

Béthorm

The Plane of Téकुmel®



M.A.R. Barker
Jeff Dee



**Rules for Science-Fantasy
Role-Play on an Exotic Planet**

UNI60000

Béthorm

The Plane of Téकुmel® RPG

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APPROVED FOR TÉकुMEL

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1.0 What is Béthorm?

Béthorm is a science-fantasy tabletop role-playing game set in Professor M.A.R. Barker's World of Tékumel. This book presents a complete set of role-playing rules tailored for Tékumel adventures.

"Bethorm" is also the Tsolyáni word for a pocket dimension. Tékumel's solar system exists in just such a pocket dimension, and this game was designed using the Pocket Universe role-playing system.

1.1 What is a Role-Playing Game?

A role-playing game (RPG) is a form of interactive storytelling, in which the participants act out the roles of characters in the story. It's similar to "let's pretend" or "cops and robbers," but with rules and a non-playing referee (the "game master" or "GM" for short).

RPGs don't typically have clearly defined winners and losers. Instead of competing with the other players, you are working with them as a team, to accomplish mutual goals. Individual characters may also have personal goals that they are trying to achieve, but overall, the goal of the game is to create a satisfying story.

One of the players acts as the "game master" (GM). The GM presents situations to the other players, describing where the player-characters (PCs) are and what they can see (and even hear, feel, smell, and taste), and playing the roles of any other non-player characters (NPCs) friendly or otherwise that the PCs interact with. The GM prepares the story beforehand (either by creating it and stocking it with their own characters, or by selecting and reading from a prepared adventure). The GM describes the scenes and events of the story as they unfold, and informs the other players of the results of their actions.

A player's character is usually defined by a set of statistics that describe their strengths and weaknesses. For example, a character in this game with a Physique score of 11 is stronger and healthier, in general, than one with a Physique score of only 10. A character with a Blades skill of 14 is a better swordsman than any character with a Blades skill of less than 14. And so on.

1.2 What is Tékumel?

Tékumel is an exotic science-fantasy world created by Professor M. A. R. Barker over the course of several decades, beginning around 1940. In 1975, soon after the publication of the first fantasy role-playing game *Dungeons and Dragons*, Professor Barker created the role-playing game *Empire of the Petal Throne*, set in Tékumel's fictional universe and first published by D&D's publisher TSR, Inc. *Empire of the Petal Throne* was the first complete role-playing game setting ever published. Barker went on to write many volumes of additional source material for the Tékumel setting, plus five published novels.

Tékumel is a very large planet, the third of five orbiting a small star (Sinistra, Nu Ophiuchi). The planet has very little metal, and iron is very valuable. Some sixty-thousand years in Earth's future, humans reached Tékumel and brought the highly advanced technology of centuries of interstellar flight and commerce with other space faring races. The first settlers conquered the hostile indigenous species (the Hlúss and the

Ssú) and terraformed the planet. For centuries thereafter Tékumel was one of the crown-worlds of Humanspace: a hot but pleasant resort-world where merchant princes, executives and soldiers, entrepreneurs, and members of friendly nonhuman races enjoyed a relaxed and opulent life. A catastrophe occurred, however: for reasons still unknown, Tékumel, its sun, its two moons (red Káshi and greenish Gayél), and its four sister planets were cast into a pocket dimension cut off from all contact. As far as Humanspace knew, the system simply disappeared.

On Tékumel itself, the "Time of Darkness" brought calamities: shifts in the seabeds, volcanism, widespread storms, and destruction. After a lengthy struggle to maintain civilization (called "The Latter Times"), the societies of Tékumel declined and reverted to a pre-industrial age. Without metal, people resorted to the malleable hide of a ponderous rhinoceros-like beast (the Chlén) that had been imported for the zoological gardens of the wealthy space-explorers. Chlén-hide is peeled off the animal (which is not harmed and grows more); this thick hide is "tanned" with chemicals. It is lighter than iron or bronze and has the hardness almost of aircraft plastic, and it thus makes fine armor and weapons.

A further feature of Tékumel's new dimension is "magic": power sucked through from interdimensional space and molded into "spells" by mental training. This produces a variety of effects. Many other changes occurred as well: economies, languages, religions, and cultural values. Nothing is remembered of the glories of "the Great Ancients," although ruins, bits of metal, buried labyrinths, and debris are found here and there. The mighty gravitic engines that hold the planet in its present orbit are still buried deep beneath the planet's surface. These still run, as do the lost underground tubeways that once carried passengers and cargo from pole to pole. A few of the ancients' aircars have survived, too, jealously guarded first by the Lords of the Latter Times and now by the temples and governments of present-day Tékumel.



Millennia have now passed, and myriad empires have risen and fallen. On one side of the northern hemisphere of the planet a complex of societies have grown up, and it is with

these that our role-playing game is largely concerned. The earliest written history of this area dates back 25,000 years to the Empire of Llyán of Tsámra. Upon its downfall, it was succeeded by the dynasties of the Three States of the Triangle, the Dragon Warriors, the Fishermen Kings, the First Imperium, and the Golden Age of Éngsvan hlá Gánga (also called Engsvanyálu). Later, the southern island-capital of the Priestkings of Gánga sank in a cataclysmic shift of the continental tectonic plates, and the shallow northern sea rose to become dry land. This led to chaos and the "Time of No Kings." From the ruins of the Priestkings' cities arose the Five Empires, the largest of which is Tsolyánu: the Second Imperium, the land of the Petal Throne. The god-emperor who governs this complex, bureaucratic state is a scion of the Tlakotáni clan which has ruled - with various interruptions - for 2,364 years. The Tlakotánis dwell in opulent and highly ceremonial seclusion in the Golden Tower of the fortress of Avanthár. The others of the Five Empires are Yán Kór to the north, Mu'ugalavyá to the west, Livyánu to the southwest, and Salarvyá to the southeast. The mountainous northeast is broken up into a welter of small nation-states. The other side of the northern hemisphere and the entire southern hemisphere remain unexplored.

1.2.1 A Brief History of Tékumel

Note: Tsolyáni pronunciation tips are found in section 3.5.6.

I. THE LOST AGE OF EARTH

1957 AD

Humans enter the "space age" with the launch of the satellite Sputnik.

20?? AD

The Annihilation. Accidental nuclear launches bring about the destruction of the most technologically advanced nations on Earth.

? AD

Radio and television broadcasts are intercepted. Humans living on Earth are contacted by "alien" races, notably the Pé Chói, who invented the Three-Light Drive. Interstellar exploration begins. Many other races are befriended, including the Tinalíya, Páchi Léi, Ahoggyá, and Shén.

60,000 AD

Tékumel is discovered. Its autochthonous inhabitants consist of two very different races: the Hlöss and the Ssú. When mankind arrived, these species were defeated and relegated to "reservations," where they dwell to this day.

Machinery is employed to alter nearly every facet of the planet to make it pleasant for humans and their allies.

Various plants and animals are engineered that can provide nourishment for humans and the friendly non-humans alike. The Chnéhl, the Küni Bird, and the Rényu all date back to this time.

Besides humanity, other interstellar races came from the stars to join humankind on Tékumel. Various races neutral or hostile to humankind and its allies came, too, some as emissaries, others as spies. These are the vicious little Hlutrgú from Algenubi, the stinking Shunned Ones from Regulus, the strange and unpredictable Miháli from Dorsum, the aquatic Nyaggá from Alhena, the semi-translucent Hokún from Markeb, and the Chíma from a remote star system whose name is unrecorded. Still other races dwell secretly amongst

humankind, and a few inhabit remote regions of Tékumel and are rarely encountered.

Tékumel remains a paradise for 50,000 years.

II. THE TIME OF DARKNESS

111,912 AD: THE CATACLYSM

Tékumel is isolated in its own "pocket universe".

- The event is physically traumatic: billions living on Tékumel die in floods, volcanic eruptions, earthquakes, etc. (772 other worlds also vanish from the universe, pushed into their own dimensions.)
- Populations become geographically isolated. Many are forced back into the Stone Age.
- Wars with the Ssú and Hlöss, as Tékumel's indigenous sentients see their chance to reclaim their world.
- Worship of the three Pariah Gods becomes widespread. Humanity's origins as a spacefaring people is replaced by a mythology in which "The Gods" brought them. Knowledge that Tékumel is a planet is replaced with the belief that it is flat. (It comes to be known as the "Plane" of Tékumel.)
- During this time, the Hokún feign friendship. They enslave humanity but are defeated, driven off the continent that will someday be known as Tsolyánu.

-37,000 AS (?): THE LATTER TIMES

The last portion of the Time of Darkness is referred to as the Latter Times. When Tékumel was plunged into isolation, a vast and untapped source of power from beyond "the skin of reality" became accessible. The theoretical moment of this realization marks the start of the Latter Times. It is nothing less than the discovery of "Magic".

The Ru'ún and Yéleth are both creations of the "Lords of the Latter Times".

- Experimentation with "interplanar energies" leads to technological inventions that harness interplanar energy.
- It had long been suspected that a few very rare individuals were 'psychic'. The people who can naturally harness energy from outside the Plane of Tékumel discover they are capable of far more than they ever were before.
- The early experiments are dangerous. There are strange and disturbing accidents with devices and people. Some of the very first contact with beings of other Planes is made. Later, these will come to be called 'demons'. Some of the researchers themselves become trapped in terrifying states in which they essentially become 'demons' themselves. Some of the devices from the Latter Times are so bizarre that it is wondered if perhaps the researchers were driven mad by their discoveries. [Note to GMs: Artifacts from this time period tend to reflect this tendency.]
- Amongst the very few highly-educated scholars who would know of it at all, it is said—although it is not known for certain—that the Time of Darkness lasted for more than fifty centuries. Hence the ambiguous date.
- The Ssú and Hlöss presumably discover their own psychic talents.
- Wars with the Hlutrgú also begin in the Latter Times. While the Hlutrgú do not learn "magic", something sets off rapid reproduction, and they overrun many human settlements.

III. THE LLYÁNI PERIOD

-31,525 AS: THE EMPIRE OF LLYÁN OF TSÁMRA

Language: Llyáni (Ancient Livyáni). Very little is known of this period. The oldest surviving writing, including the golden Tablets of Llyáni, date to this time. During this period, scientist-mages refined "magic" into "spells". Fantastic technologies such as genetic engineering are still in play but the knowledge and manufacturing techniques are dying fast.

- Llyáni artifacts may have a psychic component of use. For instance, what appears to be just a pretty iridescent metallic pyramid could cause the one holding it to hear words in their head. (The words are probably in Livyáni.)
- Some artifacts from this period are notable for the sheer massive scale of their effects. Cities are turned to powder in the wind.
- Artifacts from the Latter Times may be found with Llyáni inscriptions - and incantations. Magic is becoming a thing of ritual and superstition.
- Wars with the Hlüss continue at this time.
- The highly-religious empire of Livyánu will someday arise on this land. Their temples will carefully preserve magical and other technological relics, but without the capacity to comprehend them.

-26,000 AS: THE THREE STATES OF THE TRIANGLE

During the time of the Empire of Llyán, three allied city-states arise at this time, located at what are now Úrmish, Jakállá, and Thráya. They are employing technology with effects similar to nuclear bombs.

- The city-state of Mihállu (inhabited by humans) was destroyed by one of their weapons. (The language taught as "Mihállu" by linguists is but a crude pidgin, a sad remnant of the actual tongue.)
- The Triangle States come to be at war with the Chürstállu
- They make alliance with Shén to fight the Hlüss.
- The States of the Triangle get invaded and conquered by the Dragon Warriors.

-26,000 AS: THE DRAGON WARRIORS OF N'LÜSS

Language: N'lüssa. During the spacefaring times of the Lost Age, the seven-foot-tall N'lüss became a breed apart from the other humans. By this time, they had become Vimúhla-worshipping barbarian tribesman. Contemporaries of the Three States of the Triangle and the Empire of Llyáni, they sought to be the rulers of all (see p. 197, the N'lüss).

- Aided according to the legends of the epics by flying "dragons", the N'lüss are a formidable force.
- The N'lüss are at war with the Ahoggyá
- The N'lüss are at war with the Shén, who have allied with the Triangle States.
- While Triangle States are most troubled by the Hlüss, the N'lüss are at war with the Ssú.
- The N'lüss conquer the Triangle States.
- The N'lüss eventually finish off the decaying remnants of the Llyáni Empire.

IV. THE EMPIRE OF THE FISHERMEN KINGS

-23,200 AS: THE FISHERMEN KINGS

Language: dialects of Bednálljan (Ancient Salarvyáni). Lord Gámulu drives the Ssú back beneath their capital city of Ssuganár. His sons come to be the Fishermen Kings, conquering coasts and islands with their black ships.

- The god Ksárul is first contacted at this time, and comes to be popular in this nation.
- The priesthoods of Lord Ksárul and Lord Vimúhla become fierce rivals at this time.
- The Fishermen Kings take Gánga, Thayúri and Vrá from the N'lüss.
- The Fishermen Kings destroy warring remnants of Dragon Warriors.

V. THE BEDNÁLJAN PERIOD

-23,000 AS: THE FIRST IMPERIUM OF THE BEDNÁLJAN DYNASTIES

Language: Bednálljan (Ancient Salarvyáni). The First Imperium was founded by Queen Nayári, a teenage desert clan-girl who rose to power through intrigue, sex, sorcery, assassination - and military savvy. It is in the Bednálljan Period that the later Tsolyáni love of formality, elaborate tradition and military pageantry has its roots.

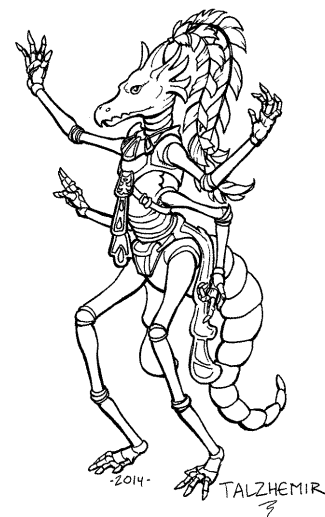
- Nayári ran a model army that set the pattern of organization still used today. Many of the cities of what will be the Empire of Tsolyánu are first united under her (and her descendants): Purdánim, Jakállá, Sokátis, Tumíssa, Béy Sü, Fasíltum, portions of Yán Kór, Salarvyá, and Mu'ugalavyá were also taken.
- Shén, Pé Chói, Páchi Léi, Pygmy Folk, Tinaliya, and even Ahoggyá come to join the Bednálljan legions. Eventually, they come to live alongside humanity as they once had in times forgotten.
- The gods Hrű'ü, Sárku, and Dlamélish are contacted.
- The Hláka are conquered.
- The Sákbe Roads are begun by Nayári's grandson Ssirandár I.
- The Shunned Ones, Hlutrgú, Hlüss, and Ssú are driven into hiding.
- Descendants of the First Imperium become the Salarvyáni. Queen Nayári is perhaps the archetype for Salarvyá's main deity, the goddess Shiringgáyi, who seems to combine Avánthe's maternal authority with Dlamélish's eroticism.

-20,800 AS

Pavár contacts the Lords of Stability.

-20,600 AS

The Concordat unites the temples of Stability and Change.



VI. THE ENGSVANYÁLI PERIOD (THE GOLDEN AGE; THE AGE OF GLORY)

-19,509 AS to -10,017 AS: THE PRIESTKINGS OF ÉNGSVAN HLÁ GÁNGA

Language: Engsvanyáli. Worship of the gods of Pavár spreads rapidly. The First Imperium is replaced by the rule of the Priestkings.

-19,509 AS to -18,394 AS: THE FIRST EPOCH

The first Engsvanyáli dynasty is established. The gods of Pavár's pantheon are worshipped under older names. Rule is enforced by priestly power, wealth, and harsh religious inquisitions. The First Epoch remains strong for ten thousand years.

Khéri - Hrū'ū (Cohort Örü - Wurú)
Vaomáhl - Vimúhla (Cohort Chanákh - Chiténg)
Enomé/Jraka - Ksáru (Cohort Göghün - Grugánu)
Tyalméya - Dlamélsh (Cohort Hráil - Hriháyal)
Qúrgha - Sárku (Cohort Do'oróm - Durritlámish)

Nallál - Hnálla (Cohort Dhré - Drá)
Kerék - Karakán (Cohort Chökhár - Chegárra)
Thám - Thúmis (Cohort Kátén - Keténgku)
Evuén - Avánthe (Cohort Dhalé - Dilinála)
Ba'álk - Belkhánu (Cohort Khúan - Qon)

-18,394 AS to -15,894 AS: THE SECOND EPOCH

This is a time of civil war, much of it religiously oriented. In a tumultuous portion of history far too complex to be interesting to the non-historian, Éngsvan hlá Gánga slowly breaks up into many regions.

- Mu'ugalavyá emerges as an independent empire.
- Great earthquake strikes Ramüşh (Úrmish) and Chanatlál (Katalál) in -16297 AS (the "Harbinger of Worse to Come")

-11,591 AS: MOTTLED PLAGUE EPIDEMIC

VII. THE TIME OF NO KINGS

-10,017 AS: THE SINKING OF GÁNGA

All of Téकुmel is beset by disasters, including volcanic eruptions that led to famine. The Isle of Gánga sinks under the sea. The Goddess of the Pale Bone attempts to invade Téकुmel at this time.

- Earthquakes strike the underground cities of the Pygmy Folk, decimating their population.
- The mountains of Shényu erupt.
- Many ancient Engsvanyáli urban centers lie broken and exposed to the wilderness; packs of wild dogs prowl the streets of Chanatlál (Katalál) and Ramüşh (Úrmish).
- It is possible the many disasters are the result of attempts to tamper with ancient machinery that keeps the planet Téकुmel terraformed.
- Mighty heroes now popular as folklore walk the plane: Nyélmu, Súbadim, Thómar, Hagárr of Paránta, and Turshánmü.
- The Ssú, Hlüss, and Hlutrgú renew their efforts to destroy mankind.

-3,639 AS: THE RISE OF YÁN KÓR

Language: Tsáqw (Ancient Yán Koryáni). While tidal waves and glacier-forming snow are ravaging other places, water drains out of the Northern Wastes, revealing new land.

- Feral Hmá and Hmélu, genetically engineered so long ago, are re-domesticated by the Yán Koryáni. A nomadic herding culture develops.
- The Hlutrgú and Hlüss attack the vulnerable and exposed populations.
- New settlements are created to protect the women and children. The presiding councils of the Clans are female-led. Matriarchal Yán Koryáni culture begins in the Northern Wastes.

VIII. THE SECOND IMPERIUM

1 AS: THE TLAKOTÁNI DYNASTY BEGINS

Language: Classic Tsolyáni. The legendary first emperor gains the support of the other nobles, and unites Tsolyánu. He is known only by his Clan name, "The Tlakotáni". The emperor of Tsolyánu is known as the "Seal Emperor", a reference to the artifact that can place an unforgeable mark upon parchment, stone, and metal. Orders directly from the Emperor can thus not be forged.

The Seal Emperor has other artifacts. The Petal Throne is a device of the ancients whose powers are unknown. There is also an arch said to ensure the lifelong loyalty of one who walks under it, a device probably from the time of the Priestkings.

Once crowned, the Emperor does not leave the palace at Avanthár. Imperial heirs are fostered, openly or secretly, to various factions. Upon the death of the current ruler, the heirs compete for the throne in the ritual of the Kolumejálím.

IX. RECENT HISTORY

2347 AS

Language: Tsolyáni. Emperor Hirkáne hi Tlakotáni "The Stone Upon Which the Universe Rests" ascends to the Petal Throne.

2356 AS: WAR WITH YÁN KÓR

United by the Baron Áld, Yán Kór's city-states unite to attack Tsolyánu.

2364 AS

Emperor Hirkáne dies under suspicious circumstances.

2369 AS

Prince Dchich'uné usurps the throne. Civil war erupts, until Princes Rereshqála, Mirusíya, and Táksuru unite and Prince Dchich'uné is driven off. Prince Mirusíya becomes the new emperor, taking the name "The Flame Everlasting".

CURRENT AFFAIRS

Baron Áld has allied with the new Tsolyáni Emperor Mirusíya, bringing the war with Yán Kór to a close. The civil war has also ended, and peace has returned – though not without an undertone of lingering hostilities from Dchich'uné's supporters, and a return of the workaday conflicts between the various temples and clans which have long existed within Tsolyánu. The Mu'ugalavyáni threaten Tsolyánu's control over the Chákan forests, while the Salarvyá continually test Tsolyánu's defenses in the East. The scheme by the Hlüss to undermine humanity through the distribution of the drug Zu'úr, though ongoing, has not succeeded. There are now indications that their cousins the Ssú, who have long worked to arm semi-intelligent creatures such as the Sérudla and the Sró, are stepping up their efforts – equipping these potentially volatile beings with ever more advanced weapons. The cultists of the

forbidden Pariah Gods continue to scheme on behalf of their inimical masters, and rumors are whispered of something cataclysmic on the horizon...

1.3 Designer's Introduction

Tékumel was the first complete RPG setting ever published, in 1975's 'Empire of the Petal Throne'. My eldest brother, who introduced me to Dungeons & Dragons, bought it for us when it first came out - and I was instantly hooked.

In a nutshell, it's a fantasy world in the far future with a science-fiction premise - developed in astonishingly rich and fascinating detail. Its creator, the late Professor M.A.R. Barker, has been described as the 'Forgotten Tolkien'.

The general outlines are relatively familiar to anyone who has played fantasy role-playing games before. There's an empire with an emperor, their warriors use pre-gunpowder weapons and armor, there are monsters, there's religion, there's magic, and there are ancient ruins to explore.

Many other details are unfamiliar, however, and this is where Tékumel shines. The characters are immersed in a barbaric culture (with gruesome capital punishment, slavery, human sacrifice, and so on) on a planet colonized by humans and aliens in its distant past. The society is socially stratified. 'Clans' dominate daily life. The temples of 'Change', devoted to sowing chaos for personal gain, are just as accepted by the society as the temples of 'Stability', devoted to maintaining order for the good of the Empire.

A vast amount of additional Tékumel source material has been published over the years, and it would be impossible to include it all within this volume. Nor is it necessary to know everything about Tékumel before you can play. This rulebook is intended to provide a broad overview of the most important details - enough information to get any group started without much fuss, and without the danger of getting any of the 'important' things 'wrong'. The GM can introduce other details like the Aspects of the gods, Shámtla blood-money, the cultures of foreign lands, and so on if or when they wish to.

Tékumel offers a whole world of exotic adventures. Strange alien creatures prowl the wilderness. Competing clans jealously guard their business monopolies. Mighty heroes do battle in the arenas. Underground chambers hold vast treasures. Opposing temples wrestle for Imperial influence. Pirates and monsters prowl the steaming seas. Automatons guard ancient hoards of technological wonders. Imperial heirs compete for ascension to the Petal Throne. Enemy empires plot the overthrow of Tsolyánu. Hostile nonhuman races seek the destruction of Mankind. The Undying Wizards guard - and manipulate - the timeline. Nexus points open to the Demon Realms. And the Pariah Gods seek the end of existence itself!

Béthorm uses the skill-based Pocket Universe system, so characters are allowed almost any combination of abilities and skills. Béthorm offers a wide range of different fighting styles, and 20 different paths of magical study. PCs can implore the gods for divine intervention, and engage in spell research. They could be soldiers in an Imperial legion, mercenaries hiring their swords to the highest bidder, members of a secret society within their temple, sorcerers mastering ancient spells, diplomats immersed in foreign intrigue, wealthy bravos seeking adventure, scholars studying secrets of the ancient past... anything they desire!

Béthorm isn't about just one type of adventure, because Tékumel is a world of such rich detail that any of those types of characters and storylines are possible. It's entirely up to the GM and players which themes to explore within this amazing world.

1.4 The Pocket Universe System

Pocket Universe is a skill-based RPG system, meaning that each character is a unique combination of abilities, skills, and other personal traits.

The Pocket Universe system uses only 10-sided dice or "d10s". These are sometimes numbered from 1 to 10, but more commonly from 0 to 9. When numbered from 0 to 9, a roll of '0' is treated as a 10.

Character attribute scores are rated from 8 to 12 (for humans), and skills scores are found by adding a skill bonus (from +0 to +4 or more) to a base attribute score.

Skill and attribute success/fail checks are made by rolling two d10s (also called 2d10), adding the number rolled on each die together for a result ranging from 2 to 20, and comparing that result to the skill or attribute score (known as the "target number"). A roll equal to or less than the target number is a success. Any roll of doubles is a critical: doubles on a successful check indicate a critical success, while doubles on a failed check indicate a critical failure or "fumble". Modifiers for difficulty may be applied to the target number; a positive modifier makes the target number larger (increasing the likelihood of success), while a negative modifier makes the target number smaller (reducing the chances of success).

Rolls to see how well a character does (apart from whether they simply succeed or fail) are made by rolling a single d10 (also known as "1d10"). A result of 1 or 2 is "low" (a poor result), 9 or 10 is "high" (a good result), and anything in between is "average". This kind of roll is typically made when determining weapon damage, feats of strength, and also when determining a character's initiative each turn.

"Percentile" rolls of 1 to 100 (or "d100") are also used. This is achieved by rolling two separate d10s, each of a different color. One color is designated 'tens' before the roll is made. Then the results on the two dice are read as separate digits of a number ranging from "01" to "00". A result of "00" is treated as a "100". Note that in this case a result of "0" on either die is treated as the digit "0", not as a "10".

All of this is explained in greater detail later on.

1.4.1 What Else Do I Need?

Béthorm uses dice to generate random numbers to resolve certain events (such as whether a character can climb a slippery wall, or if an attempt to fast talk a guard will work). Béthorm requires only 10-sided dice, preferably two per player.

Miniature metal, plastic or paper figures are used in some RPGs, and can be used with Béthorm, for visualizing where the characters are in a scene.

2.0 Game Mastering Béthorm

Much has been published about the world of Tékumel, but it's not necessary to become a Tékumel expert before one can run this game. The rules provided herein provide everything that is needed to create characters and adventures which fit the setting, with an entry-level introduction to the empire of Tsolyánu and its culture. The previously published sourcebooks, the web-based resources, and the novels provide wonderfully rich, deep, fascinating additional detail, to be sure, but the new Béthorm GM may feel free to explore those as their time and inclination permits.

If the GM happens to introduce things to their own campaign which turn out on later inspection not to agree with 'official' sources, that's okay. Each GM's world of Tékumel is their own, and has every right to its own particular quirks. The goal is for everyone to have a great time, and to the extent that adhering to 'official' Tékumel promotes that goal, it's worth it. If you and your group prefer to play fast and loose with the nit-picky details of the setting, that's okay too!

If the GM wishes to steer their campaign back toward 'official' Tékumel, they have several options. They can 'ret-con' certain details ("Hey guys, remember when you went to that dinner party, and I described the elegant chairs? Those weren't chairs, they were cushions. And now back to the story!"). Or they can write off the 'incorrect' details as local variations ("Yeah, actually the Tsolyáni sit on cushions rather than chairs, except in that one town where chairs are a local fad."). Or they can sweep the PCs up in a wandering nexus point, depositing them in a closely parallel Tékumel where everything else is the same but the error is corrected ("You're right, this isn't your own Plane. On this Tékumel, the Tsolyáni sit on cushions rather than chairs."). The details of the Tékumel setting are there to help fill your game sessions with rich, exotic atmosphere – not to get in your way or bog things down!

2.1 Campaign Premise

The GM must conceive of a basic structure for their campaign before players begin making characters. This basic premise or theme will inform the players of the types of characters they should make.

As part of this structure, the GM must select a default status level for the campaign. All player characters (PCs) are of that status level, and of 'medium' lineage, at no cost. Personal traits can modify an individual PC's clan and lineage away from this default.

2.1.1 Player-Character Connection

It's important to explain how the PCs know each other, or how they are brought together if they don't have any prior history together.

The PCs may be members of the same clan (3.4), or the same imperial Legion (the legions posted to Katalál are mentioned in 20.2), or worshippers of the same deity (3.6), for example. It's not uncommon for parties of select individuals from those groups to be sent out in missions to further the groups' goals, and such missions can easily form the backbone of a campaign comprised of characters of those shared backgrounds.

Tsolyáni culture lacks the kind of freely-mixing environments (such as taverns) that are commonly used to bring characters

together in other settings, but there are large open marketplaces (the Great Square of the Seven Heroes in Katalál, for example), and the mighty Sákbe road highways where, if something were to happen, characters from various walks of life might become involved.

The GM should be cautious about mixing together PCs from opposite sides of the political spectrum (Stability vs. Change), or mixing together PCs from widely different social levels (3 or more points of difference in Prestige, see 3.4.4). Unless there is a strong bond to hold the group together (such as clan loyalty, military duty, or religious commitment), such mixings can easily lead to strife within the party, and disrupt the game. A couple of noteworthy alternate means of working around such differences are:

2.1.2 The Omnipotent Azure Legion

This preeminent military unit includes the Imperial secret police, who actively recruit small bands of individuals with unique skills to send out on special missions in the service of the Empire. The potential religious and social differences between these individuals would be largely outweighed by the awesome responsibility of duty to the Emperor.

2.1.3 The Heroes of the Age

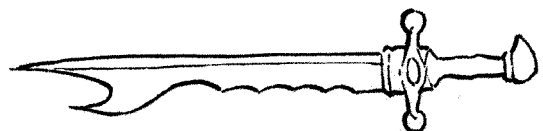
The Heroes of the Age are groups that the Gods appoint to defend the structure and stability of Tékumel's Plane. These small groups are picked at crisis points along the main timeline, whenever there are threats (usually from the Pariah Gods) to the Skein of Reality. They are given specific tasks and objectives.

Some legends say that among these tasks is the gathering of items needed to merge the Heroes into a single mighty entity for their final battle. If they win against the foes the enemies cast up against them, then all is well and the universe goes on – with the Heroes having the option of traveling directly to the Paradises of Teretané, or remaining on Tékumel to live out their lives. If they fail, then there is catastrophe and doom and darkness across the lands.

It is said that the failure of the Engsvanyáli hero Kokun led to the sinking of Ganga and the rise of the northern seabed to become the central interior plain of Yan Kor.

In a Heroes of the Age campaign, the PCs are themselves selected to be the Heroes. The entire campaign would revolve around uncovering and opposing the growing threat, and building up their strength for the Final Battle.

The awesome responsibility placed upon them by the Gods might, in this case, be sufficient to overcome theological or class differences – but if a group of Heroes of the Age contains a mix of followers of Stability and Change, or of different social statuses, their Enemy will surely attempt to play upon those differences in an effort to break the group apart. Holding firm to the mighty task the Gods have set upon them despite their differences would itself become one of the challenges in their path.



2.1.4 Adventures

This section offers some broad suggestions as to the types of adventures that can take place in a B  thorm campaign. Not all types of adventures will be obviously appropriate for all types of campaigns, of course, though even a simple group of merchants may stumble into situations which might normally be considered beyond their job descriptions. The different types of adventures can also overlap each other, or transition from one type to another.

2.1.4.1 Underworlds and Archaeology

Human civilization of T  kumel is already ancient, and the civilizations of its original inhabitants go back even farther. The planet is rich with buried archaeological sites, many stacked atop one another so that the deeper one descends, the older the construction and the inscriptions, "traps" and treasures contained therein. It is thus useful for explorers to have knowledge of ancient cultures and their languages. The nature of each site may vary wildly. A simple small underworld might consist of just a few rooms left over from a town's latest D  tl  na (the ceremony of renewal in which entire towns are buried and then re-built). Some underworlds are vast crypt complexes, filled with the sarcophagi and treasures of ancient peoples. Larger, more extensive underworlds may continue, down and down, through chambers constructed by previous empires all the way back to the imperishable metal corridors of the colonists who conquered the planet, filled with inexplicable technological wonders and with access to the world-spanning tubeway car system, to the hive-chambers of the original natives and the unutterably ancient horrors they contain. Some of these underworlds have been explored before, and dusty tomes in half-forgotten languages speak of their riches and their dangers. Others, newly discovered (or re-discovered), prompt calls for brave adventurers and daring scholars to plumb their depths.

2.1.4.2 Wilderness Exploration

The vast plains of Tsoly  nu are well-settled, and dotted with little agricultural villages. Nevertheless, many remote areas beyond the outskirts of the tilled fields shelter dens of dangerous wild animals. One has merely to enter a forested, swamp or mountainous region to encounter populations of larger, more dangerous creatures – some of whom fly, and range out even across the comparatively safe grass and scrublands. Scattered ruins of fallen civilizations can be found nearly everywhere, many taken as dens by creatures, some with forgotten or undiscovered inner chambers still containing wealth or artifacts. Nobles, newly deeded as fiefholders by the Imperium, frequently hire hardy individuals to clear their lands of dangers. Ancient maps and scrolls, lost in the jumbled libraries of the temples or in private collections, hint at the locations of fabulous treasures. Distant lands beyond the Five Empires, reachable by sea or via the tubeway system of the ancients, are all but unknown to civilized Man and certain to hide astounding secrets.

2.1.4.3 Court Intrigue

This type of adventure requires many non-player characters: nobles, princes, courtiers, prelates, and the like, all working for objectives known to the GM and discoverable by the players. Since the NPCs are played by the GM, he may have to carry on lengthy dialogues in which he speaks multiple parts while the players listen. It is best to put all of the players into the same or "friendly" factions. The PCs may 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 PCs 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 GM 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 characters in rival factions from personal combat that would spoil later developments!

2.1.4.4 Military Missions

Player characters must be soldiers, scouts, or spies if they are to take part in the action, and this limits their freedom of choice. Soldiers cannot refuse a dangerous order, nor can they quit or wander off to "adventure" whenever they like. Small skirmishes can be played like an Underworld combat. It is possible to fight large engagements as "war-games," using miniature figures and a set of war-gaming rules modified for T  kumel. Alternatively, one can play military battles as individual role-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. If large battles are role-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.

2.1.4.5 Otherplanar Threats

Certain scholars of sorcery are able to open nexus-portals, which may lead elsewhere on T  kumel or even into other Planes or parallel timelines. Nexus points also occur "naturally", some flickering on and off over time, some wandering about, some doing both, some fixed. At any time a party of hapless adventurers may find themselves transported in space, time, or between planes – to strange alien realms inhabited by even stranger creatures, or ruled over by greater or lesser demons. Some planes are relatively hospitable, while others are deadly to human life. Yet vast riches, as well as substances whose unusual characteristics make them potentially profitable trade items and alien devices of awesome power can also be found, making exploration of the Many Planes as lucrative as it is perilous.

2.1.4.6 Mercantile Expeditions

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.

2.1.4.7 Religious Strife

The great Concordat agreed to by the temples of Pav  r's pantheon ages ago, forbid open conflict between the temples of the ten Gods and their Cohorts. Nevertheless, conflict can and does occur beyond public view – in remote wildernesses, in the vast underworlds, and even on other planes. All it takes is for opposing temples to learn of the possibility of a political or supernatural advantage, and for the pursuit of that advantage to take agents of the temples into

such forsaken regions. Then, as they say, "what happens in the Underworld stays in the Underworld". Even in public, surreptitious espionage and counter-espionage takes place, as well as the occasional quick bit of bloodshed when it cannot be avoided. PCs may be drawn into such conflicts at random, or by virtue of one or more of their number siding with one of the temples involved, or even as official representatives of that temple if they are a temple-oriented group.

2.1.4.8 Clan Conflicts

Most clans, depending on their exact description, are concerned with their own specific business affairs, or allied with a particular temple or set of temples, or supportive of a particular military legion or one or another political faction. PCs who are clan-members may thus be asked by their clan's elders to assist the clan in any of those areas. This could lead directly to one of the other adventure types (Wilderness Exploration of territories under the clan's control, Court Intrigue relating to the clan's political faction, etc.), or into conflict with individuals or other clans over control of various business activities in the area. Such conflicts may involve diplomacy, intrigue, or even violence.

2.1.4.9 Gambling, Hunting, the Arena, & Sport

Feasts and public events on Tékumel are often accompanied by games, and the great Hirilákte 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 so player-characters who are limited to these occupations must be of lower status also.

2.1.4.10 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 fief holder, 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.

2.1.4.11 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 this 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 Úrmish to Katalál, when a murder occurs; there are political and sectarian ramifications, of course, and the solution of the case leads on into further adventures.

3.0 Character Creation

The basic Béthorm character creation process presumes that the PCs are human natives of the Empire of Tsolyánu, born and raised in Katalál (a large town in the northwest portion of the Empire).

Adjustments for out-of-town, foreign, and nonhuman characters are also detailed within each section.

The following sections describe the character generation process in a step-by-step manner, for the sake of convenience. The actual process isn't necessarily that straightforward, however. Issues raised in later "steps" may cause earlier steps to be revisited. For example, the typical starting age for a Tsolyáni character is established in step 2 (3.51), but that range can be exceeded if one selects the "Age" Disadvantage in step 6 (3.91). Either allow your character concept to remain somewhat fluid throughout the process, or skim all of the steps beforehand, in order to take advantage of all of the options offered.

Throughout this process references are made to the culture of Tsolyánu (or to the cultures of foreign lands and the strange features and lifestyles of the nonhuman races). These references will help to inform and guide the character generation process, ensuring that characters are a good fit for the setting.

3.1 Physical Appearance

The Tsolyáni people are relatively homogeneous. Most stand about 1.7 to 1.8 meters tall and are rather slender, with light copper-gold skins, black hair and eyes, and chiseled, aquiline features.

3.1.0.1 Out-Of-Towner Appearance

Regional differences in appearance within the Empire of Tsolyánu are minor. For example, the people of Dó Cháka and Pán Cháka tend toward broader brows, higher cheekbones, and a lighter, more reddish complexion.

3.1.0.2 Foreigner Appearance

There are several different human sub-types on Tékumel. The peoples of the Five Empires (including most of the smaller states of the great continent) are relatively similar to the Tsolyáni in appearance. Ethnic differences between nations are minor: the Mu'ugalavyáni tend toward broad brows, high cheekbones, and a lighter, more reddish complexion (similar to the Tsolyáni of the Chákan forests). The Livyáni are slimmer and more graceful than the Tsolyáni. The Salarvyáni tend to be bulkier, with a sallow skin tone, thick and bushy beards and considerable body hair. All in all, these variations are not surprising in a population spread as widely as the peoples of the Five Empires.

Players are free to make characters of any foreign nationality which the GM is willing to allow within the limitations of their campaign premise.

3.2 Nonhuman Characters

Besides humanity, other interstellar races came from the stars to join humankind on Tékumel. These include several "friendly" or "neutral" species: the Pé Chói from Procyon, the reptilian Shén from Antares, the gruff and crude Ahoggyá from Achernar, the rapacious Pygmy Folk from Mirach, the Tinalíya

from Algol, the aerial Hláka from Ensis, the Urunén from Betelgeuse, the forest-dwelling Páchi Léi from Arcturus, and the Swamp Folk from Unukalhai.

Most of the sentient species dwell in enclaves of their own, although individuals may emerge and wander far afield. None of these races has any interest in conquest, nor is it likely that they could succeed if they did, so outnumbered (and sorcerously "outgunned") are they by humanity.

The playable nonhuman races are listed below. The GM may wish to disallow one or more of these races, depending on the premise and starting location of their campaign:

- Ahoggyá: "the Knobbed Ones" (p. 169)
- Chíma: "the Seafarers" (p. 173)
- Hegléthyal "the Swamp Folk" (p. 179)
- Hláka: "the Furred Flyers" (p. 180)
- Ninínyal "the Pygmy Folk" (p. 196)
- Páchi Léi: "the Forest Dwellers" (p. 201)
- Pé Chói: "the Listeners" (p. 202)
- Shén: "the Demon Warriors" (p. 207)
- Tindilya: "the Gnomes" (p. 213)
- Urunén: "the Cold-Dwellers" (p. 216)

Game-relevant traits of each of the nonhuman races are given at the end of the Personal Traits section (3.9.3). Additional adjustments to the process for creating nonhuman characters are given where needed in the following sections.

3.3 Cultural Attitudes

Tsolyáni culture is markedly different from our own. For starters, slavery is an everyday part of Tsolyáni culture. Human sacrifice is accepted by most of the temples of Change ('chaos', sort of), and a few of the temples of Stability ('law', sort of). 'Human life' has no particular intrinsic 'value' to the Tsolyáni the way it does to most modern Earthlings. Players who conceive of their characters as champions of 21st century moral principles are thus in for a challenge.

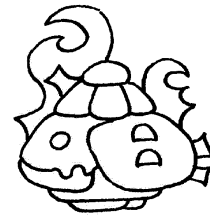
Abstract moral principles play little part in the Tsolyáni's utilitarian concept of "good" and "evil"; they focus instead on the doctrines of "noble" and "ignoble" action. One acts "nobly" when they serve their God, are loyal to their allies, courageous in defense of their principles, forthright in their deeds, and they act in accordance with their own place in the grand scheme of things. One acts "ignobly" when they ignore their own avowed principles, when they abandon their allies, when they vacillate or are false or lazy, when their deeds are small and niggling, and when they behave in a manner below (or above) their station..

It is thus "noble" for a priest of the fire-god Vimúhla to sacrifice screaming victims to the flame, but "ignoble" for a priestess of the fertility goddess Avánthe to do the same. A "noble" Avánthe priestess would thus acknowledge the "nobility" of the Vimúhla priest's behavior, even while being urged to oppose it by the demands of her own "nobility".

The value of a life in Tsolyánu depends on the person's place in the social order, and how well they fulfill the obligations of their post. This is because the Tsolyáni have clear, unquestionable evidence of the existence of their gods and the afterlife, where having acted 'properly' determines what reward you get. A person of high status can have someone of low status slain for the most trivial of offenses, and suffer no punishment as long as they toss a few coins of 'Shámtila' (blood money) down on the corpse - because it is "ignoble"

for low-status people to show the slightest disrespect to their betters. Pretty much every type of perversion you can think of, sexual or otherwise, is ritually practiced at one temple of Change or another.

And yet the Tsolyáni are still human beings, with human feelings. Mistreatment of slaves and the lower classes is considered unsightly at best, just not illegal or necessarily "ignoble" per se. There is plenty of room for sympathetic behavior in the culture, even for those who follow Change. That's where modern players, with modern real-world sensibilities, can strike a comfortable balance between their own real-life views and the ways of the Tsolyáni.



3.4 Step 1: Clan

The most important social unit in Tsolyánu is the clan. To know an individual's clan is to have a good idea of that person's class status, profession, place of origin, sometimes religion, and even their likely political leanings. Clan activities are central to most people's lives, and only itinerant wanderers, pariahs, eccentrics, etc. can or would wish to exist without being a member of a clan. To be totally clanless (Tsolyáni: Nakomé) is to be helpless and without trustworthy friends or legal recourse. Few Tsolyáni would voluntarily associate with such an outcast.

Clan membership is normally determined by birth, though one does not officially become a member until age 15. Clans provide innumerable services and benefits to their members. A man expects his clan to feed him and his family from birth to death; it will house him at no cost in any city in which it has a clanhouse; it will care for his family if he travels, becomes incapacitated, or dies; it will arrange for his marriage and those of his children; it will grant him sanctuary if he has not broken the law (or, in unusual cases, even if he has), protect him from unwarranted arrest, mediate with any accuser, defend him in court, and pay financial compensation (Tsolyáni: Shámtila, blood money) to anyone he has wronged; it will loan him items from the clan stores, invest funds in his projects (if it thinks these to be appropriate and profitable) and hold his possessions in safekeeping while he is away; it will issue him letters of credit which he can cash at its clanhouses in other cities or even abroad through its reciprocal connections; it will use its influence on his behalf (e.g., to obtain a post or a promotion for him); and it will see to a host of further matters which would otherwise require him to expend time, effort, and money. The clan will do the same for an Aridáni woman member (3.5.3), and for a non-Aridáni clanswoman it will provide lifelong security and care.

In return, the clan demands the cooperation and support of its members, obedience to its decisions and counsel (within reason), and a monetary contribution averaging about 10 percent of a member's monthly gross income. In emergencies the clan may require still greater sacrifices. Wealthy members are expected to add occasional large gifts and endowments, aid indigent fellow clansmen and clanswomen, and find ways of advancing the clan's causes in the social and political spheres.

Clan governance is performed by a council consisting of the eldest and most highly respected members of the local clanhouse. One of these persons is elected as Chief Elder (or perhaps their lineage is traditionally charged with this duty), and the Chief Elder then acts as spokesperson to the government, to other clans, and also to the representatives of other clanhouses at the infrequent "grand councils" of the clan.

Some clans are occupationally based (e.g., winemakers, goldsmiths, scribes, etc.); some are powerful in one region but have only a few scattered members elsewhere (e.g., the Vríddi of Fasiltum); others are widespread with clanhouses all over the Empire and even abroad; many represent class divisions (e.g., "noble" clans, "wealthy" clans, "very poor" clans, etc.); some are devoted to the worship of one deity or a group of related deities, while others are eclectic and contain members of many faiths and walks of life; some specialize in producing clergy for the temples, while others have a preponderancy of their membership in civil administration or in the military; and so forth. Members of a particular clan may have varying amounts of personal wealth.

The clan's 'business' (or businesses) offer one or more possible professional careers for the character. Characters who don't wish to go into their clan's business may instead opt for a career in the military, priesthood, Imperial bureaucracy, or any personal business regardless of whether it has anything to do with the clan's primary occupation(s) (if any), so long as they don't tread on the toes of another clan for which it is a primary occupation. A tailor can sell his own creations in the marketplace, or take them himself to another city and market them there, or wholesale them to a clan which deals in garments, without raising the ire of the mercantile and transport clans. An archer who can make excellent arrows may sell a few to his comrades without hindrance. Only if he attempts to set up a regular shop or factory will he receive a visit from the fletchers' clans.

The higher-status clans tend to be less focused around a particular business or set of businesses; their members have even more freedom to pursue their own professional interests.

3.4.1 Selecting a Character's Clan

The GM determines the base Clan Level for the campaign. All player characters default to that clan level, at no cost, barring adjustments from Personal Traits. NPCs can be of any clan level, whichever suits the GM's needs best.

