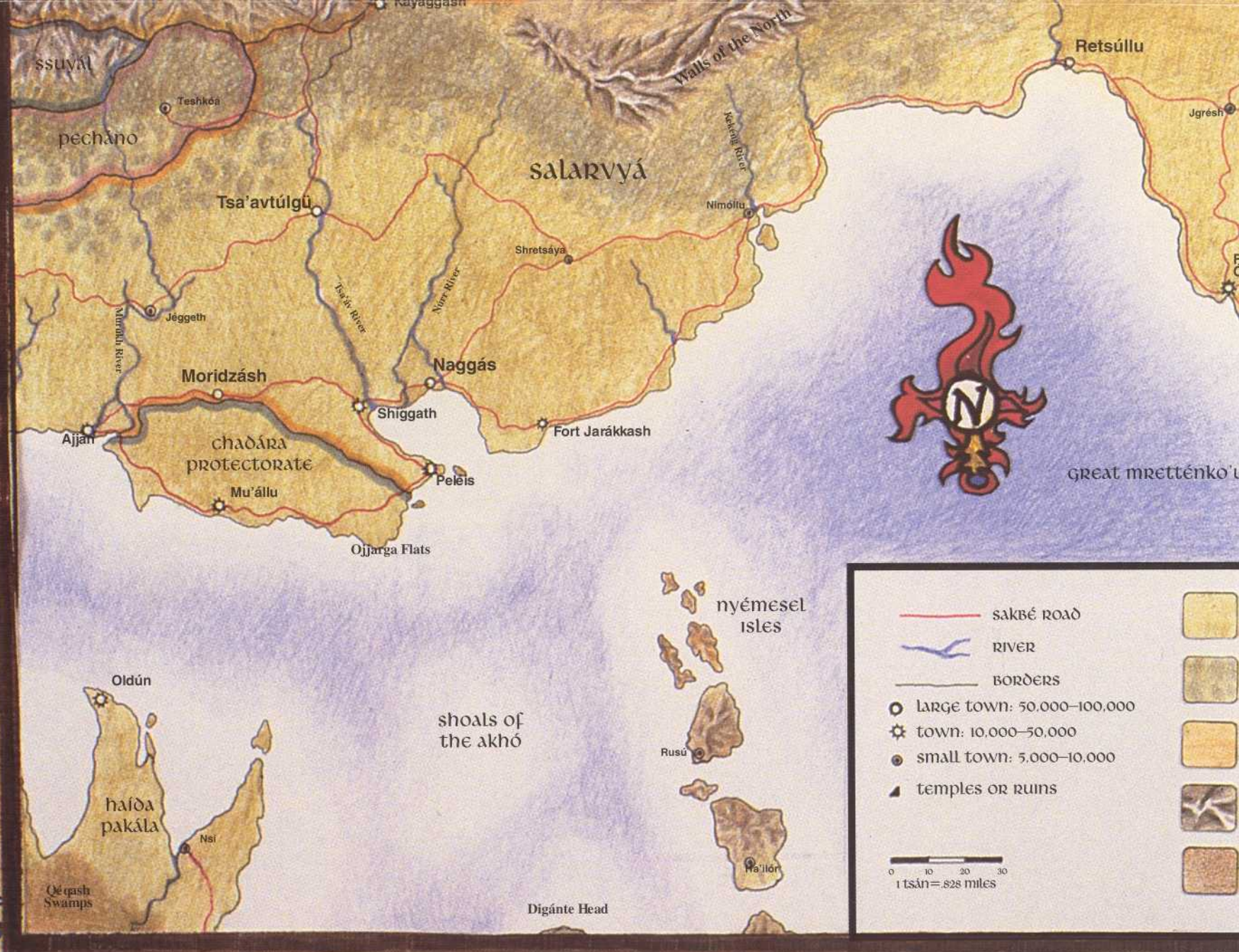
*List any initiative modifier for first and subsequent rounds divided by a slash, e.g. +3/-3.

QUICK REFERENCE CHARTS

SORCERY

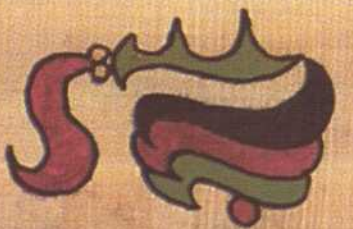
PHYLUM	LEVEL OF SPELL AND WHETHER PSYCHIC ("P") OR RITUAL ("R")					
	1-3 P/R	4-6 P/R	7-9 P/R	10-12 P/R	13-15 P/R	16-UP P/R
U1	30/25	20/15	10/5	5/3	3/2	2/1
U2	40/35	30/25	20/15	10/5	5/3	3/2
U3	50/45	40/35	30/25	20/15	10/5	5/3
U4	60/55	50/45	40/35	30/25	20/15	10/5
U5	70/65	60/55	50/45	40/35	30/25	20/15
U6	90/80	70/65	60/55	50/45	40/35	30/25
U7	110/100	90/80	70/65	60/55	50/45	40/35
U8	130/120	110/100	90/80	70/65	60/55	50/45
U9	150/140	130/120	110/100	90/80	70/65	60/55
U10	170/160	150/140	130/120	110/100	90/80	70/65
G1	40/35	30/25	20/15	10/5	5/3	3/2
G2	50/45	40/35	30/25	20/15	10/5	5/3
G3	60/55	50/45	40/35	30/25	20/15	10/5
G4	70/65	60/55	50/45	40/35	30/25	20/15
G5	80/75	70/65	60/55	50/45	40/35	30/25
G6	100/90	80/75	70/65	60/55	50/45	40/35
G7	120/110	100/90	80/75	70/65	60/55	50/45
G8	140/130	120/115	100/90	80/75	70/65	60/55
G9	160/150	140/135	120/115	100/90	80/75	70/65
G10	180/170	160/155	140/135	120/115	100/90	80/75
T1	Non-applicable: mages of Levels 1 through 9 cannot have or cast Temple spells. A referee may grant a low-level sorcerer a Temple spell as a "game special" as part of the story line. In such a case, the Spell Casting Costs listed in the G10 row above are employed but a D100 is rolled to determine the number of extra points added to the spell-casting cost. This addition is permanent for that character until he attains Level 10 or higher.			30/25	20/15	10/5
T2				40/35	30/25	20/15
T3				50/45	40/35	30/25
T4				60/55	50/45	40/35
T5				70/65	60/55	50/45
T6				80/75	70/65	60/55
T7				90/85	80/75	70/65
T8				100/95	90/85	80/75
T9				120/110	100/95	90/85
T10				140/130	120/110	100/95





Téku

The East





hrǵá lorúnje

Kánme Island

Ruins of Dza'á

ðréssa isle

Crater of the Unstraightened City

Rancháka Head

plains of glass

land of the nóm

Hlaméé

Walking Lake

Nmóri Peak

Mimoré

FARISÉ ISLES

Aíris

Fárisu

Lake of Salt

Beshkonmu

Temple of the Eye of the World

Ruins

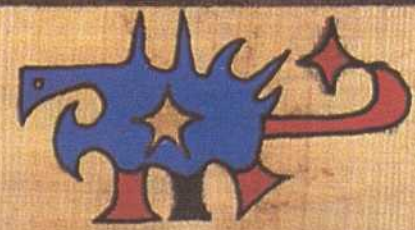
Drichte Volcano

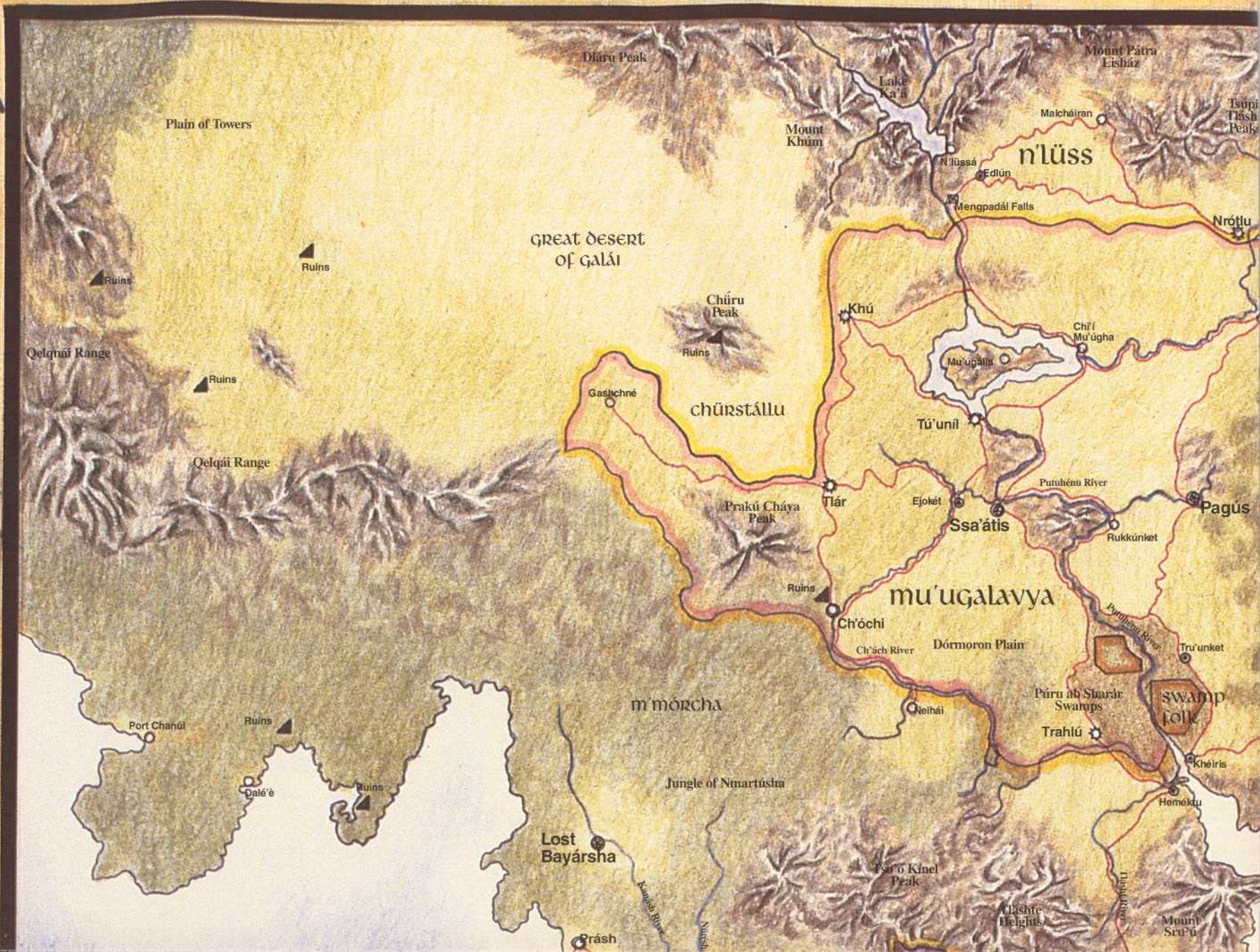
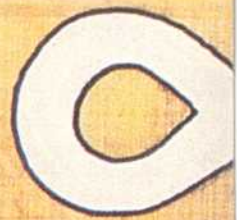
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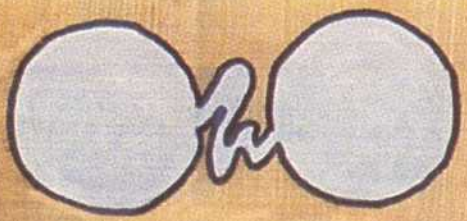