All characters must be members of a clan unless precluded by some special circumstances in the setup of the GM's campaign. The particular clans available to a character may also be constrained by the GM's campaign premise. For example, if the GM has decreed that the campaign will center around the adventures of a group of worshippers of Change, clans devoted exclusively to the gods of Stability will be inappropriate for player characters.

3.4.2 Notable Clans of Katalál

This is a representative sampling of the most significant clans in the city of Katalál at each social level. There are other clans than these in Katalál, of course; the GM may bring in clans from the published source materials or create new ones as needed.

Clan Level:	Clan Summary:
IMPERIAL	
Ilakotáni	The clan to which the Tsolyáni royal family belongs; some well-to-do farmers and middle-class urban merchants are members as well; found around Béy Sü, Haumá, and Usenánu. No specific religious affiliation. They have only a smallish estate and villa in Katalál.
VERY HIGH	
Blade Raised High	Descended from the palace guard of the Engsvanyáli Priest Kings; devoted to Karakán and Chegárra; primarily soldiers and military administrators; found throughout the Empire but centered in Katalál and Usenánu.
Golden Bough	Traceable to the Engsvanyáli governors of the south; eclectic with no particular religious or professional affiliations; contains many officials and military personnel; powerful all over the Imperium but with main centers in Jakállá, Thráya, and Jaikalór.
Sword of Fire	A small and very ancient clan descended from the Dragon Warriors; totally devoted to Vimúhla; aloof and disinterested in politics; centered in Béy Sü but with clanhouses in other cities as well; this clan has many mercantile ventures in the west and in Mu'ugalavýá, and its contacts in the latter country make it suspect in Imperial eyes.
HIGH	
Amber Cloak	Devoted to Belkhánu, Thúmis, and their Cohorts; composed of priests, scholars, apothecaries, physicians, and professional people; found throughout the Empire.
The Association of Relievers from Life	Assassins' clan. Clanhouses in all of the major cities, and their leaders are respected members of society (and are often prominent contributors to the temples of the Lords of Change – and even to the temple of Karakán and his Cohort, Chegárra), but their inner membership is secret, and they do not intermarry with other clans.
Great Stone	Originally a northern matrilineal clan based at Khirgár; many followers of Ksáru, Hrü'ü, and their Cohorts, but not exclusively so; members often involved in trade, shipping, caravans, and mercantile ventures, but also contains a number of priests, bureaucrats, and a few soldiers; found largely in the northwest of the Empire but has clanhouses elsewhere also.
Grey Wand	This clan is composed of devotees of Thúmis and Keténgku with a scattering of members worshipping others of the Lords of Stability; most are upper and middle-class administrators, landholders, merchants, etc.; based around Páya Gupá and Chéne Hó but with clanhouses in most of the large cities of the Empire.
Purple Gem	Originally scribes and bookmakers in the Engsvanyáli Empire; many medium - and high - level court officials at Avanthár are members; no religious affiliation; based at Avanthár but has clanhouses throughout the Empire.
High Clans continued on next page	

Clan Level:	Clan Summary:
HIGH	
Red Sword	The "Red" clans belong to the west and worship Vimúhla and Chiténg, with a sprinkling of followers of Karakán and Chegárra as well; includes warriors, priests of these deities, and medium-level officials; based around Tumíssa and Butrús but extends into Mu'ugalavyá also.
Rising Sun-Disk	Wealthy landholders and administrators; Devotees of Hnálla and Drá with a few members worshipping others of the Lords of Stability; found throughout the northwest. General Lord Réru hiSu'únmra of The Forces of Lord Ga'ánish of Katalál legion (23rd Imperial Medium Infantry) is a member of this clan.
Standing Stone	Comprised of priests and officials, plus many middle-class agriculturalists; no religious affiliation; centered around Úrmish but has clanhouses in most major cities.
MEDIUM	
Balanced Stone	Tsahlén judges, body servants, majordomos, chamberlains, accountants and judges of sporting events. Based in Ssa'átis but has clanhouses all across the continent.
Black Monolith	Middle-class merchants, artisans, and laborers; most members follow Hrú'Ü, Ksarul, Sáru, and their Cohorts; found throughout the Empire. Daséshmu hiMriyatláku, the governor of Katalál, is a member.
Black Stone	Comprised of medium-level bureaucrats, scribes, professional people, and priests in the service of the Lords of Change; found throughout the Empire. General Kakagánu hiBeshúdla of The Slayers of Cities legion (5th Imperial Sappers) is a member of this clan.
Blue Kirtle	Members are devoted to Avánthe and her Cohort, Dilinála; originally potters, winemakers, and builders but now includes medium-level priests and administrators as well; based at Béy Sü but has clanhouses throughout the Empire.
Blue Stream	Rural agriculturalists and landowners; devoted to Avánthe and Dilinála with a sprinkling of worshipers of others of the Lords of Stability; found throughout the Empire.
Devisors of Soft-Clinging Beauty	This small clan specializes in the production of highest-quality Thésun gauze. They have branches in Katalál, Mekú, and Úrmish in central Tsolyánu.
Green Bough	Prosperous agriculturalists; no religious affiliation; found throughout the Empire but has its largest clanhouse at Katalál.
Green Kirtle	An offshoot of the Blue Kirtle clan which turned to the worship of Dlamélish and Hríháyal; follows a variety of middle-class occupations; based in Béy Sü and the west but has clanhouses all across the Empire.
Ripened Sheaf	A prosperous agriculturalists' and artisans' clan; no religious affiliation; centers at Úrmish, Penóm, Katalál, and Jakálla with smaller clanhouses in almost every village in this area.
Victorious Globe	Makers of paper, inks, paints, and scribal materials; mostly devotees of Thúmis, Hnálla, and their Cohorts; found in every major city of the Empire.

Clan Level:	Clan Summary:
LOW	
Eye of Flame	Originally barbers but now includes many low-level soldiers and hired bodyguards; worshipers of Vimúhla and Chiténg; based at Tumíssa but with clanhouses throughout the west and north.
Open Hand	Peasants, laborers, and tenant farmers; no religious affiliation; encountered throughout the rural areas of the Empire.
Plume of White	Scribes, accountants, clerks, and administrators; mostly devoted to the Lords of Stability, although members of other sects are also found; centered at Jakálla but with clanhouses throughout the Empire.
VERY LOW	
Artificers of Iron	Village smiths, although some have become prosperous urban armorers and manufacturers of metal tools; worshipers of Vimúhla, Karakán, and their Cohorts; especially strong in Tumíssa and Butrús
Eternal Sky	Brewers and distillers of cheap liquor; usually devoted to Karakán or Chegárra. They claim to have once been a Kurtani warrior clan; based around the Kurt Hills.
Flat Rock	Poor laborers and peasants; no religious affiliation; found throughout the western regions of the Empire.
Nighted Tower	Tomb guards, makers of various chemicals – and often accused of being tomb robbers; followers of all of the Lords of Change except for Vimúhla and his Cohort, Chiténg; based at Púrdimal but found throughout the northwest.
Scarlet Planet of Knives	Butchers, hunters, and lower-class warriors; devoted to Karakán and Chegárra; based at Katalál but encountered in every major city.
Standing Reed	Mostly N'lüss who settled long ago in the Empire; professional soldiers, gladiators, bodyguards, fletchers, and makers of leather armor; devoted to Vimúhla and Chiténg; based in the rural areas around Khirgár but with clanhouses throughout the Empire.
Turning Wheel	Carters, provisioners, wheelwrights, and transporters of goods; no religious affiliation; encountered all over the Empire.
Wicker Image	Latrine-cleaners, sewer workers, bathers of corpses, and house-sweepers; no religious affiliation, except that those who bathe corpses are likely to be followers of Belkhánu and Qón; clanhouses are found everywhere in the Empire.

3.4.2.1 Out-Of-Towner Clan

Tsolyáni travelers typically stay at a clanhouse of their own clan wherever they visit – relying upon it for support the same as they would their home clanhouse. If their own clan has no presence at the traveler's destination, they must rely upon another, allied clan. It may be assumed that all PCs from outside Katalál have such an arrangement at a minimum.

3.4.2.2 Foreigner Clan

Human PCs from other nations face the same situation as Tsolyáni travelling within the Empire, only it is more severe. It's even less likely that a foreigner's own clan will have a presence at any location within Tsolyánu, and so the need to rely upon an 'allied' Tsolyáni clan is that much greater.

Alternately, a foreigner who displayed good prospects may have been invited to join a Tsolyáni clan. The lower clans are often eager to acquire "new blood," the medium clans less so, and the old aristocratic clans are practically impossible to join except in very unusual circumstances. Tsolyáni citizenship is easily available to any foreigner in good standing who desires it, and who has the support of a clan.

3.4.2.3 Nonhuman Clan

A nonhuman who displays good prospects may be invited to join a Tsolyáni clan. The lower clans are often eager to acquire "new blood," the medium clans less so, and the old aristocratic clans are practically impossible to join except in very unusual circumstances. Nonhuman characters are assumed to have overcome these hurdles, and may therefore select an appropriate clan as explained above for human characters. Nonhuman characters tend to be recent inductees, given membership in exchange for their past assistance in the clan's business. Tsolyáni citizenship is open to any nonhuman in good standing who has the support of a clan.

3.4.3 Wealth, Contacts & Prestige

A character's family's annual income, as well as their personal starting wealth, depends on their clan level. Clan level also provides a modifier to the character's Contact Points, and has a major effect on the character's Prestige. All of these factors may also be adjusted by certain Personal Traits. Consult the table below:

Clan Level:	Clan Rank:	Family's Income:	Personal Wealth:	Contacts:
Imperial	11	15000k	1538k	+6
Very High	9	7500k	788k	+4
High	7	5625k	600k	+2
Medium	5	1875k	225k	-
Low	3	1125k	150k	-2
Very Low	2	750k	112k	-4
Nakomé (clanless)	1	375k	75k	-6

3.4.3.1 Family Income

This is the annual income of the character's 'family'; their immediate relatives who share the same lineage name and live in the same locale. Values are given in gold Káitars. These funds are not in the character's direct control, but might be borrowed by the character to fund projects supported by their family.

3.4.3.2 Personal Wealth

This is the character's 'pocket money'; the amount a PC has on hand when they first enter the campaign, or the amount a typical NPC has on their person.

3.4.3.3 Contacts

This modifier is applied to the number of points which a PC has available to purchase Contacts in Step 9 (3.12).

3.4.3.4 Prestige

Prestige is determined by the character's clan and professional rankings.

Clan Influence

A character's "Clan Influence" equals their Clan Rank (see above) plus any modifiers from high or low Lineage (see Step 6, Personal Traits, section 3.9). Record the character's Clan Influence on their character sheet.

Professional Influence

A character's "Professional Influence" equals their Job Rank or 'Circle' (see 18.3). A character's choice of career is discussed in section Step 7: Skills (3.10). A beginning PC starts at 1st Circle (or Rank 1) in whatever career they choose, provided that they are minimally qualified for it. Record the character's Professional Influence on their character sheet.

Calculating Prestige

A character's overall Prestige equals their Clan Influence plus Professional Influence, divided by 2, rounded up. Record the result on their character record sheet.

3.4.3.5 Out-Of-Towner Wealth, Contacts & Prestige

A home locale type must be determined for Tsolyáni PCs who didn't grow up in Katalál. Random rolls are offered below, but the optional place-names given there only include those shown on the map of Tsolyánu (in the back of this book). The GM may add others if they wish; hundreds of villages and towns are not shown on the maps.

3.4.3.6 Out-of-Towner Place of Origin Table

d100 Score	Locale Type	Specific Place (Tsolyáni only) (d100)
01-10	Rural: up to about 5,000 pop.	Small village or farm-clanhouse. You may name the place. Roll to find which part of the Empire: NW = 01-20; NE = 21-40; SW = 41-60; SE = 61-80; central, along the Missúma River = 81-100
11-15	Small town: 5,000-10,000 pop.	Aukésha = 01-10; Ferínára = 11-20; Haumá = 21-30; Tsurú = 31-40; you name it = 41-100. Roll for the region, as above
16-25	Town: 10,000-50,000 pop.	Hekéllu = 01-05; Komóre = 06-10; Pála Jakálla = 11-20; Rū = 21-25; Si'is = 26-35; Tu'unmrá = 36-45; Vrá = 46-55; Fénu = 56-60; you name it = 61-100
26-35	Large town: 50,000-100,000 pop.	Chéne Hó = 01-11; Jaikalór = 12-22; Mekú = 23-33; Páya Gupá = 34-44; Penóm = 45-55; Pétris Layóda = 56-61; City of Sáru = 62-72; Thri'il = 73-83; Tléku = 84-89; Usenánu = 90-00; no others exist
36-45	Small city: 100,000-200,000 pop.	Butrús = 01-25; Mrelú = 26-60; Úrmish = 61-100; no others exist
46-60	Large city: 200,000-500,000 pop.	Khigár = 01-20; Púrdimal = 21-50; Sokátis = 51-75; Thráya = 76-100; no others exist
61-85	Metropolis: 500,000-600,000 pop.	Béy Sü = 01-30; Fasiltum = 31-50; Jakálla = 51-75; Tumíssa = 76-100; no others exist
86-95	Avanthár: 20,000 pop.	Unique: the ancient seat of power of the Tsolyáni Seal Emperors
96-100	Unusual: an offshore island, etc.	Lilsú or Burrú Isles in the Bay of Gánga; some other small locale: you name it

3.4.3.7 Out-of-Town Family Income & Personal Wealth

The annual income of an out-of-town character's family, and the character's starting wealth, also depend upon the size of the character's home locale (rural, town, etc.). Find the character's home locale type on the following table and read across to obtain a modifier to their family income and personal wealth.

3.4.3.8 Locale Wealth Modifier

Locale Type:	Family Income & Starting Wealth:
Rural	x0.33
Small town	x0.53
Town	x0.67
Large town	x1
Small city	x1.33
Large city	x1.8
Metropolis, Avanthár	x2.33

3.4.3.9 Foreigner Wealth, Contacts & Prestige

While there may be differences in the social systems of foreign nations, foreign characters should still, in general, use the same rules as Tsolyáni characters for clan level, clan rank, family income, personal wealth, and contacts (Step 9, 3.12), with the understanding that things might be different 'back home'.

Home locale type must be determined for human foreigners, using the Out-of-Town PC Place of Origin Table (above). Ignore the 'Specific Place' column; optional place-names are not provided for foreign characters. Players with access to additional Tékumel source material may consult it to select suitable places of origin.

3.4.3.10 Foreigner Family Income & Personal Wealth

The modifiers given on the Locale Wealth Modifier table for out-of-town Tsolyáni PCs (above) apply equally to foreign PCs.

3.4.3.11 Nonhuman Wealth, Contacts & Prestige

The alien cultures of the nonhuman races are quite different from the culture of the Tsolyáni. For convenience sake, however, nonhuman characters use the same rules as Tsolyáni characters for clan level, clan rank, family income, personal wealth, and contacts (Step 9, 3.12).

Home locale type must be determined for nonhuman PCs, using the Out-of-Town PC Place of Origin Table (above). Ignore the 'Specific Place' column; optional place-name are not provided for nonhuman characters. Players with access to additional Tékumel source material may consult it to select suitable places of origin.

3.4.4 Role-Playing Social Status

Status is a deeply ingrained part of Tsolyáni culture. A Tsolyáni citizen traditionally wears colors, styles, and insignia which identify their clan, status, and even their religious affiliation. Not to proclaim these things openly and proudly is almost universally considered dishonorable (the main exception coming from adherents of the god Ksáru and his cohort Grugánu, who approve of obfuscation and subterfuge).

Influence and Prestige are used to establish the relative social ranking between characters in Tsolyáni culture. This has a profound effect when role-playing interactions between Tsolyáni characters of differing social status.

In purely social situations, one's Clan Influence takes precedence. Within an organization, Professional Influence predominates. In situations which are neither entirely social nor entirely professional (for example, on an "adventure"), one's overall Prestige is most relevant.

Tsolyáni characters with higher Influence or Prestige expect deference from their inferiors. This deference includes proper modes of address (the Tsolyáni have many different words for 'you', in order to precisely and appropriately refer to another's status, the same way that Eskimos have many different words for different types of snow), displays of subservience (better accommodations, elevated seating, and bowing, kneeling or prostration depending on one's status, etc.) and the automatic, unquestioning recognition of their inherent authority.

Not every Tsolyáni is equally demanding when it comes to displays of deference, of course, or equally as affronted by improper treatment. But considering what a superior personage is entitled to do to you if you fail to show proper deference, it pays to be extremely cautious. Even if confronted with a superior who doesn't insist upon strict deference, most Tsolyáni will opt to show proper respect anyway. Player characters should not "smart off" to Tsolyáni persons of quality. If they do it, the GM should gently remind them - out of character - that this behavior could lead to Shámtla, prison, or - in many cases - to a quick trip to the impaling stake, if the PC is a lowlife foreigner.

The greater the difference between persons of different status, the more difficult it is for them to directly interact - even politely.

A 1 point difference is relatively slight; in normal workaday situations, persons within 1 status point of one another can work alongside each other as "equals" with little difficulty. Likewise, it is not considered gauche to have close friends whose status is within 1 point of one's own. Still, even in these situations the difference is never entirely forgotten.

A 2 or 3 point difference is notable. It is uncommon for a person to work alongside another of 2 or 3 points higher (or lower) status as an equal. Friendships across a 2 or 3 status point divide are difficult but not impossible, though their social difference is then quite stark, and the inherent superiority of the higher-status person will almost certainly be a part of the nature of their friendship.

A difference of 4 or more status points doesn't allow 'friendship' or workaday equality except under rather extreme and unusual conditions. It is considered inappropriate to even speak directly to someone that far beneath one's own status, and foolhardy to speak directly to someone that far above you. Such interactions are typically handled through intermediaries (either persons of intermediate status, or slaves). If the difference is 'only' 4 status points, it may be acceptable in a pinch to speak 'of' the other person in their presence, rather than directly 'to' them, in order to communicate. Even this is considered inappropriate when dealing with a social gap of 5 or more, however, at which point the need for an intermediate is paramount. Again, these social niceties can be set aside under atypical conditions. An Imperial princess who walks out

of the desert into a poor little village might, at first, ignore the locals when glancing about for a supply of drinking water. But she is not required to die of thirst simply to avoid commanding a villager to reveal where they keep their well. She is likely to experience a pang of distaste, but she would be well within her rights - and the poor villager will undoubtedly be left quivering in terror.

Foreign and Nonhuman Social Status

While there may be differences in the social systems of foreign nations and the nonhuman enclaves, foreign and nonhuman characters must operate within the Tsolyáni system while in Tsolyánu.

3.5 Step 2: Personal Information

Determine the character's age, gender, and name. Other personal details (like appearance, special talents, and physical limitations) are covered in Step 6: Personal Traits (3.9).

3.5.1 Age

The age of adulthood for a Tsolyáni citizen is 15, coinciding with puberty. Before the age of 15 a child has only a "pet name". The occasion of one's arrival into adulthood is marked by ceremonies of naming and of official induction into one's clan and religious sect - feasting, rituals, and rites of passage. The newly named clan-member is also encouraged to decide upon their future profession, and any arranged betrothals are finalized at this time (if this has not yet been done). The young adult may then spend up to 5 more years in an appropriate apprenticeship, or pursuing advanced education, or simply lounging around the clan-house.

A beginning player-character is thus at least 15 years of age or as old as 20. This may be decided by the character's creator or rolled randomly on the following table:

d100	Starting Age
01-10	15
11-25	16
26-50	17
50-75	18
76-90	19
91-00	20

The "Training" Advantage (3.9.2) and the "Uneducated" Disadvantage (3.9.1) adjust the character's starting age range.

If desired, the character's birth year can be determined by subtracting their age from the current calendar year.

3.5.1.1 Foreigner Age

Most foreign nations recognize roughly the same 'age of adulthood' as the Tsolyáni. The rules given above for the starting age of a Tsolyáni PC therefore apply equally well to foreign PCs.

3.5.1.2 Nonhuman Age

The maturation rates and life expectancies of the nonhuman races are roughly equivalent to human standards. The rules given above for the starting age of a Tsolyáni PC are therefore sufficient for nonhuman PCs as well.

3.5.2 Regarding the Tsolyáni Calendar

The Tsolyáni calendar dates from the accession of the first Kólumel "Seal Emperor." The GM decides what year it is in their campaign.

The GM can conform their campaign to an approximate standard year (enabling those who wish it to co-ordinate events between their separate campaigns) by using the following formula:

$$(\text{Earth year} / 2) + 1367 = \text{Tsolyáni year (A.S.)}$$

Round down. Thus, at the time of this book's initial publication (2014), it is the year 2374 A.S. (After the Seal).

The Tsolyáni year consists of twelve months of thirty days each. These are divided into five weeks of six days each. There are 365 days in the year, however, since Tékmel was terraformed to match old Earth. The five Tláshanyal "intercalary days" at the end of each year are devoted to feasting and celebration. Every fourth year a sixth intercalary day (the Kóluméhagi) is added. Sometimes people name their children after the intercalary days if the child is born on one of them.

If desired, the character's birthday may be decided by their creator or rolled randomly on the following tables:

d100	Birth Month	Description
01-08	1 Hasanpór	Spring equinox; start of rainy season
09-16	2 Shápru	Rainy
17-24	3 Didóm	Rainy; hotter
25-32	4 Langála	Most pleasant; planting of crops
33-40	5 Fésru	Start of summer: hot (90°)
41-49	6 Drénggar	Hotter
50-57	7 Firasúl	Dry; very hot (120° in Jakállá)
58-65	8 Pardán	Slightly cooler
66-73	9 Halír	Crops harvested; cooling
74-81	10 Trantór	Autumn
82-89	11 Lésdrim	Start of winter
90-98	12 Dohála	Coldest: 60° during the day and 35-40° at night
99-00	d100	The Standard Intercalary Days
	01-17	1 Ikáner
	18-34	2 Turugdáshe
	35-50	3 Vraháma
	51-67	4 Ngaqómi
	68-84	5 Chitlásha
	85-00	6 Kóluméhagi (only on leap-years, otherwise re-roll)

d100	Birthday	Weekday	d100	Birthday	Weekday
01-03	1	1 Surúnra	49-51	17	5 Tlakál
04-06	2	2 Mugún	52-54	18	6 Daunél
07-09	3	3 Zaqé	55-57	19	1 Surúnra
10-12	4	4 Rû'ûsá	58-60	20	2 Mugún
13-15	5	5 Tlakál	61-63	21	3 Zaqé
16-18	6	6 Daunél	64-66	22	4 Rû'ûsá
19-21	7	1 Surúnra	67-69	23	5 Tlakál
22-24	8	2 Mugún	70-72	24	6 Daunél
25-27	9	3 Zaqé	73-75	25	1 Surúnra
28-30	10	4 Rû'ûsá	76-78	26	2 Mugún
31-33	11	5 Tlakál	79-81	27	3 Zaqé
34-36	12	6 Daunél	82-84	28	4 Rû'ûsá
37-39	13	1 Surúnra	85-87	29	5 Tlakál
40-42	14	2 Mugún	88-90	30	6 Daunél
43-45	15	3 Zaqé	91-00	Re-roll	-
46-48	16	4 Rû'ûsá			

3.5.3 Gender

Tsolyáni culture recognizes certain nominal 'gender roles'. Males are typically the warriors, priests, professionals and clan-elders, while women typically maintain and operate the clan-house.

There are some regional variations, however. For example, in the northern part of the Empire it is common for the clan-elders to be female rather than male. The city of Katalál that is featured in this rulebook is far enough north to have an almost equal mix of male and female clan-elders.

Aridáni status is another exception. This status allows women to occupy traditionally male roles, with no stigma attached. Any free adult woman is legally entitled to claim (or renounce) Aridáni status at any time.



The Tsolyáni are also very tolerant of individual gender preferences. Such matters are rarely considered cause for concern, except as regards any related practical considerations. For example, one's clan elders may be

disappointed to discover that one of their clan-members is gay - but only because that person might no longer be a potential candidate for an arranged political marriage.

Marriage is foremost a matter of forming lineage connections between clans, and one's first marriage is thus typically arranged by one's clan for political purposes. The Tsolyáni also practice polygamy, however. Both males and Aridáni females may have as many marital partners as their time and finances will allow. Second and subsequent marriages may thus be entered into for one's own purposes, either political or romantic. Same-sex marriages are also allowed.

The interests of individuals with less common and more extreme sexual desires are especially catered to by the temples of Dlamélish and her cohort, Hriháyal. Characters with such needs may wish to align themselves with those goddesses, within whose temples their desires are not only accommodated, but ritually celebrated.

Gender has no effect on a character's game statistics.

Players are thus free to select any gender, orientation, or other preferences for their character. The following tables are provided for GMs to determine these details for NPCs, and for players who wish to leave these decisions open to chance:

d100	Gender Identity
01-48	Woman
49-96	Man
97-00	Nonbinary*

d100	Gender Expression
01-87	Same as gender identity
88-93	Different from gender identity
94-97	Androgynous (involves traits associated with multiple genders)
98-00	Gender Neutral (mostly devoid of gendered traits)

d100	Biological Sex
01-95	Cisgendered (biological sex is aligned with gender identity)
96-99	Transgender (biological sex is different from gender identity)
00	Intersex

d100	Sexual Attraction
01-90	Straight (attracted to members of a different gender)
91-94	Gay/Lesbian (attracted to members of the same gender)
95-99	Bisexual/Pansexual (attracted to members of multiple genders)
00	Asexual (not sexually attracted to anyone)

*Nonbinary is a catch-all category for gender identities outside of the usual gender binary and cisnormativity. Such characters may identify as one or more of the following: genderless, genderqueer, gender fluid, two-spirit, etc.

3.5.3.1 Foreigner Gender

Different nations have different gender conventions. The Ghatóni, for example, have no concept of gender equality and treat their womenfolk as little better than livestock. While in Tsolyánu, however, the Tsolyáni system applies - except in cases when an individual is dealing with others of their own nationality in private.

3.5.3.2 Nonhuman Gender

The various nonhuman species have different numbers of genders and different gender conventions. The guidelines given above for human / Tsolyáni characters are therefore inapplicable. Consult the description of each nonhuman race in the Bestiary section (16.0) for details relevant to that species. Optional percentage rolls may be given, indicating the proportion of each gender found in a species' population. This may be rolled randomly, or the preferred gender may simply be selected.

3.5.4 Personal Name

Assign the character a Tsolyáni-sounding personal name. This may be rolled randomly on the following table, or chosen from the table, or made up by the character's creator (using the names on the table as a guide). Re-roll blank results:

d100	Male Names (Roll d100)			Female Names
	01-34	35-67	68-00	
01	Abáshu	Kánbe	Tekkén	Amíya
02	Ajái	Karín	Telék	Anká'a
03	Aknállu	Káshma	Tétkoru	Arimála
04	Alkódla	Kashónu	Téttukes	Arlúá
05	Amáru	Káyish	Tikkuné	Asulára
06	Arái	Kégo	Tiktikánu	Biyún
07	Arizáshte	Kéttukal	Tikuru	Chitláša
08	Arján	Khangór	Tinkóresh	Chu'ésa
09	Arjutmé	Khánuma	Tlakár	Da'inál
10	Árkutu	Khariháya	Tlanéno	Dalúna
11	Armékh	Kírchta	Tonku'él	Dhalái
12	Arukén	Korikáda	Tórisu	Dijáya
13	Arumél	Korrúgu	Treshélmú	Dletána
14	Balél	Korúnme	Tsomélun	Elára
15	Balshómo	Kurchúne	Tsúmikel	Elué
16	Bekkánu	Kuruktáshmu	Túlkesh	Elulén
17	Burusháya	Makésh	Ubáisa	Fssu'úma
18	Bushu'ún	Máyu	Ukáira	Háya
19	Cháimira	Mazháí	Uqé'tme	Hekélla
20	Changártlá	Mengáno	Vársü	Ikamé
21	Changékte	Méshmuyl	Vazhán	Iluné
22	Chankódla	Mineshtláyu	Verússa	Ishála
23	Chánkusu	Miridákte	Virsái	Jinása
24	Charikása	Mirigánu	Visárga	Jnáika
25	Chatán	Miriggá	Vishétru	Jorjúka
26	Chékkán	Mirkitáni	Vorússa	Kálusü
27	Chekkutáne	Miruéne	Vrí	Ke'él
28	Chekrásh	Mirusháste	Vridékka	Liyása
29	Chéleth	Mirusíya	Vrishtára	Ma'in
30	Chernáru	Mizhék	Wachánu	Maluél
31	Chéshnuka	Mokái	Wésmu	Marála
32	Chidámu	Mórusai	Znayáshu	Marisél
33	Chírene	Móruzhu	Zü'iné	Mázh
34	Chirinnágá	Mírdú	Zúrome	Mekán
35	Chísakh	Mírdesh		Miyamáshu
36	Chrása	Mírdó		Mnélla
37	Chúrine	Mírdóbu		Mríssa
38	Churmegásu	Mírgga		Mshén
39	Chusháru	Mírggadáshu		Náru
40	Dalkén	Mírtoken		Nelú
41	Dálü	Mírtisé		Nia
42	Dardayél	Míryán		Qilái
43	Daséshmu	Míryél		Ravítri
44	Dháru	Murússa		Rayána
45	Dhich'uné	Nashár		Séa
46	Di'igén	Néku		Seréssha
47	Diyo	Ningáya		Shána
48	Dridákku	Nirénu		Shanú
49	Drikankónu	Nirunel		Sharél
50	Drikásu	Nísomor		Shekkéra
51	Dúruken	No'ómu		Shikoláya

52	Ejél	No'ótl		Shreku'él
53	Ekuné	Nórodai		Shurmála
54	Eléchu	Nriséshu		Siónu
55	Eselné	Ónkone		So'onkulésa
56	Eshán	Onumé		Sogái
57	Étan	Oródai		Sorudá
58	Éttukeng	Orotlén		Sórzshun
59	Fashránu	Pangái		Ssúri
60	Fereshmá'a	Pórodu		Su'ésa
61	Féshmu	Qárras		Su'únu
62	Ga'ánish	Qóhlan		Takótl
63	Gagársha	Qurrúmu		Táladel
64	Gámalu	Qútmu		Tenúka
65	Ge'eltigáne	Raimáne		Thiyél
66	Ge'éru	Rereshqála		Thusúra
67	Gigésh	Réru		Tikomé
68	Girigá	Ri'isma		Tlása
69	Girigáshna	Rírutlu		Tlashél
70	Giriktéshmu	Rítlesh		Tsolisha
71	Gúrush	Sagán		Vajésh
72	Gúsha	Saku'ú		Visháya
73	Hagár	Sangór		Zizháka
74	Háikun	Sanjésh		
75	Haonár	Sérqu		
76	Hárchar	Shánkel		
77	Hárisu	Shíru		
78	Hehinéshmu	Shirússa		
79	Héketh	Shrúka		
80	Hémesh	Shurúdzú		
81	Hirkáne	Sikún		
82	Hórga	Simúnu		
83	Hórusu	Sírukkeng		
84	Hrumár	Sónkulu		
85	Hu'ún	Sónmu		
86	Húru	Sóresh		
87	Husó	Srúma		
88	Hutligáinu	Srúqu		
89	Ilelmúna	Ssiyór		
90	Jarshán	Su'ósa		
91	Jayárgo	Su'ún		
92	Jijékmu	Su'unkáda		
93	Jugár	Sukundáru		
94	Jukélsa	Súnchan		
95	Ka'á	Sünkóretl		
96	Káikama	Sünüm		
97	Káingmra	Surundáno		
98	Kakagánu	Tachán		
99	Kakársu	Táksuru		
00	Kálmuru	Táodai		

3.5.5 Lineage Name

Within each clan, Tsolyáni families are grouped into "lineages": extended bloodlines derived from a common ancestor, invariably some ancient leader, hero, or legendary personality. A few clans (e.g., the imperial Tlakotáni) have only one lineage, while most possess anywhere from a dozen to several hundred. A clanhouse may contain a single family of a given lineage, or there may be over a score of households of the same lineage-name, all intricately interrelated.

The lineage-name is added directly as a surname to the individual's personal name, prefixed with hi – "of" (much like the Dutch "van"): e.g., Kálusü hiViridáme consists of the common woman's name Kálusü, plus "of Viridáme" – Viridáme being one of the followers of Ksarul at the mythical Battle of Dórmoron Plain. Slaves and members of the lowest clans have no lineage-names, of course, but as these move up in social status they may be adopted – or made up.

Assign the character a Tsolyáni-sounding lineage name, if they qualify for one. This may be rolled randomly on the following table, or chosen from the table, or made up by the character's creator (using the names on the table as a guide):

d100	d100		
	01-34	35-67	68-00
01-02	hiAmiyála	hiKhúrsa	hiŠsanyúsa
03-04	hiArkóna	hiKirisáya	hiŠsaronél
05-06	hiArsánmra	hiKolkúnü'ü	hiŠsórnu
07-08	hiArusá	hiKoyúga	hiŠurutlén
09-10	hiAyánmu	hiKúrodu	hiTáije
11-12	hiBáktike	hiKurósa	hiTánkolel
13-14	hiBeshmálu	hiKurúshma	hiTekkunára
15-16	hiBeshyéne	hiKutlénish	hiTéshku
17-18	hiBosúga	hiMakkocháqu	hiTeshukáne
19-20	hiBurusá	hiMaróda	hiTetengkáino
21-22	hiChagotlékka	hiMawár	hiTikéshmu
23-24	hiCháika	hiMinishétru	hiTlángtel
25-26	hiCháishmru	hiMirkétme	hiTlélsu
27-28	hiChaishyáni	hiMraktiné	hiTsanune
29-30	hiChakkéna	hiMránu	hiTsurúne
31-32	hiChánkolum	hiMréshcha	hiTúkkimchash
33-34	hiChánkolum	hiMriyatláku	hiTukkolén
35-36	hiChanúsa	hiMriyén	hiTukólu
37-38	hiCháshmüdu	hiMúrunel	hiTukúfta
39-40	hiChayénga	hiNakkolél	hiTúnkesh
41-42	hiChéttukeng	hiNaqúma	hiTurshína
43-44	hiChiréngmai	hiNáshomai	hiTurushán
45-46	hiChirkésu	hiNemanándu	hiUsúetl
47-48	hiChlé	hiNeshkúmu	hiVáishu
49-50	hiChráime	hiNokór	hiVaisonér
51-52	hiChunmiyel	hiNrashkéme	hiVakuntlár
53-54	hiChurgúshsha	hiQancháran	hiVárshu
55-56	hiChúrtle	hiQaqáa	hiVarúse
57-58	hiDautlésa	hiQolsúna	hiVáshkoru
59-60	hiDísonu	hiQolyélmu	hiVashúr
61-62	hiDlarútu	hiQurródu	hiVazhú
63-64	hiDulumésa	hiQumulúma	hiVekkúma
65-66	hiFershéna	hiRayástqa	hiViridáme
67-68	hiGallái	hiSánga	hiViridu
69-70	hiHarisáyu	hiSarélke	hiVirisámu
71-72	hiHehéshe	hiSarélte	hiVordésa
73-74	hiHoqqulén	hiSarétqa	hiVordoláya
75-76	hiJáshte	hiSarketél	hiVórodu
77-78	hiKáikumesh	hiSarrán	hiVorúgga
79-80	hiKaráktu	hiSashán	hiVorússa
81-82	hiKarélsa	hiSayú	hiVráika
83-84	hiKáresil	hiSayúncha	hiVravodáya
85-86	hiKárka	hiSenkólum	hiVrazhímü
87-88	hiKárodai	hiSérekél	hiVréshcha
89-90	hiKáshte	hiShánmirel	hiVriyén
91-92	hiKékkél	hiSharvóya	hiV'úrtesh
93-94	hiKétkolel	hiSórúna	hiWurúde
95-96	hiKhánmu	hiSúgáshchene	hiZayúvu
97-98	hiKhanúma	hiSáivra	hiZhnyáyu
99-00	hiKharsáma	hiSánmirin	hiZuomé

3.5.6 Regarding Tsolyáni Pronunciation

Much has been published elsewhere about the Tsolyáni language. These simple tips will help newcomers get quite close to the correct pronunciation of Tsolyáni words.

3.5.6.1 Accent Marks

The accent mark over each Tsolyáni word indicates which of its syllables is most heavily stressed. Thus, the personal male name Chatán is pronounced chaTAN, and not CHATan.

3.5.6.2 Vowel Sounds

Conveniently, the Tsolyáni vowels always sound the same no matter where they appear within a word (unlike in English, where context matters). The Tsolyáni vowel sounds are:

Tsolyáni Vowel	American English Equivalent*
a	the "a" of Midwestern American "father"
e	the "a" of English "face"
i	the "i" of English "machine"
o	the "o" of English "note"
u	the "u" of English "flute"
ü	the "i" of English "gist"

*These are rough approximations, but they are sufficient for game purposes.

3.5.6.3 Foreign & Nonhuman Names & Pronunciation

Space does not permit the inclusion of name lists and pronunciation guides for the other nations of Tékumel, or for the nonhuman races. Nonhumans will sometimes adopt Tsolyáni 'nicknames' to get past the difficulty humans have in pronouncing their real names. See the Appendix (20.1) for references to sources of additional information about Tékumel, including the naming conventions of foreign lands and examples of foreign and nonhuman names.

3.5.7 Marital Status & Offspring

Choose whether the character is married. Older characters are more likely to be married than younger ones. Rural characters are slightly more likely to be married than city-dwellers, and females are slightly more likely to be married than males.

If a character is married, decide how many spouses they have, from 1 up to 10. A male character's wives typically range from 20 years younger to 5 years older than themselves. The opposite is true for a female's husbands.

A character can marry a "cousin" but not a "brother" or "sister," even though the actual degree of genetic relationship may be the same. See 3.12.3 for a full description of Tsolyáni family structures.

3.5.7.1 Children

Decide whether the character has any children. Having children does not depend upon being married! Slaves, concubines, or incautious lovers may well provide a character with an instant family. Infant mortality is high, however; as many as 1/3 of all children born do not survive. Older characters tend to have more children: typically just one or two, but they may have as many as 5 or more. Each human child has an equal chance of being born male or female. Older characters also tend to have older children. Child-bearing can begin as early as age 15, though 20 or 25 is more typical, and can continue well into the character's 40's or even 50's.

3.5.7.2. Foreign & Nonhuman Marriage & Offspring

Again, the cultures of foreign nations may differ, and the nonhuman cultures definitely do. See the Appendix (20.1) for references to sources of additional information.

3.6 Step 3: Religion

Twenty vastly powerful, inscrutable interdimensional beings are worshipped as deities by the Tsolyáni. Innumerable documented instances of “miracles and manifestations” testify to the truth of their existence. Each deity has its own viewpoint on existence and the ultimate destiny of the cosmos. The Lords of Stability urge a slow and steady progress toward a final glorious stasis, while the Lords of Change favor constant mutability toward a final eternal state of raw chaos.

The twenty deities (five Gods and their five Cohorts for Stability, and the same for Change) each represent an aspect of their alignment’s philosophy. Avánthe is seen as a “Goddess of Fertility”, Karakán as a “God of Glorious War”, Thúmis as “Wisdom Incarnate”, etc. It is in these attributes that human worshippers find themes matching their own needs and desires.

Tsolyáni characters must choose one of the 10 Gods of Tsolyánu (or one of their 10 Cohorts) to worship. Each god’s cohort is less powerful, but more focused on a certain portion of the god’s full range of interests. Cohorts are thus more likely to respond to appropriate requests for Divine Intervention (8.6), though their assistance (when given) is ‘weaker’ than that of the major Gods.

A character’s choice of deity may be constrained by the GM’s campaign premise or by the character’s choice of clan. For example, if the GM announces that their campaign will center around a group of followers of a particular god, then characters who worship that god’s cohort might be allowed, or even a follower of another deity from the same ‘side’ (Stability or Change). Followers of deities from the other ‘side’ will almost certainly be inappropriate, and followers of the ‘opposite’ deity of the other side would be right out.

One’s clan may also limit one’s choice of deity, but clan considerations are a bit less strict. Freedom of religion is absolute in Tsolyánu, and so even those clans which are described (above) as being comprised of followers of only certain specific deities cannot technically prevent their members from converting to other faiths. Still, there tends to be a cost in terms of support for those who flagrantly go against clan tradition. Becoming a fanatical follower of a deity opposite to one which the clan supports is a good way to get the clan elders talking about expelling you.

Most characters are not fanatics, of course. To most worshippers, their religious practice consists of little more than attending occasional public celebrations, and muttering thanks to their god whenever appropriate (a herdsman who worships the flaming war-god Vimúhla will thank the god when he lights his evening campfire – he does not need to run off and join the military). They can tolerate the company of worshippers from the other ‘side’, at least for a while, without serious friction. As explained in 3.3, the Tsolyáni conception of moral “goodness” revolves around the dichotomy between “noble” and “ignoble” action, and not around religious fervor per se. True fanatics do exist, of course, and such a character’s extreme views and behavior should be reflected in their personal Disadvantages (3.9.1).

3.6.1 The Gods of Tsolyánu

3.6.1.1 The Tlomitlányal

The Five Lords of Stability are as follows:

Hnálla

The Supreme Principle of Stability

He seeks light without darkness and the ultimate presence of Changeless Radiance throughout the cosmos. Hnálla is depicted as an abstract symbol: a double joined circle (like the “infinity” symbol). He aids those who serve Stability, rewards those who establish and maintain the order of things, and provides for those who are industrious, pious, temperate, and of dignified mien. His priests and priestesses wear white robes and silver skullcaps.

Karakán

The Lord of War

Karakán is shown as a youthful champion with a head rather like that of a hawk, winged, and armed with shield and sword. He serves Stability through war for the destruction of the Dark and the victory of Light. His emblem is a stylized lightning bolt. He aids those who are valorous. Priests and Aridáni warrior women of his sect wear red robes, armor, and tall golden helmets with fanciful scarlet crests.

Thúmis

The Lord of Wisdom

His commonest depiction is as a seated scholarly man with a golden halo and a book-roll in his hand. He seeks total wisdom, cognition without the limitations of the ego, and an understanding of the universe in order to serve the eventuation of Hnálla’s Changeless Radiance. The hem of his robe is blazoned with stylized eyes, signifying omniscience and wisdom. His sign is a square in which the Tsolyáni letter for ‘th’ is centered. Thúmis aids those who seek knowledge for the benefit of society. He helps those who heal, teach, and study. His clergy (both males and females) wear gray robes and simple black skullcaps.

Avánthe

The Mistress of Heaven

She seeks a smooth-running and well-ordered world, one in which all things flow gently along towards Hnálla’s final Perfect Light. Her ceremonies commemorate the cycles of nature: the spring, sowing, the rains, and the harvests. Her symbol is a circle with rays descending from it. She aids women in all circumstances, those who maintain the clan and the community, men and women who are devout pillars of society, the supporters of justice, and those who struggle against Change. Her priests wear sky-blue robes and chaplets of gold, while her priestesses wear similar robes but have headdresses of blue-lacquered Chlén-hide and golden bracelets and armbands.

Belkhánu

The Lord of the Excellent Dead

His sphere is not of this world but of the life after death: the journey onward to the farther Planes. His commonest form is that of a four-armed human being with a round, featureless head. In each hand he bears one of the insignia of Paradise: a yellow gem, a staff, a bowl, and an orb of gold. His symbol is a golden “V” resting upon three stylized waves. He aids those who are close to death, those who mourn, those who fight against Change, and those who are attacked by Sárku’s undead minions. Priests of Belkhánu wear yellow robes and tall yellow headdresses with a coif of gauze to mask the face. His priestesses are attired in a similar costume, although the details differ.

3.6.1.2 The Tlokiriqáluyal

The Five Lords of Change are as follows:

Hrű'ű

The Supreme Principle of Change

He seeks the Dark, an end to choate form, a negation of this world of phenomena, and a new and chaotic beginning. He glories in Change without cessation, never-ending, random and un-patterned, always roiling and shifting. He is usually depicted as a bulbous, featureless circle of purple from which eight slender arms extend outward like the rays of the sun. In each of these hands he holds the insignia and devices of his power: swords, lamps, a barbed hook, a scroll, etc. His symbol is a circle of purple with a scarlet slash running down across it from left to right. He aids those who fight for Change, those who attempt to undo the social order, those who bring about their own glory with no thought of others, and those who are of a secretive and yet grasping nature. His priests and priestesses conceal themselves beneath purple robes and go masked in velvet and Chlén-hide shaped into the likenesses of his demon servitors.

Vimúhla

The Lord of Fire

He is the catharsis and the cleanser through the Flame. He would thus annihilate all matter and bring about the Final Conflagration, after which the cosmos must be reborn in the heart of the Flame, as Hrű'ű decrees. His usual depiction is as a cone-shaped being with stylized flames in place of arms and legs, surrounded by black clouds shot through with orange-red lightnings. His symbol is a stylized flame. He aids those who fight heroically and fanatically for Change, those who start conflagrations, and those who revel in destruction and pillage. His priests wear flame-orange robes, armor, and headdresses crowned with lacquered Chlén-hide flames. His priestesses are garbed in flame-orange skirts, collars of garnets and gold, and lighter coronets of gold with flame symbols engraved upon them. Both males and females leave their hair loose and unbound.

Ksárul

The Ancient Lord of Secrets, Doomed Prince of the Blue Room

Ksárul seeks knowledge, like Thúmis, but for the Doomed Prince wisdom has no meaning in the abstract, nor is it to be used for the benefit of society. Knowledge is power, and power is the individual's greatest instinctive goal. Indeed, his godhead must continue even after the Final Change to be wrought by Hrű'ű. Ksárul is shown as a young man of slender build with a smiling, yet emotionless moon face, dressed in black velvet and carrying a staff topped by an azure beetle. His emblem is this same beetle over a pale crescent moon. He aids those who would learn forbidden secrets, those who would contact the dwellers on other Planes, seekers of knowledge, and those who would serve him against the forces of Stability. Priests of Ksárul wear black robes, smiling masks of silver, and squarish mortarboard-shaped headdresses of black velvet. His priestesses are similarly attired, but their masks are of black wood for doctrinal reasons.

Sárku

The Five-Headed Lord of Worms, Master of the Undead

To the Worm-Lord, life is but a brief orgasmic spasm before the long, dusty eternity of the tomb. The one condition of Sárku's faith is the survival of the conscious intellect – the ego – which must continue to live and have awareness even in the

sepulcher and savor the final victory of the Dark. Sárku is represented as a mighty serpentine form having five vermiform heads, each with a gaping, suckered maw. A mass of coiling tentacles hangs beneath each head, and these bear some symbol of the grave: bones, rotted cerements, skulls, and corpse-candles. His emblem is a wavy black or copper line (Sárku loves copper and dislikes iron) with a red circle at one end, signifying the Eternal Victory of the Worm. His realm is the necropolis, and there he aids those who serve his undead legions, those who worship the intellect and care little for the needs of the body, and those who send the living down to him in the unutterable stillness of death. Priests and priestesses of Sárku wear earth-brown robes, whitened armor (females don a bodice of grave-hued cloth and headdresses of skulls. His clergy (and also his ordinary worshipers on festival days) also paint their faces with white pigment in the form of grinning skulls.

Dlamélish

The Green-Eyed Lady of Fleshly Joys

In many ways this Goddess is the antithesis of Sárku. She desires to attain the heights of ecstasy, the depths of sensuality, and the purely egotistic joy of perceived experience. She is the ultimate hedonist who cares nothing for others or for the "good" of society. Her depictions are varied: a wanton maiden, an Aridáni warrior glorying in the sensual pleasures of carnage, a bestial, obese human female with a head like a sort of monstrous crocodile, etc. Her insignia consist of an emerald green drop falling into a silver oval. Dlamélish aids those who seek sensual pleasure and immediate gratification, those who engage in her orgies and her ceremonies in the service of the Demons of the Dark, and those who are hedonistic, selfish, and uncaring of others. Her priestesses dress in revealing and lascivious robes of emerald green, wear tiaras of silver, and hang tiny silver bells from their wrists and ankles. Her priests defy description: dissolute youths, depraved old men, capering legions of the perverted, ox-like young men who serve at her orgies, etc., all in some version of her emerald and silver livery.

3.6.1.3 The Hlimékluyal of Stability

The five Cohorts of the Gods of Stability are as follows:

Drá

The Uncaring, Cohort of Hnálla

This deity represents the total disinterest of the Perfect Light in the phenomenal things of this universe. What occurs here, says Drá, has no relevance to Reality, and the true goal must not be obscured by the tawdry veils of sense perception. His followers affect complete indifference to this world. Drá is shown as a lumpish, unkempt, and unremarkable man of middle years, dressed in a tattered and dirty robe. His emblem is a pair of circles connected horizontally by a wavy line, symbolizing the transitory nature of the universe and the briefness of existence from one end of time to the other. Aside from his one task of singing the Hymns of Hnálla in the Halls of Paradise, Drá has no part to play. He does not even care enough to aid his worshipers, and if he does so, it is done carelessly and sloppily. His priests and priestesses wear particolored robes of white and tan, and a variety of turban-like headdresses.

Chegárra

The Hero-King, Cohort of Karakán

He is "Courage Applied": the experienced warrior of many battles, the resourceful ruler, the sagacious statesman, and

the patron of armies. Chegárra is shown as a bearded soldier of early middle years, fully armored, and often seen striding forth over the bodies of slain demons. His emblem is a double-headed silver axe. He aids warriors in battle, generals who marshal the forces of Stability, those who face the Dark courageously, and those who rule justly and well. Priests of Chegárra wear red and white checkered robes over silver armor and helmets of bronze or gold. He accepts as priestesses only those women who fight as Aridáni warriors, and these dress much like the priests of their sect, although there are differences of detail.

Keténgku

The Many-Eyed, Cohort of Thúmis

He is "Wisdom Applied": the patron of scholars, physicians, apothecaries, scribes, architects, engineers, and all those who use knowledge for the benefit of society. He is represented as a bald, seated scribe holding a book-scroll open upon his knee. He has four faces, however, one looking in each of the four cardinal directions, symbolizing his omniscience. His emblem is a stylized silver eye. He aids those who study the mysteries, who use technology and the arts for the purposes of Stability, those who learn languages and travel abroad, and those who combat the egotistical doctrines of Ksárul. Keténgku's priests wear gray and white robes and skullcaps of cerulean blue. His priestesses are similarly garbed but have blue girdles of stiffened cloth or leather studded all over with many little silver eyes.

Dilinála

The Lovely Maiden of the Turquoise Crown, Handmaiden of Avánthe

She is "Woman as Woman Alone": femininity without the polarity of male versus female. She is the innocent virgin, the beloved daughter, the loyal sister, the platonic confidant to whom a lover may tell his yearnings, the wise woman of many years, and even woman in love with woman. She is the woman looking inward into herself. Dilinála is represented as a demure maiden of great beauty and chaste purity holding out her hands to comfort the worshiper. Her emblem is a hand extended, palm down, worked in silver and blue upon a lighter blue field. Her priestesses wear blue and white robes and small tiaras of emerald, turquoises, or other gems. She accepts no priests into her order, and her rituals are barred to males.

Qón

The Ancient One of Pleasures, Cohort of Belkhánu

Qón protects the soul against the perils of the Hereafter, and he also aids those who are attacked by the powers of the Dark. He is depicted as a six-legged beastlike creature, with a canine head and an open mouth filled with fangs. In his forepaws he bears two carved maces, and on his brow shines the double circle emblem of Hnálla. His symbol is a stylized mace set vertically to ward off the Dark. Priests and priestesses of Qón wear yellow and white robes, Chlén-hide masks representing the deity's long canine jaws, and a thin gauze veil which conceals their faces.

3.6.1.4 The Hlimékluyal of Change

The five Cohorts of the Gods of Change are as follows:

Wurú

The Unnamable, Cohort of Hrú'ü

He is the active antagonist of Stability, and he aids those who promote Change and overturn permanency. He is pictured

as a great serpent with many centipedal legs, antenna, and six great staring eyes. His symbol is a stylized serpent's head with the tongue protruding. He aids those who combat the minions of Stability, sending his serpent-like minions to help his devotees or creating darknesses to blind the foe. Both priests and priestesses of Wurú wear particolored mauve and purple robes and hoods of black velvet. His priests carry slender stiletto-like daggers which are frequently poisoned.

Chiténg

The Lord of Red Spouting Flame, Cohort of Vimúhla

This deity spreads death by the Flame, as does his Master, but he is more oriented towards group action: he is the patron of the armies of Change, the besieger of cities, and the overseer of torments. Chiténg is depicted as a mighty warrior covered with lizard-like scales and with a lizard's head. He has two huge opalescent eyes, and flames pour from his maw. His emblem is also a stylized two-handed sword. Chiténg aids those who combat Stability, those who besiege and devastate and plunder, and those who inflict atrocities. His devotees are often employed by the Five Empires as professional torturers and executioners. His priests wear orange and purple robes, full armor, and helmets of iron. He accepts as priestesses only those women who are hardened Aridáni warriors and who are lovers of cruelty and bloodlust. These dress in costumes similar to their male counterparts.

Grugánu

The Knower of Spells, Cohort of Ksárul

He combs the Planes for knowledge and sorcery which may aid his Lord, and he aids Ksárul's followers in their quests for personal knowledge. He may provide his special devotees with magical devices and spells. He is shown as a hulking anthropoidal half-human figure, mostly concealed in black draperies, and with a head like a small, vicious, buzzard-like bird or serpent. His emblem is an open hand with claw-like fingers outspread as if to seize or strike. Priests and priestesses of Grugánu wear black and purple robes and tall headdresses of soft black velvet with his symbol worked upon them in silver.

Durritlámish

The Black Angel of the Putrescent Hand, Cohort of Sáрку

It is he who marshals the undead and serves his Master in the places of the Dark. He is depicted as a rotted corpse seated upon a throne of bones, holding a bowl in one hand from which smoke rises. His emblem is a stylized image of this bowl, the legendary Vessel of the Vision of the World in which all of the Skeins of Destiny of every creature in the universe throughout all time and space may be seen. He aids those who serve the undead, those who join with the dwellers of the Dark, those who protect the tombs and necropolises, and those who sacrifice their victims to him in the Orgy of Inimitable Demise. His priests and priestesses wear brown and purple robes, brown lacquered armor (or leather bodices in the case of females), and skull-faced headdresses. His clergy also paint their faces gray to resemble corpses.

Hriháyal

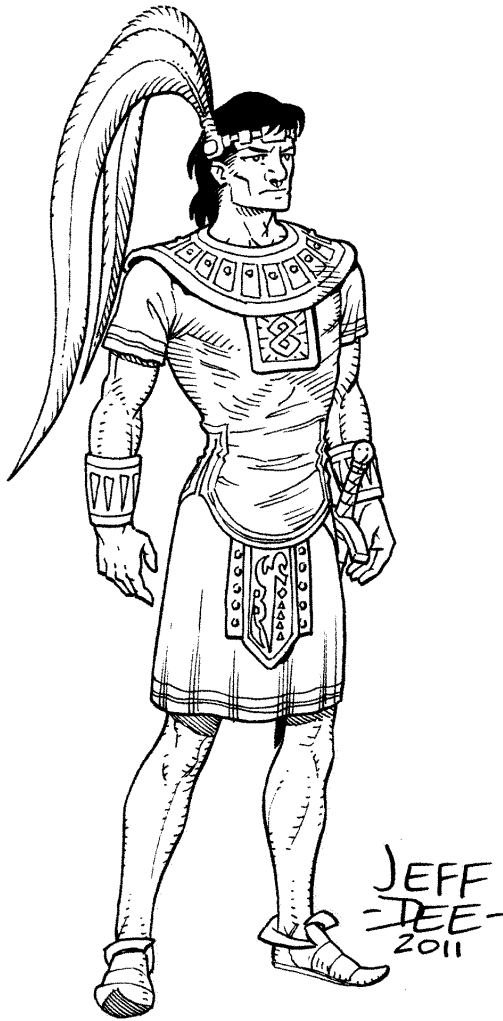
The Dancing Maiden of Temptation, Cohort of Dlamélish

Hriháyal outdoes even her Mistress as the supreme orgiast. She is the patroness of the ancient Mysteries, and members of her Inner Temple may witness – or join, not always willingly – performances of her Unspeakable Acts in her secret shrines in certain of the Underworlds. Outsiders are prohibited from these rituals, however. Hriháyal is also the patroness of

gambling. She is pictured as a voluptuous dancing maiden holding a curved dagger. Her emblem is a vertical silver oval with a wavy emerald line drawn horizontally through it. Hríháyal aids those who engage in public debauchery, those who are given to greed and avarice, and those who serve her Mysteries. Her priestesses wear diaphanous robes of green and purple, anklets and bracelets of silver chain, and headdresses of silver shaped like coiled serpents. Her priests, like those of Dlamélísh, are a motley lot. They go garbed in green and purple robes, tunics, or kilts, wear silver headdresses carved in a variety of fantastic conceits, and bear obscenely decorated staffs of power.

3.6.2 Foreign & Nonhuman Gods

The pantheons of foreign nations and of the nonhuman races are not always similar to that of Tsolyánu. Foreign and nonhuman characters typically select a Tsolyáni deity to venerate during their stay in Tsolyánu, with the understanding that the selected deity is 'standing in', more or less, for the character's actual native deity. See the Bestiary section (16.0) for notes on the religions of the nonhuman races, and the Appendix (20.1) for references to sources of additional information about Tékmel, including the religions of the foreign human nations.



3.7 Step 4: Attributes

There are 5 attributes. These define a character's basic abilities, and are used to determine skill points, hit points, unarmed melee damage, movement rate, and other particulars. The average attribute score for a healthy adult human is 10.

The five attributes are:

3.7.1 Physique (PHYS):

Represents physical strength, fitness and health.

3.7.2 Deftness (DEFT):

A rating of manual dexterity, speed, and agility.

3.7.3 Intellect (INTL):

This attribute measures a character's intelligence, intuition, and education. Non-sentient animals have Instinct (INST) instead of Intellect, while so-called "semi-intelligent" creatures (actually more or less sapient, but lacking recognized homelands or higher cultures of their own) have a "SEMI" attribute instead of INTL. INTL is crucial for the proper operation of magical artifacts.

3.7.4 Willpower (WILL):

Stands for both internal and superficial personality traits, as well as fortitude, empathy, decisiveness, resistance to sorcery, and mastery of Demon-possessed items.

3.7.5 Psychic Ability (PSYC):

Represents personal psychic power.

3.7.6 Attribute Construction Points

Characters are built by assigning construction points to the five attributes. Human attributes start at 8 except for PSYC, which starts at 2. Players then receive 10 construction points to add to these starting scores. One point is sufficient to raise PSYC from 2 to 8, but all other construction points add 1 to the attribute on which they're spent. There is no need to put any points into PSYC unless the character is intended to be a sorcerer. No attribute may have more than 4 points allocated to it, not including the point spent on PSYC to raise it to 8.

Ten construction points are suitable for constructing characters that are slightly above average in ability. A GM who wishes his players to start with more powerful characters may give them 11 or even 12 construction points to spend during character generation. If players are given 12 construction points, raise the limit on the number of points that may be assigned to each attribute to 5. If the GM wants to start his players with relatively average characters, he may give them only 9 construction points.

3.7.6.1 Foreign & Nonhuman Attributes

The nonhuman races, as well as some of the foreign human sub-types, receive modifiers to their attributes. See Racial Traits (3.9.3).

3.8 Step 5: Secondary Characteristics

Characters' other statistics are determined from the scores in their attributes, using the table below:

Score:	Modifier:	Value:	Roll:
2	-8	1	1/0/1
3	-7	1	0/1/0
4	-6	1	0/1/1
5	-5	2	0/1/2
6	-4	3	1/1/2
7	-3	4	2/1/2
8	-2	5	0/2/2
9	-1	7	1/2/2
10	0	10	1/2/3
11	+1	14	2/3/4
12	+2	20	2/4/6
13	+3	28	3/5/7
14	+4	40	4/6/8
15	+5	57	5/7/9
16	+6	80	6/8/10
17	+7	113	6/9/12
18	+8	160	7/10/13
19	+9	226	8/11/14
20	+10	320	9/12/15

3.8.1 Hit Points

Each character has a number of hit points equal to the number in the Value column for their PHYS attribute Score. For example, a character with a 9 PHYS Score has 7 hit points. Hit points are used to keep track of the extent of the character's physical injuries.

3.8.2 Unarmed Damage

To determine a character's unarmed melee damage range, use the numbers in the Roll column for their PHYS Score. For example, a character with a 12 PHYS does 2/4/6 damage with their bare hands.

3.8.3 Initiative

A character's initiative range is found by consulting the Roll column for their WILL attribute Score. For example, a character with an 11 WILL has a 2/3/4 initiative roll. Initiative regulates the order in which characters can act each turn.

3.8.4 Move

A character's movement rate equals 6 plus the number listed in the Modifier column for their DEFT attribute Score. For example, a character with an 8 DEFT Score has a movement rate of only 4.

3.8.5 Magical Aptitude

A character must meet minimum qualifications in their INTL and PSYC attributes to cast spells. Consult the following table:

Magical Aptitude:	Minimum INTL Score:	Minimum PSYC Score:
Ritual spells	10	5*
Psychic spells	9	8
BOTH Ritual & Psychic spells	10	8

*This score can be achieved through the use of the Latent Psychic Advantage (3.9.2).

Characters who qualify individually for Ritual and Psychic magic, but not for both, must choose to be trained in one or the other. Refer to the Sorcery section (12.0) for more details.

3.8.5.1 NRG / Psychic Power Points

A character's starting Psychic Power Points equal their PSYC Score x 5. For example, a character with an 8 PSYC starts with $8 \times 5 = 40$ psychic power points. A character's psychic energy points increase as their Sorcery skill increases (see 12.4.1).

3.8.6 Starting Experience

A new character's INTL attribute Score determines the number of starting Experience Points ('EPs') which they may spend to purchase their initial skills in Step 7 (3.10). Consult the following table:

INTL Attribute Score:	7	8	9	10	11	12	13
Starting EPs:	5	6	8	10	13	16	19

Characters do not gain more EPs from increasing their INTL Score later in the game.

A GM who wishes his players to start with more experienced characters may give them extra EPs to spend during character generation, and may also want to raise the beginning skill maximum beyond +2 (see 3.10).

3.8.7 Contact Points

The number of 'contact points' that a new character may spend to purchase Contacts in Step 9 depends on their WILL attribute Score, as shown on the following table:

WILL Attribute Score:	7	8	9	10	11	12	13
Contact Points:	5	6	8	10	13	16	19

This number may be further modified by the character's Clan Level (see 3.4.3.3). Contacts are explained in section 3.12.



3.9 Step 6: Personal Traits

Personal Traits provide characters with unique strengths and weaknesses. Each Personal Trait has a point value. A character may take up to 5 points worth of Advantages, but they must take an equal number of points worth of Disadvantages. Some Advantages and Disadvantages may be taken more than once, either in different forms or for a cumulative effect. Simply count the point value once for each time the trait is taken.

During play, characters may gain or lose Advantages or Disadvantages due to game events. These gains and losses do not have to be balanced with an equal gain or loss of the opposite kind of personal Trait unless specified.

Advantages may also be purchased (and Disadvantages 'bought off') with Advantage Points (see 18.2).

3.9.1 Disadvantages

3.9.1.1 Crutches

Many Disadvantages can be taken with a 'crutch' – for example, a cane for the Slow disadvantage. Crutches must be things that can easily be lost, stolen, broken, or wear out once per month. Crutches halve the point value of the disadvantage (round down), and they also negate the disadvantage as long as the character has them.

Age (1):

The character appears either older than 50 or younger than 15 (pick one). Because of their age, the character is taken less seriously, excluded from important decisions, left out of dangerous situations, and so on. Age may only be taken once.

Attribute -1 (2):

The character loses one point from one of their attributes. This Disadvantage may only be taken once per attribute.

Blindness (4):

The character cannot see, suffering the same -4 penalty that sighted characters experience when in complete darkness (see 8.3.1).

Color Blind (1):

The character can't perceive colors normally. Choose either red-green or blue-yellow color-blindness; the character cannot distinguish between those two colors. For 2 points, the character suffers from total color-blindness.

Conflicting Loyalties (1):

The character has relationships which conflict with their responsibilities as a member of their nation, clan, temple, or legion. Responsibilities could include friendships with members of opposed groups, conflicting business interests, being blackmailed by an opposed group, and so on. This Disadvantage is worth two points if the resulting conflicts lead to major problems for the character (new Enemies, etc.).

Dayblind (1):

The character is unaccustomed to bright light, and suffers a skill and attribute check penalty of -2 under bright sunshine. For 2 points, the penalty is -2 in normal interior lighting and -4 under full sunshine. This disadvantage doesn't negate darkness penalties; that requires the Night Vision advantage. (3.9.2).

Debt (1):

The character must make regular monthly payments on their past debts.

Points:	Monthly Payment:*
1	personal wealth /4
2	personal wealth /2
3	personal wealth x1
4	personal wealth x2
5	personal wealth x4

*'Personal Wealth' refers to the character's starting money (see 3.4.3)

The character makes their first payment one in-game month after the campaign begins. Failure to make payments results in punishments ranging from having a burly 'collection agent' arrive to 'persuade' you, to gaining a new Enemy (depending on how much is owed, and how late the payments are). The debt can be permanently cancelled by making a one-time payment equal to 20 times the monthly rate.

Dependency (2):

The character has a physical or psychological addiction. They must have regular access to the thing they are dependent on (alcohol, a drug, a love interest, etc.) or else they go into 'withdrawal' - suffering a penalty of -2 on all of their attribute and skill checks until they regain access. The character can 'go on the wagon' by spending at least a week in abstinence (which may include fasting, physical exercise, meditation, etc.), enabling them to operate without the penalty, but they will relapse if they ever encounter the object of their dependency and fail a WILL check. This disadvantage may be taken any number of times (specifying a different dependency each time).

Distinctive (1):

The character is tattooed, scarred, famous, etc. and has trouble passing anonymously without either a successful Disguise skill check, or a hood and cloak (which is somewhat distinctive in its own right).

Enemy (1):

The character is hounded by a personal enemy who wishes them ill. For 1 point, the enemy is either a) no more powerful than the character but very mobile and liable to turn up anywhere, or b) much more powerful than the character (either personally or politically) but limited to a particular geographic region. For 2 points, the enemy is both mobile and more powerful than the character. Killing an enemy tends to either generate a new enemy (angered by the slaying of the first), or cause some other new Disadvantage(s).

Far-Sighted (2):

The character has poor short-range sight perception, and suffers a penalty of -1 on all attribute and skill checks requiring sight which are NOT performed at range. This Disadvantage may only be taken once.

Frail (1):

The character's health, hit points, and so on are calculated as if their PHYS were 1 point lower (see 3.8). This Disadvantage may only be taken once.

Gigantism (2):

The character is 50% taller than a typical Tsolyáni human (i.e. about 2.6 meters tall), has difficulty negotiating small spaces, and suffers a -1 penalty on checks where great size is a drawback (including Defenses: see 3.11). Gigantism may only be taken once.

Guardianship (1):

The character is the guardian of an NPC child or an invalid ward (an underage or elderly relative, etc.). The GM constructs and controls this NPC. The NPC doesn't earn experience, and cannot have any useful combat abilities. If the character's ward dies or is permanently lost, the character must replace this disadvantage with 2 points of some other disadvantage to represent the impact of their loss.

Hearing Impaired (1):

The character has a poor sense of hearing, suffering a penalty of -2 on hearing perception checks (see 8.3). For 2 points, the character is completely unable to hear. This is a particularly difficult Disadvantage to play; if a character takes it, the GM should make sure that they're able to communicate in another way with at least one other player-character (via sign language, for example).

Hesitant (1):

A hesitant character suffers a -1 level penalty on their Initiative rolls (see 3.8.3). For example, a 2/4/6 initiative would be reduced to 2/3/4. This Disadvantage may only be taken once.

Lower Clan (2):

The character is from a lower-status clan than the campaign default. Each point of this Disadvantage reduces the character's clan level by 1 step (so High becomes Medium, Medium becomes Low, etc. (see 3.4.1 and 3.4.4). Lower Clan may be taken any number of times, down to a minimum of Nakomé (clanless). The GM may disallow this Disadvantage if they require PCs to be of a particular Clan Level, or members of a specific clan.

Lower Lineage (1):

The character's family is part of a less prestigious lineage within their clan. This reduces the character's clan Influence and their starting personal wealth (see 3.4.3), depending on how many points are taken. This Disadvantage may be taken up to two times. Consult the following table:

Points:	Influence:	Family Income & Personal Wealth:
1	-1	x.75
2	-2	x.5

Mute (2):

The character is unable to speak. This is a difficult Disadvantage to play. If a PC takes it, the GM should make sure they can communicate some other way with at least one other PC (via sign language, for example). Mute may only be taken once.

Nearsighted or One-Eyed (1):

The character has very poor depth perception. Double the actual range to the target when calculating range penalties for this character (see 8.0.2). This Disadvantage may only be taken once.

Oathbound (1):

The character has taken a vow which they must live by or lose their self-esteem. Each violation of the oath costs the character 1 experience point at the end of their current adventure. This cannot result in a negative experience award, but if it would have then the character may also suffer repercussions from whomever they have sworn to (their temple, a loved one, clan, etc.), including penalties on their next check for promotion (18.3.1 Promotion Checks). Example oaths: never harm a woman, never use steel, never wash,

never eat certain types of foods, etc. Each character may take any number of different oaths.

One-Handed (1):

The character has lost a hand or arm, and cannot use any weapons or equipment with the missing hand (nor may they operate weapons or equipment 2-handed). For 2 points, the character has no hands (or lacks opposable thumbs) and can't wield any weapons or operate any equipment that requires fine manipulation.

**Outcast (1):**

The character is an 'outsider' - a foreigner, slaver, or some other sort of "undesirable" person. This results in the character facing -2 Influence and Prestige penalty in most social situations. This is a distinct disadvantage from Lower Lineage and Lower Clan.

Phobia (1):

The character has an irrational fear of something, which must be specified when this Disadvantage is taken. Examples include: water, heights, darkness, etc. (see 5.2.3 for more suggestions). The character must treat the stimulus with trepidation whenever they encounter it. The character flees in terror unless they make a successful WILL check if the stimulus is presented to them forcefully or without warning. If the stimulus is very common (fire, open spaces, etc.) then this Disadvantage is worth 2 points.

Quirk (1):

The character has a strong personality trait which often colors their behavior. The character's player is obliged to role-play their character accordingly, but not irrationally. No WILL check is needed to overcome this tendency when it would obviously endanger the character. Examples include: heavy drinker, promiscuous, kind-hearted, vain, greedy, single-minded, vengeful, etc.

Secret (1):

The character has a secret that would cause trouble if it became common knowledge. For example, the character might be a Yán Koryáni spy. This disadvantage changes into 2 points worth of other disadvantages if the secret becomes widely known. For example, being exposed as a foreign spy might cause the character to gain 1 point of Outcast and 1 point of Enemy.

Skill Limitation (1):

The character has especially limited proficiency with a particular range of related skills. The affected set of skills must be specified when this Disadvantage is taken. For example, a character who lacks social skills might apply this Disadvantage to all of the interpersonal skills (Charm, Seduce, Convince, etc). All checks made by the character involving those skills suffer a penalty of -1. Skill Limitation can be taken multiple times, either to increase the penalty or to give the character limited proficiency with different ranges of skills.

If the Skill Limitation affects only a specific skill, then the skill penalty is doubled. Such specific Skill Limitation may only be taken twice per narrow group of skills, however.

Slow (1):

This Disadvantage reduces the character's Move (see 3.8.4). Slowness might result from being overweight, having a physical injury, or just being lazy.

Points:	Movement:*
1	Divide Move by 1.5*
2	Divide Move by 3*
3	Divide Move by 6*
4	Move is 0

*Round up

Speech Impediment (1):

The character has difficulty speaking clearly. Specify whether this is due to a stutter, an injury, physical deformity, etc. when this disadvantage is taken. The character suffers a -1 penalty on interpersonal skill checks involving verbal communication. If the impediment only occurs under certain conditions (such as a stutter during stress, for example) then the penalty is -2 but it only applies when applicable. The player is encouraged to role-play their character's speech impediment whenever speaking in character.

Temper (1):

The character has a short temper, and periodically attacks without thinking. Specify the stimulus that sets them off: being insulted, seeing friends injured, etc. Whenever the character encounters the stimulus, they must make a WILL check or else lose control and attack the source of the stimulus (or any other target which gets in their way) head-on, in the most aggressive manner available. A WILL-based recovery check is allowed (at a difficulty penalty of 2) each following round. When a successful recovery check is made, the character's rage subsides.

Unattractive (1):

The character suffers a -2 penalty on all checks where personal appearance is a factor. For 2 points the character is truly ugly – resulting in a -3 penalty on all interpersonal skill checks where the character can be seen at all. For 3 points the character is hideous (having the same effect as ugly, but with a -4 penalty). These penalties fade over time on people who've become used to the character's appearance.

Uneducated (1):

The character has received less than the usual amount of education. Each time this Disadvantage is taken, the character gets 3 fewer starting experience points (see 3.8.6) and 2 years are deducted from their starting age. This Disadvantage may be taken multiple times, but a character's starting experience may not be reduced below 0.

Unlucky (1):

This Disadvantage subtracts 2 from the character's Luck check (see 8.5). Unlucky may be taken up to four times.

Weak (1):

The character's strength (for purposes of weapon use, unarmed melee damage, etc.) is treated as if their PHYS were 1 point lower. This Disadvantage may only be taken once.

3.9.2 Advantages

3.9.2.1 Devices

Some Advantages might be acquired through a magical or technological 'device' – for example, a protective amulet for the Toughness advantage. Devices must be things that can

easily be lost, stolen, or broken. The device can be anything not larger than man-sized, such as a belt, a helmet, a cloak, etc. The normal physical characteristics of the item (for example, weapon statistics if it's a weapon) are free, but any other Advantage points cost 1 point each – and the device gets a bonus of +1 Advantage point if it doesn't have any inherent game function (for example, an amulet or a belt as opposed to a weapon, shield, etc.). The character must pay at least 1 Advantage point for any artifact or device. Devices are allowed to exceed the normal purchase limits by 1 point.

Acute Sense (1):

Pick a sense: hearing, vision, smell, touch, or taste. The character can ignore 2 points of skill penalty from range (see 8.0.2) or difficulty based on subtlety when using the specified sense. Acute Sense can be taken on as many different senses as desired, but may only be taken once per sense.

Ambidexterity (1):

A character with this Advantage can use other hands equally as well as their primary hand, without any penalty for off-handed Actions. See 9.5.15. Each purchase of Ambidexterity doubles the number of primary hands.

Animal Rapport (1):

Normal animals just seem to like and trust the character. Even wild animals will approach to greet them. The character receives a bonus of +1 on all animal interaction checks (but not on reactions from demons, creatures created by sorcery, the undead, automatons, etc.). This Advantage may be taken any number of times.

Attractive (1):

The character gets a +1 bonus on all checks where personal appearance is a factor. Attractive may be taken any number of times.

Attribute +1 (2):

The character may add +1 to any one attribute score, even if the new score exceeds the normal limit (3.7.6). This Advantage may only be taken once per attribute. See also Latent Psychic, below.

Connected (1):

The character receives 3 additional points with which to purchase Contacts. Contacts are explained in Step 9: Contacts (Section 3.12). This Advantage may be taken any number of times.

Danger Sense (1):

This is a new sense, based on INTL, with a -1 penalty for unskilled use. It may be used in place of any other skill check to alert the character to imminent danger; on a successful roll, the character has "a bad feeling." A character with Danger Sense may spend experience to develop it as a skill. This Advantage may only be taken once, though the Acute Sense Advantage (above) may also be applied to it.

Dexterous (1):

You receive a +1 on manual dexterity checks such as crafting an item, picking a lock, pickpocketing, and sleight of hand. This Advantage doesn't apply to the hand-eye coordination involved in using weapons. This Advantage may only be taken once.

Estate (1):

The table below shows the type of estate received by a character of Low status (or below), depending on the number of points of this Advantage that are taken. Characters of

Medium status gain a bonus of +1, and characters of High (or higher) status gain a bonus of +2 (but characters must pay at least 1 point for this Advantage to earn their status bonus).

Points:	Type of Estate:*
1	Hut or Hovel
2	Small House or Shop
3	Medium-Sized House or Shop
4	Large House, Small Mansion or Small Clanhouse
5	Mansion or Large Clanhouse
6	Palace or Very Large Clanhouse

*See 4.14.2 for more details.

Healthy (1):

The character gains a bonus of +1 on all PHYS-based fitness and health checks, and their Hit Points are calculated as if their PHYS was 1 point higher. This Advantage may only be taken once.

Higher Clan (2):

The character is from a higher-class clan than the campaign default. Each point of this Advantage increases the character's clan level by one step (so Low becomes Medium, Medium becomes High, etc. (see 3.4.1 and 3.4.4). Higher Clan may be taken any number of times, up to a maximum of Imperial (the Takotáni royal family). The GM may disallow this Advantage if they require PCs to be of a particular Clan Level, or members of a specific clan.

Higher Lineage (1):

The character's family is part of a more prestigious lineage within their clan. This increases the character's Clan Influence and their starting personal wealth (see 3.4.3), depending on how many points are taken. This Advantage may be taken up to two times. Consult the following table:

Points:	Influence:	Family Income & Personal Wealth:
1	+1	x1.5
2	+2	x2

Intuitive (1):

The character has a strong sense of intuition, and receives a bonus of +1 on all checks involving informed guesswork. This Advantage may only be taken once.

Lackey (2):

The character has a subservient companion (an employee, slave, student, young sibling, etc.). The player controls their Lackey. Lackeys are constructed like any other character, but they only get 8 points to add to attributes and they may only take up to 3 points of Advantages and Disadvantages. Lackeys default to the same clan level as their character, and may not take the Higher Clan or Lackey Advantages, or have higher Clan Influence due to the Higher Lineage Advantage. Lackeys don't get Contacts, earn only 1 EP per game session, and never earn Advantage Points (see 18.0).

Latent Psychic (1):

The character has a PSYC score of 5 instead of 2, allowing the use of Ritual spells.

Lucky (1):

This Advantage adds +2 to the character's Luck check (see 8.5). Lucky may be taken any number of times.

Lung Capacity (1):

Add 1 to the character's WILL when calculating how long they can hold their breath (see 10.2, Asphyxiation). Lung Capacity can only be taken once.

Night Vision (1):

The character can ignore 2 points of skill penalty from darkness (8.3.1). Night Vision may only be taken once.

Nimble (1):

The character has natural agility and equilibrium, and receives a +1 bonus to checks involving whole-body coordination and balance. This Advantage may only be taken once.

Pain Resistance (1):

The character is unfazed by severe pain, either because of nerve damage or intensive training. As a result, they do not lose consciousness until their Hits drop to 0 or less (see 9.8). They can still be knocked out by a head shot, though (9.5.4.1). This Advantage may only be taken once.

Pet (1):

The character has a pet. The pet's combat Danger Rating depends on its point cost. Creatures and their Danger Ratings can be found in section 16.0. Consult the table below. For 1 extra point, the character may have a creature that isn't normally domesticated (for example, a Kurukú - with its Danger Rating of 1.3- would cost 4 points). 4 or 5 points of this advantage thus allows the character to have an extremely unusual or powerful pet, but this may only be done with the permission of the GM.

Points:	Pet Danger Rating:
1	Up to .5: Tiúni "the Cat", Káika "the Duck", Human Slave (as per Human Civilian), etc.
2	.6 to 1: Tlékku "the Dog", Kūni "the Falcon", etc.
3	1.1 to 1.5: Rényu "the Loyal Follower", Chlén "the Armor-Beast"
4	1.6 to 2
5	2.1 to 2.5



Perceptive (1):

The character gains a bonus of +1 on all Perception checks (8.3). This Advantage may be taken any number of times.

Presence (1):

The character is especially imposing, resulting in a +1 bonus to all checks to influence other characters by threats (intimidation, interrogation, etc.). The character's imposing presence may be due to obvious physical characteristics, or it could be an indefinable something that one can't put one's finger on. Presence may be taken any number of times.

Psychic Dampener (1):

The character negates psychic power within a 1" (2m) diameter. No spells can be cast within that area, though magical effects may still enter from outside. This advantage can only be taken once, and only by characters whose PSYC is less than 5 (including the non-psychic Swamp Folk).

Quick Thinking (1):

The character receives a +1 level modifier on their Initiative rolls (see 2.33). For example, a 2/3/4 initiative becomes 2/4/6. Quick Thinking may be taken any number of times.

Rational (1):

The character tends to think rationally, gaining a bonus of +1 on all checks requiring rigorous reasoning. This Advantage may only be taken once.

Reference Library (1):

The character owns a collection of specialized reference books. For 1 point, the character has one book with an Index score of 4. For 2 points, the character has a shelf of books with an Index score of 5. For 3 points, the character has a bookcase of books with an Index score of 6. For 4 points, the character has a wall of books with an Index score of 7. For 5 points, the character has an entire room of books with an Index score of 8. These are specialized libraries, gaining a +2 bonus on their Index score when seeking information related the field specified when this Advantage is taken.

Secret Identity (1):

The character has an established 'secret identity'. They can switch between identities as easily as putting on a new suit of clothes. Disadvantages having to do with identity, such as Secret, Wanted, or Outcast, can be assigned to one identity or another. For example, Grujúng hiTsánune AKA Shqákh (the Beetle) may be Wanted in the city of Sokátis as the Beetle, but may walk the streets of Sokátis freely in his Grujúng identity. Each extra identity must be kept truly distinct, i.e., if the Beetle is a swashbuckling swordsman, Grujúng hiTsánune might be, by contrast, an innocuous law-abiding scholar. The character must protect the secrecy of their extra identities by keeping them distinct. Failure to do so means exposing the secret and losing this Advantage. For example, if Grujúng is forced to display his extraordinary skill with a sword, he had best make sure that no hostile witnesses live to tell the tale. A character may have any number of secret identities.

Note that disguising one's identity is considered ignoble in Tsolyáni culture, except among certain groups specializing in secrecy (the temples of Ksáru and Grugánu, the Omnipotent Azure Legion (the Imperial secret police), the assassins' clans, etc.).

Sleepless (1):

The character only needs about 5 hours of sleep per night.

Small (2):

The character is about 1/2 the typical height for their species (about .8 meters for 1.8 meter humans), is able to move through small spaces more easily, and gets a +1 bonus to any checks where small size is an advantage (including Defenses: see 3.11). This Advantage may only be taken once.

Stipend (1):

The character has a regular monthly income from an inheritance, trust fund, investment, or business. High or very high clans may also provide a favored member with an allowance. The amount of income depends on the character's starting wealth and the number of times this Advantage is taken. Consult the following table.

Points:	Monthly Income:*
1	starting personal wealth /5
2	starting personal wealth /2
3	starting personal wealth
4	starting personal wealth x2
5	starting personal wealth x5

*See 3.4.3 for the character's starting personal wealth.

The character receives their first payment 1 game month after the game begins. Funds not immediately collected are held by the character's family until such time as the character appears to retrieve them. No interest is earned on this amount, although the character may leave instructions for a clan relative to invest (or embezzle?). If an underage character takes this Advantage, the money from their stipend is held in trust by their family until they turn 15.

Strong (1):

The character's Unarmed Melee Damage (3.8.2), the amount of weight they can lift (PHYS Value x 10 kilograms), and their leaping distance (7.4) are calculated as if their PHYS was 1 point higher. They may also wield weapons as if their PHYS was 1 point higher. This Advantage may only be taken once.

Speed (1):

The character is naturally swift. Multiply the character's Move, swimming rate, or climbing rate by 1.5 (rounding down). See 3.8.4 and 7.0. Speed may only be taken once per movement type.

Talent (1):

The character is naturally talented at one skill, which must be specified when this Advantage is taken (excluding perception skills, which are covered under Acute Senses), gaining a +1 bonus whenever that skill is checked. If the character doesn't actually purchase the skill in question, the unskilled penalty still applies. Talent can be taken on any number of different skills, but may only be taken once per skill.

Toughness (1):

This gives the character the equivalent of +1 natural armor vs. physical damage, which is cumulative with any other armor worn. See 9.4. Toughness may only be taken once.

Training (1):

The character has undergone extensive training. Each time this Advantage is taken, the character gets 3 extra starting Experience Points (see 3.8.6) and 2 years are added to their starting age (3.5.1). This Advantage may be taken any number of times.

3.9.3 Racial Traits

Nonhuman characters (and certain Human sub-types) have a balanced set of Racial Advantages and Disadvantages in addition to their Personal Traits (3.9).

Racial Traits are cumulative with a character's Personal Traits. For example, if a character is a Ninínyal AND takes the "Small" Advantage, they wind up with a character $\frac{1}{4}$ the height of a human (about .45 meters tall) with a total size modifier of +2.

Racial adjustments to attributes affect a character's starting score in that attribute. For example, a Hláka with PHYS-1 starts with a PHYS of 7 for free, and can still add up to 4 points to it during character generation for a maximum starting PHYS score of 11.

Racial Traits can be "bought off" during character generation by taking the opposite Trait. For example, a Ninínyal character with Gigantism is roughly the same height as a human. The normal limits on Personal Traits still apply; our example Ninínyal could NOT take a second dose of Gigantism and wind up 2.6 meters tall. Racial Disadvantages for which there is no Personal Trait opposite (for example, Racial Quirks) can be bought off by paying a number of Personal Advantage points equal to the value of the Racial Disadvantage. For example, for 1 Advantage point a player can create an Ahoggyá character that is NOT Gruff.

3.9.3.1 Foreign Character Racial Traits

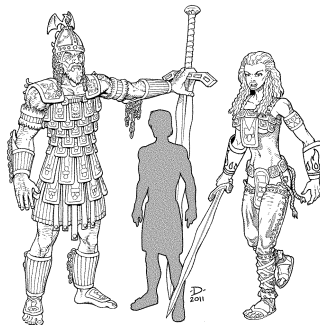
These two human sub-types have special Racial Traits; all other foreigners are standard humans.

N'lüss "the Dragon Warriors"

Full description on p. 197

Racial Traits:

- PHYS +1 (2)
- Gigantism: -1 (-2)



Nóm "the Sea People"

Full description on p. 198

Racial Traits:

- Cultural Training: 1 EP each in Sailing, Astronomy, and Survival: Nautical (1)
- Sorcery Limitation (-)*
- Distinctive (-1)



*If the character buys up their PSYC, they may only learn one of the Nom spells - but they may also take 1 extra point of Advantage. Treat each Nom spell as a separate INTL-based skill.

3.9.3.2 Nonhuman Character Racial Traits

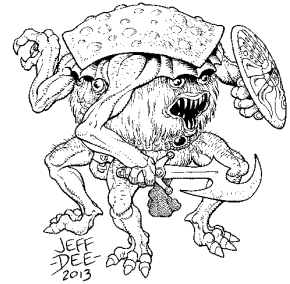
These are the racial Traits of the playable nonhuman races.

Ahoggyá: "the Knobbed Ones"

Full description on p. 169

Racial Traits:

- PHYS +1 (2)
- 360 Degree Vision (1)
- Toughness +1/0, 2/1 vs. head shots (1)
- Extra Limbs: 4 arms (1)
- Ambidexterity: 2 arms (1)
- PSYC -2* (-)
- DEFT -1 (-2)
- WILL -1 (-2)
- Quirk: Gruff (-1)
- Temper: Shén & miscellaneous annoyances (-1)



*If the character buys up their PSYC, they suffer a 2- point penalty - but they may also take 2 extra points of Advantage.

Chíma: "the Seafarers"

Full description on p. 173

Racial Traits:

- PSYC -1* (-)
- Toughness: +1/+0 (1)
- Uneducated: -3 starting EPs (-1)

*If the character buys up their PSYC, they suffer a 1- point penalty - but they may also take 1 extra point of Advantage.

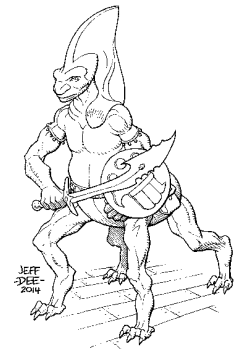


Hegléthyal "the Swamp Folk"

Full description on p. 179

Racial Traits:

- Dimensional Sense: INTL-based Perception checks as needed (1)
- Non-Psychic (-)
- Quirk: Courteous (-1)

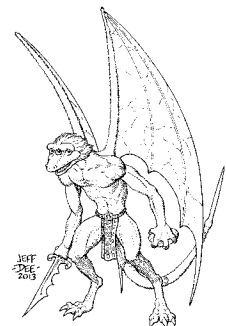


Hláka: "the Furred Flyers"

Full description on p. 180

Racial Traits:

- Flight: Speed = (DEFT -4) x 5" (3)
- Rapier Tail, +2 to hit, +1 damage level (1)
- PHYS -1 (-2)
- Phobia: Water Travel (-1)
- Skill Limitation: -1 penalty on checks involving math (-1)



Ninínyal "the Pygmy Folk"

Full description on p. 196

Racial Traits:

- Night Vision +2 (1)
- Small +1 (2)
- Acute Hearing +2 (1)
- PHYS -2 (-4)



Páchi Léi: "the Forest Dwellers"

Full description on p. 201

Racial Traits:

- Danger Sense (1)
- 'Wrongness' Sense: One INTL-based check is made (no Move or Action cost) when in LOS of a secret door or other structural anomaly. GM may apply difficulty modifiers. (1)
- Night Vision +2 (1)
- Extra Limbs: 4 arms (1)
- Temper: May go berserk ('Biyúrh') at random. The GM makes a check at the start of each session; a result of 4 or less indicates that Biyúrh may occur during that session. A WILL check is allowed to resist. A Páchi Léi undergoing Biyúrh is not Hesitant (-1)
- Hesitant -1 (-1)
- Quirk: Dislike Mu'ugalavyáni (-1)
- Quirk: Dignified, but friendly & generous (-1)



Pé Chóí: "the Listeners"

Full description on p. 202

Racial Traits:

- DEFT +1 (2)
- Amplified Sense: Hearing +2 vs. difficulty (1)
- Toughness +1/+0 (1)
- Life Sense: Senses living things within 1" (this requires an INTL-based Perception check), and knows whenever a Pé Chóí dies violently within a 9.5 kilometer area (0)
- PSYC +1** (-)
- Phobia: Water 2' deep or more (-2)
- Oathbound: Vengeful of Pé Chóí murders (-1)
- Quirk: Aesthete (-1)

** IF the character buys up their PSYC, they gain a +1 PSYC bonus - but they must also take 2 extra points of Disadvantage.



Shén: "the Demon Warriors"

Full description on p. 207

Racial Traits:

- PHYS +1 (2)
- Healthy: calculate Hits as if PHYS was 1 point higher (1)
- Toughness +1/+0 (1)
- Mace Tail, +1 to hit, +2 damage levels (1)
- PSYC -1* (-)
- Gigantism: -1 (-2)
- Temper: Enemy egg groups & Ahoggyá (-2)
- Quirk: rough manners (-1)



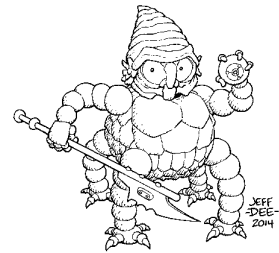
*If the character buys up their PSYC, they suffer a 1- point penalty - but they may also take 1 extra point of Advantage.