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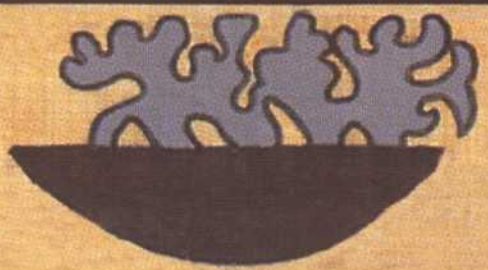
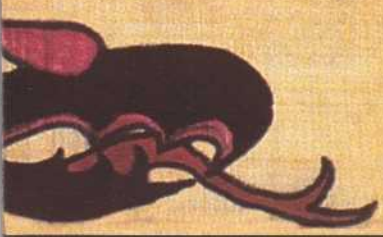
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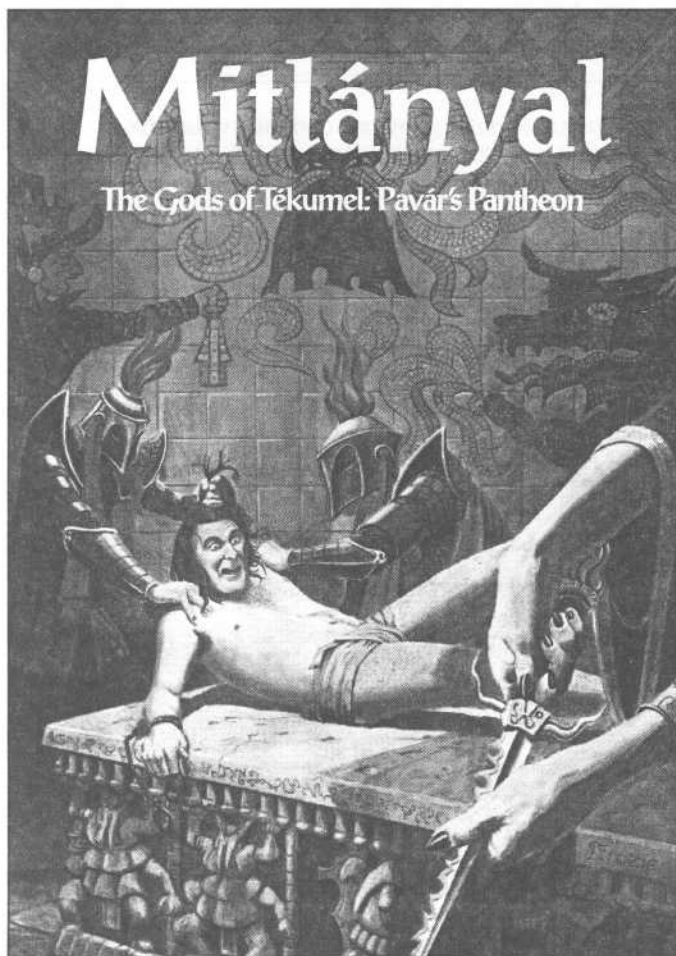
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