Tinalíya: "the Gnomes"

Full description on p. 213

Racial Traits:

- INTL +1 (2)
- Toughness +1/+0 (1)
- Small +2 (4)
- Trained: +3 starting EPs (1)
- Rational: +1 (1)
- PSYC +1** (-)
- PHYS -3 (-6)
- Quirk: literal-minded (-1)
- Slow: Move/1.5 (-1)
- Frail: Calculate Hits as if PHYS were 1 point lower (-1)



**If the character buys up their PSYC, they gain a 1- point bonus - but they must also take 2 extra points of Disadvantage.

Urunén: "the Cold-Dwellers"

Full description on p. 216

Racial Traits:

None.



3.10 Step 7: Skills

All of a character's starting EPs (3.8.6) must be spent during character generation. They may not be saved for later use.

Basic proficiency in any skill costs 1 EP. This gives the character a score in that skill equal to their score in the attribute the skill is based on. For example, a character with an 11 DEFT can buy a skill of 11 in Acrobatics for 1 EP.

A character's skill score can be improved by spending more EPs on that skill. Consult the table below.

Skill Score:	Cost:	Total Cost:
Attribute +0	1	1
Attribute +1	2	3
Attribute +2*	3	6
Attribute +3	4	10
Attribute +4	5	15
Attribute +5	6	21
Attribute +6	7	28
Attribute +7	8	36
etc.	+1	+ Cost

*Beginning characters may not add more than +2 to any individual skill

For example, a character with a 10 WILL can buy Acting skill with a score of 12 for 6 EPs. It will cost that character 4 more EPs to improve their Acting skill to 13 later in the game.

Characters can attempt to use skills they haven't purchased with EPs, but unskilled attempts suffer a difficulty penalty.

3.10.1 Skill Availability

Technically speaking, any character may purchase any skills they wish with their starting EPs. This section offers guidance as to which skills are most appropriate for a character, given their specific clan, clan level, and professional career.

Professions are rarely represented by any single skill. For example, an assassin (from one of Tsolyánu's exclusive assassin's clans) might wish to have some combination of Stealth, Shadowing, Apothecary, Dodge, Melee, or Missile skills. A professional soldier might have a mix of Melee, Missile, Tactics, Survival, Running, Artillery, Dodge, Intimidation, etc. Each character's unique selection of skills is what makes them distinct from other members of their same profession.

3.10.1.1 Clan Training

Every clan provides training to any of its members who wish to be involved in the clan's business interest(s) (if any). So, it'd be quite appropriate for a character from the Turning Wheel clan (carters, provisioners, wheelwrights, and transporters of goods) to learn skills such as Animal Handling, Appraise Value, Craft (Wheelwright/Cartwright), Drive Cart, and Administrator (Merchant).

Characters who take at least 3 EPs worth of skills related to their clan's business may choose to participate in that business professionally, but they are not required to.

3.10.1.2 Temple Education

Formal education in one of Tsolyánu's temple-run schools is common among those of High, Very High, or Imperial status. Students of Middle status who live in one of the cities, or are of high lineage, or who have an INTL score of 11 or higher can also get in. A student of lower status with a PSYC of 8 or higher or an INTL of 12 or higher has a chance of being noticed and inducted as well.

The temple-run schools can teach Administration, Alchemy, Astrology, Botany, Geology, History, Literacy [ancient languages], Literary Scholar, Philosophy, Resist Sorcery, Scholar and Sorcery (in addition to other, more basic skills which can also be learnt elsewhere). Note that Sorcery has certain statistical requirements for mastery; not every temple-educated student is capable of learning it (3.8.5).

Temple-educated characters who take at least 1 point of the Rituals skill may choose to enter the priesthood professionally, but they are not required to do so. Priests in the ritual branch of their temple (aka Ritual Priests) must take at least 3 points of the Rituals skill. Administrative Priests must be literate and have at least 2 EPs in appropriate specializations of the Administration skill. Scholar Priests must have at least 2 EPs in various Temple school skills (i.e. those listed above). Military Priests (temple guards, and priests assigned to fight in legions sponsored by their temple) must take at least 2 EPs in skills relevant to their unit (see Military Training, below).

3.10.1.3 Military Training

Any character may volunteer for the military. Light Infantry legions (as well as archer and sling legions) require a PHYS Score of at least 9, Medium Infantry (as well as artillery, sapper and marine legions) require a PHYS Score of at least 10, and Heavy Infantry (as well as crossbow legions) require a PHYS Score of at least 11.

Characters who enter the military must spend at least 3 EPs among skills representing basic training in the equipment and procedures typically employed by their Legion: Artillery (artillery legions), Dodge, Intimidation, Melee, Mining (sapper legions), Missile (archery and slinger legions), Sailing (marine legions), Shield, Tactics etc., and may also pick up useful secondary skills such as Climbing, Find Direction, Geography, Interrogation, Survival, foreign Languages, Physician, Tactics or Tracking if they've seen active duty or been selected for such specialized training.

3.10.1.4 The Imperial Bureaucracy

Any character can enroll in the Imperial civil service, as long as they spend at least 3 EPs among the following skills: Administration (Accountant or Bureaucrat), Calligraphy, Etiquette, Forgery, Lawyer, Mathematics, Negotiate, and Research.

3.10.1.5 Life Skills

All characters - even those who don't qualify for any of the professional careers listed above, or who do but decline to pursue any of those professions - can pick up at least a smattering of practically any skills on the list. These may be skills related to a unique personal profession they've chosen on their own, or simply things they've picked up incidentally. This is perhaps a little less true for low-status characters, who tend to have less time, money, and education with which to pursue their own interests. Fellow clan-members with unique skills may be eager to pass such skills on. Itinerant tutors in the marketplace are happy to pass on the basics of just about any skill for a few coins. Weapons instructors are available to teach fighting techniques. And some skills can be learned simply by doing them.

3.10.2 Skill Status

Each skill has a social status rating: Low, Medium, High, or Any. Low status skills are best suited to characters of Very Low or Low clan level, but are occasionally learned by characters of Medium clan level as well. Medium status skills are best suited to characters of Medium clan level, but are sometimes learned by characters of any clan level. High status skills are best suited to characters of High, Very High, and Imperial clan level, but are occasionally learned by characters of Medium clan level. Skills rated 'Any' are readily available to characters of any social status.

Strictly speaking, it isn't impossible for a character of high status to learn a low status skill, or vice-versa. Players should be aware, however, that the educational background needed for a high status skill is rarely available to those of lower status, and a person of higher status who shows a lot of interest in a lower status skill may be seen as a bit of an oddball. As long as this is accounted for in the character's backstory, then all is well.

The GM may also allow characters to take a higher (or lower) status 'variant' of a skill that is more suitable to their status. For example, 'Cook' is a Low status skill – but persons of High status will not look askance upon one of their own who has specialized in the preparation of the exotic cuisine of the elite.

3.10.2.1 Foreign & Nonhuman Skills

While the cultures of the nonhuman races and of foreign human nations vary somewhat, for game purposes it is sufficient for foreign and nonhuman characters to follow the same general guidelines on skill selection as do native Tsolyáni. Those willing and able to research the details of those cultures more deeply (see 10.1), and take that knowledge into consideration when constructing characters from those lands, are encouraged to do so. The Tsolyáni freely induct qualified foreigners and nonhumans into the priesthoods, and accept them into the government, the military legions, and commercial establishments.

It is worth noting here that the various nonhuman races are widely stereotyped as being especially good at certain skills. The woodcarvings of the Páchi Léi are renowned, as are the delicate sculptures done by the Pé Chói and the angular fabric designs of the Shén. The Hláka make excellent aerial scouts; the Swamp Folk make up a large proportion of Mu'ugalavyá's naval personnel; Ahoggyá, Tinaliya, Swamp Folk, and Shén mercenaries fight in human armies (sometimes on opposite sides), and Pygmy Folk merchants range across the Five Empires.

3.10.3 Skill List

All of the skills are listed here alphabetically, along with the attribute they are based on and the penalties imposed upon attempts to use each skill without having any training.

Skill Name	Base Attribute	Unskilled Penalty	Typical Status
Acrobatics	DEFT	-4	Low
Acting	WILL	-4	Low
Administration	INTL	-4	varies
Animal Handling	WILL	-4	varies
Alchemy	INTL	-4	High
Apothecary	INTL	-4	Medium
Appraise Value	INTL	-1	Medium
Architect	INTL	-4	Medium
Art	WILL	-4	varies
Artillery	INTL	-4	Medium
Astrology	INTL	-4	High
Astronomy	INTL	-4	High
Botany	INTL	-1	High
Brewer/Winemaker	INTL	-4	Low
Calligraphy	DEFT	-4	High
Charm	WILL	-1	Any
Climbing	DEFT	-1	Any
Convince	WILL	-1	Any
Cook	INTL	-1	Low
Cosmetics	INTL	-1	Medium

Craft	DEFT	-4	varies
Dancing	DEFT	-4	Any
Disguise	INTL	-4	Medium
Dodge	DEFT	-1	Any
Escape Artist	DEFT	-4	Any
Etiquette	INTL	-4	High
Fashion	INTL	-1	Medium
Find Direction	INTL	-4	Medium
Fishing	INTL	-1	Low
Forgery	DEFT	-1	Medium
Gambling	INTL	-1	Any
Geography	INTL	-4	High
Geology	INTL	-4	High
Grapple	DEFT	-1	Any
History	INTL	-4	High
Insight	WILL	-1	Any
Interrogation	INTL	-1	Medium
Intimidation	WILL	-1	Any
Jump	DEFT	-1	Any
Kick	DEFT	-1	Any
Language & Literacy	SPECIAL	SPECIAL	SPECIAL
Lawyer	INTL	-4	Medium
Listen	INTL	-1	Any
Literary Scholar	INTL	-4	High
Locksmith	DEFT	-4	Medium
Mathematics	INTL	-4	Medium
Mechanic	INTL	-4	Medium
Melee	DEFT	-1	Any
Mimic Voice	WILL	-4	Low
Mining	INTL	-4	Low
Missile	DEFT	-1	Any
Negotiate	INTL	-1	Any
Oratory	WILL	-1	High
Panderer	INTL	-1	Low
Performer	DEFT	-4	varies
Philosophy	INTL	-4	High
Physician	INTL	-4	Medium
Play Instrument	DEFT	-4	varies
Prestidigitator	DEFT	-4	Low
Punch	DEFT	-1	Any
Research	INTL	-4	Medium
Resist Sorcery	WILL	-1	Any
Ritual	INTL	-4	High
Running	DEFT	-1	Any
Scholar	INTL	-4	High
Search	INTL	-1	Any
Seduce	WILL	-1	Any
Set/Disarm Trap	DEFT	-4	Medium
Shield	DEFT	-1	Any
Shipwright	INTL	-4	Medium
Singing	WILL	-1	Any
Slaver	INTL	-1	Low
Sorcery	INTL	n/a	Any
Stealth	DEFT	-1	Any
Survival	INTL	-1	Any
Swim	DEFT	-4	Any
Tactics	INTL	-4	High
Throw Weapon	DEFT	-4	Any
Tie Knots	DEFT	-1	Low
Tracking	INTL	-4	Medium
Vehicle	DEFT	-4	varies
Ventriloquism	WILL	-4	Medium
Write Music	INTL	-4	Any
Zoology	INTL	-4	High

3.10.4 Skill Descriptions

Acrobatics (DEFT/ -4, Low Status)

The character may perform flips, cartwheels, tightrope walks, and so on. A difficulty modifier may be set by the GM. Acrobatic maneuvers take at least 1 space of movement to perform. Characters may rise from prone more quickly by making an Acrobatics skill check (7.5). Characters may also use their Acrobatics skill (instead of Dodge) when checking to pass through enemy zones of control (7.6). See also the Performer skill.

Acting (WILL/ -4, Low Status)

The character can change their speech patterns and mannerisms to act like someone else. This doesn't include the ability to mimic specific voices. The character can also 'act' as a living statue in a tableau (a popular feature of many Tsolyáni parties). Check against the audience's Insight skill to see if they find the act believable. Acting has no minimum time requirement. The use of this skill is considered ignoble, except by professional performers, assassins, followers of Ksáru and Grugánu, and Imperial agents in the course of their official duties. See also the Performer skill.

Administration (INTL/ -4, Status Varies)

This skill represents familiarity with the procedures involved in operating a particular business or organization. This does not usually include practical, hands-on manufacturing skill; it's more to do with managing inventories, salaries, shipping, and other business-side concerns. Literacy (3.10.5) is helpful but not absolutely required. Skill checks are made for administrative, operational, and organizational tasks. Relevant 'hands-on' skills can be attempted at only a -1 penalty for unskilled use if this skill is taken. Additional "people" skills are also necessary in order to manage a large organization. Time requirement varies. Choose a specialization. Examples include:

- Accountant (Medium Status)
- Bureaucrat (Medium Status)
- Clanhouse Administration (Any Status)
- Farm Operator (Medium Status)
- Forester (Medium Status)
- Landholder (High Status)
- Merchant (Medium Status)
- Moneylender (Medium Status)
- Ship Captain (Medium Status)
- Temple Administrator (High Status)

Animal Handling (WILL/ -4, Status Varies)

The character can herd, diagnose, care for, and train animals. Falconry is a common sport among nobles of various cultures, and may also be open to hunters from backwater nations. Falconers use the Küni-bird, which is semi-intelligent and can be trained to talk. Specify the type of animal the character is skilled at handling.

- Birds, including the semi-intelligent Küni (Medium Status)
- Dogs, including the semi-intelligent Rényu (Medium Status)
- Chlén (Low Status)
- Cattle (Low Status)

Herd and maintenance attempts take a variable amount of time. Diagnosing a sick or injured animal takes at least one turn.

To teach an animal a new trick, check against the animal's WILL minus its INST or SEMI modifier (see section 16.0). The GM may add additional modifiers depending on the trick's complexity. Each attempt takes at least one full day.

Alchemy (INTL/ -4, High Status)

At low levels this skill signifies knowledge of traditional concoctions, their ingredient proportions and method of mixing or distillation. At high skill levels, this skill indicates a wider focus including non-medicinal chemicals and alchemical doctrines. It takes at least 1 full turn to prepare a concoction from raw ingredients, but it may take longer depending on the steps required. Literacy is required (3.10.5).

Apothecary (INTL/ -4, Medium Status)

The character is skilled at concocting and dispensing drugs and medicines. Literacy (3.10.5) is helpful but not absolutely required. Apothecaries may attempt the Physician skill with only a -1 unskilled penalty, but only insofar as the diagnosis of conditions amenable to treatment by medication, and prescribing appropriate medicines. They may also attempt the Alchemy skill with only a -1 unskilled penalty, but only insofar as the chemical behaviors of medicinal substances and concoctions is concerned. It takes at least 1 full turn to prepare a dose of medicine from raw ingredients, but it may take longer depending on the steps required.

Appraise Value (INTL/ -1, Medium Status)

This skill is used to guess the base purchase price of an item. Appraisal takes at least one full turn. The GM rolls the skill check secretly, applying difficulty modifiers to reflect how common or unique the item is. For each point the check is missed by, the price assessment will be off by +/-5%. On a fumble, double the degree of error. On a critical success, the character gains extra insight into the item's background, enabling them to sell it to a collector for twice the normal base purchase price.

Architect (INTL/ -4, Medium Status)

The character is skilled in designing durable and efficient buildings, open areas, communities, and other artificial constructions and environments - typically within the bounds of long-established aesthetics and tradition. Literacy (3.10.5) is helpful but not absolutely required. This skill also includes the examination and restoration of existing structures. Architects don't usually perform the work themselves, but they may attempt skills involved in building construction (Craft: Mason, for example) with only a -1 unskilled penalty. The time required to design a structure or site varies, from a few minutes for a small hovel to weeks for a grand temple or palace.

Art (WILL/ -4, Status Varies)

Specify the medium the character is most familiar with. They may attempt artwork in other media with only a -1 unskilled penalty:

- Clay Sculpture (Medium Status)
- Drawing (Medium Status)
- Gardening (Medium Status)
- Jeweler/Goldsmith (Medium Status)
- Painting (Medium Status)
- Stone Carving (Medium Status)
- Woodcarving (Medium Status)

Creating a work of art can take anywhere from 1 action to several weeks, depending on its size. Art projects that take more than 1 action to complete benefit from the Extra Time modifier (8.0.6).

If the check fails, the character is dissatisfied with the work and discards it. If the check succeeds, the work gets a score equal to the number of points by which the check succeeded. On a critical success, add 2 to that score. On a

fumble, the character suffers a creative block and cannot produce any more art until they make a successful WILL check. One recovery check is allowed per day.

Characters examining the work may check against their WILL (minus the work's score) to find fault with it. Those who find no fault may be willing to buy it. To determine the base purchase price of an artwork, add one to its score, cube the result, and divide by 2 (for example, a simple sketch with a score of 2 has a base purchase price of $3 \times 3 \times 3 / 2 = 13.5$ Káitars).

Artillery (INTL/ -4, Medium Status)

This skill is used to operate, aim and fire large military siege engines. The combat rules are used to determine the chances of hitting, and the effects of a hit. Specify the type of artillery the character is experienced with:

- Ballistae
- Mangonels
- Trebuchets

Siege engines typically take several rounds to fire, depending on the number of operators and their level of skill.

Astrology (INTL/ -4, High Status)

This skill is concerned with the nativities, transits, and progressions of the planets.

The character can draw up astrological charts based on any character's date and location of birth. This takes about an hour, and Literacy (3.10.5) is required. On a normal success, the chart reveals vague hints of possible fates or tendencies. On a critical success, stunning revelations are produced. Mathematics and Astronomy skills can be attempted with only a -1 unskilled penalty if this skill is taken.

Astronomy (INTL/ -4, High Status)

This skill covers the use of the compass and astrolabe, and navigation by the planets. Recalling astronomical facts or determining a compass heading from the positions of the planets takes no time, but employing equipment to make astronomical measurements takes about an hour. Literacy (3.10.5) is helpful but not absolutely required. Mathematics can be attempted with only a -1 unskilled penalty if this skill is taken.

Botany (INTL/ -1, High Status)

This skill grants knowledge of plant species, the life cycles, their habitats, and their uses. Literacy (3.10.5) is helpful but not absolutely required. Remembering facts about certain plants takes no time, but performing a systematic study of a plant species could take weeks or even years.

Brewer/Winemaker (INTL/ -4, Low Status)

This skill enables a character to ferment alcoholic beverages, such as beer or wine. Brewing a batch of beer or wine takes about 5 weeks, though an extra week or two of 'aging' (or up to several years of aging for wine) can improve the taste. The character only works a couple of hours on the first and last day of the process, however, plus another few hours off and on to keep an eye on things.

Calligraphy (DEFT/ -4, High Status)

This skill allows a character to write illuminated script in various styles of each language they're literate in. Literacy (3.10.5) is required. This ability is highly prized in Tsolyáni culture and in many other cultures as well. Use the rules under the Art skill to determine the time required to produce a work of calligraphy, as well as its monetary value.

Charm (WILL/ -1, Any Status)

Characters may use this skill to make others like them. It has no direct effect on whether other characters believe what they tell them, it only causes them to find the character's company enjoyable. There is no minimum time requirement.

The other character uses their WILL to oppose the Charm attempt. On a critical success, that character becomes an associate (see 3.12.1). On a normal success the character will stop and chat amiably. On a normal failure the character remains uninterested. On a critical failure the character becomes deeply offended, and may retaliate.

If this skill is used on a PC, the player remains free to choose how their character will react.

Climbing (DEFT/ -1, Any Status)

This is the ability to find handholds and toeholds, and the ability to select good climbing routes. It also implies some experience with climbing equipment. Difficulty modifiers and the time required for each skill check depend on the surface being climbed. On a critical failure, the character falls. On a regular failure, the character can find no way to continue. On a regular success, the character proceeds slowly. On a critical success, the character proceeds quickly. See 7.2.1.

Convince (WILL/ -1, Any Status)

Characters use this skill to get others to believe what they say. This includes oration, speechmaking, poetry recitation, and debate. It has no effect on whether other characters like them, it only makes them believe that the speaker means what they say. Convince has no minimum time requirement.

Convince checks are opposed by the listener's Insight skill. On a critical success, the listener buys the story hook, line, and sinker. On a normal success, nothing in the speaker's body language or wording leads the listener to suspect a lie. On a normal failure, the listener remains unconvinced. On a critical failure, the listener becomes convinced they're being lied to (even if they're not).

If this skill is used on a PC, the player remains free to choose how their character will react.

At higher social levels, and in conjunction with Etiquette, the character can recite proper formal praises of the Emperor as well as lesser dignitaries.

Cook (INTL/ -1, Low Status)

This skill enables characters to prepare enticing meals. Specify which type of cuisine the character is most familiar with: pastries, an ethnic cuisine, etc.

Preparing food takes at least one turn, but it usually takes even longer than that. If the check fails, the dish is obviously flawed but it's not inedible. If the check succeeds, the dish gets a score equal to the number of points by which it succeeded. On a critical success, double that score. On a fumble, something goes dreadfully wrong: some ingredients are mixed up, or there's a fire in the kitchen, or one of the ingredients was tainted, etc.

Characters who sample the dish may check against their INTL (minus the dish's score) to find fault with it. Those who pay Low or Very Low status meal prices (or who expect little) are not required to check. Those who expect fare fit for High or Very High status check at a modifier of +2. Those expecting fare fit for one of Imperial status check at a modifier of +4. Any character who makes this check becomes dissatisfied and

may leave the table, or even refuse to pay. Those who fail their check by 4 or more find the meal a delight, and send their compliments to the chef.

Cosmetics (INTL/ -1, Medium Status)

This skill is typically limited to women in Tsolyáni society. The character can enhance their own or another character's appearance by +1 on a successful check, or +2 on a critical success. This requires access to cosmetics, and about half an hour preparation time. Purchasing this skill allows Disguise checks with only a -1 unskilled penalty.

Craft (DEFT/ -4, Status Varies)

This skill is a catch-all for various crafts. The time requirement and difficulty modifiers for each task vary. Specify the craft you want. This has no effect on any specializations not taken.

- Armorer (Medium Status)
- Basketry (Low Status)
- Butcher (Low Status)
- Carpenter (incl. house painter, roofer) (Low Status)
- Cloth-Maker (incl. spinning, felt-maker, dyer) (Low Status)
- Fletcher (Low Status)
- Glassblower (Low Status)
- Mason: construction of buildings, bridges, roads (Low Status)
- Miller (Low Status)
- Paper/Ink Maker (Low Status)
- Perfumer (Medium Status)
- Potter: clay, shaping of useful ceramic objects, firing in a kiln, glazes, repair (Low Status)
- Rope & Net Maker (Low Status)
- Smith (Low Status)
- Tailor (Low Status)
- Tanner (includes skinning & dying) (Low Status)
- Tree-Cutter (Low Status)
- Weaver (Low Status)
- Wheelwright/Cartwright (Low Status)

Dancing (DEFT/ -4, Any Status)

Characters of lower status learn traditional folk dances, while dancers of high status learn classical and epic dances. A single dance move could take as little as 1 Action or Movement phase, depending on what it entails. A complete dance can take as long as 15 minutes. Use the rules given under the Performer skill if the character attempts to dance for money. Allows unskilled Acrobatics checks at only -1.

Disguise (INTL/ -4, Medium Status)

This skill uses costuming and cosmetics to make characters look like someone else. An attempt to apply a disguise takes about 5 minutes.

The GM makes the character's skill check secretly. On a normal success, onlookers' checks to see through the disguise (see below) are made at a penalty of -4. On a critical success, those checks are made at -8. On a normal failure, the costume doesn't work – and this is obvious to the costumer. On a fumble, either there's a dreadful accident (costume pieces get ruined, or somebody gets powder in their eyes, etc.) or else the costume is flawed in some serious way that the costumer isn't aware of (perception checks by onlookers are made at no penalty).

Check against an onlooker's Search (or other relevant perception skill) to see if they are fooled by the disguise. Characters who are personally acquainted with the actual person attempt this check once, immediately, the moment they see the disguise. All characters are allowed a check

each time they spend an action carefully examining the disguised character. If the check succeeds, they see through the disguise.

Wearing a disguise is considered ignoble, except by professional performers, assassins, followers of Ksárul and Grugánu, and Imperial agents in the course of their official duties.

Dodge (DEFT/ -1, Any Status)

This skill improves a character's ability to avoid attacks. It can be used for both Melee Defense and Missile Defense (see section 3.11, Step 8, Defense Values).



Escape Artist (DEFT/ -4, Any Status)

This skill enables characters to squirm out of ropes, through tight places, and so on. Each escape attempt takes at least 1 full turn. The difficulty of the knot (see Tie Knots skill, below) is applied as a penalty to the character's skill check.

Etiquette (INTL/ -4, High Status)

This skill represents familiarity with proper manners and formalities among the upper classes. Courty etiquette is crucial for aristocrats of most major Tekumelyáni cultures. Nobles can be easily offended, and the sort of rough-and-ready sense of camaraderie found in some European and American societies is rare on Tékel. Any character with a clan status above Medium can make Etiquette checks with only a -1 unskilled penalty.

There is no minimum time requirement for Etiquette. Checks should be made when dealing with the obscure formalities of foreign cultures, when interacting with someone whose clan rank is 4 or more points higher than one's own, and when attempting to make amends for a faux pas committed against such a person.

A critical fumble results in a demeaning blunder, which may have serious repercussions depending on the circumstances. A normal failure results in momentary embarrassment. A normal success enables a character to fit in. A critical success results in stunningly suave and refined behavior, with possible social benefits.

Fashion (INTL/ -1, Medium Status)

This skill is typically limited to women in Tsolyáni society. The character can enhance their own or another character's appearance by +1 on a successful check, or +2 on a critical

success. This requires access to proper attire, and a minimum of 5 minutes preparation time. Purchasing this skill allows Disguise checks at only a -1 penalty for unskilled use.

This skill also familiarizes the character with the "24 Forms" of ceremonial dress, which are used by characters of High, Very High, and Imperial clan status when attending a formal party, with specific Forms being worn for specific types of parties. The 24th Form is used in the Hall of the Petal Throne. The 19th Form is suited only for social functions among the VERY high clan, VERY wealthy, and VERY ultra-snobbish and fashion-conscious aristocrats. And so on. The other Forms are for less and less "ceremonial" occasions in order of descending importance. The 9th Form is used for family and clan celebrations. The 1st Form is used for making a social visit to one's kinsfolk in another clanhouse. There are no Forms for sleeping, working at a daily job, going shopping, casual visits, etc.

The 24 Forms are not universal throughout Tsolyánu - much less the Five Empires. Fashions also change, and what may be 20th Form today may be up- or down-graded tomorrow, depending upon the whims of the current social leaders. Thus, a Fashion skill check is required when selecting the appropriate Form of attire for any fancy social function.

Find Direction (INTL/ -4, Medium Status)

This skill is used to determine compass directions or retrace a path the character has taken. The GM assigns a difficulty based on the availability of clues, how disoriented the character is, and so on. This skill takes an Action to use.

Fishing (INTL/ -1, Low Status)

The character is familiar with using fishing rods, lures, nets and related tools to catch water-dwelling creatures. Each attempt can take anywhere from 1 turn to 5 minutes, depending on how plentiful the fish are at the character's location. The GM should apply a difficulty modifier to represent whether the fish are 'biting'. On a normal success, the character catches a more or less typical fish. On a critical success, the character hooks a "big one", possibly requiring a secondary PHYS or fishing skill check in order to land it. On a normal failure, the character catches nothing. On a fumble, the character's line breaks, or they lose their bait, or they "catch" a piece of rubbish.

Forgery (DEFT/ -1, Medium Status)

This skill enables characters to forge signatures, seals, documents, and currency – actions which are illegal in the nation of Tsolyánu, and also ignoble except when attempted by followers of Ksárul and Grugánu, and Imperial agents in the course of their official duties. Literacy (3.10.5) is required. The minimum time requirement varies depending on the specific task being attempted.

The GM makes the character's skill check secretly. On a normal success, checks by others to see through the forgery (see below) are made at a penalty of -4. On a critical success, those checks are made at -8. On a normal failure, the forgery attempt fails – and this is obvious to the forger. On a fumble, the forgery is flawed in some serious way that the forger isn't aware of (perception checks by onlookers are made at no penalty).

Characters who wish to examine the forgery must spend an Action and make an appropriate skill check to find fault with it. Characters who are familiar with the real thing get one free examination check on sight, at no action cost.

Gambling (INTL/ -1, Any Status)

This skill covers odds calculation, bluffing, and knowledge of the rules of popular gambling games such as Kévuk (in which two 6-sided dice are employed) and Tsahltén (which involves tossing a handful of colored sticks into the air and "calling the pattern"). There is no minimum time requirement.

All participants in the wager ante up, and then make Gambling checks. The one who makes their check by the biggest margin wins the pot. On a tie, ante again and re-roll.

Geography (INTL/ -4, High Status)

This skill represents knowledge of the geographical details of a known region, its cities and resources. Literacy (3.10.5) is helpful but not absolutely required. Select a region (a small nation, or part of a large nation) to specialize in. This skill takes no time to use.

Geology (INTL/ -4, High Status)

This skill focuses on the identification, classification, origins, and uses of rocks and gems. Literacy (3.10.5) is helpful but not absolutely required. This skill takes no time to use. Purchasing this skill allows Mining skill checks at only a -1 penalty for unskilled use.

Grapple (DEFT/ -1, Any Status)

Wrestling is known as Charáge in Tsolyánu. This skill improves a character's ability to grab and pin opponents in combat. See 9.5.10. Grapple skill may be used for Melee Defense (3.1.1).

History (INTL/ -4, High Status)

Specify one nation. This skill includes knowledge of that nation's basic historiography and personalities, much mixed with myth, along with some history of nearby regions or local ancient civilizations (at only a -1 penalty for unskilled use). Literacy (3.10.5) is helpful but not absolutely required. If the character chooses to specialize in an ancient civilization, they are fully versed in that ancient culture but only slightly familiar with current affairs in that region or of other nearby ancient lands (again, with a -1 penalty for unskilled use). This skill takes no time to use.

Insight (WILL/ -1, Any Status)

This skill is used to get a sense of someone's mood or intentions by watching their body language, listening to their tone of voice, and paying attention to their manner of speech.

The GM makes Insight checks secretly, opposed by the suspect's Convince skill. The character's suspicions depend on the outcome of this secret check:

Result	If the suspect is actually lying	If the suspect is actually telling the truth
Critical Success	suspect is lying	suspect is telling the truth
Success	suspect may be lying	suspect may be telling the truth
Failure	suspect may be telling the truth	suspect may be lying
Fumble	suspect is telling the truth	suspect is lying

Interrogation (INTL/ -1, Medium Status)

This is the skill of extracting information from prisoners through intimidation, with the option to inflict physical pain. Make a skill check for each question asked. The check is opposed by the victim's WILL and PHYS. The GM may impose further difficulty modifiers if the victim is especially loyal or fanatical. If pain is used, choose a number and add it to the chances of

success. The victim takes that amount of damage x1/x2/x4. If they remain conscious, roll to see whether the skill check succeeds.

Intimidation (WILL/ -1, Any Status)

This skill is used to get others to take threats more seriously than the immediate evidence necessarily warrants.

Intimidation checks are opposed by the other character's Insight skill. On a critical success, the character flees (or surrenders if escape is impossible). On a normal success, they believe the threat but they remain free to choose how they will react. On a normal failure, they ignore the blustering and form their opinion of the threat based only on the available evidence. On a critical failure, they become angry. Intimidation doesn't take any time, and can even be tried when it isn't the intimidator's Turn, but it can only be attempted once per Round.

Evidence supporting the seriousness of a threat does not result in a positive modifier to Intimidation checks. Evidence against a threat may result in a negative modifier, however.

Intimidation can also be used to attract an opponent's attention – so that they'll leave one of the intimidator's companions alone, for example.

If this skill is used on a PC, the player remains free to choose how their character will react.

Jump (DEFT/ -1, Any Status)

This skill aids a character in Leaping more accurately (7.4).

Kick (DEFT/ -1, Any Status)

This skill improves a character's ability to kick opponents in combat. Kicks gain a bonus of +1 to the character's unarmed melee damage level, and a +1 bonus to their chances of hitting. Kicking skill may also be used for Melee Defense.

Languages & Literacy

Languages are a specialized type of skill. See 3.10.5.

Lawyer (INTL/ -4, Medium Status)

This is skill in the legal theory and practice of one particular land. Choose which nation's laws to specialize in; literacy (3.10.5) is required unless the nation in question is sufficiently primitive. Purchasing this skill allows Lawyer skill checks within the legal systems of other nations at only a -1 penalty for unskilled use. Using this skill to remember legal information takes no time; arguing a case can take minutes, hours, or even days.

Listen (INTL/ -1, Any Status)

This skill is used to detect subtle sounds, or subtle details about obvious sounds. See 8.3 for the rules regarding perception checks.

The difficulty varies, depending on the circumstances. If trying to detect a sneaking character, the check is opposed by that character's DEFT (or Stealth skill).

Literary Scholar (INTL/ -4, High Status)

Literacy (3.10.5) is required. Choose a language and historical period to specialize in. The character is versed in the authors, writing styles, and famous written works of that period. This skill takes no time to use. Purchasing this skill allows Literary Scholar skill checks regarding works in other languages and from other time periods at only a -1 penalty for unskilled use.

Locksmith (DEFT/ -4, Medium Status)

This skill is used to open locks without a proper key. See 8.4 Lock-Picking Checks for rules governing lock-picking.

This skill can also be used to design locks of your own. It takes a day to construct each lock, and the same series of successful Locksmith checks described in 8.4 must be made in order to complete it.

Mathematics (INTL/ -4, Medium Status)

The average person can attempt very simple mathematics by making a straight INTL check at +4. This skill covers deeper mathematical concepts, such as geometry, numerology, algebra, elementary calculus, and so on. This skill takes a minimum of one Turn to use. Purchasing this skill allows Administration skill checks at only a -1 penalty for unskilled use.

Mechanic (INTL/ -4, Medium Status)

This skill acquaints the character with the principles of simple machinery. A mechanic can also attempt to repair damaged machines. Each attempt takes about 15 minutes.

Make a check with a difficulty penalty based on the extent of the damage:

Damage (Percentage of Hit Points Lost)	Difficulty
0-25	0
26-50	-1
51-75	-2
76-100	-4
101-125	-8

Having access to excellent tools may add a bonus to the mechanic's check. A successful check repairs one Hit point of damage. Alternately, a mechanic may choose to restore a non-functioning machine to functionality without actually repairing any of its hit point damage, at a further difficulty penalty of -4.

Melee (DEFT/ -1, Any Status)

This skill improves a character's ability to hit and parry with a melee weapon. Select a specialization: axes, blades (ranging from knives to great swords), bludgeons (clubs, maces and hammers), flails, quarterstaves (called Kichána, used in Sa'á Allaqí), spears, or whips. If the character has any inherent melee weaponry, such as claws or a spiked tail, those abilities may also be selected as specializations of this skill. Melee skill can be used for Melee Defense (3.11.1). Complete combat rules are found in Section 9.0.

Add up the character's total Melee skill and the average damage that's inflicted by their weapon of choice (see 4.1). A character is a competent novice fighter if those numbers total 18 or higher. Characters whose weapons inflict an average of 4 damage or less are harder to play because they must rely on Combat Maneuvers (9.5) to be very effective.



Mimic Voice (WILL/ -4, Low Status)

This skill allows a character to sound like someone else. This doesn't include the ability to look or act like a specific person.

Anyone hearing the character who's personally acquainted with the person they're imitating instantly gets an INTL check at a difficulty equal to your skill -10 to notice that the voice is fake, and another check each time the impersonator says something that gives them away. Anyone may check if they are suspicious and take an Action to listen carefully.

Check against a listener's Listen skill to see if they are fooled by the voice impression. Characters who are personally acquainted with the actual person attempt this check once, immediately, the moment they hear the impression. All characters are allowed a check each time they spend an action carefully listening to the mimic. If the check succeeds, they detect the deception.

The use of this skill is considered ignoble, except by professional performers, assassins, followers of Ksáru and Grugánu, and Imperial agents in the course of their official duties.

Mining (INTL/ -4, Low Status)

This skill focuses on practical digging techniques and ore location. Time requirements are set by the GM. Purchasing this skill allows Geology skill checks at only a -1 penalty for unskilled use.

Missile (DEFT/ -1, Any Status)

This skill improves a character's ability to hit with a missile weapon. Select a specialization: blowguns (very rare: a toy except among the nonhuman Pygmy Folk and the tribal peoples of M'mórcha and Nmartúsha), bows, crossbows, slings or staff-slings (uncommon). If the character has any inherent ranged attack ability, such as acid spittle or electrical bolts, those abilities may also be selected as specializations of this skill. Missile skill cannot be used defensively. Complete combat rules are found in Section 9.0.

Negotiate (INTL/ -1, Any Status)

This skill is used for haggling and debate. Each attempt takes about a minute.

Start with a deal that is exactly evenly balanced, or with the average market value for goods or services for sale. Divide the average market value by two when buying used goods, or when selling new goods to a merchant. Make a skill check, opposed by the other party's Negotiation skill. For each point by which the check succeeds, the deal shifts 5% in the character's favor. On a failed check, the character must take the other party's offer or leave it. On a critical success, the terms are doubled or halved in the character's favor. On a critical failure, the other party becomes disgruntled and breaks off the negotiations.

Oratory (WILL/ -1, High Status)

This skill is used when attempting to control crowds or lead groups of more than three individuals. Leadership has no direct effect on whether the members of the group like or believe the character; it only makes them obey. Leadership has no minimum time requirement.

Make a skill check, at a penalty of -1 for groups of 8 or more, -2 for groups of 16 or more, -3 for groups of 32 or more, and so on. If the check succeeds, the character gains control of all of the members of the group whose WILL is 8 or less. For each point by which the check succeeds, add +1 to the highest WILL score that's affected.

The affected characters continue to obey until they're faced with a crisis, at which point the leader must check again to maintain control. On a critical success, they become devoted followers who do not require any further control checks. On a normal failure, they stop following. On a critical fumble, they turn hostile.

If this skill is used on a PC, the player remains free to choose how their character will react.

Panderer (INTL/ -1, Low Status)

A panderer is a type of 'merchant' who makes a living off of appealing to the prurient interests of others. Not necessarily a 'pimp' - Tsolyáni prostitutes are generally self-employed, or employees of an established institution. This skill takes no time to use. Make skill checks vs. a customer's WILL to 'size them up' and determine what they might be interested in.

Performer (DEFT/ -4, Status Varies)

This skill is a catch-all for characters who produce various types of entertainment. Choose a specialization.

- Prostitute (Any Status; a male prostitute is an inamorato, and higher status prostitutes are called Courtesans)
- Juggler (Low Status)
- Mime (Medium Status)
- Puppeteer: This skill is only available to members of specific puppeteer clans. It requires a minimum PSYC Score of 5. Unskilled attempts are not allowed. (Medium Status)
- Story-Teller (Medium Status)
- Tsahltén Gambling Judge (Medium Status)

Other skills listed elsewhere can also be performed for entertainment purposes; refer to those skill descriptions.

To negotiate for permission to perform at a given venue, make a skill check vs. a difficulty reflecting the venue's social status:

Venue:	Difficulty:	Income:*
Street Corner	0	x.33
Very Low Status Party	1	x.5
Low Status Party	2	x.67
Medium Status Party or Small Festival	3	x1
High Status Party or Medium Festival	4	x2.67
Very Hi Status Party or Large Festival	5	x3.5
Imperial Status Party	6	x6.83

*Apply this modifier to the base income for a performance, found in section 4.18.

Each performance takes from 15 minutes to several hours. Income is only received once at the end of each day. Parties tend to be single-day events, while festivals can last several days.

The performer then makes a skill check to determine how well each performance is received. Fumble = flop (kicked out of the venue), Failure = lackluster, income shrinks by 20%, Success = income remains unchanged, Critical Success = great performance, income grows by 20%.

Check for individual NPCs in the audience to find out how well they liked the show. They check either their WILL or their skill at what the performer's doing (whichever is better). If they make a better check than the performer did, then they didn't like the show.

Philosophy (INTL/ -4, High Status)

This skill confers an understanding of epistemology, the ethics of "noble action", ontology, etc. Literacy (3.10.5) is helpful but not absolutely required. This skill takes no time to use.

Physician (INTL/ -4, Medium Status)

This skill enables a character to provide medical attention to the sick and injured. Literacy (3.10.5) is helpful but not absolutely required. Each attempt takes 1 minute.

Make a skill check to bind a bleeding wound, preventing further loss of hit points due to blood loss (see 9.8.2).

This skill may also be used to heal injuries. A successful Physician check heals 1 hit point. A critically successful Physician skill check heals 2 hit points of damage, while a fumbled check inflicts a damage point. Each such patient may only receive the benefits of one successful Physician skill check per day, in addition to their normal healing. Note that damage from poison may not be treated until the poison's progress has been halted (see below).

Physicians also know how to halt the progress of poison. An injected poison must be localized 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. Ingested poisons can be neutralized 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 Láś tea leaves. Make a Physician skill check to determine whether the treatment is successful.

This skill also includes knowledge of hygiene and diet and basic physiology, plus fundamentals of pharmaceuticals, surgery, and treatments.

Play Instrument (DEFT/ -4, Status Varies)

Choose a musical instrument to specialize in. Use the rules given for the Performer skill.

- Tenturén (large stringed instrument, Medium Status)
- Sra'úr (smaller stringed instrument, Medium Status)
- Flute (Low Status)
- Percussion (Low Status)

Prestidigitator (DEFT/ -4, Low Status)

This skill represents expertise at misdirecting onlookers, enabling a character to make items in their hands seem to appear, disappear, or change. This does not include Pick Pocketing ability. Prestidigitation takes an Action.

Check vs. a character's INTL to fool them. If anyone is paying close careful attention, apply an additional difficulty penalty of +2. See also the Performer skill.

Punch (DEFT/ -1, Any Status)

This skill improves a character's ability to punch opponents in combat. Punches gain a bonus of +2 to their chances of hitting. Punching skill may be used for Melee Defense.

Research (INTL/ -4, Medium Status)

Characters make Research skill checks to look up the information they seek in a library. Literacy (3.10.5) is required, though the Dewey Decimal system is unknown in Tsolyánu; books are typically 'arranged' if at all, according to whatever personal system was used by their caretaker(s).

A modifier is applied to reflect the amount of information the character has to wade through to find what they seek. The larger the library, the harder it is to find specific information. Subtract 10 from the library's unmodified Index rating (see below), and subtract the remainder from the character's Research chances. The size of the library also indicates the number of hours required to make a Research check:

Information Source:	Index:	Time:
single book	6	1 hour
small bookshelf	7	2 hours
large bookshelf / wall of books	8	4 hours
room full of books	9	8 hours
multiple rooms of books / small library	10	16 hours
large library	11	32 hours
vast library	13	64 hours

For example, a character suffers a -3 penalty in a vast library but gains a +4 bonus if he's just looking in a single random book. The GM may apply further bonuses if the character is already familiar with the library in question.

The GM secretly checks (rolls 2d10) against the source's Index to see if the target information is there before any research begins. The number of points by which the check succeeds determines how extensive the available information is.

Margin:	Information:
-1 or less	None.
0	A bare mention, with little practical value other than verification that the thing exists.
1	A cursory mention, with a little extra background.
2	Substantial information, likely to be of use.
3	Extensive information, but with a few nagging blanks.
4+	Complete, detailed information.

Modifiers may apply. For example, a library in the temple of Karakán is unlikely to contain books on the subject of Lady Dlamélish's 32 Unnatural Acts, so a negative modifier would be applied before checking to see if a particular piece of information on that subject is in there. Positive modifiers apply when seeking information in a book or library specializing in the topic being researched. There may also be penalties based on the obscurity of the particular information sought: if only one Jocular Demon of the Bridge of Towers ever appeared on Tékmel, and that was 18,000 years ago, a large penalty would apply. It is up to the GM to set an appropriate difficulty modifier when checking for any specific piece of information in any particular library.

The GM can simply decide how much information a source contains instead of checking. For example, if the GM needs the PCs to know that Heedless Vanguard demons lay eggs in their victims, the GM can simply place that information somewhere for them to find.

A successful Research check uncovers whatever pertinent information that library contains. If the library does not contain the needed information at all, a successful Research check will determine that also. A successful Research check directs the researcher to sources of more extensive information even if none was contained in the current one.

Note that this skill requires knowledge of the language of the book(s) being perused.

Resist Sorcery (WILL/ -1, Any Status)

This skill improves a character's Magic Defense (their ability to avoid magical effects). See section 3.11, Defense Values).

Ritual (INTL/ -4, High Status)

This skill equips a character with a basic understanding of the dogma and rituals of their temple (3.6). Literacy (3.10.5) is required. As the character increases their Ritual skill, they acquire a deeper understanding of their own religion. Each time the character attains a new Ritual skill level, they may add another facet to their understanding, in the following order:

Skill Bonus	Ritual Knowledge
+0	ability to quote from scriptures and texts
+1	ability to participate in special ceremonies; understanding of ritual illusions and music
+2	deeper understanding of theology, exegesis, and hermeneutics
+3	full acquaintance with all your god's "Aspects" and mythology
+4	initiated into Eschatology: your temple's beliefs about the Afterlife
+5	knowledge of Ecclesiastical History
+6	ability to engage in Comparative Religion; study of other sects and foreign doctrines
+7	advanced theology, iconography, symbolics, and apologetics
+8	the inner doctrines: arcane and anagogical teachings; the Demon Planes

The character may attempt to utilize levels of knowledge not yet attained, but suffers a -1 skill check penalty per level by which they attempt to exceed their current understanding.

Ritual skill is also used when attempting to call for Divine Intervention (8.6).

Running (DEFT/ -1, Any Status)

The character's Move (3.8.4) is increased by 1" per +1 bonus in this skill. Running skill is also checked to avoid falling down when moving hastily over uneven terrain.

Scholar (INTL/ -4, High Status)

This skill is a catch-all for any areas of academic knowledge not already covered by other skills. Literacy (3.10.5) is helpful but not absolutely required. Select a specialization: herbal lore, epic poetry appreciation, etc. This skill takes no time to use. Characters with this skill may attempt related skills (for example, Write Music: Epic Poetry for a scholar of epic poetry appreciation) at only a -1 penalty for unskilled use.

Search (INTL/ -1, Any Status)

The character is skilled at locating hidden things, as well as hiding things (including themselves). Searching a medium-sized room takes about a minute; the time requirement to hide something varies.

Record the success margin when hiding something; that becomes the difficulty when others try to find it. The GM may impose modifiers depending on the size of the thing to be hidden, the quality of the available hiding places, etc.

Seduce (WILL/ -1, Any Status)

This skill is used to attract the sexual interest of anyone inclined toward your physical gender and species. It can also be used as a complimentary skill (8.0.5) to Performer: Prostitute.

Seduction won't elicit trust; or even friendship. It only makes other characters desire the seducer. Seduction attempts take several minutes.

Seduction skill checks are opposed by the other character's WILL. On a critical fumble, the other character is shocked, frightened, angered, or otherwise upset. On a normal failure, they're simply not interested. On a normal success, the other character is sexually attracted. On a critical success, they're immediately, deeply enamored.

If this skill is used on a PC, the player remains free to choose how their character will react.

Set/Disarm Trap (DEFT/ -4, Medium Status)

This skill represents expertise at designing, constructing, and disarming elaborate traps. The time required to set a trap varies.

Constructing a damage-dealing trap requires a skill check, with a difficulty equal to the trap's intended average damage Roll minus 2. For example, a trap that will do 2/4/6 damage has a difficulty of 2. If the trap inflicts energy damage (fire, for example), increase the difficulty by 1.

Constructing an ensnaring trap requires a skill check, with a difficulty equal to the modifier on the victim's escape check. Escape checks take a full Turn, and are made against the victim's PHYS. For example, a trap that requires a PHYS check at -2 to escape has a construction difficulty of 2.

A fumbled trap-setting check causes the trapper to suffer the trap's intended effects. Checks to disarm a trap are opposed by the trap-setter's skill. Each attempt to disarm a trap takes a full Turn. A Hiding skill check is needed to hide a trap, or to locate a hidden one.

The GM may veto a trap design (it's silly for someone who's make-shifting a trap from rocks and twigs to set a trap that inflicts 6/9/12 energy damage, for example: the character would have to have other necessary skills, time, and other resources). The same applies to attempts to disarm traps by characters lacking necessary tools or skills.

A character may choose a specialization if they wish, such as architectural traps, wilderness trapping, etc. Difficulty is reduced by 2 for specialized characters setting traps within the bounds of their specialization, but specialized characters may not attempt to build any kinds of traps that they aren't proficient at.

Shield (DEFT/ -1, Any Status)

This improves a character's ability to avoid attacks. It can be used for Melee and Missile Defense, as long as the character is wielding a shield (see section 3.11, Defense Values).

Shipwright (INTL/ -4, Medium Status)

The character is skilled in designing swift and sturdy boats, barges, galleys and sailing ships - typically within the bounds of long-established aesthetics and tradition. Literacy (3.10.5) is helpful but not absolutely required. This skill also includes the examination and restoration of existing vessels. Shipwrights don't usually perform the work themselves, but they may attempt skills involved in building construction (Craft: Carpenter, for example) with only a -1 unskilled penalty. The time required to design a vessel varies, from a few minutes for a small rowboat to weeks for a massive merchant vessel or warship. Refer to 4.15.2 for a quick overview of ship types.

Singing (WILL/ -1, Any Status)

Knowledge of popular songs, and the ability to perform them. This skill covers everything from the simple folk-songs popular among the lower classes (Low Status) to singing hymns to the gods (Medium Status) and epic poetry (High Status).

When singing is combined with Etiquette, the character becomes able to perform traditional hymns of praise to the Emperor and lesser dignitaries. When singing is combined with Rituals, the character is able to perform traditional hymns of praise to their God. When singing is combined with History, the character is able to perform traditional epic poetry.

Use the rules given for the Performer skill.

Slaver (INTL/ -1, Low Status)

This skill is used for the evaluation, training, and control of human chattel. Skill checks are made to determine the attribute scores, prior work history, rebelliousness, health, virginity, and so on of prospective slaves - or to break a new slave, or to compel obedience from a slave.

This is a widely despised occupation. A character who acquires this skill must also acquire the Outcast (or possibly Secret) disadvantage.

Sorcery (INTL/no unskilled use, Any Status)

A character must meet certain statistical requirements in order to be able to use magic at all; see 3.8.5.

This skill includes the basics of magical theory and the Planes Beyond, how to draw power and mold it into "spells", and some elementary magical testing principles. Literacy (3.10.5) is required. Each EP a character spends on this skill yields 10 spell purchase points, which are used to buy knowledge of specific spells. Spell casting rules and spell purchase costs are listed in the sorcery rules (12.0)

See the Performer skill if attempting to perform sorcery as an entertainment.

Stealth (DEFT/ -1, Any Status)

This skill enables a character to move without attracting attention. Stealth takes no time, but a sneaking character can move no more than ½ of their normal move rate (rounded down).

Perception checks to notice a sneaking character are opposed by the speaking character's Stealth skill. The GM may impose modifiers on the Perception check depending on the availability of cover, background noise, etc. See also 8.3.

Survival (INTL/ -1, Any Status)

This is the ability to locate food and shelter in a particular type of environment. Select a specialization when this skill is purchased. This has no effect on any specializations not taken:

- Plains (Clear terrain)
- Forest
- Mountain
- Desert
- Urban
- Swamp: This is especially difficult, given the numerous poisonous plants and dangerous animals in these noisome places.

Swim (DEFT/ -4, Any Status)

This skill enables a character to swim at a rate equal to their Swim skill -9 inches (minimum 0"). This skill also includes diving. Swimming takes no time, other than any movement used.

Tactics (INTL/ -4, High Status)

This skill is used to gain tactically advantageous military insights on the battlefield. Select a terrain specialization: clear/plains, forest, mountain, desert, urban, etc. Tactics checks can be attempted in all other terrain types with only a -1 unskilled penalty if this skill is taken. Tactics takes no time to use.

The GM evaluates the skill check result, and offers the character appropriately insightful suggestions as to the strategic significance of terrain features, probable enemy strategies, etc.

Throw Weapon (DEFT/ -4, Any Status)

This skill enables a character to throw a weapon type effectively. Select a specialization: axes, blades, bludgeons, bolas (uncommon), flails, spears, etc. This skill cannot be used defensively. Full combat rules are found in Chapter 9.0.

Tie Knots (DEFT/ -1, Low Status)

This skill acquaints a character with the techniques for tying a wide variety of knots. Each use of this skill takes a full Turn.

The character chooses a Difficulty for each knot they attempt to tie, and must make a skill check vs. that difficulty. If the check succeeds, the knot is tied successfully. The selected Difficulty is then used vs. the Tie Knots skill of whoever tries to untie the knot, or against the Escape Artist skill of anyone trying to escape from the knot.

Tracking (INTL/ -4, Medium Status)

This skill enables a character to follow the trail left by another person or creature. Each tracking attempt takes a full Turn.

Check vs. a difficulty set by the GM (fresh snow: +4, mud or sand: +2, dirt or grass: 0, rocky or baked earth: -2, clean floor: -4, water: -8). Difficulty may be further modified by time passage, weather, traffic, etc. The character can use Tracking skill to hide their own tracks as well; their skill opposes Tracking attempts by other on their trail. Hiding one's own tracks takes no time, but the character can move no more than ½ of their normal move rate (rounded down).

Vehicle (DEFT/ -4, Status Varies)

This skill is used to control a vehicle. Select a specialization:

- Aircar (Medium Status)**
- Cart (Low Status)
- Lightning-Bringer (Medium Status)**
- Rowing (Low Status)*
- Sailing (Low status)*

*Characters with this skill may attempt the Administrator: Ship Captain skill at only a -1 penalty for unskilled use.

**These ancient artifact vehicles are extremely rare; beginning characters are unlikely to have had any opportunity to operate them.

Make skill checks when moving over difficult terrain, trying to out-manuever pursuit, etc., applying any modifiers assigned by the GM. There is no minimum time requirement.

Ventriloquism (WILL/ -4, Medium Status)

This skill enables characters to make others think their voice is coming from elsewhere. Perception checks (8.3) to determine

where the voice is actually coming from are opposed by the character's Ventriloquism skill. This skill doesn't include any ability to mimic voices, or to 'act', and takes no time to use.

Write Music (INTL/ -4, Any Status)

This skill enables a character to compose music and write rhymes or lyrics, from the simple folk songs of the lower classes (Low Status) to hymns to the gods (Medium Status) and epic poetry (High Status). Literacy (3.10.5) is helpful but not absolutely required. Choose a specialization: music composition or poetry/lyrics. This doesn't include any instrumental or singing skill, but characters with one Write Music specialization may attempt the other at only a -1 penalty for unskilled use. Each attempt takes about an hour.

When the character sets out to write a poem or piece of music, they must select the difficulty they wish to strive for. On a successful check, they produce a work with a score equal to the chosen difficulty. On a failed check, they wind up with nothing but a pile of crumpled parchments. On a critical failure, they suffer a creative block and cannot produce any more music or poetry until they make a successful WILL check: one recovery check is allowed per day. On a critical success, they produce a work with a score equal to the chosen difficulty +2.

When a song or poem is performed, its score is added to the performer's ability. See Singing skill (above).

Zoology (INTL/ -4, High Status)

This skill grants knowledge of animal species, their habitats, and their uses. Literacy (3.10.5) is helpful but not absolutely required. Remembering facts about certain animals takes no time, but performing a systematic study of an animal species could take weeks or even years.

3.10.5 Languages & Literacy

Languages are purchased differently, and function differently than other skills.

3.10.5.1 Language (Any Status)

Characters can speak the native language (Tsolyáni) fluently for free. They must spend EPs for the ability to speak other languages. Languages are listed at 3.10.5.3.

EPs	Ability	Description
1	Broken	The character has only a limited ability to understand and speak the language. To simulate this at the gaming table, the character is prohibited from uttering or understanding words of more than one syllable in that language (excluding proper names). Multi-syllabic words in the language sound like gibberish to them, and if the character accidentally speaks or hears a multi-syllabic word then it is not understood. The character can master a few multi-syllabic words with in-game practice without spending EPs.
2	Accented	The character is fully fluent in the language, but retains a very noticeable accent.
3	Fluent	The character can speak the language with complete fluency and no accent, like a native.

3.10.5.2 Literacy (High Status)

Literacy in a language is purchased separately from the ability to speak that language. Literacy costs 1 EP per language, which must be specified upon purchase. Literacy in one's native language is free to characters of High (or higher) clan level.

Reading ability is determined by the character's matching Language skill. For example, "broken" ability to speak the language means that the character has only a very basic, clumsy reading ability and difficulty with large or obscure words. Lack of a matching language skill means that the character can only translate written material slowly, with the aid of reference books.

Literacy includes knowledge of grammar, less common ceremonial written forms, and vocabulary. This skill allows a character to function as a scribe, though the most highly sought after scribes also have the Art/Calligraphy skill.

3.10.5.3 Language Lists

Modern languages (Any social status):

- **Aómorh** (far northeast; a tone language, some magical texts, monolithic inscriptions, etc.)
- **Hijajái** (Háida Pakála; trade language of the southern ocean)
- **Jannuyáni** (Jánnu and Kilálámmu in the northeast; tribal)
- **Livyáni** (Livyánu; southwest of Tsolyánu, elegant and complex literary works)
- **Lo'orúnankh** (Lorún tundra toward the north pole; tribal)
- **Milumanayáni** (Milumanayá; mostly tribal dialects)
- **Mu'ugalavyáni** (Mu'ugalavyá; west of Tsolyánu)
- **N'lüssa** (N'lüss in the far northwest; tribal)
- **Nonhuman Languages** (see 3.10.5.5)
- **Pe'é** (Nyémesel Isles in the distant southeastern seas, trade language)
- **Pecháni** (Pecháno, north of Salarvyá; texts dealing with the inimical nonhuman Ssú)
- **Sa'á Allaqiyáni** (Sa'á Allaqí in the northeast; texts of the Priests of Light)
- **Salarvyáni** (Salarvyá, the vast southeastern empire; complex grammar and script)
- **Tká Mihállí** (Modern Mihállu; derived from Engsvanyáli)
- **Tsoléi'i** (Tsoléi Archipelago in the western sea)
- **Tsolyáni** (Tsolyánu, the language of the central game locale)
- **Tsolyáni, Chaigári Dialects** (several)
- **Yan Koryáni** (Yan Kór, north of Tsolyánu)

Ancient languages (High social status):

- **Aí Ché** (Far northeast; used by the followers of the One Other; historical and magical texts)
- **Ancient Mihállí** (Mihállu, the one nonhuman tongue humans can learn; magical texts)
- **Bednálljan Salarvyáni** (Fisherman Kings and the First Imperium; a rich literature, poetry, scholarship, etc.)
- **Classical Mu'ugalavyáni** (Mu'ugalavyá; doctrines of Hrsh and Vimúhla)
- **Classical Tsolyáni** (Tsolyánu; history of the Imperium, magical and religious texts)
- **Duruób** (ancient Livyáni; many texts, still used in the Sealed City of Dláš for rituals)
- **Engsvanyáli** (Priestkings of Engsvanyálu; great classical tongue, many historical, philosophical, literary texts, history of the north, astronomical and magical texts)

- **Llyáni** (Empire of Llyán of Tsámra; partially lost, many historical and magical texts)
- **Sunúz** (artificial language of the Priests of the One Other, now mostly lost, officially banned in the Five Empires)
- **Thu'úsa** (Kurt Hills in Tsolyánu; now used as a secret tongue by some priesthoods of the Lords of Stability; only available to priests of those sects)
- **Tongue of the Lord of Worms** (secret argot of the temples of Sárku and his Cohort; script has 2,000 ideograms; : only available to priests of those sects)
- **Tongue of the Priests of Ksárul** (highly complex artificial language used to keep the secret doctrines of the Inner Temple of Ksárul; only available to priests of Ksárul)
- **Tsáqw** (ancient Yan Koryáni)
- **Zna'yé** (ancient tongue of the Goddess of the Pale Bone; secret and mostly lost)

3.10.5.4 Foreign Character Language

Foreign characters follow the same language and literacy guidelines, but of course their native language will be different. They must be able to communicate with at least one other member of the player group, so at a minimum they must either learn Broken Tsolyáni or some other PC must learn their language.

3.10.5.5 Nonhuman Character Language

Nonhumans are in the same situation as foreigners (above), except that their languages are nearly impossible for humans to master. The GM may allow a human character to learn a nonhuman language only if the human's background specially justifies it (example: Harsan, from Prof. Barker's *Tékumel* novels, was raised by Pé Choi). Even then, human characters must pay triple the normal number of EPs to learn a nonhuman language. Nonhumans may learn each others' languages without penalty.

3.11 Step 8: Defense Values

These numbers indicate how difficult it is to hit a character in combat.

3.11.1 Melee Defense

Characters may use their currently active Dodge, Grapple, Kick, Melee, Punch or Shield skill (including a shield's Parry Modifier) for Melee Defense. Remember to include the unskilled penalty if the character is unskilled, and any other modifiers that apply. Subtract 10 from the selected modified skill score to find the character's Melee Defense.

For example, Arjái has a 10 DEFT, a Melee skill of 12 with blades, no Dodge skill (which results in a dodging penalty of -1), and a skill of 11 with Shields. His shield gives him a +2 bonus. If he parries a melee attack with his Melee: Swords skill, his melee defense is 2. If he blocks with his shield, his melee defense is 3. If he dodges, his melee defense is -1.

3.11.2 Missile Defense

A character's Missile Defense is determined in the same way as Melee Defense, but only Dodge and Shield skills may be used.

3.11.3 Magic Defense

A character's Magic Defense is determined in the same way as Melee Defense, but using the Resist Sorcery skill.

3.12 Step 9: Contacts

Contacts are NPCs with whom the PCs have especially strong relationships at the start of the campaign.

Contacts may be approached for information, business deals, etc. Each contact has a different point cost, reflecting their overall power and influence. The number of points that each player-character receives for the purchase of contacts at the start of the campaign depends on their WILL attribute (see 3.8.7), with a modifier from their Clan Level (3.4.3).

A contact's point cost is the same as their Prestige (the average of their Clan Influence and their professional Rank, rounded up). For example, a 5th Circle priest (Rank 5) of High Lineage (+1) from a Very High clan (Clan Rank 9+1 = Clan Influence 10) has a Prestige (and thus Contact Cost) of $(5 + 10)/2 = 7.5$, rounded up to 8. Clan Rank is explained in section 3.4.3. Professional Rank (aka Circle) is explained in section 18.3. The Tsolyáni Emperor's prestige is always 19.

Any Contact Points which aren't spent during character generation are lost. Contact points are no longer tracked once character generation is completed.

3.12.1 Associates

For the base point cost, the contact is a close personal associate. Close associates will offer the character deals when buying or selling things, loan small sums of money without interest, share juicy rumors, and so on — but they will not intentionally endanger themselves, their families, or their livelihoods on the character's behalf.

3.12.2 Friends

A friend is a closer contact who will loan the character large sums of money without interest, give them small sums or items as gifts, share dangerous secrets, or even be willing if necessary to take serious risks to assist the character personally. It costs 2 extra points to make a contact a personal friend.

3.12.3 Regarding Tsolyáni Families

Characters don't have to pay Contact points just to have relatives (including spouses: see 3.5.7). Since polygyny (one man marrying plural women) and polyandry (one woman marrying plural men) are both practiced in Tsolyáni society, characters may have quite a large number of close relatives. Furthermore, within a character's lineage group (3.5.5) there may be anywhere from one to hundreds of "families" - kinship units connected by blood. Members of one's own family and clan make excellent (and slightly less expensive) contacts; see below.

3.12.3.1 Parents

According to the Tsolyáni kinship system, one's father's brothers and mother's sisters' husbands are also classified as one's "fathers," and one's mother's sisters and father's brother's wives are one's "mothers." A character may thus have as many as 10 parents (though a single pair of parents is still quite typical). Due to the possibility of plural marriage, a character can always know their birth-mother but sometimes not their birth-father. To a Tsolyáni this does not matter: it is the classification that counts. Parents may range from 15 to 35 years older than the character.

3.12.3.2 Siblings

The children of all of these people are one's "brothers" and "sisters," just as much as actual, genetic siblings are. Depending on how many parents they have, a character may have as many as 20 siblings (an average of 2 per parent). Each sibling may be as much as 20 years younger than the character, or 20 years older.

3.12.3.3 Grandparents

A character may have many grandparents, though 4 or fewer is typical. Grandparents range from 30 to 70 years older than the character (though Tsoyláni rarely live past the age of 60).

3.12.3.4 Aunts & Uncles

One's fathers' sisters and mother's brothers' wives are "aunts"; mothers' brothers and father's sisters' husbands are "uncles". A character may thus have many aunts and uncles, though again a modest number like 4 is more typical. Aunts and uncles may range from 5 to 45 years older than the character.

3.12.3.5 Cousins

The children of one's aunts and uncles are one's "cousins." Again, a character may have many of these - ranging from 30 years younger to 30 years older.

3.12.3.6 Family Members as Contacts

A character's family members will extend them a standard 5% discount on goods or services purchased from the family's business, loan small sums of money at low interest rates, share trivial gossip, and so on for free, no questions asked. Requests for assistance more serious than that will be subject to long, serious discussion between the heads of the family and/or the Clan Elders – and may ultimately be refused.

If desired, specific family members may be paid for with Contact Points, deepening their relationship with the character and causing them to provide a greater level of support (see above). Family members may be purchased as Contacts at a discount of 2 Contact points.

3.12.4 Insiders

Another special kind of Contact is the 'insider'. An insider is a Contact who holds a subservient position in the retinue or inner circle of another, more powerful Contact or even a whole group of Contacts. Insiders have no direct power over their masters (nor any real power of their own) but can aid the PC in dealing with them or pass on rumors and gossip about them.

An insider for a single other Contact costs 4 points less than that Contact. An insider for a whole group of Contacts costs 2 point less than the average Clan Rank (or Professional Rank, whichever is higher) of a member of that group. These reduced costs only apply if they exceed the Insider's own personal contact cost.

For example, the Major Domo of Daséshmu hiMriyatláku (the Governor of Katalál) is an insider for the Governor, so if the Governor costs 13 Contact points then his Major Domo would cost only 9. A slave owned by the High status Red Sword Clan (Clan Level 7) is an insider for the entire Red Sword Clan, and would cost 5 points.

3.12.5 Shared Contacts

Some Contacts are very expensive, and difficult for an individual character to afford. Characters may pool their points to purchase contacts, which they then share in common. Each character must contribute at least 1 point to the shared Contact, and the total points spent must at least equal the cost of that Contact. If some characters contribute more toward the base cost of acquiring a shared Contact, then that Contact will give them preferential treatment. Each contributing character must individually pay the extra cost of making the shared Contact their personal Friend, and the discount for relatives only applies to the contributing characters who are relatives of that contact. The discount does not reduce their contribution for purposes of preferential treatment.

3.12.6 Contact Details

Players must specify the species, clan, gender, age, name, religion, location, etc. of each of their Contacts. Additional details such as physical appearance, marital status, behavioral quirks, and so on are also very useful. In some cases, players will not be free to make those details up. For example, the current Emperor is named Mirusiya. He dwells in the golden tower of Avanthár near the capitol city of Béy Sü. His appearance and personality are already well established. The GM may also wish to create a list of pre-prepared Contacts when starting a new campaign, to provide a starting point for the players.

3.12.7 Contacts for New PCs

Once play has begun, new players who come into the game may create new Contacts for their characters, or 'buy into' established Contacts. A new character must pay at least 1 point to buy into an established Contact, but may pay more to qualify for preferential treatment. Again, the cost adjustments for making an established Contact a personal Friend, or Relative of the new PC applies on top of that.

3.12.8 Contact Developments

Repeated mutually beneficial interactions may improve a character's relationship with a Contact. For example, if the Governor's Major Domo starts as a PC's mere Associate, repeatedly wining and dining him may make him treat that PC preferentially. Eventually, if the character's relationship with the Contact remains good, the Contact may become a personal Friend. An Associate could even be married off to a Relative, making that Acquaintance into a Relative as well. Contacts can also succumb to bribery, change sides, grow old, become ill, be captured, injured, or die. These possibilities are all subject to GM control, preferably giving the players a chance to realize the danger to their cherished contact and take steps to intervene.

3.12.9 New Contacts

The PCs are likely to encounter a great number of NPCs during the course of their adventures, any of which may have the potential to become, in effect, 'contacts'. This is simply part of the normal course of playing out the story, and does not require the PCs to acquire or spend any more contact points. The general principles regarding the level of assistance that a contact will provide, and the potential for the NPC's relationship with the PCs to develop in either positive or negative ways all still apply of course.

4.0 Equipment

A character's money, allowances, property, etc. are determined during character creation (3.4.3).

Many items are always available in the markets of the Five Empires. For others, the GM may employ a d10 roll per hour of shopping: 1-2 = no such item is available today; 3-4 = the item is available for a d5x10% higher price; 5-6 = the item is available but it is of poor quality or defective (a sword with a loose hilt, a cloak of the wrong color, boots that are too small, etc.); 7-8 = the desired item is found for sale at the average price; 9-10 = the item is found at a d5x10% cheaper price. Subtract 1 to 6 from the roll for rarer items.

The following lists show the "average" price of each item. Prices are typically 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. The roll above adjusts the average price to reflect availability. The Negotiate skill may be used to play out the usual haggling.



4.1 Melee Weapons

Melee weapons enhance characters' fighting abilities. On Tékumel, typical melee weapons are made from the hide of the Chlén-beast (p. 174). Weapons are grouped according to their melee skill specialization. The tables below list each weapon's cost, its bonus to the character's roll to hit, its damage roll, and the minimum PHYS required to wield it easily in one hand. If a melee weapon is wielded 2-handed, reduce its PHYS requirement by 2. If the character's PHYS is insufficient, subtract one point from their effective weapon skill per point by which their PHYS falls short.

Axes	Cost	Hit	Damage	PHYS
Hatchet	21k	+1	2/3/4	8
Light Axe	42k	+1	2/4/6	9
Wood Axe	57k	0	3/5/7	10
Battleaxe	96k	0	4/6/8	11
War Axe*	129k	-1	5/7/9	12
Great Axe*	198k	-1	6/8/10	13
Poleax*	258k	-2	6/9/12	14
Giant Axe*	363k	-2	7/10/13	15

*Long Weapon

Blades	Cost	Hit	Damage	PHYS
Stiletto	9k	+4	2/1/2	4
Knife	12k	+4	0/2/2	6
Long Knife	15k	+3	1/2/2	5
Short Sword	42k	+1	2/4/6	7
Saber	33k	+3	2/3/4	8
Cutlass	57k	+2	2/4/6	9
Sword	75k	+1	3/5/7	10
Longsword	117k	+1	4/6/8	11
Bastard Sword	153k	0	5/7/9	12
Greatsword	225k	0	6/8/10	13
Claymore	288k	-1	6/9/12	14
Giant Sword	396k	-1	7/10/13	15

Bludgeons	Cost	Hit	Damage	PHYS
Baton	12k	+5	1/1/2	5
Cudgel	12k	+4	2/1/2	6
Club	12k	+4	0/2/2	7
Light Mace	15k	+3	1/2/2	8
Mace	27k	+3	1/2/3	9
Morningstar	33k	+2	2/3/4	10
Warhammer	57k	+2	2/4/6	11
Great Club*	75k	+1	3/5/7	12
Battle Mace*	117k	+1	4/6/8	13
Giant Club*	153k	0	5/7/9	14
Giant Mace*	225k	0	6/8/10	15

*Long Weapon

Flails	Cost	Hit	Damage	PHYS
Light Flail	33k	+2	2/3/4	7
Flail	75k	+1	3/5/7	9
Heavy Flail	153k	0	5/7/9	11
War Flail	288k	-1	6/9/12	13
Giant Flail	492k	-2	8/11/14	15

Quarterstaves	Cost	Hit	Damage	PHYS
Staff	24k	+4	1/2/3	9
Quarterstaff*	54k	+3	2/4/6	11
Bronze-Shod Staff*	228k	+2	4/6/8	13

*Long Weapon

Quarterstaves always require 2 hands.

Spears	Cost	Hit	Damage	PHYS
Javelin	15k	+3	1/2/2	7
Light Spear	33k	+2	2/3/4	9
Pitchfork	75k	-2	5/7/9	11
Spear*	96k	0	4/6/8	12
Trident*	129k	-1	5/7/9	12
Boar Spear*	153k	0	5/7/9	13
Pike*	198k	-1	6/8/10	14
Giant Spear*	258k	-1	6/9/12	15

*Long Weapon

Whips	Cost	Hit	Damage	PHYS
Whip	9k	+4	1/2/2	7
Cat o' Nine Tails	12k	+3	1/2/3	8
Bullwhip*	18k	+2	2/3/4	9

*Long Weapon

Whips cannot be used 2-handed.

4.1.1 Long Weapons

A long melee weapon has a 'range' of 2", and can safely be used to attack opponents on the far side of intervening characters or obstacles. If the intervening characters wish to protect the target then their Melee Defense from Melee Weapon or Shield skill is added to the target's Melee Defense (3.11.1).

4.1.2 Steel Melee Weapons

A steel version of any melee weapon (excluding staves and whips) can be purchased for 50 times the normal price. Steel melee weapons inflict one higher damage level when they hit (see the Secondary Characteristics table in section 3.8).

Example: a steel Spear costs 4800k and deals 5/7/9 damage.

4.1.3 Copper Melee Weapons

Copper versions of melee weapons (excluding staves and whips), which are favored by the temples of Sárku and Duritlámish, can be purchased for 5 times the price of Chlén-hide. Copper melee weapons inflict the same damage as Chlén-hide weapons when they hit.

4.1.4 Thrown Melee Weapons

Melee weapons can be thrown 8", plus the character's PHYS, minus the weapon's PHYS requirement. Unbalanced weapons suffer a penalty of -2 to hit when thrown. For double the normal purchase price, you may buy a Chlén-hide weapon that has been weighted or tipped with bronze and specially balanced for throwing. Balanced steel weapons only cost an additional 50%.

Flails and Quarterstaves cannot be balanced for throwing.

4.2 Missile Weapons

Missile weapons enable characters to attack at a distance. The tables below list each missile weapon's cost, its bonus to the character's roll to hit, its damage roll, and the PHYS required to wield it. Wielding a missile weapon 2-handed reduces its PHYS requirement by 2. If the character's PHYS is too low, subtract one from their effective skill per point by which they fall short. Crossbows take an extra Action to reload per point of insufficient PHYS, instead of reducing the wielder's roll to hit. All missile weapons suffer a penalty of -2 to hit when fired at hostile opponents at no range.

Blowguns	Cost	Hit	Damage	Range	PHYS
Small Blowgun	4k	+2	1/2/2	12"	8
Large Blowgun	8k	+1	1/2/3	18"	10

Bows	Cost	Hit	Damage	Range	PHYS
Tinaliya Bow	9k	+2	1/2/3	12"	6
Short Bow	42k	+1	2/4/6	18"	8
Bow	75k	+1	3/5/7	24"	9
Long Bow	153k	0	5/7/9	30"	11
Heavy Bow	198k	-1	6/8/10	36"	12
Great Bow	288k	-1	6/9/12	42"	13
Giant Bow	492k	-2	8/11/14	48"	15

Bows require 2 hands to use.

Crossbows	Cost	Hit	Damage	Range	PHYS
Tinaliya Crossbow	111k	+3	3/5/7	24"	7
Light Crossbow	201k	+2	5/7/9	30"	9
Shén Pistol Crossbow	275k	+2	6/8/10	32"	11
Crossbow	348k	+1	6/9/12	36"	11
Heavy Crossbow	354k	0	8/11/14	42"	13
Giant Crossbow	864k	-1	10/13/16	48"	15

Crossbows take an Action to re-load after every shot. They can be fired one-handed, but require 2 hands to reload.

Slings	Cost	Hit	Damage	Range	PHYS
Light Sling	3k	+1	1/2/2	18"	7
Sling	9k	0	2/3/4	24"	9
Heavy Sling	39k	-1	3/5/7	30"	11

Slings can't be used 2-handed. Lead sling pellets (see Ammunition, below) add +1 to sling damage.

Staff Slings	Cost	Hit	Damage	Range	PHYS
Staff Sling	50k	-1	4/6/8	36"	12

Using lead sling pellets (see Ammunition, below) adds +1 to staff sling damage.

4.2.1 Ammunition

Missile weapons need ammunition. If characters are able to take time to retrieve spent ammo at the end of a battle, each shot they fired can be recovered on a successful Search skill check. The costs for ammunition are as follows:

Ammunition Type	Cost
Blowgun Darts	1k per 3 darts
Bronze-tipped Arrows	2k per arrow
Bronze-tipped Quarrels	3k per 5 quarrels
Lead sling pellets (+1 damage)	1k per 2 pellets
Sling Stones	1k per 6 stones*

*Given time, sling stones can be gathered for free. Ammunition for a Staff Sling is heavier, and costs twice as much.

Bolas	Cost	Hit	Dmg	Range	PHYS
Light Bola	5k	0	0/1/2*	6"	7
Bola	10k	0	2/1/2*	9"	9
Heavy Bola	20k	-1	1/2/2*	12"	11

*Bolas entangle the victim, who can then try to break free (PHYS check at -2, -3, or -4 for small, medium, and large bolas) or wriggle free (Grapple skill check at -1 per point by which the roll to hit was made).

4.3 Siege Weapons

Siege Weapon	Cost
Ballista	2,000k
Onager	3,000k
Trebuchet	4,000k
Ballista bolt	50k

4.4 Body Armor

Body armor softens the impact of attacks in battle (see 9.4). The tables below list the available armor materials, their costs, DEFT limits, and the amount of protection they provide against Physical and Energy damage.

4.4.1 Size

The base cost of a suit of body armor is determined from the PHYS score of the character for whom it is made.

Wearer's PHYS	Base Cost	Wearer's PHYS	Base Cost	Wearer's PHYS	Base Cost
2	1	8	5	14	40
3	1	9	7	15	57
4	1	10	10	16	80
5	2	11	14	17	113
6	3	12	20	18	160
7	4	13	28	19	226

4.4.2 Coverage

The Coverage of a suit of body armor determines how easy it is for an opponent to attack around it.

Coverage	Cost	Avoid*	DEFT Limit
Light	x.5	-1	11
Medium	x1	-2	10
Heavy	x2	-3	9

*Apply this penalty to any attempt to make a called shot around the character's body armor. If successful, the attack ignores the character's body armor protection.

Body armor does not provide any protection to the character's head. Called shots to the head completely ignore body armor protection regardless of its Coverage.

4.4.2.1 DEFT Limit

The DEFT Limit of a suit of body armor is the maximum DEFT a character may use while wearing that armor, due to its weight. Apply the modifier from Material (below) to the initial DEFT limit from Coverage. Adjust the character's movement rate and DEFT-based skills while wearing armor that restricts their DEFT score.

Example: Ssúri has an 11 DEFT. Her movement rate and all of her DEFT-based skills will be reduced by 1 point if she wears a suit of body armor with a DEFT Limit of 10.

4.4.3 Material

The Material from which a suit of body armor is made determines how much damage it absorbs from attacks.

Material	Cost	Physical/Energy	DEFT Limit
Furs/Leather	x1.5	1/0	+2
Chlén Armor	x8	2/1	+1
Copper Plate	x40	2/1	-
Steel Plate	X400	3/2	-

4.4.4 Price

The final price of a suit of body armor equals its Base Cost, multiplied by factors obtained from its Material and Coverage.

Example: A suit of Light Chlén body armor for a character with an 11 PHYS costs 14 x .5 x 8 = 56 Káitars.

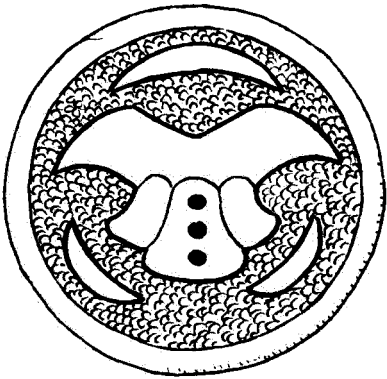
4.4.5 Ill-Fitting Armor

Most armor on Téकुmel is made of separate plates connected by adjustable straps, allowing it to be adapted for use by slightly larger or smaller characters than those for which it was originally intended.

A character may wear any suit of body armor intended for characters of their own species and PHYS score at no penalty, other than the armor's inherent DEFT Limit (above).

A character may wear armor that was designed for a PHYS Score 1 point higher than their own at a further -1 reduction in its DEFT Limit, though gaining a bonus of +1 level to its Coverage (Light becomes Medium and Medium becomes Heavy, while Heavy armor becomes too burdensome to wear).

Similarly, a character may wear armor that was designed for a PHYS Score 1 point lower than their own at a penalty of 1 level of Coverage (Heavy becomes Medium and Medium becomes Light, while Light armor becomes too sparse to afford protection), gaining a bonus of +1 to its DEFT Limit.



4.5 Shields

Shields add to a character's Melee and Missile defense. Add the shield's Parry bonus to the character's defenses if they are using their Shield skill for defense. If the attack misses, the attacker makes a damage roll and compares it to the shield's Hits. If the damage roll exceeds the shield's Hits, the excess damage is taken both by the defender and by the shield's Hits. The defender gets their armor protection against any damage that penetrates their shield. Thus, as shields lose hits they become weaker and eventually break altogether.

Shields require one free hand. Shields also have a PHYS requirement. The character suffers a -1 penalty to their Shield skill per point by which their PHYS falls below this requirement.

4.5.1 Size

Shield	Cost	Parry	Hits	PHYS
Small Shield	12k	+1	5	8
Medium Shield	25k	+2	8	10
Large Shield	50k	+3	11	12

4.5.2 Steel Shields

A steel version of any sized shield can be purchased for 50 times the normal price. A steel shield has +2 Hits, but its PHYS requirement is 1 point higher.

4.5.3 Copper Shields

Copper versions of shields, which are favored by the temples of Sáрку and Durritlámish, can be purchased for 5 times the price of Chlén-hide. Copper shields have the same number of Hits as Chlén-hide, but their PHYS requirement is 1 point higher.

4.6 Helmets

Helmets only provide protection against called shots to the character's head (see 9.5.4.1).

4.6.1 Cost

Helmet costs depend on size, material, and coverage. Multiply the Cost factors from Material (see 4.4.3) and Coverage (below) by the Body Armor Size Base Cost (4.4.1) to find the helmet's cost in Káitars. For example, a Chlén scale cap for a character with an 11 PHYS (Base Cost 14) costs 22.4 Káitars.

4.6.2 Protection

Larger helmets provide more protection. Add the Physical/Energy modifiers to the helmet's armor protection.

Example: a Steel Plate Full Helm provides 5/3 armor protection against head shots.

4.6.3 Coverage

Coverage	Cost	Physical/Energy	Avoid*
Cap	x.2	+0/+0	-4
Helmet	x.4	+1/+1	-5
Full Helm**	x.6	+2/+1	-6

*Apply this penalty to any attempt to make a called shot to the head around the character's helmet. If successful, the attack ignores the character's helmet protection. This is not cumulative with the normal head shot penalty.

**Full Helms limit the wearer's hearing and field of vision. A character wearing a Full Helm suffers a penalty of -1 on all checks requiring sight or sound perception.

4.7 Adventuring Gear

Item	Price
Leather quiver for 20 arrows or quarrels	15k
Rope, 20 m (supports 200 kg.)	10k
Pole, 4 m	3k
Bronze or Chlén-hide spikes (10) and mallet	10k
Torches, 10 (burn for 2 hrs.; 7 space diameter)	10k
Bronze Lantern with glass cover	15k
Flask of oil for Lantern (burns for 2 hrs.; 11 space diameter)	2k
Wax candle or small oil-filled clay lamp (burns about 1 hour)	1.5k
Flint, steel and tinder	10k
Compass (glass-covered, oil-filled pottery bowl containing a sliver of magnetized iron)	45k
Astrolabe (instrument used to find altitudes of celestial bodies, useful to astronomers and astrologers)	70k
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 Thúmis, Ksáru, and their Cohorts)	100k
Pen box (5 reed pens and a cake of carbon ink)	5k
Roll of paper or papyrus	1k
Roll of parchment or vellum for (non-magical) scrolls	2k
Paint box (contains cakes of paint, brush and water bottles)	100k
Bunch of Tsúral buds: plant used as an aphrodisiac and also to repel certain dangerous creatures; they must be fresh	.7k
Bundle of Lisútl roots; chewed by women to avoid pregnancy	8k
Leather belt pouch	5k
Small sack (holds 18 kilograms)	7k
Large sack (holds 21 kilograms)	10k
Small leather backpack (holds 36 kilograms of appropriately sized objects)	60k
Large leather backpack (holds 54 kilograms of appropriately sized objects)	75k
Blanket and bed mat	10k
Personal toilet articles	3k
Rations for 1 week	8k
Small water skin (1 day's water)	3k
Large water skin (2 day's water)	8k

Physician's bag, complete with bandages, salves, herbs, etc. (adds +1 to Medicine skill checks)	100k
Ritual Sorcery bag (complete with chalks, scrolls, knives, candles, etc.). Effectively unlimited number of uses, but must be replaced if lost.	150k
Coin purse (holds 50 coins)	3k
Wooden or leather chest (1 meter long by ½ meter wide by 1/3 meter high)	15k

4.8 Clothing

Item	Price
Loincloth of cheap fabric (male only)	.2k
Straw or wooden-soled cheap sandals	.3k
Kilt of Firyá cloth (ordinary quality)	.5k
Sleeveless cloth vest (male only)	.9k
Over-tunic of Firyá cloth	14k
Broad collar of enameled Chlén-hide	10k
Embroidered tunic of fine Gúdrú-cloth	250k
Leather belt or set of cross-straps	3k
Leather sandals, slippers, or shoes	4k
Calf-high leather boots	6k
Traveling boots of tooled Vringálu-hide	450k
Heavy, protective boots of Hlúss-hide	600k
Beautiful overtunic of finest Thésun-gauze	750k
Sandals of soft Vringálu-hide	150k
Heavy cloak or traveling mantle of Hmélu or Hmá wool	8k
Military traveling cloak	100k
Gown or over-kilt of Thésun-gauze	500k
Kilt of Gúdrú-cloth with embroidered border	75k
Western-style Hnelésh, a poncho like garment (female only)	125k
Elaborately decorated over-tunic of Gúdrú cloth	20k
Shawl of softest Hmélu-wool (female only)	500k
Elegant gilded head-dress or ceremonial helmet	500k
Brocaded mantle sewn with small gems	1,500k
Ceremonial shoulder-pieces of gilded Chlén-hide (male only)	750k
Belt with plaques of ivory, gold, etc.	900k
Pectoral of beaten gold with gems and clan symbols (male only)	1,600k
Ornate collar of gold, gems and beadwork	650k
Ornate Chlén-hide collar, ornamented with precious stones	400k
Over-tunic, robe, or tabard, embellished with gems, gold and silver embroidery, brocade, etc.	600k
Mantle, veil, pelerine, or pelisse, made of the finest Thésun gauze and sewn with small gems and brilliants	650k
Heavy traveling cloak of Hmá-wool	250k
Priest's costume: any sect, Circles 1-10	300k
Priestess's costume: any sect, Circles 1-10	400k
Priest's or priestess' costume: any sect, Circles 11- up	1,500k
Male ceremonial costume for Form 1*	2,000k
Female ceremonial costume for Form 1*	2,500k

*Add 2,000 Káitar to these base prices for each higher form. The details of these costumes differ greatly, of course. A male costume of Form 24 costs 50,000 Káitar, 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.

4.8.1 Average Costume Prices

Social Class	Price Range	Articles
Slaves, very low classes	.5-1h	Loincloth, straw sandals
Low and lower middle class	4-8h	Kilt, sandals
Middle class	4-10h	Kilt, sandals, belt, vest, overtunic
Upper middle class	30-120k	Kilt, shoes, belt, over-tunic, collar, head-dress
Upper class	40-150k	Kilt, shoes, belt, over-tunic, collar, head-dress of better quality
Highest class	700-3,000k	Kilt, shoes, belt, over-tunic, collar, head-dress, mantle of high quality
Priest/priestess (Circles 1-12)	30-600k	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+)	800-15,000k	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
Common soldier's uniform	25k	Duty uniform (2 extras may be carried in a backpack)
Non-commissioned officer's uniform	45k	(as just above)
High officer's uniform	150k	(as just above)
Subaltern to Lower Officer	60-600k	Ceremonial uniform and armor. Off-duty soldiers wear costumes like civilians of their social class
Higher Officer and General	1,000-10,000k	Ceremonial uniform and armor made of precious metals and set with gems

4.9 Jewelry

Item	Price
Narrow bracelet of gold	100k
Broad bracelet of gold	500k
Gold ring with stone or intaglio	500k
Gold link or chain anklet (female only)	400k
Heavy gold armlet	700k
Necklace set with gems	1,200k
Belt plaque (5 or more are needed for a belt)	250k
Brooch, amulet or hairpin set with gems	500k
Head-dress of gold with gems	2,500k
Collar of gold, chased, inlaid or set with stones	1,500k
Tiara, fillet of gold (female only)	750k
Golden statue (12.7 cm high with gems for eyes)	3,000k

4.9.1 Average Metal Prices

Metal	Price Per Gram
Gold	10h
Electrum*	7h
Silver	10q
Copper	1q
Iron/steel**	25-50k
Platinum***	20k

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

**Iron and steel are rarely used for jewelry despite their rarity.

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

4.9.2 Gem Prices

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

4.10 Food

Commodity	Qirgáls/kg	Hlásh/50kg
Dná grain	4.4	9.9
Wheat	5.5	12.3
Rice	7.7	17.3
Dmí sugar	11	24.7
Salt	3.3	7.4
Vegetables (various types)	4.4	9.9
Dlél fruit (purple, plum-like)	6.6	14.8
Másh fruit (similar to a mango)	11	24.7
Hmélu or Hmá meat	35.2	79.2
Tsí'íl meat	28.6	64.3
Jakkóhl meat	63.8	143.5
Reptile meat	13.2	29.7
Various other meats (e.g. insects)	26.4	59.4
Káika bird (like chicken or turkey)	19.8	44.5
Various game birds	70.4	158.4
River fish (like cod, bass, etc.)	101.2	227.7
Sea fish (like salmon or tuna)	17.6	39.6
Sea crustaceans (like shrimp, lobster, etc.)	26.4	59.4

4.10.1 Average Meals

Per Person	Particulars
2q	Food fit for slaves: a gruel of boiled Dná chaff, a crust of bread, a stew of cheap vegetables, and "leavings"; almost never meat
15q	Lower-class fare: Dná bread, wheat bread, or rice; vegetable stew, perhaps a bit of meat; a side dish of vegetables; perhaps fruit
3h	Middle-class food: better bread, richer stew, more side dishes, a pudding or pastry, fruit
4h	Prosperous family fare: more variety and better quality
3k	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
30k	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

4.10.2 Beverages

Beverage	Price	Particulars
Chumétl	1q per glass/cup	Hmélu buttermilk mixed with salt and hot spices. Popular in the Five Empires (except Livyánu)
Tuór	3q per glass/cup	Sugary sherbet made from essences and water; the favorite drink of Livyánu and parts of Mu'ugalavýá. Some varieties cost as much as 50 Káitars for a tiny cup because of rare ingredients
Lás	14q per pot (6 cups)	Hot tea made of the black, needle-like leaves of the Tú tree. Typical of Yán Kór and the north. Drunk black or with Hmélu milk and sugar, except in Chayákkú where salt is added instead

Héngka	3h 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	5h per bottle	Rice beer. Common to the lower classes in Livyánu and along the southern coast of Tsolyánu
Ngálu	5k 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'ugalavýá, and Fállí in Livyánu. The very best vintage may cost as much as 100 Káitars per bottle.
Drónu	9k per bottle	Sweet, heavy, syrupy, black wine made in Salarvýá from the Urtsé berry, the fruit of a broad-leaved deciduous tree. The best vintages come from Koylúga and Jaakánta, costing between 50 and 100 Káitars per bottle
A'ásh	3k 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'ugalavýá and throughout N'lüss. The Yán Koryáni make a very powerful variety called Jékw
Dátsu	6k 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'ugalavýá, and from Nuférsh and Kakársh in Livyánu. The best Dátsu costs 50-100 Káitars per bottle. The Salarvými brands are inferior
Másh	12k per bottle	Sweet, yellowish, apricot-pineapple flavored 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	70k 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'ugalavýá. Less preferable brands come from Penóm in Tsolyánu and the Sharúna Lowlands in Salarvýá. The best Tsuhóridu costs 500-1,000 Káitars per bottle and is sold by the thimbleful. Some kinds of Tsuhóridu produce odd mental effects, others are aphrodisiacs, and a few are addictive and debilitating

4.11 Narcotics

Only mild and non-addictive "social" drugs exist on Tékmel (with a few rare and dangerous exceptions, such as Zu'úr). Prices per dose and the dosages needed to affect an adult human are listed below.

Narcotic	Adult Dosage	Price /dose	Particulars
Airá grass	10 grams	11h	Grows in highland grassy regions. Used as an anesthetic but also chewed and brewed as a tea for its numbing effects; lasts 1 hour
Chúmaz	8 grams	17h	A bluish-white powder from Livyánu; heightens perceptions and is a mild aphrodisiac; lasts for 2 hours; causes convulsions and death to the Shén
Drársha	12 grams	8k 9h	Clear, crystalline substance from the south coast of Salarvyá and from Háida Pakála; causes amusing visions and distortions of the time sense; lasts 3 hours
Fssá	30 grams	3k 3h	Greasy black root that causes the Shén to go into a roaring, drunken stupor but it only nauseates humans; lasts 2 hours
Hnéqu weed	50 grams	2k 13h	Reddish brown grassy plant brought from the homeworld of the Swamp Folk; grows all over the Five Empires; best varieties from Sokátis and Nuférsh in Livyánu; chewed to cause mild euphoria; lasts 1 hour but the "chew" must be constantly renewed
Mághz	12 grams	3k 16h	Brownish powder from the bark of the Ghái tree in Mudállu, Nuru'ún, and the states of the far northeast; causes drowsy peacefulness; lasts 6 hours
Mmúokh	25 grams	18h	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	3 grams	15h	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	4 grams	3k 5h	Thick, greyish mucus scraped from the bones of the Fí'á fish of the Nyémesel Isles; reduces tensions and arouses the libido; lasts 1-2 hours
Shrá	5 grams	40k 11h	Yellow berries from the Shrá plant; from the states of the far North-east; causes mystical visions and "meetings with the gods"; lasts 3 hours

Vípu	5 grams	1k 1h	Grayish-green bark; from Háida Pakála; produces a mind-deadening "nirvana"; turns the lips and the whites of the eyes of users a purplish blue; lasts 2 hours; semi-addictive and prohibited in Salarvyá
Zu'úr	1 gram	12k 7h	Greenish powder; produced by the nonhuman, inimical H1úss 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

4.12 Poisons

4.12.1 Inorganic Poisons

Inorganic Poison	Eff Dose	Price /dose	Particulars
Antimony	.75 grams	4k 7h	Sold in paper boxes; ingested; irritant; found with ores of lead and silver; tasteless and odorless; available in major cities. Causes 3 damage every 12 hours, PHYS check at -5.
Arsenic	.75 grams	6k 3h	Sold in paper boxes; ingested; irritant; found with ores of Stibnite or silver in southern Yán Kór; tasteless and odorless; available in most cities. Causes 4 damage every 12 hours, PHYS check at -4.
Lye	1 gram	130k	Sold in bags; ingested or external; corrosive; strong taste and distinctive odor; available everywhere. Causes 5 damage every round, PHYS check at -2.
Nitric acid	1.5 grams	50k	Sold in small bottles; ingested or external; corrosive; made from blue vitriol, alum, and potassium nitrate; found in apothecary shops in large cities. Causes 4 damage every minute, PHYS check at -4.
Prussic acid	.75 grams	39k	Sold in small bottles; ingested; systemic; available only in Salarvyá; made by the priests of Shiringgáyi in Jgrésh or Jækánta. Causes 3 damage every 5 minutes, PHYS check at -5.

Strychnine	2 grams	23k	Sold in bottles; ingested; systemic; found in most larger cities; a by-product of roasting copper and lead ores. Causes 3 damage every 15 minutes, PHYS check at -5.
Sulfuric acid	.75 grams	64k	Sold in small bottles; ingested or external; corrosive; made from green vitriol and silica; available in large cities. Causes 1 damage every round, PHYS check at -7.

4.12.2 Vegetal Poisons

Vegetal Poison	Eff Dose	Price /dose	Particulars
Chrál root	1.5 grams	20k	Sold in bags; ingested; systemic; a blood poison; no odor but unpleasant taste; bulbous root from Saá Allaquí which causes slow, numbing death. 3 damage every 6 hours, PHYS check at -5.
Delé buds	1.5 grams	65k	Sold in bags; ingested; systemic; a nerve poison; tasteless but has a sweetish, flowery odor; made from yellowish flower in Tsoléi; kills within 4-6 hours; available in Tsoléi and Livyánu. 4 damage every hour, PHYS check at -5.
Food of the Ssú	1.5 grams	187k	(1) Corrosive; destroys skin and flesh on contact; (2) Injected; a nerve poison; used on arrows; (3) Systemic; a blood poison. Strong unpleasant odor; hideous purple flowers and bulbous tentacles; found in many swampy and forest locales; sold in sealed clay jars. Causes 4 damage every round, PHYS check at -5.
Hláka tail poison	3 grams	d100+62k	Derived from a tuber found in Hláka enclaves. Available there, or in cities with many Hláka. Sold only to Hláka. 1 damage every round, PHYS check at +1.
Onúmish leaves	1 gram	85k	Sold in paper envelopes; injected; systemic; a nerve poison; tasteless and odorless; used to poison arrows; found in western Mu'ugalavyá. Causes 4 damage every 30 seconds (5 rounds), PHYS check at -5.
Ssalán root	2 grams	47k	Sold in bunches; ingested; systemic; a nerve poison; odorless but has a bitter taste; found in central Tsolyánu; inhibits respiration and causes death within 15-20 minutes; available in many apothecary shops. 3 damage every 3 minutes, PHYS check at -5.

Tlébas leaves	2.5 grams	63k	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 odor; found mainly in Livyánu. Causes 4 damage every 30 minutes, PHYS check at -5.
Znaláz berries	1 gram	94k	Sold in small baskets; ingested; systemic; a neuro-muscular poison; odorless but tastes like roasted meat; made from berries in the Tláshite Heights of Livyánu, dried, ground, and mixed into meat dishes; kills within 15-20 minutes; available from many larger apothecaries. Causes 3 damage every 3 minutes, PHYS check at -5.

4.12.3 Animal Poisons

Animal Poison	Eff Dose	Price /dose	Particulars
Alásh venom	.01 gram	262k	Sold in tiny glass vials; injected; harmless if swallowed; systemic; a nerve poison; colorless and odorless liquid; available from the Assassin clans or from tribesmen of the Desert of Sighs; kills within seconds; rare. 7 damage every round, PHYS check at -2.
Aulléb venom	.4 grams	62k	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. Incapacitates the victim with severe pain; PHYS check at -5 every 15 minutes to recover.
Puff-spider venom	.02 grams	220k	Sold in tiny pottery vials; injected; harmless if swallowed; systemic; a neuromuscular poison; greenish, odorless, tasteless liquid; sold by apothecaries in south-western Mu'ugalavyá and northern Livyánu, or by the tribesmen of M'mórcha and Nmartúsha; kills within seconds. 7 damage every round, PHYS check at -2.
Sagún spores	.5 grams	365k	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. Causes 7 damage every round, PHYS check at -2.

4.13 Antidotes

Rules for the treatment of poisons are found in section 10.3. A few useful antidotes are listed below.

Antidote	Eff Dose	Price /dose	Particulars
Anjé paste	40 grams	20k	Sold in clay jugs; a specific against ingested poisons; thick greenish paste coats the stomach and gives a 90% chance of neutralizing 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 grams	1k	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	15 grams	75k	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	75 grams	300k	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	5 grams	375k	Sold in paper bags; swallowed in paste form; a remedy for puff-spider toxin; causes a catatonic sleep (10-15 hours) and gives a 65% chance of recovery; available from the Tinaliya in northern Livyánu and from a few Livyáni apothecaries
Vé paste	5 grams	1q	A greenish jell commonly used as soap. It acts as an excellent disinfectant
Geláya powder	35 grams	394k	Rare foreign herb that cures injected Feshénga poison, obtained from the natives of M'mórcha.

4.14 Lodging

4.14.1 Room Rentals

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

4.14.2 Building Rent or Purchase Prices

These prices are for smaller cities and large towns. Increase costs by 33% in a larger city, and decrease by 20% in villages or rural areas.

Description	Monthly	Purchase
Hut or tenement hovel; one room, dirt floor, no bathroom (sewage is carried out in a bucket), thatched or tiled roof	150q	30k
Small house or shop; 2-3 rooms, dirt or stone floor, tiled or thatched roof; walled courtyard; external bathroom	30h	225k
Medium-sized house or shop; 4-5 rooms, stone or tiled floors, interior bathroom and kitchen, courtyard, small garden	12k	600k
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	225k	9,000k
Large clanhouse or mansion, 50-100 rooms, elaborate decoration, slave quarters, kitchens, storehouses, workrooms, etc.	900k	26,250k
Very large clanhouse or palace, 2-3 main buildings with guest quarters, dining hall, slave quarters, workrooms, gardens, a small private temple, colonnades, etc.	4,500k	375,000k and up

4.14.2.1 Furnishings

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

4.14.3 Building Construction

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 the square Tsán (about 133.3 km 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	Price*	Particulars
1-3	7,000k	Unimproved land (possibly unfit for agriculture: forest, jungle, swamps, mountains) d2 households*
4-5	20,000k	Poor agricultural land, including 2d10 peasant households*
6-8	100,000k	Good, well-watered agricultural land, including d100/2 peasant households or a small village
9-10	225,000k	The best agricultural land, including village of d100+10 households or d100+50 rural dwellings

*Per Square Tsán

4.15 Transport

Note that horses and other riding animals are unknown in Tsolyánu.

Particulars	Daily	Purchase
Porter slave	.5k	50k
Chlén beast	5k	250k
Small Chlén-cart and driver	10k	100k
Large Chlén-cart and driver	30k	150k
Chlén feed (per beast per day)	-	.5k
Small litter (1 passenger) and bearers (2)	5k	50k
Large litter (2 passengers) and bearers (4)	15k	150k
Large intercity litter (2 passengers), bearers, porters, relief team (16)	30k	250k
Very large intercity litter (4 passengers), bearers, porters, relief team (32)	75k	400k

4.15.1 Ship Fares and Cargo Rates

Particulars	Fare*
Cargo per 50 kilograms	5k
Slaves or animals (including food)	20k
Deck passage per adult (children are half fare)	35k
Semiprivate cabin per adult	70k
First-class cabin per adult	220k

*Per 100 Tsán Travelled

4.15.2 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 harbor. In a large port city this rises to 15%.

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

4.16 Livestock

Birds and animals are offered by dealers in larger cities. Horses and other riding animals are unknown in Tsolyánu.

Animal	Price
Tiúni: the Terran housecat. Rare in Tsolyánu but popular in Ghatón and the north; many sub-species	100k
Chlén: a large six-legged beast used to pull carts, and its hide is used to make armor and weapons	See Transport, above
Tlékku: the Terran dog. Less common on Téikumel but still available. Trained for hunting. Similar to an Irish setter; other breeds exist as well	150k
Hmá: a sheep-like animal used for meat and wool	112k
Hmélu: a smaller sub-species of the Hmá	75k
Káika: a large duck-like egg-laying bird	12k
Küni bird trained for hunting	600k
Küni bird trained to hunt and to speak	1,200k
Rényu: a canine-headed, semi-intelligent bipedal mutant which can be trained to track, hunt, perform services, and speak simple sentences	4,000k



4.17 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, laborers, etc. The following table is applicable to the Five Empires. It can be modified for other locales as the GM 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 in Section 19.0.

Slave Type	Price
Untrained boy or girl	50k
Untrained laborer (male or female) in mediocre condition	100k
Untrained laborer (male or female) in excellent condition	175k
Trained house-servant: butler, lackey, housemaid, children's nurse	200k
Slave trained in an easy skill: farmer, baker, barber, cook, weaver, tailor, tanner, brewer, hunter, etc.	250k
Slave trained in a medium skill: smith, sailor, locksmith, mason, glassblower, carpenter, miner, fancy cook	500k
Slave trained in a complex skill: armorer, falconer, architect, apothecary, accountant, scribe, perfumer	1,000k
Major-domo, steward, chief accountant	1,500k
Slave trained in a difficult skill: historian, poet, interpreter, physician	2,000k
Untrained youth or maiden with an Appearance of 12 or higher	3,000k
Trained entertainer: acrobat, juggler, dancer, mime, singer	6,000k
Nonhuman of common species: Shén, Ahoggyá, Pé Chóí, Pygmy Folk, Tindilya, Hláka, Páchi Léi, Swamp Folk	15,000k
Trained courtesan or dancer with an Appearance of 12 or higher; epic singer, puppeteer, gambling master for Tsahlén, gladiator, or wrestler	20,000k

4.18 Entertainment

Entertainers are expensive, although they have little social prestige. No aristocratic party is complete without entertainers - the more unusual the better! Only epic singers and the very specialized 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 (Tsahlén, 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	Skill Score		
	11-12	13-14	15+
Acrobat, juggler, common prostitute, inamorato	5h	1k	10k
Instrumental musician (member of a band), illusionist, story-teller	10h	3k	12k
Instrumental soloist, singer, dancer, actor, mime, tableaust, courtesan	1k	6k	16k
Gladiator, wrestler, very popular singer or dancer, higher illusionist (one who uses sorcery)	5k	15k	25k
Epic singer, classical or epic dancer, famous gladiator or wrestler, high class courtesan	10k	30k	50k
Puppeteer, very famous gladiator or wrestler, renowned singer or actor, very high class courtesan	25k	50k	150k
Famous epic singer or actor, judge of the Tsahlén gambling game, most famous courtesan	n/a	150k	1000k

4.18.1 Entertainment Items

Musical instruments are available from shops in larger markets or from an entertainers' clan. Games and gambling equipment are commonly sold by craftsmen in the bazaars.

Items	Price
Sra'úr: a lute-like musical instrument	100k
Ténturen: large sitar-like instrument played by two people (one to pluck the strings, one to press the frets)	750k
Small flute or horn	10k
Drum or gong	30k
Tambourine	3k
Dancer's costume (including cheap glass jewelry)	50k
Epic singer's costume and masque (not including jewelry)	500k
Set of Daqú draughts and board	9k
Set of counters, sticks, dice, and board for Dén-den game	18k
Set of Kévuk dice	3k
Set of sticks for Tsahlén (gambling game)	20k
Pack of cards for Ao'áb or Náрку games	18k

4.19 Magic Items & Technology

The availability and prices of magical and technological artifacts is discussed in section 17.13.

5.0 Non-Player Characters

Non-player characters (NPCs) include animals, "monsters," humans, and nonhumans - anyone who is not a representation of a player. Players operate their own characters; the GM handles the rest, unless he specifically gives control over one of them 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 generic "combat statistics", provided in the Bestiary section (16.0).

When a character appears often in the campaign, and especially if that character is one of a player character's contacts (3.12), further development is useful. Some of this is just "pictorial": a merchant is short, fat, old, and 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 storyline. Combat statistics are of little use to a major-domo or an elderly nobleman. Both can use INTL and WILL scores, however, and a quick notation of likes, dislikes, political views, etc. may be devised on the spot. A notation in the GM's notes is then sufficient. In future, whenever the character is encountered, he/she/it will be consistent. None of these NPCs think of themselves as non-participants, of course. Players must agree to provide shares of treasure, weapons, etc. to their non-player friends and associates. NPCs are more than just extensions of the GM's (or 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 GM should see that they are included in the activities of a player party where appropriate, and they should speak up (through the mouth of the GM) whenever they have an opinion to advance.

5.1 NPC Statistics

The details of many "monsters" and animals are given in the Bestiary section (16.0), as are descriptions and generic statistics for typical humans and nonhumans. Individual intelligent beings are either "civilians" unsuited to adventure and combat, "warriors" of Light, Medium, or Heavy class, or "sorcerers" experienced with Universal, Generic, or Temple-level spells. Specific individuals may also be customized from these generic starting-points when needed (16.1.2).

In addition to the tables just below, the GM may also consult the section on character generation (3.0) to assign a clan, name, gender details, special skills, spells, talents, etc. to any NPC.

5.2 NPC Details

The following method is used to ascertain some of the salient features of a non-player character's personality.

5.2.1 NPC Personality Traits

Roll a d10 to determine the number of personality traits the character displays: 1 = 0 traits; 2-3 = 1 trait; 4-7 = 2 traits; 8-9 = 3 traits; 10 = 4 traits.

Roll d100 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.

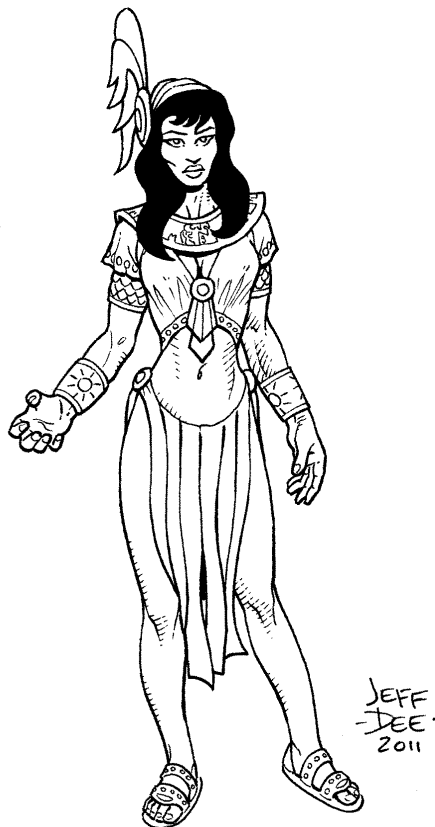
d100:	Traits:	d100:	Traits:
01-05	Prudent - Rash	51-55	Laconic - Talkative
06-10	Calm - Volatile	56-60	Generous - Greedy
11-15	Credible - Deceitful	61-65	Optimist - Pessimist
16-20	Analytical - Intuitive	66-70	Sensual - Ascetic
21-25	Pleasant - Abrasive	71-75	Sympathetic - Callous
26-30	Brave - Cowardly	76-80	Easygoing - Touchy
31-35	Forgiving - Vengeful	81-85	Skeptical - Credulous
36-40	Witty - Humorless	86-90	Inquisitive - Incurious
41-45	Meticulous - Untidy	91-95	Refined - Crude
46-50	Leader - Follower	96-00	Pragmatic - Pious

A d10 roll is now made to ascertain which of the opposites is used (the first trait or the second) and its strength in the character's personality:

d10:	Trait & Trait Strength:	Disadvantage Point Value:*
1	First Trait, Strong	2
2-5	First Trait, Mild	1
6-9	Second Trait, Mild	1
10	Second Trait, Strong	2

*This indicates how many Disadvantage points the resulting Personal Trait is worth, if the GM chooses to follow through and build the NPC as a fully fleshed-out character. These points may be used to purchase Advantages for the NPC.

Example: Lady Cháisa hiQolyélmú scores a 3 on her first roll: she displays one trait. Her d100 score is 82: she is either skeptical or credulous. Her d10 roll is a 7: the trait is the second of its pair (credulous), and its strength is Mild: a prominent but not obsessive trait. Had she rolled a 10 for trait strength, her credulousness would amount to a severe character flaw and she would believe almost anything people told her. Had the result been a 1, on the other hand, she would have been extremely cautious about accepting any claim that was out of the ordinary.



5.2.2 NPC Interests and Dislikes

Roll a d10 to find the number of topics of more than passing interest to the character: 1 = 0 topics; 2-3 = 1 topic; 4-7 = 2 topics; 8-9 = 3 topics; 10 = 4 topics.

Roll a d10 for each topic to identify it:

d10:	Topic:
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

Finally, make another d10 roll to ascertain the strength of the character's enjoyment or dislike of the subject, using the Trait Strength table given above but treating "First Trait" as "Likes Topic" and "Second Trait" as "Dislikes Topic".

Example: Lord Arjái hiVaisonér rolls a 5: he has two pet topics. He scores a 9 for the first: religion. A d10 score of 2 gives him a strong but not fanatical interest in this topic: he enjoys discussing theology late into the 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 trait strength score is an 8: he dislikes clan and family matters, although he is not rabid about it. Invite him to a clan picnic and watch him pout!

5.2.3 NPC Phobias

Out of a large population, only a very few persons evince powerful phobias: irrational fears or loathing. An individual NPC displays a phobia only on a d100 score of 96-100. A second d100 roll then identifies the phobia from the list below:

d100:	Phobia:
01-05	Water, the Sea, Drowning
06-10	Fire, Being Burned
11-15	Solitude, Being Alone or Lost
16-20	Storms, Thunder, Rain
21-25	Illnesses, Bodily Disorders, Plagues
26-30	Poisons, Drugs, Gas
31-35	Darkness, Night
36-40	Corruption, Dirt, Unclean Things, Swamps, Fungi
41-45	Sex (usually of some specific type)
46-50	Death, Corpses, Graveyards
51-55	Heights: Cliffs, Tall Buildings, Flying, Falling
56-60	Open Spaces: Broad Plazas, Plains
61-65	Enclosed Spaces: Caves, Closets, Being Buried Alive
66-70	A Specified Animal
71-75	Specified Insects: Worms, Reptiles, Spiders, etc.
76-80	Specified Non-Humans and/or Foreigners
81-85	Crowds and Large Groups
86-90	Blood, Cuts and Injuries
91-95	Ssú, Odor of Cinnamon
96-00	Other-Planar Beings and Travel

Another d10 roll indicates its strength: 1-5 = mild: the victim avoids the topic or stimulus (a 1- point Quirk); 6-10 = serious: the victim cowers, flees, or becomes irrationally fearful in the presence of the stimulus (a 1- point Phobia, or 2 points if the stimulus is very common).

Example: Lord Mizhék hiKaloné'i, the Governor of Sokátis, has a serious 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!

5.2.4 NPC Equipment

NPCs may also be equipped with different, better, or even magical equipment and wealth in addition to (or in place of) the weapon and armor specified in the generic Bestiary statistics. The GM may roll for these items randomly using the character's danger rating (16.1.1) on the most appropriate Treasure chart (17.0), or assign them to fit the needs of a particular situation, character background, or storyline.



6.0 Turn Sequence & Game Scale

Combat and other critical scenes can be resolved using miniature figures on a scale map to track the sequence of events and the locations of the characters and creatures involved.

Both English and metric measurements are used throughout these rules. When a measurement is given in metrics, it refers to the 'real world' – a creature's actual weight, the actual distance between two points, etc. When an English measurement is given, it refers to distances and areas on the tabletop.

One inch (or grid square, hexagon, or 'movement space') on the tabletop represents two real-life meters. One game 'Round' represents six seconds of real time.

6.1 Initiative

Each participant rolls for initiative (3.8.3) at the start of every new combat Round, noting the result. Roll 1d10. On a roll of 1–2, use the character's first initiative number. On a roll of 3–8, use the character's middle initiative number. On a roll of 9–10, use the last initiative number.

The GM finds the highest initiative number rolled, and counts down from there. When a character's Initiative number is called, they may take their Turn. Ties for Initiative are won by the character with the highest DEFT score; dice off if DEFT is also tied.

6.1.1 Holding Turns

Instead of taking their Turn (see below) when their initiative is called, characters may Hold. A Held Turn may be taken at any later point, even if it interrupts another character's Turn in the middle. If multiple characters try to take their Held Turns simultaneously, the one with the Turn Held longest goes first. A character may hold only 1 Turn at a time. If a Turn is Held past the end of a Round, no Initiative need be rolled for that character on future Rounds until after the Held Turn is taken.

6.1.2 Turns & Phases

A character's Turn consists of a movement phase and an action phase. These can be taken in either order, but may not be split or mixed or individually Held. A phase can be taken at any time during the initiative number, however.

Example: Hu'un is taking his Turn on 3. He uses his movement phase, but having no opponents in melee range he does not use his action phase. Later (but still on initiative 3) a vicious Kúrgha runs up to attack him. Hu'un may still use his Action to attack the Kúrgha. Whether he can attack it before it attacks him depends on the normal rules for order of initiative.

The GM may call for characters to make checks to assist him in resolving situations. These checks are often free, taking no movement or actions to perform.

6.1.3 Actions

An Action is a task that is too complex or too critical to be treated as simple movement. Pickpocketing, attacking, arguing, and searching are all examples of Actions. Actions often require a check to determine their degree of success.

A character may perform one Action per Turn without penalty, or may attempt a Multiple Action (8.0.8).



7.0 Movement

A character's Move ability indicates the distance in 1" tabletop movement spaces that the character may travel in one Movement Phase (use swim rate if swimming, climb rate if

climbing, etc.). Movement cannot be stockpiled for use in later Turns. The GM may deduct movement for other time-consuming activities such as opening doors, operating levers, etc. Some skills also take 1" of movement to perform. Any combination of actual movement and simple tasks may be performed, in any order, up to the limits of one's Move. The GM may also charge more than 1" of movement per inch of travel through difficult terrain, or even require a Running skill check to keep from tripping and falling.

7.1 Grid Movement

Play can be conducted on a hexagonal or square grid. If a square grid is used, no more than ½ of a character's available movement may be diagonal. When there is no alternative (for example, a character is moving along a very narrow diagonal passage, where no orthogonal movement is possible) then simply count each diagonal space as 1 ½ spaces of movement.

7.2 Running

Running is a physical exertion which doubles the character's movement rate, but at a penalty to their skill checks. See Desperation (9.5.7).

7.2.1 Climbing

Characters can climb at a rate of 1 space per turn. See also the Climbing skill.

7.3 Swimming

Characters with the Swim skill can swim at a rate of their skill score – 9" per turn (minimum 0"). Characters lacking the Swim skill must make a DEFT check every turn just to stay above water, and may swim 1" if that check succeeds by a margin of 2 or more.

7.4 Leaping

A character can leap their (PHYS Value)/20 in movement spaces from a standing start.

Running prior to a leap enables a character to leap 1 space for every 2 spaces run, to a maximum leaping distance of (PHYS Value/10) spaces.

Example: a character with an 11 PHYS has a PHYS Value of 14, and may therefore leap .7 spaces from a standing start. They may leap as far as 1.4 spaces if they run 2.8 spaces beforehand.

Characters can leap half as far vertically, reaching their maximum altitude at ½ of their leaping distance if horizontal and vertical leaps are combined.

Make a Jump or Acrobatics skill check (8.0) at +4, applying range modifiers (8.0.2), to determine whether the character lands at the intended spot. Scatter rules apply if the check fails.

Desperation doubles the character's leaping distance, but results in a -2 Desperation penalty (9.5.7) when checking for the point of landing. The Gigantism and Small traits have no direct effect on leaping.

7.5 Prone

A character may voluntarily fall prone during their movement phase. Characters may also be forced to a prone position in various ways. It takes a full Turn for a character who is prone to stand up again, unless they make a successful Acrobatics skill check (DEFT/ -4). If the check succeeds, they may still take either a Movement phase or an Action phase after rising.

A character may help someone else rise from prone at the cost of an Action. No check is required.

7.6 Zones of Control

Each active character has a 'zone of control' within 1" of their position (this includes all spaces adjacent to the character, even diagonally, if a grid is being used). Characters who are unconscious, grappled, prone, engaged in melee with a 3rd party, or who are otherwise preoccupied do not exert zones of control.

If an opponent attempts to pass through a character's zone of control, the character may choose to try to block that opponent. The opponent must then make a Dodge skill check (8.0), minus the character's Melee Defense. If the check is successful, the opponent may proceed. If not, their movement ends for that turn.

7.7 Ship Movement

Water vessels move according to the following rules. For long-distance sea travel rates, see 13.2.

7.7.0.1 Rowing Movement per Combat Round

Ship Type	Rowing Speed		
	Average	Fast*	Ram*
Séscha	5	7	8
Srügánta	6	7	9
Qél	6	8	11
Zírunel	5	6	8

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

7.7.0.2 Sailing Movement per Combat Round

Ship	Wind Speeds*				
	Mild	Brisk	Wind	Strong	Storm
Séscha	4	6	9	11	15
Srügánta	5	6	8	10	15
Qél	5	7	11	12	17
Zírunel	5	6	10	11	15
Hrú	3	6	8	10	12
Tnék	3	5	8	10	12

*See 13.2.1

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 traveling speed. This is reflected in the Rowing Movement chart, above.



8.0 Skill & Attribute Checks

To successfully use an attribute or skill, a character must roll equal to or less than his skill score on 2d10. This target number may be modified by the GM to reflect any of several different factors (described below). A roll of 2 always succeeds and a roll of 20 always fails regardless of the final adjusted target number.

8.0.1 Difficulty Modifier

The relative complexity or amount of precision needed to accomplish a task is reflected in its Difficulty Modifier. Consult the table below:

Difficulty:	Modifier:
Near Impossible	-8
Formidable	-4
Challenging	-2
Difficult	-
Routine	+2
Easy	+4
Simple	+8

8.0.2 Range Modifier

Attempts to perceive, strike, or interact with something at a distance (attacking at range with a missile weapon, for example: 9.0) involve additional difficulty due to distance. A difficulty modifier for range is applied:

Spaces:	Modifier:
2-4	0
5-8	-1
9-16	-2
17-32	-3
33-64	-4
65-128	-5
129-256	-6
257-512	-7
513-1024	-8
x2	-1 more

8.0.3 Opposed Roll Modifier

If a skill or attribute check is opposed by another character, apply a Difficulty modifier derived from the attribute or skill score that the opponent is using to resist. Subtract 10 from the opponent's skill or attribute score to find the difficulty modifier. Apply the unskilled penalty (usually -1 or -4) to the opponent's skill if they are resisting with a skill they haven't learned.

8.0.4 Equipment Modifier

In combat (9.0), apply the Hit modifier given for the weapon being used. In other cases the GM may apply a modifier of -4 to +4 to reflect whether the character has enough of the right kinds of gear, and the quality of the equipment used. Magically enchanted or technologically advanced equipment often comes with a built-in bonus.

8.0.5 Complimentary Skill Bonus

If a character possesses other skills that are relevant to the task at hand, in addition to the main skill being checked, they may attempt 'complimentary' checks with those skills before checking the main skill. A successful complimentary skill check adds a bonus of +1 to the main skill check. If the complimentary check is a critical success, the bonus is +4. If the complimentary check is a fumble, the character suffers a -4 penalty. The bonuses gained from multiple successful complimentary skill checks are not cumulative, but penalties from fumbled complimentary skill checks are.

Complimentary skill checks may also be attempted by other characters who wish to help the main character. The other character may use the same skill as the main character for complimentary skill checks, as appropriate.

8.0.6 Extra Time Bonus

If a character takes extra time to perform an Action, they gain a bonus to their chances of success. Only a single skill check needs to be made. However, the chances for a Critical Failure if the character fails rise as well:

Time	Bonus	Critical Failure
minutes	+1	any failed check on a die roll of 18+
hours	+2	any failed check on a die roll of 16+
days	+3	any failed check on a die roll of 14+
weeks	+4	any failed check on a die roll of 12+
months	+5	any failed check on a die roll of 10+
years	+6	any failed check on a die roll of 8+

8.0.7 Role-Playing Bonus

Players are encouraged to do more than simply say that their character is attempting to perform a particular task. If the player also gives a provides an interesting, detailed, or exciting description of the way in which their character attempts to perform the task, the GM may reward them with a modifier of +1 to +4 on the target number depending on the quality of the description.

8.0.8 Multiple Actions

A character may attempt to perform multiple Actions (6.1.3) simultaneously, with a penalty. The die rolls for each of the simultaneous Actions suffer a penalty of -2 for each extra Action. For example, a character firing three shots simultaneously makes each of the 3 skill rolls at a penalty of -4.

If an Action that doesn't normally require a check is part of a multiple Action, give that Action a base chance of 16 or less and then apply the multiple Action penalty.

8.0.9 Extended Actions

Tasks taking longer than 1 full Turn or more to complete render the character unable to perform any movement or any other actions during that time. Section 8.0.6 lists difficulty modifiers for voluntarily taking extra time.

8.0.10 Desperation Modifier

Characters who physically exert themselves gain certain bonuses, but as a result their skill checks suffer. See Desperation (9.5.7).

8.1 Critical Rolls

A critical result occurs when doubles are rolled on a skill or attribute check. Doubles indicate a Critical Success if the roll was a success. Doubles indicate a Critical Failure or "Fumble" if the roll was a failure. The GM should award characters who roll Critical Successes with extra good results, and penalize characters who roll Critical Failures with extra poor results. The results of combat criticals are handled by a table in the combat section (9.3).

8.2 Interaction Checks

Non-player characters' initial 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 favors, etc.

Interrogation, Charm, Convince, Negotiate, and other personal interaction skills are used to influence the attitudes of NPCs. Interaction skill checks are opposed by the NPC's INTL or WILL, depending on the skill being used. The GM should also factor in situational modifiers to the chances of success, from the players' etiquette, past interactions with the NPC or their acquaintances,, "inducements" (i.e., bribes), shows of force, natural enmities, religious or national affinity, and so on.

A successful check indicates a positive response on the part of the NPC. A failed check indicates a negative response. The GM may also wish to "shade" simple successes and failures according to their margins of success (or failure). A fumbled check (or a failure by several points) indicates an extremely negative response, with consequences ranging from

immediate violence to long-term enmity, depending on the circumstances. Likewise, a critically successful check (or success by a wide margin) indicates an extremely positive result, with consequences ranging from immediate offers of additional assistance to long-term friendships.

Player characters can be the targets of character interaction checks, but the results of those checks are only used as a guide for the GM when informing the player of their character's impressions. Player character behavior is never directly dictated by character interaction checks (unless the interaction triggers one of the PC's Disadvantages, of course).



8.2.1 Clan Support Checks

A character who wishes to gain their clan's support for a business or other venture, or who requires legal representation from their clan, or who is publicly caught acting ignobly must check to see if they receive (or retain) the support of their clan.

This can be attempted using any appropriate personal interaction skill (Seduction is not usually an option, but it depends!), applying the character's Lineage adjustment (if

any). The GM may impose penalties if the character has a history of causing trouble for the clan, or bonuses for the opposite. If the check succeeds, the clan provides (or continues) its support. On a critical success, that support is significantly more lavish than the clan-member requested. On a fumble, the character is expelled from the clan. On a failure, the clan-elders will extend support but only in exchange for a payment from the character (see below):

Clan Level	Payment
Very Low	100k
Low	250k
Medium	500k
High	1500k
Very High	3000k
Imperial	9000k

The payment amount is multiplied by the number of points by which the clan support check failed. Payments may be requested in the form of cash, gifts, or services.

In the case of requests for financial support, the situation is reversed: payments (i.e., loans, or sometimes gifts) are made by the clan-elders to the character. Multiply the margin of success by the amount shown on the table above. On a success margin of 0, the elders provide permission only but no support, or else decide to undertake the project themselves and merely grant the character permission to tag along.

Example: Árkutu of the imperial status Tlakotáni clan wishes to borrow money to fund a merchant caravan north to Pijnár, the capital city of Pijéna. Árkutu is of low lineage (-1), but in good standing (-0), and he decides to use his Convince skill of 12. The GM awards a further +2 role-playing bonus when Árkutu's player makes an impassioned and well-reasoned plea. The total chance of success is thus 13 or less. The die roll comes up an 8, for a success margin of 13-8=5. The clan elders agree to loan the character up to $5 \times 9000 = 45000$ Káitars to fund the expedition.

Loans from one's own clan must be repaid in a timely manner, and are subject to 2d10% interest. Characters may choose to decline some or all of the offered funds.

8.3 Perception Checks

Characters check for perception using skills like Search, Listen or Insight, or using their INTL with a -1 penalty if they lack of an appropriate skill. The GM should allow one free perception check per turn (using the character's most applicable skill) to detect anything that is noticeable but not obvious. Obvious things don't require a Perception check. A character may make an additional Perception check each turn at the cost of an Action. This simulates pausing and actively looking around.

Example: "I run around the corner and look - do I see the thief? The GM checks and responds, "You don't see him". If the player says "He's got to be there - I look again" then he gets another check, but that will cost him his Action.

Perception difficulty is based on circumstances such as wind direction (for scent), light conditions (for vision), etc. with modifiers for range (8.0.2), the size of the thing being perceived (9.2.1), and other relevant variables. Perception may also be opposed by an opponent's DEFT or Stealth skill, if they're what you're trying to perceive.

8.3.1 Darkness

Darkness imposes a difficulty penalty on all checks involving visual perception (i.e., the Search skill, Melee, Missile, etc.). The penalty ranges from -1 for dim lighting to -4 for pitch blackness.

8.3.2 Encounter Distance

When an encounter occurs the GM rolls Perception checks for each group that has not yet detected the opposing force(s). Groups are detected immediately at the maximum encounter distance (see below) if they are making loud noises, carrying light sources in the dark, etc.

Roll only for each group per opposing force it may detect, using the group member who has the best adjusted chance of success. Any relevant perception skill may be used; Search is used for visual sighting but is hampered by darkness and is useless against invisible opponents, for example, while a keen sense of smell suffers penalties if the wind is blowing the wrong way. Relevant modifiers are listed below:

Conditions:	Modifiers:
The character is actively on watch	+2
The character is lightly distracted	-2
The character is heavily distracted	-4
The character is unconscious	-8
One or more characters on the opposing side are not actively sneaking	+4
Weather/Darkness/Wind Direction/etc.	-2 to -8*

*Depending on conditions

This check is opposed (8.0.3) by the character with the worst Stealth skill in the group being detected, after applying applicable modifiers for size (9.2.1) and so on. A group may improve its stealth by leaving less skillful members behind, or in reserve. Such characters must be at least 20" behind the main force if out of doors, or at least 1 room away if indoors.

The degree of success determines the distance at which the group performing the check first detects the other side:

Margin:	Discovery Distance:
Fumble	Mistaken Sighting: the character believes they've detected 'someone' at a random distance (roll d10-1 for a mistaken 'success margin') in a random direction.
Failure	Opposing Side Not Detected
0	4"
1	8"
2	16"
3	32"
4	64"
5	128"
+1	x2"

Terrain limits the discovery distance as follows. Results greater than the maximum encounter range for the terrain (see below) indicate that the party is detected at the maximum range, unless the perception check was a critical success. Results less than the minimum encounter range for the terrain use the minimum allowable range instead, unless the perception check was fumbled:

Terrain Type:	Encounter Distance:	
	Minimum:	Maximum:
Open Terrain, Desert, Road	4"	256"
Woods, Hills, Mountain, Marsh	4"	128"
Dense Woods, Jungle, Swamp, City	2"	64"
Underworld, Cave	2"	16"
Aquatic (Swimmers Only)	2"	256"
Aquatic (Ships & Boats)	32"	512"

If neither side was already aware of the other's presence, then both sides must check. The side which achieves the best success margin detects the other side first, at the distance shown above.

8.4 Lock-Picking Checks

Picking a lock requires a series of successful Locksmith skill checks (one for each tumbler in the lock). The difficulty of each check is determined from the complexity of the lock and its number of tumblers, as shown on the table below.

Each check takes a full Turn. A failure sets off any alarms or traps attached to the lock, and the character must start the process over again from the beginning, but they may try again. A fumble causes the character to abort (their pick breaks off in the lock, or they determine that you need specialized tools, etc.).

Complexity/Odds:*	Tumblers:				
	1	2	3	4	5
Very Complex/5%	-9	-5	-3	-2	-1
Complex/20%	-5	-2	-1	0	+1
Average/50%	-1	+1	+2	+3	4
Simple/80%	+2	+4	+5	+5	+6
Very Simple/95%	+5	+6	+7	+7	+7

*Based on a character with a modestly competent Locksmith skill of 12

Example: Arái has a Locksmith skill of 13, and is attempting to pick a Complex lock with 3 tumblers. He must make 3 successful checks of 12 or less (his skill of 13, with a -1 modifier for the difficulty of a Complex lock with 3 tumblers).

8.5 Luck

Every character starts with a Luck check of 10-. To increase a character's Luck, purchase the 'Lucky' Advantage. To decrease a character's Luck, take the 'Unlucky' Disadvantage.

The GM uses a character's Luck check to help determine how well the character is favored by random chance. The GM makes luck checks for characters as an aid in deciding what happens to them, when nothing is planned and no other skills apply. The GM may invoke Difficulty Modifiers (4.0) to the character's Luck check as they see fit.

Example: a character is trapped unamed in a dead-end corridor. The GM has made no prior determination of what the character might find there. The character searches the floor for loose stones that might be used as weapons. A Luck check is made. A failed check can be interpreted to indicate that there are no loose stones, while a successful check could inspire the GM to say that there's a handy little rock pile in the corner. On a critically successful check, the GM might even wish to go so far as to have the character find something even more useful, hidden under one of the loose stones.

Luck can also be checked whenever the GM thinks up a particularly nifty or unpleasant thing that might happen to any character, and is unsure whether to have the thing occur.

Luck checks cannot be used to rewrite the GM's planned adventure. They can be used to override the normal rules system, but only if the GM feels it would be appropriate. The Luck check is a handy tool in any situation where things might go either way.

8.6 Divine Intervention

Characters can call upon the deities for divine intervention at any time. This requires a Ritual skill check at -8. Characters may only call upon their own personal deity, unless they have somehow acquired the Ritual skill of another faith, in which case they may attempt it at a further penalty of -2. Additional modifiers may apply:

Circumstances:	Mod:
Calling upon a Cohort rather than a God:	+1
Per 5000 Káitars worth of valuables sacrificed*	+1
Per sentient being sacrificed*	+1
Per magic item or technological artifact sacrificed*	+1

*Only sacrifices that are pleasing to the deity being invoked yield bonuses. Sacrificed creatures with "INST" instead of "SEMI" or "INTL" only count as "valuables".

The GM may apply further modifiers to reflect well phrased requests, preparation time, the supplicant's worthiness in the eyes of the deity, the deity's personal interest in the outcome, special sacrifices, greed, hubris, and so on. Attempting more than one intervention within a week is automatically considered greedy or "needy".

Intervention occurs on any successful check. Normal success indicates minor intervention: locks open, diseases go into remission, enemies pass by without seeing, etc. Minor intervention is immediately helpful, but does not have any major lasting effects. A critical success indicates major intervention: revivication, massive destruction visited upon one's enemies, special artifacts granted, etc. The effects of major intervention can be long-lasting, continuing to benefit the recipient into the future.

Minor retribution occurs on a check that fails by 8 or more, while major retribution occurs on any fumble. Minor retribution takes the form of mild chastisement: minor hit point loss, noises attract nearby enemies, demotion within the temple hierarchy, etc. With major retribution the deity's wrath is severe, and may result in death, expulsion from the temple, permanent disfigurement, a curse, etc.

All results should be colored by the deity's "theme", and by how reasonable or greedy the supplicant's request was. Requests merely for personal gain yield smaller rewards when successful, and more severe punishments if unsuccessful. Both the aid and retribution of a Cohort tend to be lesser than that obtained from a God.

9.0 Combat

This section covers the special needs of combat resolution.

9.1 Surprise

When one side has detected the other, but not been detected itself (8.3.2), then it has achieved surprise. If that group (or a subset of its members) chooses to attack immediately then they gain a surprise attack advantage (9.2.3) on that Round (6.0) - but they also may suffer range penalties or be too far away to close to melee during the surprise round. They may choose to move closer before attacking, but if so then they will be detected if they move within the other side's discovery distance (8.3.2). The benefits of surprise dissipate after the first 'surprise round' of combat.

9.2 Rolling to Hit

Making an attack takes an Action (6.1.2). Make a skill check (8.0) vs. the character's applicable Defense (see below). Apply all the normal skill check modifiers, plus the modifiers described in the following sections. If the roll to hit succeeds, the attack hits the target.

Spell-casting follows a similar procedure, though casting times can vary. Other special considerations for spell-casting are detailed below.

9.2.1 Defenses

Defenses (3.11) reduce a character's chances of being hit in combat. Melee Defense is subtracted from an opponent's chances of hitting the character in melee combat. Missile Defense is subtracted from an opponent's chances of hitting the character in missile combat. Magic Defense is subtracted from an opponent's chances of hitting the character with an Aimed spell.

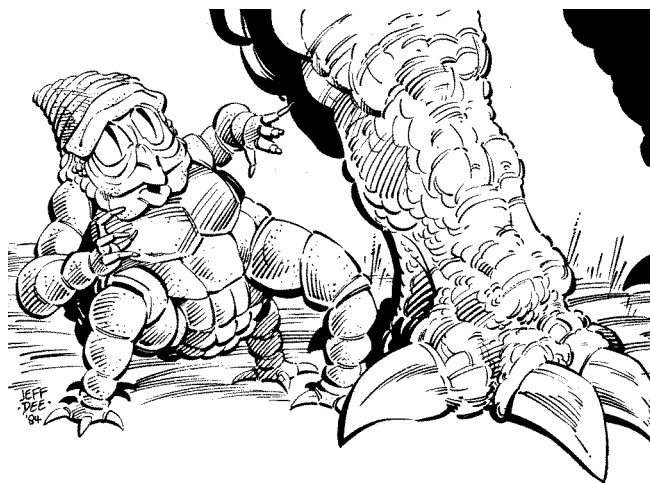
9.2.1 Size

Characters, creatures and other targets have a 'Size' modifier, which reflects the difficulty of hitting smaller targets in combat and the ease of hitting larger ones (as well as situational adjustments to non-combat activities, such as sneaking). A size modifier of 0 indicates a roughly human-sized target. A positive size modifier indicates smaller size, and vice-versa. A character or creature's size modifier is typically pre-figured into their Defenses, but for inanimate targets without Defense scores it may need to be factored in separately.

Size can also be used as a rough guide to the reasonable dimensions of a creature or object on the tabletop. Following these guidelines can help ensure a reasonable number of targets within an area effect (9.6). Consult the following table:

Size Modifier:	Suggested Base Sizes:	
	Square:	Rectangular:
+3	.25" x .25"	.2" x .33"
+2	.33" x .33"	.25" x .5"
+1	.5" x .5"	.33" x .75"
0	.75" x .75"	.5" x 1"
-1	1" x 1"	3/4" x 1.5"
-2	1.5" x 1.5"	1" x 2"
-3	2" x 2"	1" x 3", or 1" x 4"
-4	3" x 3"	2" x 4"
-5	4" x 4"	3" x 5" or 2" x 8"

In calm non-combat situations twice the normal number of characters or creatures may be packed into the same area (i.e., one character's or creature's base may overlap another, but not more than one).



9.2.3 Surprised & Immobile Opponents

Opponents who don't know they are being targeted (or who are immobilized) do not get to apply their Defenses against attacks. The attacker also gets a bonus of +2 to hit if the target is mobile but surprised, prone, grappling, or off balance, or +4 if the target is completely immobile.

9.2.4 Cover

If a partial barrier exists between an attacker and defender, and the roll to hit succeeds, roll a d10 to see if the cover obstructs the attack:

Cover:	Obstructed:
Light Cover	1-3
Medium Cover	1-5
Heavy Cover	1-7

If cover obstructs an attack, roll its damage vs. the cover's Material Strength (10.5) to see if it penetrates. If so, then both the cover and the target suffer the damage that penetrated.

Cover doesn't apply to Called Shots (9.5.4) on exposed parts.

9.2.5 Invisibility

Invisible objects and beings are not directly detectable by normal vision (see Perception, 8.3). Invisible characters can pass unnoticed until they are detected, or unless they do something overt that reveals their presence.

An attack by an invisible character gains bonuses according to the rules for surprised and immobile opponents (above), unless that opponent has determined their general position (see below). Invisible opponents cannot be targeted at all until their general position has been determined.

When an invisible character deals damage in melee combat, their general position is automatically revealed to their target. The general position of an invisible character can also be determined by using an action to make a perception check (8.3), and succeeding at that check. Even then, invisible characters retain a bonus of +2 to hit and +2 on defense.

Some circumstances may allow opponents to pinpoint an invisible character's exact location. Examples: Wet footprints, visible objects being carried, etc. Pinpointed invisible characters only get a bonus of +1 to hit and +1 to their Defense.

9.3 Combat Critical Tables

If a Critical Success or Critical Failure occur during an attack, roll on the following table to determine the results. If the GM rules that the result is inappropriate, they may switch to the Critical listed in the Default column instead:

d10:	Default:	Critical Success Result:
1	2	Armor Damaged: The target's armor loses -1/-1 protection before the attack's damage is applied.
2	7	The attacker gets another Action after this one is resolved, without suffering any additional Multiple Action penalties.
3	5	The target falls prone.
4	8	Weak Spot: The target only gets half of its armor protection (round down) against this attack.
5	10	The target hurts itself. Roll the target's unarmed PHYS damage. Its armor applies against this damage.
6	3	The target drops something it's holding or carrying.
7	10	Free called shot: the attacker may choose a hit location for the attack.
8	10	The attacker's weapon inflicts its maximum damage on this strike; do not roll randomly.
9	5	The target's weapon breaks. Metal weapons only break when used against other metal weapons.
10	-	The GM may create a critical result appropriate to the situation, or else roll twice again and combine the results.

d10:	Default:	Critical Failure Result:
1	2	Wrong Target: The GM chooses a new target near the intended one. Roll to hit with a base chance of 10-, applying any appropriate modifiers.
2	1	Left an Opening: The target immediately gets a free roll to hit the attacker.
3	5	The attacker falls prone.
4	6	Weapon Damaged: the weapon loses 1 damage level until it can be repaired.
5	10	The attacker is injured. Roll the attacker's PHYS damage. Their armor applies against this damage.
6	3	The attacker drops something they're holding or carrying.
7	4	Weapon Stuck: If gets lodged in some nearby wall or object. Make a damage roll for the weapon. The result is the PHYS roll needed to dislodge it. Each attempt takes the character's entire Movement phase.
8	3	The attacker's armor is damaged, and loses -1/-1 protection.
9	5	The attacker's weapon breaks. Metal weapons only break when used against other metal weapons.
10	-	The GM may create a critical result appropriate to the situation, or roll twice again and combine the results.

9.4 Damage & Armor

When an attack hits, the attacker makes a damage roll for their weapon (or Unarmed Melee Damage if unarmed: see 3.8.2). Roll 1d10. On a roll of 1–2, use the attack's first damage number. On a roll of 3–8, use the attack's middle damage number. On a roll of 9–10, use the last damage number.

Example: A longsword does 5/7/9 damage. It deals 5 damage on a roll of 1-2, 7 damage on a roll of 3-8, and 9 damage on a roll of 9-10.

Armor reduces the amount of damage taken by the target.

Subtract the target's armor value from the damage dealt to find the number of hit points of damage suffered by the target.

Example: If an attack deals 7 damage, and the target has 3 armor, then the target takes 4 damage.

9.4.1 Damage Types

Some attacks deal energy damage (heat, electricity, etc.) as opposed to physical damage (blunt impact, piercing etc.). Energy damage is indicated by an "e" (example: 3/5/7e).

Armor has separate protection values vs. Physical and Energy attacks. This is expressed as two numbers separated by a slash. The first number is the armor's protection against physical damage, while the second number is the protection it provides against energy damage. Use only the one that applies.

A few attacks deal 'magical' or 'mental' damage. Attacks of these types completely ignore armor unless it explicitly has a special ability to block magical or mental damage.

Damage that penetrates the target's armor is deducted from the target's Hit Points (see 9.8).

9.5 Combat Maneuvers

These special combat maneuvers require modifications to the basic combat rules.

9.5.1 Aiming

A character armed with a missile weapon, who is prone (7.5) or braced against a sturdy support may spend their entire movement phase (6.1.2) to gain a +1 bonus to hit. This bonus is cumulative until it is used, but the character must wait twice as long for each additional +1 (i.e. 3 full movement phases for a +2, 7 full movement phases for a +3, etc.). The target must be specified when the aiming process begins, and the character loses their accumulated aiming bonus if they lose sight of their intended target before making the attack.

9.5.2 Attacking Equipment

An attacker may strike at things their target carries or wears. The penalty to hit is -1 for large, obvious equipment (armored suits, clothing, etc.), up to -4 for very small items (rings, belt buckles, etc.).

9.5.3 Avoid Armor

Attackers may attempt to strike around their target's armor. The penalty to hit depends on the target's armor coverage

(see 4.4.2 and 4.6.3). If the target isn't wearing a helmet, you can avoid their armor by attacking their exposed head (see Called Shots, below). The natural armor coverage of creatures is Heavy (-3 penalty to avoid), and creatures typically have the same armor protection on their heads as elsewhere. If an attack around armor hits, the target receives no armor protection.

9.5.4 Called Shots

Attackers can make called shots to strike specific parts of their target's body.

9.5.4.1 Head Shot

A called shot to the target's head suffers a penalty of -3 to hit. Helmets, toughness, and natural armor provide armor protection against head shots, while body armor does not. Helmets can be avoided on a head shot, but this results in a different, higher called shot penalty (see 4.6.3).

Head shots with blunt weapons, or with the flat of an edged weapon, force the target to make a PHYS check at +2, minus the damage that penetrates. If this check fails, the target is rendered unconscious. Unconscious character may roll to wake up again (see 9.8.1).

Head shots from edged or projectile weapons deal additional damage instead of forcing a knockout check. Subtract armor protection as usual, but double the number of points of damage that penetrate. For example, if a target with 3 points of armor protection on the head takes 5 points of damage to the head from an edged weapon, then the target takes 4 points of damage (because $(5-3) \times 2 = 4$ damage).

9.5.4.2 Arm Shot

There is a -2 penalty to strike a target's arm. If the attack hits and deals damage, the target must make a PHYS check at +2, minus the damage that penetrated. If this check fails, the arm is disabled until the wound is healed. Disabled arms cannot be used to wield weapons or shields, or to perform any sort of fine manipulation.

9.5.4.3 Leg Shot

There is a -2 penalty to strike a target's leg. If the attack hits and deals damage, the target must make a PHYS check at +2, minus the damage that penetrated. If this check fails, the leg is disabled until the wound is healed. This results in a movement reduction equal to the percentage of the target's legs which have become disabled (i.e. a target which has had ¼ of its legs disabled moves at only ¾ its normal rate), rounded up. Characters and creatures can still crawl at a rate of 1 if all of their limbs have been disabled.

9.5.5 Death Blow

An attacker may attempt to slay their opponent instantly by scoring a hit on a vital organ. The difficulty penalty is -8. If the death blow hits and inflicts any damage past the target's armor, the target must roll their PHYS or less on 2d10 at a penalty of -1 per point of damage inflicted. If this check fails, the target dies instantly. If the check succeeds, the target is left bleeding at a rate of 1 hit point per combat round until they either die or are healed (see 11.0). The GM should only use death blows by NPCs against PCs in pivotal, plot-critical duels.

9.5.6 Defensive Fighting

A character may choose to fight cautiously, with an emphasis on self-defense. This must be declared at the start of the character's turn, and it remains in effect until the character takes their next turn. This gives the character a bonus of +2 on Defense at a penalty of -2 on all other checks.

9.5.7 Desperation

Characters can double their movement rate and gain a +2 bonus to their PHYS for purposes of physical strength (and a +2 damage bonus on muscle-powered weapon attacks – for example, swords and bows but not grenades or guns) by accepting a -2 penalty on all skill checks and defense values. Desperation can be used to simulate berserk rage, sprinting, adrenaline, and so on. This must be declared at the start of the character's turn, and it remains in effect until the character takes their next turn.

9.5.7.1 Weapon Breakage

If an attacker declares Desperation on a melee attack, and hits but their damage roll fails to exceed their target's armor protection, then their weapon breaks (or they take a point of damage, if they were attacking unarmed). This applies to both animate and inanimate targets.

9.5.8 Disarm

An attack to disarm suffers a penalty of -3 to hit, plus the attacker's strength (i.e. their PHYS score), minus the defender's strength. If the attack hits the target drops their weapon (or some other object held in one hand, specified by the attacker). Disarm attacks do not cause damage.

9.5.9 Full Defense

Characters may use their Action each turn to focus on defending themselves instead of making an attack or taking any other sort of Action. Characters on full defense receive a bonus of +4 to their Defense values, but Move at 1/2 speed. This must be declared at the start of the character's turn, and it remains in effect until the character takes their next Action.

9.5.10 Grappling

The attacker rolls to hit using the Grapple skill. On a successful hit, the attacker gets the defender in a hold.

When a character has an opponent in a hold, they may "squeeze" to deal their unarmed damage roll (3.8.2) to the opponent. Squeezing takes a full turn. The target's armor applies, but no roll to hit is required.

When two characters are involved in a grapple the one with the higher PHYS may move (if they are strong enough to carry their opponent). If PHYS is tied, then both characters may move at 1/4 of their normal rate (round up).

Both characters involved in a grapple suffer a penalty of -2 to all of their DEFT-based skills, including their melee and missile defenses. The grappler may release their captive at any moment in order to regain full use of their skills.

A character who is held may either attempt to escape, break free, or counter-grapple.

9.5.10.1 Grapple Locks

Make Grapple attack at a difficulty penalty of -2 to put the target in a Lock, where they cannot counter-grapple, but may only attempt to escape (at a further difficulty penalty of -2) or break free (at a PHYS penalty of -1).

9.5.10.2 Escape

To escape, the defender must roll to hit with their Grapple skill at a difficulty penalty of -2. A successful check breaks their opponent's hold. This takes an Action.

9.5.10.3 Break Free

Attempting to break free of a hold takes an Action. The defender makes a PHYS effect roll. The attacker then makes their PHYS effect roll to maintain the hold. If the defender rolls higher than the attacker, they escape the grapple. Otherwise they remain held.

Either character may declare Desperation (9.5.7), gaining +2 to their PHYS effect roll result. If a character who declared Desperation loses the break free roll then they suffer 1 point of damage (armor does not apply).

Example: Alkódla has a PHYS of 11, and has grappled Balshómo who has a PHYS of 10. Balshómo attempts to break free, and declares desperation. He scores high on his 1/2/3 PHYS Effect roll, resulting in a 3, which becomes a 5 after the Desperation bonus. Alkódla decides to try to maintain the hold, and also declares Desperation. Alkódla scores low on his 2/3/4 PHYS Effect roll, resulting in a 2, which becomes a 4 after the Desperation bonus. Balshómo breaks free, and Alkódla takes 1 point of damage for his failed desperation attempt.

9.5.10.4 Counter-Grapple

To counter-grapple, the defender rolls to hit their attacker with Grapple skill. A successful counter-grapple puts the opponent in a hold, enabling the character to squeeze back. This takes an Action. The character may attempt to achieve a Lock on a Counter-Grapple attempt at a difficulty penalty of -2.

9.5.11 Mounted Combat

Though horses and other riding animals are unknown in Tsolyánu (or anywhere within the Five Empires region, for that matter), there are a few strange distant places where certain types of mounts can be found. For those rare instances, the following small rule is included:

When fighting from the back of any mount which hasn't been specially trained for combat, a rider must check both their weapon skill and their Riding skill. This is considered a multiple action (8.0.8).

9.5.12 Shield Bash

A character with a shield may use it to attack. Shields have no bonus or penalty to hit, and deal the attacker's unarmed damage roll (3.8.2). If the attack hits, the target must make a Dodge or Acrobatics skill check (minus the number of damage points that penetrated), or else fall prone (7.5).

9.5.13 Throw

A Throw maneuver requires a held Action, and may only be attempted against an opponent that is making a melee attack against you. Using your held Action, make a Grapple skill roll to hit. If successful, you may throw the opponent a

distance in spaces (measured from your own location) equal to your own PHYS (strength) minus the opponent's PHYS (size). Minimum throw distance = 0 spaces. The Thrown opponent winds up prone (7.5), and takes their own unarmed damage roll (3.8.2) in damage. Armor protection applies.

9.5.14 Trip

A character may attempt to trip an opponent. The target may only use Dodge (DEFT/ -1) or Acrobatics (DEFT/ -4) skill to defend against this maneuver. If the attack hits, the attacker and the defender each make an unarmed damage roll (3.8.2). The attacker gains a bonus of +1 on this roll, or +2 if the attack was a critical success. If the attacker rolls higher than the defender, then the defender falls prone. This maneuver may be attempted using either the Unarmed [Kick] skill, or a long weapon (though the GM may waive this requirement depending on the circumstances).

9.5.15 Multiple Weapons & Attacks

Characters and creatures can make multiple attacks using the Multiple Actions rule (8.0.8), but the penalty is only -1 per extra attack provided that the attacks are all made by separate limbs or other body parts. Multiple attacks using the same limb incur the standard multiple attack penalty of -2 per extra attack.

Characters may carry weapons in any free hand. The PHYS requirement of a weapon wielded in an 'off hand' (i.e. not the main hand or an ambidextrous hand) is increased by 2. Attacks by off-hand weapons suffer a penalty of -1 to hit.

9.6 Area Effects

An area effect is an ability which can affect multiple targets within a diameter centered on a specific point, rather than just one target at a time. Area effects may be aimed at a primary target (which may attempt to avoid being hit, if able) or they may be aimed at a point on the ground (which counts as an immobile, defenseless target: 9.2.3). 'Aimed' spells always have a primary target. Range and other standard modifiers also apply. If the roll to hit (or casting roll, in the case of a spell) is successful, the area is centered on the selected target or location (and the primary target, if any, is affected). If the roll fails, then the center of the area "scatters" in a random direction for a distance shown on the following table:

Range:	Scatter Distance:
0" -1"	1/0/1
2" -4"	0/1/2
5" -8"	1/2/3
9" -16"	1/3/5
17" -32"	2/4/6
33" -64"	2/5/8
65" -128"	3/6/9
129" -256"	3/7/11
257" -512"	4/8/12
513" -1024"	4/9/14

9.6.1 Secondary Targets

A secondary target is any target other than a primary one which is at least halfway contained within the area effect. That ruling is made by the GM. Note that an intended primary target may become a secondary target if the effect scatters but it still winds up covering at least ½ of that target.

Once the final placement of an area effect has been established, secondary targets within the area (including a missed primary target, if any) may attempt to avoid being affected by it. Note that successful defensive checks by secondary targets do not cause any further "scatter".

Secondary targets of 'mundane' area effects (a bottle of flammable liquid, for example) may attempt to leap clear by making either a Dodge or Acrobatics skill check, at a penalty of -1 per movement space between them and the nearest safe spot outside of the area. If the check is made, they leap clear; if not, they move only ½ of the intended distance and remain within the effect. Those who use Acrobatics skill to leap clear fall prone if their check fails. Those who rely on Dodge skill always wind up prone unless their check is a critical success.

Secondary targets of magical area effects may check to resist the effect if it allows a resistance check. Dodging and Acrobatics skills are useless unless otherwise specified in the spell description.

9.7 Morale

NPCs who are losing in combat may flee. The GM should give them each NPC a WILL check at the start their turn when things look bad for them, modified to reflect how bad things look, their fanaticism, desperation, their leader's Oratory skill, etc. If the check fails, the NPC will attempt to flee.

9.8 Unconsciousness & Death

Any character or creature which sustains over half of its remaining hit points in damage from a single attack falls unconscious.

Example: Shurmála has 9 hit points left as a result of previous injuries. If she takes another hit for 5 or more damage, she will fall unconscious.

9.8.1 Wakeup Rolls

An unconscious character makes a 2d10 "wakeup roll" once per round, on their initiative. If they roll equal to or below their remaining hits, they wake up. A character that wakes up may Act and/or Move immediately.

9.8.1.1 Waking Others

Unconscious characters get an extra roll to wake up with a bonus of +2 each time another character spends an Action trying to awaken them.

9.8.2 Mortal Wounds

A character whose total remaining hit points fall below zero is dying. A dying character loses an additional hit point per minute from blood loss. Bleeding can be stopped by a successful Medicine skill check (consult the Medicine skill description).

9.8.3 Death

When a character's hit points drop to a negative amount in excess of their original Hits, the character is dead.

Example: Shurmála's PHYS is 11, so she has 14 hit points. She will die if her hit points drop to -15 or less due to injury or blood loss.

10.0 Hazards

10.1 Falling

When a character falls onto a hard surface they suffer 1 point of damage per 1" (2 meters) fallen. Large creatures take an extra point of damage per inch of fall per two points of PHYS over 10. Conscious characters can avoid some of this damage by making a DEFT check, at a penalty of -1 per inch fallen. Skills such as Acrobatics or Swim can be substituted for DEFT in some situations. A successful check negates 1 point of falling damage, plus one more point of damage per point by which the check was made.

If a character falls onto a soft surface, the total amount of damage taken and the check to avoid damage are both reduced:

Surface Type:	Modifier:
Rock or Packed Earth	0
Sand	-1
Straw	-2
Mud	-4
Water	-8

Example: Onumé the assassin has slipped on a loose tile, and is falling from a rooftop. He has a 12 DEFT, the fall is 4 inches (8 meters), and he's going to land on some bales of Dná grain (resulting in a modifier of -2). Onumé must roll 10 or less on 2d10 to avoid taking 2 points of damage.

Characters may suffer extra damage if they fall onto sharp objects. The character's DEFT check has no effect on additional damage from spikes. Armor counts against damage from spikes, but not against normal falling damage



10.2 Asphyxiation

Characters can hold their breath for 1 combat round per point of WILL Value (3.8) if they take a deep breath first. If they have no time to prepare, then the time limit is halved. If they take a minute to prepare, the time limit is doubled. Characters with the Lung Capacity Advantage get a bonus when calculating how long they can hold their breath.

Once a character runs out of air, they take three points of damage at the start of each combat round from asphyxiation. Asphyxiation damage is temporary, and returns at a rate of 1 point per minute once the character can breathe again. If an asphyxiating character falls unconscious, they suffer 1 additional point of regular damage at the start of each combat round until they can either breathe again, or die.

10.3 Poisons

Poisons and venoms have a resistance check modifier, an effect, and a time increment. When a victim is first exposed they are allowed a PHYS-based resistance check to see whether the poison takes effect. If this check fails, then the victim succumbs – and another check is made after the specified time increment. If that check fails then the victim continues to suffer the effects. Another check is made after a further time increment, and so on – until the victim either succeeds at one of these checks (ending the effect of the poison) or dies. In the case of damaging poisons, the effect of a failed check is that the victim suffers a specified number of hit points of damage. If the poison is non-damaging, then the victim suffers some other stated effect, such as paralysis.

Example: Aruónmu (10 PHYS) and Bálash (12 PHYS) have both been splashed by lye (5 damage per round, resist at -2). Aruónmu needs an 8- to resist (10 PHYS at a penalty of -2) and rolls a 4, so he avoids the effects. Bálash, on the other hand, needs a 10- to resist (12 PHYS at a penalty of -2), and he rolls a 16 so he takes 5 damage. Bálash must check again every round to see if he can roll 10 or less, taking 5 more damage each time he fails. His next check is an 11 (inflicting 5 more damage), but his following check is a 7, ending the effects of the lye.

Unless otherwise stated, a poison's listed effects assume that the victim is human. Poisons have a 70% chance of being effective against other living creatures. They have a 30% chance of affecting demons, otherplanar creatures, and creatures created by sorcery. Poisons are completely ineffective against unliving targets such as the undead and automotons.

A poison victim might not immediately realize that they have been affected. The victim is allowed an INTL check each time he or she takes damage, with a modifier of +1 per damage point taken, to realize that something is seriously amiss.

There are several ways to end the effects of poison other than simply waiting to see if the victim succeeds at their resistance check in time. A few useful antidotes are listed in the Purchase Lists (4.13). Other-planar magic may also be used to halt the progress of poisons (see spells 1A Neutralize Poison, 30A Neutralize Substances and 142B Cure Poison). Damage from poison may not be healed through non-magical means until its progress has been halted (i.e. the victim is no longer making resistance checks against it). Specific advice on counteracting injected and ingested poisons is given in the Physician skill description.

10.3.1 Dosages and Repeat Exposures

Poisons are sold by the "effective dose", and a single strike by a poisonous creature (or touch by a poisonous plant) is also considered an 'effective dose'. Larger (or smaller) doses, and multiple applications of a particular poison, can affect the victim's resistance checks. Doubling the dosage (or being hit a second time by a poisoned weapon) reduces the victim's resistance check modifier by 1. Likewise, halving the dosage increases the resistance check modifier by 1. These effects are cumulative, so a character suffering from 4 doses receives a -2 penalty, a character suffering from 8 doses must endure a penalty of -3, and so on.

10.3.2 Injected / Weapon Poisons

Usable weapon poisons are relatively rare.

Up to three doses of an injected poison may be applied to a bladed weapon in advance of combat. One dose is used up each time the weapon hits a target (including 'hits' on shields, and hits on armor which don't penetrate). The target is only affected by the poison if the weapon deals at least 1 hit point of damage through the target's armor.

Injected poisons are sometimes applied to trap mechanisms. In such instances, the chance of successfully poisoning the victim depends on the particular trap's design.

Injected poisons may be applied to a sleeping, bound, or otherwise incapacitated victim using a very small needle. This method of poison application only fails if the poisoner fumbles their weapon, Medicine, or unskilled DEFT check.

10.3.3 Contact Poisons

Contact poisons work in much the same way as injected poisons, except that they may be applied to blunt weapons as well as edged weapons, and they only take effect on hits which avoid the target's worn armor (even if the 'hit' deals 0 damage).

When spilled or splashed on a character (accidentally, or due to an area effect, etc.) contact poisons penetrate armor on a roll of 11 or less, minus the armor's 'avoid' number. For example, spilled or splashed poisons hit a character wearing heavy armor coverage (avoid penalty: -3) on a roll of 8 or less. Worn armor provides no protection to characters who are completely immersed in contact poison, of course, unless the armor is hermetically sealed.

10.3.4 Ingested Poisons

The apothecaries of the Five Empires stock toxins meant to be ingested in food or drink, but these are largely useless when applied to weapon blades.

If not mixed with food or drink, an ingested poison is immediately seen. If it is mixed with food or drink, the victim gets a free Cooking or Search skill check to notice it. Additional checks may be made at a cost of 1 Action apiece, if the character wishes to look carefully (8.3).

If the poison has a strong or distinctive odor, the victim gets a free Smell skill check. Again, additional checks may be made at a cost of 1 Action apiece if the character wishes to sniff carefully. Those 'elective' Smell checks gain a bonus of +2 if the poison has a strong odor. Any Smell check fails automatically if the poison is odorless, however.

Victims get a free Taste perception check only after they've eaten or imbibed the poisoned food or drink. If the poison has a strong taste, the character's Taste check gains a bonus of +2. If the character was careful to only take a very tiny taste or sip, then their initial resistance check gains a bonus of +6.

If all else fails, the intended victim is allowed a Luck check (8.5) at a penalty of -4 to avoid the poison by mere chance. If this check is successful, then others dining from the same meal must also make Luck checks. A fumble indicates that that person has become the target of the poison instead!

A poisoner may attempt to deliver a greater (or smaller) dose of poison in food or drink. Each doubling of the dosage adds 1 to the victim's chances of detecting it as described above, while each halving of the dosage subtracts 1 from detection chances.

10.3.5 Inhaled Poisons

A single dose of an inhaled poison is sufficient to fill a 1" diameter area effect. Usually this is done by throwing a vial or bag of the poison at a target's feet. The normal rules for area effect attacks apply when attempting to catch a target in this poisonous cloud. Such a cloud remains airborne and dangerous for approximately 3 combat rounds after it is released.

When a character is about to move into a pre-existing cloud of inhaled poison, they may make a Search check (at +2 if the poison has a distinctive appearance; no Search check is allowed if the poison is invisible) and a Smell check (+2 if the poison has a strong odor, but no Smell check is allowed if the poison is odorless) to detect the poison. If they detect it, they may hold their breath to avoid being affected (until they breathe again).

Characters who are already holding their breath when first exposed to an inhaled poison are immune - until they resume breathing. A 4A spell of Control of Self protects characters from inhaled gas completely. If a character breathes an inhaled poison, they must then make a check to resist its effects as explained above.

10.4 Fire

Fire causes Energy damage. Armor applies against this damage.

10.4.1 Flaming Weapons

A flaming weapon inflicts both Physical and Energy damage on its target if it hits. The amount of energy damage inflicted by a flaming weapon depends on the size of the flame, which is limited by the size of the weapon. The GM should assign an appropriate flame damage roll after consulting the examples below.

- Small (flaming arrow): up to 1/2/3 energy damage
- Medium (torch): up to 2/3/4 energy damage
- Large (large torch): up to 2/4/6 energy damage

The target's armor applies against the weapon's Physical and Energy damage separately. If the attack avoided the target's armor, then the armor doesn't apply against either the physical or energy damage.

A target has a chance of catching fire each time it is struck by a flaming weapon (see below).

10.4.2 Engulfing Flames

Characters within or passing through flame-engulfed areas (bonfires, 'walls' of fire, etc.) suffer 6 energy damage minus the character's energy armor and size modifier every round. If the character only spent part of their movement in fire, divide the damage by the character's movement rate and then multiply it by the number of movement spaces spent within the flames (rounding up). A character who passes through fire has a chance of catching fire (see below).

10.4.2.1 Partial Burns

If the character is only partially engulfed, they take ½ as much damage (rounded down). If a specific body part was exposed to the flames, the damage is treated as a called shot on that body part.

10.4.3 Catching Fire

Characters exposed to fire have a chance of catching fire. Make a Luck check (8.5), with a bonus of +5 and a penalty equal to the points of fire damage sustained. The GM may impose bonuses for being draped in damp cloth, being made of flame-retardant material, etc. and penalties for things like being drenched in kerosene, having long hair or fur, etc. If the check fails, the character catches fire.

Damage from being on fire begins at ½ of the damage taken by the flame that ignited the character (rounding down). Flames grow in strength by +1 each round, to a maximum of 6 minus the character's size modifier.

10.4.3.1 Extinguishing Fire

Burning characters may attempt to put the flames out. This takes a full round of rolling on the ground to deprive the flames of oxygen. Make a DEFT check at +5, minus the damage strength of the flames. Any check that isn't a fumble reduces the strength of the flames by 1 point, plus the check's success margin. On a fumble the flames are unaffected.

10.4.4 Boiling Oil, Lava, Etc.

Boiling oil, lava, or any other medium at the boiling point or higher inflicts twice as much damage as flames.

10.5 Material Strength

Material strength is armor (9.4) that an object gets by virtue of the material it's made out of. When characters try to damage physical objects, consult the following table:

Material:	Strength:
paper	0/0
cloth, clay, dirt	1/0
bamboo, plaster, soft wood	2/1
hard wood, bone	3/2
brick, quartz	4/3
mortar	5/3
granite, machinery	6/4
gold, lead	7/5
marble	8/5
silver, bronze, chléen hide	9/6
iron	11/7
platinum	12/8
steel	13/9
titanium	15/10
diamond	18/12

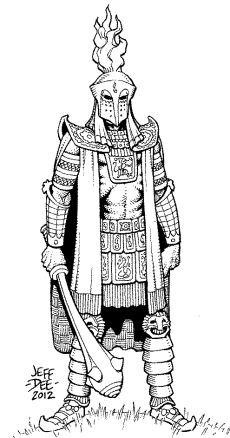
Material strength can be adjusted up or down by up to 2/2 points to represent their relative flimsiness or solidity.

An attack that inflicts damage against a physical object makes a hemispherical hole. The width and depth of the hole are shown on the table below, as well as the size modifier of the largest character or creature who can walk through it at full speed. One may crawl at ½ normal speed through a hole 2 sizes smaller, or barely squirm (moving at ¼ of one's normal movement rate) through a hole 4 sizes smaller. A creature that is snake-like in shape counts as 2 sizes smaller for this calculation, while an amorphous creature counts as 4 sizes smaller (and may seep at 1/8 speed through holes another 2 sizes smaller).

Damage	Width	Depth	Size
1	3/32" (12.5 cm)	3/64" (32.5 mm)	6
2	1/8" (25 cm)	1/16" (65 mm)	5
3	3/16" (1/3 meter)	3/32" (12.5 cm)	4
4	¼" (.5 meters)	1/8" (25 cm)	3
5	3/8" (.75 meters)	3/16" (1/3 meter)	2
6	½" (1 meter)	¼" (.5 meters)	1
7	¾" (1.5 meters)	3/8" (.75 meters)	0
8	1" (2 meters)	½" (1 meter)	-1
9	1 ½" (3 meters)	¾" (1.5 meters)	-2
10	2" (4 meters)	1" (2 meters)	-3

Example: Kurshétl, a hapless priest of Thúmis, has triggered a 120A Perfected Gem of Obliteration while standing next to the soft wooden wall of a savage's hut. The blast deals 4 points of energy damage to the wall's 1 material strength vs. energy. 3 points of damage gets through, creating a size 4 hole (1/3 meter wide by 12.5 cm deep, breaching the wall). If Kurshétl survives the explosion, he may slither through that hole at 1/8 speed.

If a character declares Desperation (see 9.5.7), and fails to penetrate a target object's material strength, the character suffers 1 point of damage - or, if they were using a melee weapon on the object, the weapon breaks.



11.0 Healing

Characters heal 1 hit point per full day of rest without any strenuous activity.

Medical skill checks may be made to attempt to heal hits at a faster rate. Each patient may only receive the benefits of one successful medical skill check per day, in addition to normal healing. Consult the Medicine skill description.

12.0 Sorcery

Most magic 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! 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 molds it into the desired manifestation, much as the shape of a nozzle molds 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 (teacher'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 time than one mage can produce, plus diagrams, substances, incantations, and rituals.

12.1 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 called Generic. Each temple also has its roster of advanced and esoteric 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 being caught doing so by illegal purchase or trickery is severe.

Spells are also divided into "psychic" and "ritual" groups. The former are cast through a visualization of the "circuit board" alone; the latter require delicate motions, gestures, incantations, 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. Psychic spells can be cast without alerting onlookers, but it is quite obvious when someone begins to cast a ritual spell.

12.2 Becoming a Sorcerer

In the Five Empires, the teaching of spells is primarily the province of the great temples. 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.

Temples 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. Similarly, priests and sorcerers can acquire small amounts of appropriate combat skills. As a general rule of thumb, any character who invests more than 1

EP into any of these peripheral skills will tend to raise eyebrows, and any character who invests more than 3 EPs into any of them will attract undue attention as a troublemaker.

12.2.1 Magical Aptitude

Characters must meet certain minimal statistical requirements in order to be able to perform magic. The following table is repeated here for convenience:

Magical Aptitude:	Minimum INTL Score:	Minimum PSYC Score:
Ritual spells	10+	5+*
Psychic spells	9+	8+
Ritual & Psychic spells	10+	8+

*This score can be achieved through the use of the Latent Psychic Advantage (3.9.2).

Characters who qualify for Ritual and Psychic magic, but not for both, must choose to be trained in one or the other.

12.2.2 Sorcery Skill

Sorcery is an INTL-based skill, which cannot be attempted at all by non-Sorcerers. Consult the skills section for more details.

12.2.2.1 Spell Purchase Points

For each EP a character spends on Sorcery skill, they receive 10 spell purchase points. Spell Purchase Points are used to buy knowledge of specific spells. Spell purchase costs are listed below for each separate spell.

12.2.3 Sorcery Skill vs. Sorcery Level

Divide the number of EPs a character has spent on Sorcery skill by 2.5, and round up. This is the character's Sorcery "Level". Sorcery Level is referred to throughout the magic system, so be careful to distinguish between this and Sorcery skill. Sorcery Level is also shown on the Psychic Energy Table (12.4.1).

12.3 Learning Spells

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

The cost in Spell Purchase Points required to learn each spell is listed in its description below.

All available lower-level variants of a spell must be purchased in order to learn further higher-level variants. Some spells may also require knowledge of other spells as a prerequisite; if so, this is noted in the spell's description.

A starting character may spend all of their initial Spell Purchase Points (within the limits of what they are qualified to learn). Any unspent Spell Purchase Points may be saved up for later use. Saved Spell Purchase Points, as well as points acquired later through Sorcery skill advancement, can only be spent as time and resources permit.

New spells can be learned from a teacher, an instructive text or scroll, or through practice.

The time required to learn a new spell depends on its difficulty. Under the direction of an instructor, Universal spells take 1 week to learn; Generic spells 2 weeks; and temple spells 3

weeks. Private study and practice requires double the listed amount of time, and only new sub-levels of known spells can be learned unless the character has access to an instructive text.

No temple will impart a Generic spell to a sorcerer before he attains Sorcery level 6. Likewise, no temple will teach a Temple spell to a sorcerer before he reaches Sorcery level 12. Even if a character has the Spell Purchase Points to afford a high-level spell, their instructors may make them qualify by performing some task, going on a quest, etc. to demonstrate their loyalty to their god.

12.4 Spell Casting

12.4.1 Psychic Energy (NRG) Points

A mage uses psychic power to cast spells. The number of Psychic NRG Points a beginning mage has when fully rested equals their PSYC Score times 5. For example, a beginning sorcerer with 8 PSYC has 40 psychic NRG points.

As a sorcerer's sorcery skill increases, their psychic NRG multiplier increases as well, as shown on the following table:

Sorcery Skill EPs	Sorcery Level	Psychic NRG*
0	0	PSYC score x 5
1-2	1	
3-5	2	
6-7	3	
8-10	4	PSYC score x 6.25
11-12	5	
13-15	6	
16-17	7	
18-20	8	PSYC score x 7.5
21-22	9	
23-25	10	
26-27	11	
28-30	12	PSYC score x 10
31-32	13	
33-35	14	
36-37	15	
38-40	16	PSYC score x 16.67
41-42	17	
43-45	18	
46-47	19	
48-50	20	
51-52	21	
53-55	22	
56-57	23	
58-60	24	
61-62	25	
63-65	26	
66-67	27	
68-70	28	
71-72	29	
73-75	30	

*round down

For example, a sorcerer with 11 PSYC and 1 EP in Sorcery skill has $11 \times 5 = 55$ psychic NRG points. When he has spent 8 EPs on Sorcery skill, his psychic NRG increases to $11 \times 6.25 = 68.75$, rounded down to 68.

As long as a sorcerer's Psychic NRG Points last, they can cast spells from their repertoire: different spells or the same one repeatedly, as they wish. The sorcerer must pay the Psychic

NRG Cost for a spell as soon as they begin attempting to cast it. A sorcerer may never cast a spell that requires more Psychic NRG Points than they have remaining.

The cost in Psychic NRG Points required to cast each spell is listed in its description below.

12.4.2 Limitations on Spell Casting

12.4.2.1 Ritual Sorcery Tools

A sorcerer requires certain ritual items (chalk, candles, etc.) in order to cast Ritual (but not Psychic) spells. A bag of these items can be collected at any medium-sized or larger marketplace (or from the character's own Temple) at a modest price (see 4.7). The lack of these items completely prohibits Ritual spell-casting.

12.4.2.2 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 south-western 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 GM.

12.4.2.3 Psychic Dampeners

No spell can be cast within a 1" diameter around a psychic dampener. Spells cast outside this area will affect those within it, however.

12.4.2.4 Metal, Armor 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 attempting to cast the spell. Mages cannot perform ritual spells while wearing more than leather armor or "light" Chlén-hide. Mages using psychic magic may wear medium non-metallic armor, however.

12.5 Regenerating Psychic NRG Points

Once per day, upon a mage's rising from 4 or more hours of sleep, or 6 or more hours of tranquil relaxation, a roll is made to determine how many Psychic NRG Points they have regained. Recovery is based on the character's total psychic energy. One may never recover more points than one's original total.

d10 Roll:	1-2	3-8	9-10
Recovery:	20%	50%	80%

For example, a character with 200 psychic energy recovers 40, 100, or 160 per rest period.

12.6 Casting Requirements

The spell-caster must declare what spell is being cast, who or what its target is, and what its effects and area are. Other options, limitations, and requirements may be listed in the individual spell descriptions.

Unless the spell specifically states that it is "caster only", or specifically excludes the caster in its description, any spell may be cast on anyone, oneself included.

The instant that the spell's preparation time is over, the mage makes a spell casting check to determine whether the spell succeeds. Spells without a preparation time listed in their description can be readied and cast in a single Action.

12.7 Spell Casting Check

To successfully cast a spell, the mage must roll their Sorcery skill or less on 2d10. Modifiers may apply, including relevant modifiers from the Combat section (9.0): range, magic defense, size, cover, surprise, immobilization, combat stance, etc. This roll symbolizes preparation, correct casting, and various other factors such as the "Skin of Reality" at that particular time and place.

12.7.1 Spell Casting Check Modifiers:

Factors:	Modifier:
Wounded: more than 1/2 hits taken	-1
Psychic Spell Cast While In Melee*	-1

*Ritual spells cannot be cast in melee at all

Failure generally indicates that the spell has failed to overcome the local thickness of the Skin of Reality, a subtle mistake in preparation or casting, and the like. Even very skilled mages do not expect their spells to work every time.

The Psychic NRG Point cost of the spell must be paid regardless of whether the spell is successfully cast or not.

If the spell casting check is successful, the spell is cast without incident. Its center of effect is placed as specified by the mage (within the limits of the spell's maximum range). On a failed casting check, the spell simply fails to go off.

12.7.2 Spell Criticals

If the spell casting check is critically successful, roll 1d10 on the Spell Critical Success table, below. If the check is critically fumbled, roll 1d10 on the Spell Critical Fumble table.

12.7.2.1 Spell Critical Success Table

d10:	Result:
1-4	Amplification. If higher increments of the spell are available, one of those may manifest itself. If no relevant higher increment exists above the spell level being cast, the spell's effect gains +2 damage, or else the GM should enhance some other useful factor (area of effect, duration, etc.).
5-7	The spell's effect is distorted in some desirable way. For example, Ascertainment might allow the caster to see one of the subject's relevant memories (providing more information than merely skimming their surface thoughts), Seismism might cause stalagmites to shoot up from the ground so that damage caused gains armor piercing, etc. The GM must determine the exact nature of the distortion.
8-10	The spell achieves additional desirable side-effects. For example, Ascertainment might render the subject unconscious for the duration, Seismism might create 'darkness' by virtue of dust particles kicked up within its circle of effect, etc. The GM must determine the exact nature of the side-effects.

Critically successful casting checks may be treated as if the character has stumbled upon an incremental improvement in the spell. This can result in a brand new sub-skill of the spell. The character may then attempt to "discover" it officially by research (see 12.10). This reduces the time needed on the first research attempt (but not on further attempts, if the first one fails) to 1 week, and yields a bonus of +4 on the first attempt (but only +2 on further attempts to discover the same spell).

12.7.2.2 Spell Critical Fumble Table

d10:	Result:
1	The spell goes off, but its effect is reversed. Spells that normally inflict damage will heal their target, light spells produce darkness, healing spells cause damage, and so on. The GM must determine the exact nature of the reversal.
2	The spell goes off, but its effect is undesirably distorted. For example, Ascertainment might cause the caster to perceive one of the subject's memories (chosen at random) instead of their surface thoughts, Seismism might affect only liquids within the area of effect, etc. The GM must determine the exact nature of the distortion.
3	The spell goes off, but it causes undesirable side-effects. For example, Ascertainment might create a visible 'connection' of glowing energy between the caster and the subject, Seismism might negate gravity within its area of effect, etc. The GM must determine the exact nature of the side-effects.
4	The spell goes off, but its effect is magnified in some hazardous way. For example, Ascertainment might allow all of its subjects (and the caster) to hear each other's' surface thoughts, Seismism might repeat its effect for a random number of rounds, with each new area effect "scattering" a random distance in a random direction from the last one, etc. The GM must determine the exact nature of the magnification.
5	The spell goes off, but it misses its intended target. Roll for a random direction and a random scatter distance if it is an area effect spell, otherwise the spell switches to the closest legal target to the intended one. All viable targets within the spell's final area of effect are affected by the spell if they don't Resist it, whether they are enemies of the caster or not.
6	The spell goes off, but it targets the caster.
7	The spell fails, and the caster suffers mental damage. Consult the Characteristic Table (3.8), and make a damage roll where the score equals ½ the spell's NRG.
8	The spell fails, and one of the caster's possessions suffers energy damage, with the damage amount calculated as per fumble #7, above.
9	The spell fails, and the caster falls prone.
10	The GM may create a critical result appropriate to the situation, or roll twice again and combine the results

12.7.3 Resistance

Some spells allow secondary targets within the spell's area of effect to make Resist Sorcery checks, in an attempt to resist the spell's effects. If a Resistance check is allowed, this will be indicated in the spell's description. On a successful resistance check, the spell has either no effect or a "Partial" reduced effect on that target as explained in the spell's description.

Some spells do not allow resistance checks 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 resistance check, then, a combat roll to hit or a check

against the targets DEFT or some other means of determining whether the target escapes may be needed. These features are stated in the spell lists below.

Resistance checks vs. magic are made on 2d10 vs. the target's Resist Sorcery skill, or vs. a creature's Magic Defense +10 (or divide an object's weight in kg by 8, find it in the Value column on table 3.8, and read across to the closest Score), applying any applicable modifier from the following table:

Other Resistance Check Modifiers:	Modifier:
Target is a magical device	+2
Target Has Enchanted Shield	+1
Target Has Enchanted Armor	+1

Any spell target may waive their Resistance check, though targets are not normally able to determine in advance whether an incoming spell is hostile or not.

12.7.4 Preparing & Holding a Spell

A mage can prepare a spell and hold it to cast in a later Combat Round. The prepared spell counts as one spell being concentrated upon, even if it doesn't normally require concentration. A spell may be held for a number of Rounds equal to the mage's INTL score. Thereafter it must be recast, with a second expenditure of Psychic NRG Points.

12.7.5 Longer Spell Preparation

If a mage takes extra time in order to improve their casting check (see 8.0.6), they cannot prepare or cast other spells at the same time.

12.7.6 Spell Maintenance

A mage may maintain one durational spell while casting another, as long as neither spell requires concentration. If he maintains two spells, then he may not cast any further spells without dropping one of the ones he is maintaining.

12.7.7 "Eyes" & Other Magical Devices

Magical devices such as "Eyes", scroll-spells, etc. have a "casting check" of 15- if needed. Alternately, the user may have to make a combat roll to hit or some other check to successfully operate the device. Targets are allowed Resistance Checks, if appropriate, the same way they check to resist spells.

12.8 Spell List Terminology

A number of special terms are used in the spell lists below.

Aimed

The target is a specific creature or character. The caster must select a target within the range of the spell, and within the caster's line of sight. See the Combat section (9.0). Further modifiers may apply:

Aimed Spell Casting Check Modifiers:	Modifier:
Target is a magical device	-2
Target Has Enchanted Shield	-1
Target Has Enchanted Armor	-1

Durational 'aimed' spells generally move along with their targets throughout their duration, if successful, unless otherwise noted in the spell description.

Area

This indicates the diameter that the spell affects, measured in 1" movement spaces.

An area spell that is not "aimed" is cast at a location, rather than at a specific target. The caster must specify a target point within the range of the spell, and within their line of sight. If the casting check fails, the spell doesn't 'scatter' – it simply fails to go off. Targets within the resultant area of effect make any applicable Resistance Checks against the magical effect, and are affected by the spell if these Resistance Checks fail.

Location-based area effect spells are generally stationary throughout their duration, unless otherwise noted in the spell description.

Attack

This indicates that the spell is generally considered a hostile act.

Concentrate

Spells requiring "concentration" prevent the caster from performing any other Actions while maintaining the spell's effects (up to its maximum time limit). Concentration only affects further game Actions; a mage may still move, speak, etc. without it affecting the spell. Performing another Action cancels the spell's effect prematurely. Once the character has mastered any sub-level of a particular spell that does not require concentration, he no longer has to concentrate on ANY level of that spell.

Cost

This is the spell's cost in spell purchase points.

Duration

The duration of the spell, in 6-second combat rounds, 10-round minutes, etc. If no duration is listed, the spell is instantaneous: its effect occurs instantly.

A successfully cast durational spell can be maintained beyond its initial duration without a second casting check (or resistance check) by spending its NRG cost again.

Durational spells that do not require concentration cannot be dissipated by the mage; they must either expire normally or be dispelled. Likewise, instantaneous spells that do not require concentration cannot be recalled once they are cast.

Durational Areal spells are generally stationary throughout their duration. Durational spells which target the caster or other being generally move along with that being throughout their duration. Any departures from these standards are noted in the spell descriptions.

Level

This is the spell's phylum and level. All available lower-level variants of a spell must be purchased in order to learn further higher-level variants.

NRG

This is the number of psychic NRG points the caster must expend when attempting to cast the spell. These points must be expended even if the spell fails or is resisted.

1 Target

The spell affects a single individual, creature, or physical object, which makes any applicable Resistance Checks.

Partial

Some spells still partially affect secondary targets who succeed at a Resist Sorcery check. Their primary target of such spells (if any) also suffers the secondary effect even if the casting roll to hit "misses" by a margin of 1 or 2 points.

Permanent

This indicates that the effects of the spell last indefinitely. In some cases the spell may be amenable to disenchantment; if so, this is explained in the spell's description.

Prep

This indicates the amount of preparation time needed to complete the casting of a spell. Spells that take multiple Combat Rounds (or longer) to cast require the expenditure of the caster's full Turn each Round until the spell's preparation time is concluded. The instant that the spell's preparation time is over, the mage makes a spell casting check to determine whether the spell has been successfully cast or not. Spells without a preparation time can be readied and cast in a single Action.

Prq (Prerequisite)

A spell variant's prerequisite is the spell (or spells) that must be learned before a character may acquiring this variant. All levels of the prerequisite spell must be learned.

Range

The range of the spell, in 1" movement spaces. A range of 0" indicates that the caster must be within reach of the target, but does not actually have to touch it. For spells with an area effect, range is measured from the caster out to the center of the spell's circle of effect (unless the spell affects or is centered on the caster, in which case any area is also centered on the caster).

Resist

This indicates that the primary target's Mental Defense applies to the casting check, and that secondary targets within the affected area (if any) are allowed Resistance checks. Resistance is optional, and may be waived by targets who wish to be affected. See above.

Self Only

The spell affects only the caster him/herself, who presumably offers no resistance and will not be interested in attempting to resist. Durational spells which target the caster generally move along with the caster throughout their duration, unless otherwise noted in the spell description.

Touch

A range of "touch" means that the spell's target is determined manually, by physical contact. Such a spell can affect or be centered on either the mage him/herself or some other target the caster touches. If the target is resistant, apply their Melee Defense to the spell's difficulty.

12.9 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.

12.9.1 Universal Spells

Universal spells are available to sorcerers of all temples.

1. Alleviation

1A. Neutralize Poison (Ritual)

Cost: 4; NRG: 7; aimed; touch; 1 target; resist

This spell neutralizes life-endangering toxins (poisons and venoms) within the body of a living animal or being. It is 100% effective against inorganic poisons and magically-induced poisons or toxins, though there is only a 90% chance of its being efficacious against the deadly spores of the Sagún (for which there seems to be no other antidote), and it has only a 70% chance of neutralizing other vegetal and animal toxins, as these have a greater chance of having mutated since the spell was originally formulated. This spell has no effect upon paralytic venoms, radiation poisoning, alcohol (i.e. an intoxicated person), diseases, or most non-lethal drugs. This spell may be re-attempted if its casting check fails, but not if it failed the secondary % chance of affecting the particular poison. Non-intelligent animals (who cannot distinguish a "friendly" spell from a "hostile" one) will resist its effects. This is true of all versions of this spell.

2. Ascertainment

2A. Mind Reading (Psychic)

Cost: 30; NRG: 14; self only; 15"area; resist; duration: 5 minutes; concentrate

The caster can perceive the thoughts of animals and sentient beings within the spell's circle of effect (but not those of the undead, androids, automatons, demons, or creatures created by sorcery). The caster learns the number of legal targets within the area, as well as their direction and distance from himself/herself. The caster may read the surface thoughts of a member of his/her own species within the spell's area of effect (learning what that target is currently thinking), and probe deeply enough to determine the target's basic hostility or friendliness towards himself/herself. Other sentient species can be identified by their thoughts, but those thoughts cannot be understood.

2B. Telepathy (Psychic)

Cost: 32; NRG: 26; self only; 23"area; resist; duration: 5 minutes

As 2A; in addition, the caster can comprehend the thoughts of friendly intelligent nonhumans and communicate telepathically with one member of his/her own species (or of a "Friendly" species) within the circle of effect, provided that the latter is willing. An unwilling target may attempt a Resistance Check; if this succeeds, he/she remains undetected. Even if it fails, a target can refuse to speak to the caster, in which case only the probing possible under the 2A variant is allowed. "Inimical" and "neutral" species cannot be contacted.

2C. Psychic Trap (Psychic)

Cost: 25; NRG: 34; self only; 11"area; resist; duration: 4 hours
The caster establishes a "psychic trap" around him/herself. This detects and immobilizes anyone attempting to cast a "psychic" spell into the circle or probe it from outside. If the "prober" fails a Resistance Check, he/she is held motionless for the duration of the spell, unable to think, speak, or otherwise escape from the "trap." The "prober" can be released by a spell of Disenchantment (no. 5) cast by a third party. The caster of the "psychic trap" can move and act normally within it, and the "trap" travels along with him/her at its center. The caster of this protective shell can employ both "psychic" and "ritual" sorcery within it as usual, but any comrade inside its circle with him/her who attempts a "psychic" spell will be trapped and immobilized, just as though he/she were an enemy mage. This spell does not distinguish friend from foe.

3. Clairvoyance/Clairaudience (Psychic)

3A. Clairvoyance/Clairaudience (Psychic)

Cost: 22; NRG: 14; self only; 5"area; duration: 3 minutes
This permits the caster to see and/or hear through walls or other obstructions (but, curiously enough, not through a barrier sheathed with any type of metal). The caster can see into darkened areas (e.g. an unlighted chamber, a sealed chest), and he/she can hear very faint sounds within the circle of effect, such as whispering, breathing, bare feet moving over a carpet, etc.

This enchantment can be blocked and nullified by spell 3B "The Curtain of Non-Perception".

3B. Curtain of Non-Perception (Psychic)

Cost: 16; NRG: 22; self only; 11"area; duration: 3 minutes
This variant blocks spell 3A "Clairvoyance/Clairaudience", causing the caster to think that he/she has bungled the enchantment (thereby encouraging him/her to spend further "psychic NRG points" trying it again). Nothing is magically visible or audible through this "curtain of non-perception," but normal vision and/or hearing are not impaired.

4. Control of Self (Psychic)

4A. Control of Self (Psychic)

Cost: 20; NRG: 12; self only; duration: 1 hour
The caster can cut off any sensation of pain, remaining conscious until he/she is completely destroyed (when his/her Hits have been reduced to negative their beginning Hits). The caster does not bleed from his/her wounds while this spell is in effect.

In addition, the caster can grasp an object and not have to let go because of fatigue, etc.: e.g. he/she may hang by one hand from a projection on a vertical cliff for the duration of the spell. An opponent who wishes to break the caster's grip must overcome the caster in a PHYS roll vs. PHYS roll test – at which the caster gains a bonus of +2 PHYS (as if he/she were in desperation, but without the penalty).

The caster can also hold his/her breath (underwater, buried in the earth, or otherwise cut off from air) for the duration of the spell, providing immunity from inhaled gases, spores, smoke, and lung-affecting toxins.

The caster may move normally but cannot engage in physical combat while maintaining this spell.

4B. Combat Control (Psychic)

Cost: 13; NRG: 18; self only; duration: 1 hour
This yields the same benefits as spell 4A "Control of Self", but the caster is allowed to fight in hand-to-hand combat while keeping this spell in force.

5. Disenchantment (Ritual)

5A. Dispel Universal (Ritual)

Cost: 11; NRG: 11; aimed; 2"range; 1 target; resist (see description)

The target is a hostile (or even a "friendly") psychic or ritual "Universal" spell which the caster wishes to dispel. Instantaneous, non-durational spells cannot be affected, since Disenchantment may not be cast in advance or in anticipation, and using it after a spell has struck may nullify the results of the spell but cannot stop the spell itself from hitting. Disenchantment may indeed be employed to dispel a slower spell moving toward the caster or his/her party (e.g. a "Wall"), but its primary purpose is to release a person or object from a temporary or semi-permanent enchantment. It has no effect upon spell results that are really indefinite or permanent: e.g. casting it upon a person slain by magic does not bring him/her back to life, nor can one use it upon a revived individual to cause him/her to die again! It is of no use upon permanently enchanted steel, although temporarily enhanced armor and weapons may be disenchanting by a sufficiently advanced version of this spell; see below. Unless specifically stated otherwise, therefore, Disenchantment is effective against any non-permanent spell in the corpus. An opposing spell does get to resist this spell, however, using the Magic Defense of the sorcerer who cast it. The GM must decide upon an appropriate skill level for a spell whose caster is not known: e.g. an ancient and long-dead sorcerer who has left a spell in effect in some chamber of the Underworld. Each time a Disenchantment spell fails, moreover, a modifier of +1 is added to the opposing spell's chances of surviving another Resistance Check.

5B. Dispel Generic (Ritual)

Cost: 22; NRG: 24; aimed; 2"range; 1 target; resist (see the preceding description)

This has the same effect as spell 5A "Dispel Universal", except that it is effective against Generic spells.

5C. Dispel Temple (Ritual)

Cost: 33; NRG: 32; aimed; 3"range; 1 target; resist (see the preceding description)

This has the same effect as spell 5A "Dispel Universal", except that it is effective against Temple spells.

6. Domination (Psychic)

6A. Domination (Psychic)

Cost: 31; NRG: 18; aimed; attack; 12"range; 1"area; resist; duration: 5 minutes

This spell only affects intelligent beings. The caster gains crude control over the affected targets for 5 minutes. They can be ordered to flee, fight against their friends, or remain immobile for the duration of the spell.

6B. Mind Control (Psychic)

Cost: 26; NRG: 22; aimed; attack; 6"range; 1 target; resist; duration: 5 minutes

One intelligent being can be brought under more refined mental control for 5 minutes. Victims may be made to perform more intricate actions: e.g. give guidance, open a chest, remember or forget information, tell falsehoods believably and naturally, etc. A perception check at -1 is needed to recognize an individual under this sort of control.

7. Elicitation (Psychic)

7A. Aura Vision (Psychic)

Cost: 14; NRG: 12; aimed; 8"range; 1"area; resist; duration: 2 minutes; concentrate

The caster "sees" a hazy mental picture of the last person or being to handle the targeted inanimate object. A Resistance Check is allowed for the object to remain un-probed.

If the targets are intelligent beings (human or nonhuman), the caster "sees" their psychic auras and learns how magically powerful they are. In game terms, the character is told the target's PSYC score and general religious "affiliations" (i.e. "Change" or "Stability"), if applicable - but not their nationality or other details.

7B. Find Substance (Psychic)

Cost: 16; NRG: 14; self only; 7"area; resist (for enchanted substances); duration: 10 minutes

The caster imagines a simple, homogeneous substance and is guided to any of it within the spell's circle of effect. For instance, he/she thinks of "gold" and is led to any of this metal within the circle of effect as he/she walks along. This is possible only for simple, homogeneous substances, however, and it cannot be used to find devices, books, amulets, talismans, weapons, persons, plants, animals, places, or other complex objects or entities. It is also limited to materials with which the caster is personally familiar. This conjuration distinguishes between various types of gems, different qualities of iron and steel, etc.: e.g. a caster who thinks of a diamond will not be guided to rubies, sapphires, or other precious stones.

7C. Analyze (Psychic)

Cost: 29; NRG: 22; aimed; 2"range; 1 target; duration: 1 minute; resist

The caster can see into an opaque object and perceive its workings: e.g. the locking mechanism of a chest, the area around a door where traps may be set, etc. He/she may lack the technical expertise to understand what is seen, of course; this is left to the GM. The caster can also detect poison and/or drugs within an object (which may be a living creature) by looking at it. He/she can tell whether the substance is life-threatening or not, but nothing more specific can be known. The body part containing the venom can be identified: e.g. whether the toxin is carried in the fangs, the tail, etc.

7D. Psychic Alarm (Psychic)

Cost: 19; NRG: 26; self only; touch; 3"area; duration: 6 hours; resist

The caster is informed of any "psychic" spell or probe entering the circle of effect. It also warns him/her of any being or object (but not a gaseous substance) entering the circle, identifying the intruder's magical and/or fighting prowess and affiliation (as per 7A, above), deity worshipped, and friendliness or hostility towards the caster and his/her party. A

rough idea of the intruder's distance from the caster is gained but not his/her precise direction. The intruding spell or entity is allowed a Resistance Check to remain undetected. If the caster moves, this "automatic warning shell" travels along with him/her.

8. Execration (Ritual)

8A. Curse (Ritual)

Cost: 22; NRG: 28; prep: 5 minutes; aimed; touch; 1 target; resist; duration: 24 hours

While this spell is in effect the caster can lay a temporary curse upon one inanimate object or write out a curse in the form of an inscription, scroll, etc. The item is allowed to resist this. The general category of the beings that will activate the execration must be specified: e.g. all who follow Change, all devotees of Avánthe, all Pé Chóí, etc. Individuals cannot be named or described: e.g. one cannot curse "all 27 year old priests of Vimúhla who reside in room 32 in the dormitory of the Temple of Vimúhla in Jakállá." Once this spell is cast, the accursed object must be left alone and not moved, picked up, carried, thrown, or disturbed. To do so dispels the curse. If a member of the named category touches the accursed object - even with a pole or other implement - the article explodes, doing 7/10/13 energy damage to anyone within a 1"area. The victim(s) get no Resistance check. Armor provides protection, as may a shield (but only if the target is aware of the risk in advance, and only if they make a Shield skill check including their shield's bonus). An accursed inscription, writing, or scroll explodes similarly upon being read by one of the designated group. There is no danger to anyone not of the specified category, and the article appears normal and can be used as such. An accursed sword, for instance, can be wielded by the caster or by anyone else not of the named class - but this then dispels the enchantment. An item suspected of being accursed can be rendered harmless by a spell of Disenchantment (the 5A variant).

9. Favoring (Ritual)

9A. Blessing (Ritual)

Cost: 13; NRG: 16; aimed; touch; 1 target; duration: 1 hour

This spell is cast in advance of an expected melee. While it lasts, it replaces 4 lost Hit Points as these are eliminated through physical wounds. Whenever damage is inflicted on the target, thus, lost points are automatically replenished up to the limit found by the roll. These points do not give the target more Body Damage Points than he/she originally had, nor do they add to his/her PHYS, etc. This spell can be cast upon the same target no more than once per day. It is also species-specific: e.g. a human can only employ it upon another human (or upon himself/herself), a Pé Chóí can cast it only upon another Pé Chóí, etc.

10. Healing (Ritual)

10A. Treat Minor Wounds (Ritual)

Cost: 12; NRG: 9; aimed; touch; 1 target; resist

This spell permanently heals 1/2/3 lost Hit Points already eliminated through wounds, burns, or other physical injuries. It is not effective against poisons, drugs, diseases, paralysis, or non-physical magical damage. If it fails, further attempts at magical healing suffer a -2 difficulty penalty, cumulative. Subjects who do not wish to be healed are allowed to resist this spell.

10B. Treat Serious Wounds (Ritual)

Cost: 18; NRG: 13; aimed; touch; 1 target; resist

This heals 2/4/6 lost Hit Points. If it fails, only a -1 penalty accumulates against further attempts at magical healing; see the 10A variant, above.

10C. Mend (Ritual)

Cost: 19; NRG: 24; aimed; touch; 1 target; resist

This heals and restores one lost limb or seriously injured body area permanently and without scarring. It also repairs lost eyesight, hearing, and other wounds or defects caused by wounds or hostile magic. It does not act upon genetic defects or deformities, however, nor does it heal the ravages of age, disease, drugs, starvation, or thirst. If it fails, a -1 penalty accumulates against further attempts at magical healing; see the 10A variant, above.



11. Inscription (Ritual)

11A. Inscribe Universal (Ritual)

prq: sorcery level 10 or higher

Cost: 25; NRG: 32; prep: 1 day; aimed; touch; 1 target; duration: 3 days

Only sorcerers of level 10 and higher may write scrolls. The target is one book, scroll, amulet, talisman, etc. While this spell lasts, the caster can write one "Universal" spell which he/she knows. This can be cast once, and then the paper (etc.) becomes blank and useless. Such a spell may be for the caster's own use later, for another person (even a non-sorcerer), or as part of a spell-book to instruct a learner. The caster can key the spell to a specific individual's mind; it is then useless gibberish to anyone else. It may also be written in non-coded form, readable by anyone who knows the language. Only "psychic dampeners" cannot read spells from books, scrolls, etc.

It takes a day to prepare to inscribe a Universal spell, and 3 days more to perform the actual inscription. This time may not be interrupted except by normal distractions such as meals

and sleep, else the process must be re-started from the beginning. Deduct the Inscription NRG cost, plus the NRG cost of the spell being inscribed, from the caster's maximum NRG points for the entire duration; these points may only be recovered once the Inscription is complete (or aborted). Material costs for the special inks and parchment required are 3 Káitars times the spell's NRG requirement (for example, materials for inscribing a Universal spell with an NRG cost of 10 is 30k). The caster may pay double for special Tlésa paper, allowing each spell a 50% chance of surviving for another reading after each use.

This spell does contain a chance of failure, however. The GM secretly checks the caster's Sorcery skill at -2, minus 1/10 of the spell's NRG cost (rounded up). If this check fails the scroll is a harmless 'dud' when read. If the check is a fumble the scroll is dangerously incorrect; anyone who attempts to read it - the writer, a pupil, or someone else - must make a Resistance Check. If this fails, he/she suffers a 2/4/6 mental damage death blow to the head. Such a bungled Inscription spell is thus very often fatal! Psychic spells (which depend upon delicate "mind-sets") are more difficult to inscribe, necessitating a further modifier of -1 to the GM's secret check. One may make a Sorcery skill check to recognize an incorrectly written spell (this takes an Action), but a success margin of 2 is needed to detect a fumbled scroll - otherwise it goes off immediately.

Completed spell scrolls can be sold for twice their material cost. For example, a scroll for a Universal spell with an NRG cost of 10 can sell for 60k. If multiple spells are inscribed on a single scroll, total the material costs and the sale price.

12. Invisibility (Ritual)

12A. Invisibility (Ritual)

Cost: 18; NRG: 11; aimed; touch; 3"area; resist; duration: 10 minutes

The target (the caster or another being, object, etc.) and other targets in the area of effect are put slightly out of synchronization with this Plane and become invisible even in broad daylight. The effect lasts until it expires or is dispelled, even if the target(s) move out of the initial area. A Resistance Check is allowed to a target who does not wish to be made invisible.

12B. Curtain of Invisibility (Ritual)

Cost: 13; NRG: 16; aimed; 0"range; 1" area; resist; duration: 4 hours

As 12A. Invisibility, but with longer duration and fewer possible targets. The target[s] cannot move out of the circle of effect without becoming visible again. This effect does not move with the targets, and it is thus often employed to conceal inanimate objects.

12C. Detect Invisible (Ritual)

Cost: 19; NRG: 24; self only; touch; 1"area; resist; duration: 2 minutes

A softly glowing nimbus of other-planar "light" forms around the caster and lets him/her perceive invisible beings or objects. Others cannot see these entities or articles, however, and must attack them at the caster's direction (with applicable penalties as explained in 9.2.5). An invisible being or enchanted item is allowed a Resistance Check to remain unseen and undetected.

13. Light and Darkness (Ritual)

13A. Ball of Light or Darkness (Ritual)

Cost: 20; NRG: 11; self only; touch; 5"area; duration: 15 minutes

A ball of dim, whitish light (for devotees of Stability) or blackest darkness (for devotees of Change) appears at the caster's fingertips.

Light illumines the circle of effect, allowing normal visibility in otherwise darkened areas.

Darkness envelops all within the circle of effect, causing them to fight in pitch blackness, as though blind.

The caster can move normally while holding this ball but cannot perform activities requiring both hands while holding it. If he/she attempts such a thing while holding the ball, the spell effect ceases. The caster can set the ball down and move away from it, leaving it in force. He/she then has both hands free. The ball cannot be thrown.

13B. Beam of Light or Darkness (Ritual)

Cost: 23; NRG: 16; self only; aimed; 10"range; 1"area; duration: 20 minutes

A beam of light (for devotees of Stability) or darkness (for devotees of Change) is created, with which one can illumine an area 1"(2m) in diameter at a distance, much like an electric flashlight. The beam can penetrate areas into which the caster cannot see with normal vision: e.g. a locked room, a sealed chest. This is useful in conjunction with spell 3A Clairvoyance/Clairaudience spell. It can also be employed to dazzle foes hiding in a darkened area. Each such individual must make a DEFT check; failure causes the person to fight as though blinded or in pitch darkness for 1 combat round. The caster can move, act, and fight normally but must use one hand to hold and guide the beam. He/she thus cannot cast "ritual" spells. "Psychic" spells may be employed.

14. Nutrification (Ritual)

14A. Nutrify (Ritual)

Cost: 24; NRG: 13; aimed; 2" range; 3" area; resist

This spell fills the targets' stomachs with nutriment appropriate to his/her species equivalent to one full meal. There is nothing to be seen externally, and the target need not physically eat or drink. A target who does not want to be "fed" in this fashion is allowed a Resistance Check.

14B. Create Food & Drink (Ritual)

Cost: 13; NRG: 16; 0"range; 1"area; duration: 10 minutes

This creates visible food and drink for 3/5/7 persons. It is simple fare of the sort with which the caster is most familiar: bread, meat, water or wine, fruits, etc. It appears in front of the caster and remains until it has been consumed or the spell expires.

15. Perception of the Energies (Ritual)

15A. Detect Magic (Ritual)

Cost: 18; NRG: 11; self only; touch; 7"area; resist; duration: 5 minutes

The caster perceives the presence of other-planar powers within inanimate objects (including automatons and androids but not the undead). The caster can also detect whether a

spell (either "ritual" or "psychic") has been cast within the circle of effect during the past hour. An enchanted object is allowed a Resistance Check to resist being discovered. If successful, the caster "sees" a glittering halo around any enchanted object or a faint sparkling in the air, and its brightness indicates how recently (approximately, in minutes) the spell was cast and how powerful it was (i.e. its phylum and NRG cost). The caster can sense whether the magic was (or is) hostile or friendly towards him/her or others in the party. The exact nature of the spell cannot be known, however, nor can its caster be identified. This spell does not reveal the use of magico-technological devices (e.g. "Eyes") since these draw very little psychic NRG from the Planes Beyond, "boosting" this with energy of their own.

16. Phantasms (Ritual)

16A. Illusions (Ritual)

Cost: 8; NRG: 9; 3"range; 1"area; duration: 2 minutes; concentrate

The caster can erect a thin, vertical film of ectoplasm which can be made to appear as any common, homogeneous substance: e.g. rock, masonry, earth, brickwork, wood, draperies, etc. If touched by anyone or anything, this "pops" and disappears. Alternately, the caster can create 2/3/4 ectoplasmic apparitions within the circle of effect. These may be no larger than human-size (size mod 0), although they can be of any species desired. They cannot move out of the circle of effect and make no sound. They stand, wave "weapons," threaten, and look ferocious but have no other powers. If touched, they vanish. These magical "entities" do no damage, even if an opponent believes them to be real. Their main purpose is to frighten a hostile party or cause it to believe that it is outnumbered. A perception check is needed to recognize them for what they are.

16B. Phantasms I (Ritual)

Cost: 13; NRG: 16; 3"range; 3"area; duration: 2 minutes

The caster can create 2/3/4 tangible apparitions within the circle of effect. These phantasms may be given the semblance of any type of roughly man-sized (size mod 0) sentient creatures. They can fight, and have the following statistics:

Phantasms I (.5)

PHYS: 10	DEFT: 10	INTL:*
WILL:*	PSYC: 0	Size Mod: 0
Initiative: *	Movement: 2 ground	
Defenses:	Melee: 1	Missile: 1
	Hits: 10	NRG: 0
Armor: 2/1		

Attacks	Hit:	Dmg:	Other:
Weapon	14-	3/5/7	

*Use the caster's INTL, WILL and Magic Defense

The caster determines the initial placement of these phantasms within the area of effect. They may begin to move and/or act at the start of the caster's next turn (though they exert zones of control (7.6) immediately. They cannot move out of their circle of effect (though they may move about within it), nor can they be provided with long weapons, missile weapons, magical arms or armor, or sorcerous powers of their own. They cannot be given poison or other special capabilities – though they may certainly be affected by such things. The main purpose of these entities is to fight physically. They obey only the simplest command to battle whatever

enters their circle of effect, and they cannot distinguish between the caster and his/her party and members of an enemy group. They are thus equally dangerous to both sides. They never check morale. All may be dispelled at once by a successful Dispel Universal spell (5A).

17. Robustness (Ritual)

17A. Gain Strength (Ritual)

Cost: 16; NRG: 13; self only; touch; 1 target; duration: 45 minutes; concentrate

This spell increases the 'strength' portion of the caster's PHYS (carrying capacity, unarmed damage, equipment PHYS requirements, etc., but not hit points or 'health') by 3 points.

17B. Grant Strength (Ritual)

Cost: 16; NRG: 20; aimed; 0"range; 1"area; duration: 1 hour

The power of spell 17A "Gain Strength" can be given to multiple recipients within the circle of effect.

18. The Seal upon the Powers (Ritual)

18A. Ritual Barrier (Ritual)

Cost: 25; NRG: 32; self only; prep: 1 minute; touch; 5"area; duration: 3 minutes

A globe of tiny, glowing particles surrounds the caster. This acts as a barrier between this Plane and the Planes Beyond. No "ritual" magic may be cast within this shell, and none may enter it from outside. "Psychic" sorcery can be employed normally and may pass in or out of the circle of effect. Weapons and missiles, physical entrance or exit, material objects, etc. are unaffected. Beings previously activated by "ritual" magic may go in or out of the sphere (e.g. the undead, automatons, androids, and creatures already created by spells) but no new "ritual" magic creatures can be produced within it. The Caster can move, fight, cast "psychic" spells, etc. and he/she can also leave the sphere with the Ritual Barrier remaining in force. It does not move along with him/her. The prohibition upon "ritual" sorcery prevents the casting of a second Ritual Barrier spell before a previous one expires. A mage must thus gain the initiative in the following combat round if he/she wishes to establish a second Ritual Barrier in order to continue its protection.

19. Soporiferousness (Ritual)

19A. Sleep (Ritual)

Cost: 28; NRG: 13; aimed; attack; 30"range; 3"area; resist

Targets within the area of effect go to sleep for a full 6 hours. They can be awakened by rough shaking, requiring 5 minutes. The undead, androids, automatons, demons, and - curiously enough - the Pygmy Folk and the Shunned Ones are immune to it.

20. The Sphere of Impermeable Quiescence (Psychic)

20A. Psychic Barrier (Psychic)

Cost: 25; NRG: 34; self only; prep: 1 minute; touch; 5"area; duration: 3 minutes

This is the "psychic" counterpart of the Ritual Barrier spell (no. 18A). No "psychic" spell can be cast within it or penetrate it in either direction. Missiles, hand-weapons, "ritual" spells, physical

entrance or exit, etc. are unaffected. Other particulars are as for the Ritual Barrier (18A), except that "psychic" must be read for "ritual" throughout.

21. Terrorization (Psychic)

21A. Fear (Psychic)

Cost: 12; NRG: 12; aimed; attack; 15"range; 1"area; resist; duration: 5 minutes

This spell causes affected targets within the area of effect to flee away in utter panic from the caster - or towards a safe refuge, as determined by the GM. One combat round is required for this enchantment to travel from its caster to the target area, moreover, and if the potential victims guess that it has been cast at them (by making INTL checks), they can attempt to dispel it with the Dispel Universal spell (no. 5A) before it arrives. Secondary targets may elect to dive for cover (DEFT check) or make their Resistance Check - but not both. If these defenses fail, nothing can release a victim from his/her fear until the spell expires, and he/she will make every effort to flee, blindly and precipitously, from the spot.

21B. Terror (Psychic)

Cost: 22; NRG: 30; aimed; attack; 30"range; 1"area; resist

This spell does not have the slow travel time of its predecessor 21A "Fear", and thus it cannot be dispelled or dodged while in transit. Targets within the area of effect are allowed only a Resistance Check. If this fails, they must make a PHYS check at -5. As long as this check isn't fumbled, they are merely paralyzed with fear and cannot move, fight, or act for 1 minute, after which they will run away in panic for 5 more minutes. If a target fumbles his/her Resistance Check, this spell literally frightens them to death by causing a massive heart failure.

22. Translocation (Psychic)

22A. Telekinesis (Psychic)

Cost: 12; NRG: 10; aimed; attack; 10"range; 1 target

The caster can lift and slowly move an object (weighing not more than 100 grams) by telekinesis. It can be brought to the caster, moved to a specified location within the spell's range, or thrown with enough force to injure a target.

A DEFT-based check may be required at whatever level of difficulty the GM decrees if the caster wishes to perform some delicate action with the target object: e.g. insert a key into a lock and turn it. When the object is used as a weapon a roll to hit must be made, employing the caster's skill at throwing that type of weapon. A telekinesed object is physical and not magical, and a Resistance Check therefore is futile. If the target is struck they take 2/3/4 physical damage. Armor applies.

22B. Telekinetic Strike (Psychic)

Cost: 26; NRG: 22; aimed; attack; 24"range; 1 target

This spell is similar to Telekinesis (no. 22A), except that the range is longer, and an object weighing up to 1 kilogram can be moved or thrown. Alternatively, two objects weighing up to 500 grams apiece can be 'telekinesed' within the same combat round. If these are used as missiles, they are treated as a multiple attack. Both must be aimed at the same target, dealing 3/5/7 damage each. Should a hit with a single heavy missile be scored, the target suffers 5/7/9 physical damage. Armor applies.

22C. Dust Cloud (Psychic)

Cost: 22; NRG: 30; aimed; attack; 24"range; 1"area
This lets the caster pick up a mass of small objects or particles (e.g. pebbles, dust, sand, etc.) from the caster's immediate vicinity and hurl them out to the spell's range limit in a stinging, blinding cloud. All within the circle of effect must make a DEFT check at +2 in order to avoid being blinded. A target who fails this check throws a d10: 1-4 = he/she is blinded for one combat round; 5-7 = he/she is blinded for 3/5/7 combat rounds; 8-9 = he/she is blinded for 2/3/4 minutes; 10 = he/she is permanently blinded (but may be cured by the 10C or 49B spells of Healing). A dust storm thus created may also be made to hold its place without forward motion for 1 round, permitting the caster and his/her party to escape behind it.

23. Transportation (Ritual)

23A. Retrace (Ritual)

Cost: 22; NRG: 28; prep: 1 round; touch; 1"area; resist
This spell instantaneously transports the targets (the caster and others within the circle of effect, or other targets within the area without the caster) back exactly 50" to the location then occupied by the caster. There is no choice: the spell effectively retraces the caster's previous movements, and it cannot be cast to a longer or shorter distance. Moreover, it does not distinguish between friend and foe: all who are physically in contact with the Caster or his/her possessions when it is employed may be targets. One who does not wish to be transported is allowed a Resistance Check to avoid the journey. Only those possessions held in the hands or physically worn or attached to a target are transported with him/her, and the 1" circle of effect cannot be exceeded. If this occurs, the spell does not work at all.

24. Warding (Ritual)

24A. Protection (Ritual)

Cost: 18; NRG: 13; self only; touch; 1"area; duration: 2 minutes
A defensive shell is created around the caster's body, allowing room for one other being (friend or foe) within the effect. No physical blow or missile can penetrate the shield in either direction (including physical missiles propelled by magical means; see the spell of Translocation (no. 22)). Slow-moving objects and substances (e.g. gas) penetrate this shield normally, however, as do both "ritual" and "psychic" spells, the effects of magico-technological devices, amulets, talismans, etc. A person, animal, undead being, etc. can also slowly push into this sphere, taking 3 combat rounds to do so (during which time those inside can strike at him/her with impunity). Those inside the effect can strike at one another with melee weapons (but not "long" melee weapons). The caster may move normally (taking the shield along) and may use "ritual" or "psychic" sorcery from within the shell, but he/she cannot strike out of it with a weapon, nor can a physical missile be fired, thrown, or telekinesed from inside it. A comrade loses the shield's protection if it passes out of the caster's reach.

25. The Web of Kriyág, Lover of Spiders (Ritual)

25A. Web (Ritual)

Cost: 10; NRG: 13; attack; 5"range; 1"area, resist, duration: varies
Hurls a net of tangling webs. If a target is affected he is left completely immobilized, unable to take any physical action other than struggling to get free. A PHYS-based check at -3 is allowed every combat round to tear oneself free from these webs, after which the escapee is allowed either a Move or an Action phase, but not both. Duration: 12/15/18 combat rounds (after which the strands dissolve, releasing any victims who have not yet struggled free).

26. Zoic Domination (Ritual)

26A. Animal Control (Ritual)

Cost: 12; NRG: 11; attack; aimed; 15"range; 1"area; resist; duration: 3 minutes; concentrate
Crude control is obtained over multiple non-sentient or semi-intelligent creatures (INST or SEMI instead of INTL) for 3 minutes. Natural creatures of the sea and the Underworld can be affected, but the undead, androids, automatons, creatures created by sorcery, and demons are immune. Animals caught by this spell can be made to fight their companions, flee, or remain stationary for the duration of the spell.

12.9.2 Generic Spells

"Generic" spells are those available to more than one temple, but not to all. The consecutive numbering and alphabetical order of the previous Section are continued below. The names of the deities whose priesthoods teach and use each spell are abbreviated and entered beneath the spell's name. "Generic" spells are identical for a deity and his/her Cohort, and the latter's name thus need not be entered in the spell list. The deity's abbreviation stands for both: e.g. a worshipper of Dilińála may select any of the spells obtainable by a sorcerer devoted to Avánthe. The following table recapitulates these relationships and gives the deities' abbreviations.

Deity & Cohort:	Abbreviation:
Avánthe / Dilińála	Av
Belkhánu / Qón	Be
Dlamélish / Hriháyal	DI
Hnállá / Drá	Hn
Hrű'ű / Wurú	Hr
Karakán / Chegárra	Ka
Ksárul / Grugánu	Ks
Sárku / Durítłámish	Sa
Thúmis / Keténgku	Th
Vimúhla / Chiténg	Vi

The correspondences of non-Tsolyáni and nonhuman deities with those of the Engsvanyáli pantheon (above) are listed below for ease of reference. A worshipper of one of these beings may select spells available to the priesthood of one Tsolyáni counterpart, but may not then choose from the others' lists.

Nation/Race & Deity:	Tsolyáni Counterpart:
Mu'ugalavyáni	
Hr'sh	Vimúhla; Karakán; Ksáru
Yán Kór	
The Mad One of Hlíkku	Hrű'ű; Ksáru
The Lord of Sacrifice	Vimúhla
The Sea-God of Ashékka	Karakán
Saá Allaqí	
The One of Light	Hnálla; Thúmis; Karakán
Salarvyá	
Shiringgáyi	Avánthe; Dlamélis
Black Qárqa	Sárku
Pijéna	
She Who Is Not Seen	Avánthe
Ghatón	
The Nature Gods	Any of the Tsolyáni deities
Pecháno	
The Seven Deities of the Rising Peaks	Thúmis; Karakán-Vimúhla; Avánthe-Dlamélis; Ksáru; Sárku-Belkhánu
Quóth the Many-Eyed	[Probably Hnálla-Thúmis?]
Nyésset of the Pinnacle	[Probably Ksáru-Vimúhla - with a bit of Karakán?]
Livýánu	
Qame'él	Thúmis; Ksáru
The Shadowed One	Hnálla; Hrű'ű
Kirínéb	Avánthe; Dlamélis
Vrusáemaz	Wurú (i.e. Hrű'ű, so far as "Generic" spells are concerned - but only Wurú's spells in the "Temple" list)
Guodái	Chegára; Chiténg (i.e. Karakán or Vimúhla for the "Generic" category, and either of these two Cohorts for this deity's "Temple" spells)
Ru'ungkáno	Vimúhla; Karakán; Ksáru
The Horned One of Secrets	Hrű'ű; Ksáru
The Lost One of the Sea	Thúmis; Avánthe; Dlamélis
Quyó	Sárku
Ndárka	Belkhánu
The Sea Goddess of Kakársha	Avánthe
Kikumársha	Ksáru
The One of Fears	Hrű'ű; Vimúhla
Háida Pakála	
She Who Strides the Wind	Avánthe; Dlamélis; Thúmis
The Nyémesel Isles	
Mrettén, the Goddess Who Walks Upon the Sea	Avánthe; Dlamélis; Thúmis
The States of the Northeast	
Aridzó	Hnálla; Karakán
Heshuél	Hrű'ű; Vimúhla
Váris	Avánthe; Dlamélis
Súr	Sárku; Belkhánu
Rannálu	
The Mother Goddess	Avánthe; Dlamélis
Ahoggyá	
No pantheon	Any of the human deities - for convenience' sake only; the Ahoggyá care nothing for deities but do have to align themselves with some temple in order to learn sorcery - at which they are very poor
Hláka	
Religion incomprehensible	Any human deity while abroad, for convenience

Miháli	
Religion unknown	Any of the human deities
Nyaggá	
Religion unknown	Any of the human deities, but probably Avánthe, Hnálla, Hrű'ű predominating
Páchi Léi	
N'rg	Hnálla; Thúmis
A'ish	Hrű'ű; Ksáru
Pé Chói	
The Father of Nests	Any of the Lords of Stability
The Black Old One	Any of the Lords of Change
Pygmy Folk	
Large and complex pantheon	Any of the human deities
Shén	
The One of Eggs	Hnálla; Thúmis; Avánthe; Karakán
The One Who Rends	Vimúhla; Hrű'ű; Ksáru
The Swamp Folk	
Complex pantheon	irrelevant: the Swamp Folk cannot use sorcery
Tinalíya	
Unnamed monotheistic deity	Any of the human deities
Hlűss, Hlűrgú, Shunned Ones, and Ssú	
Pantheons unknown	Any of the Lords of Change
The Pariah Gods	
The One Other	Any of the Lords of Change, but often with spells similar to those of devotees of Ksáru
The Goddess of the Pale Bone	Any of the Lords of Change, but focused upon the sorts of spells available to sorcerers worshipping Sárku and Hrű'ű
The One Who is	Any of the Lords of Change

Some "Generic" spells have "prerequisites" ("prq"), and cannot be learned until their lower-level counterparts in the "Universal" phylum have been mastered. Such a prerequisite is listed beneath the names of "Generic" spells.

The "Generic" spells are as follows:

27. Acceleration (P)

Av Hn Ka Vi

27A. Running (Psychic)

Cost: 18; NRG: 24; self only; aimed; touch; 1 target; duration: 1 hour

This enhances muscular coordination and communication between the brain and the limbs, increasing the target's movement rate by 50% (round up) as long as the spell remains in force.

27B. Haste (Psychic)

Cost: 21; NRG: 28; aimed; touch; 1 target; 2 minutes

The caster (or another target) is enabled to take two turns per combat round. They roll for initiative twice, adding the second result to the first, and may take a complete turn on each of those phases. The subject may only take one turn on each phase. Spell-casting may not be accelerated, however; the subject must 'slow down' (taking only one turn during the round) in order to cast spells.

27C. Rapidity (Psychic)

Cost: 24; NRG: 32; aimed; 0"range; 1 target; duration: 3 minutes

As above, but the target is enabled to take three turns per round, and thus rolls initiative three times. There is a chance of a "burn-out," however: at the end of every minute a WILL check at +2 is required. If the check succeeds the target may continue at the accelerated rate; if the check fails, the target senses an impending "burn-out" and must return to normal speed (ending the spell); if the check fumbles (or on any roll of 15+) "burn-out" occurs: the target's muscles and synapses fail; he/she falls unconscious for 1/2/3 minutes; and he/she also suffers 3/5/7 damage against which armor offers no protection (once only, as soon as "burn-out" occurs, and not every round).

28. Adornment (R)

Av DI

28A. Beautify (Ritual)

Cost: 10; NRG: 9; aimed; 2"range; 1 target; duration: 1 hour
This causes the target to appear as more handsome/beautiful and charismatic. The target's Appearance – based WILL checks receive a +4 bonus for the duration of the spell. This spell is species specific: e.g. a human can only cast it upon another human, and not upon a Pé Chóí, etc.

28B. Uglify (Ritual)

Cost: 8; NRG: 11; aimed; attack; 10"range; 1 target; duration: 1 hour, resist

This causes the target to appear uglier and less likeable. The target's Appearance – based WILL checks suffer a -6 penalty for the duration. A target can only detect that this spell has been cast upon him/her if he/she is told, or looks in a mirror, or if he/she makes an INTL check. This spell is species specific: e.g. a human can only cast it upon another human, and not upon a Pé Chóí, etc.

28C. Mass Beautification (Ritual)

Cost: 12; NRG: 15; aimed; 8"range; 1"area; duration: 1 hour
As for the Beautify spell (28A) but with the possibility of more targets within the circle of effect in addition to the caster.

29. Aeriality (P)

Av Be DI Hn Hr Ks Th

prq: the Telekinetic Strike spell (22B)

29A. Levitation (Psychic)

Cost: 6; NRG: 10; self only; aimed; touch; 1 target; duration: 2 minutes

The caster can rise vertically to a height of 5" and drift laterally as much as ½". He/she can lift only his/her normal carrying capacity. "Psychic" spells can be cast while in the air but not "ritual" conjurations. The caster can fight with melee weapons or throw objects with a penalty of -2 to hit.

29B. Flight (Psychic)

Cost: 10; NRG: 14; aimed; 0"range; 1 target; duration: 3 minutes

As above, except that the caster (or another target excluding the caster) can fly slowly at a speed of 5" per combat round. The target may carry as much as 75 kg above his/her normal carrying capacity in his/her arms or attached to his/her

person. If this extra weight is borne, however, the target cannot engage in melee, fire missiles, or hurl objects. "Psychic" spells can be cast as usual.

29C. Tandem Flight (Psychic)

Cost: 39; NRG: 32; aimed; 3"range; 1"area; duration: 10 minutes

As above, but multiple targets may fly at up to 18" vertically at speeds of up to 18" per round. "Passengers" must remain within the circle of effect but do not need to be in physical contact with the caster or primary target. All may melee and fire missiles normally, but only "psychic" sorcery can be used. Each target may carry as much as 75 kg in addition to his/her usual carrying capacity, provided that this is held in the arms or attached to the person. Alternatively, the caster may fly alone and carry a weight of as much as 300 kg in addition to his/her regular carrying capacity, provided that this burden can be grasped as one unit or fastened to his/her person. One who bears this extra weight in flight can melee normally but cannot cast missiles. "Psychic" spells may still be employed.

30. Alleviation (R)

Av DI Ks Th

prq: the Neutralize Poison spell (1A)

30A. Neutralize Substances (Ritual)

Cost: 16; NRG: 13; aimed; 5"range; 1"area; resist

This neutralizes not only life-endangering poisons but also drugs (except the deadly Zu'úr), alcohol, and paralysis. Multiple targets can be cured at once. The other limitations listed under spell 1A for animal and vegetal toxins still apply.

31. Artfulness (P)

Av Hn Ks Th

31A. Artfulness (Psychic)

Cost: 10; NRG: 10; aimed; 2"range; 1 target; duration: 30 minutes; concentrate

The target is aided to recall a skill accurately. It cannot assist an assassin or a warrior in combat ability, however, nor is it of any use to a sorcerer in the use of magical power. It is most efficacious in enhancing a target's ability to manufacture an object (e.g. a glassblower who wishes to produce a fine goblet) or remembering information learned through a skill (e.g. a geologist who strives to recall the details of certain minerals). This spell adds a +4 to the target's chances of making checks using the selected skill, but it is not of long duration. An artisan who needs hours to manufacture an object will require repeated castings - or must have it cast upon him/her at crucial stages during the process (determined by the GM).

32. Ascertainment (P)

Be Hn Ks Sa Th

prq: the 2A -2B variants of the spell of Ascertainment

32A. Group Telepathy (Psychic)

Cost: 39; NRG: 28; self only; touch; 59"area; resist; duration: 5 minutes

This permits a multi-way telepathic conversation between persons of any species within the circle of effect, provided that these are willing to communicate.

32B. Telepathic Relay (Psychic)

Cost: 27; NRG: 36; self only; touch; 1 kilometer area; resist; duration: 10 minutes

As above. This variant is even further enhanced by special training given in the temple academies of these deities to produce a network of rapid telepathic communication that stretches all the way across each of the Five Empires. A message deemed important by the ecclesiastical or secular authorities can be transmitted in this fashion within about half an hour from Jakállá, for instance, all the way to Avanthár. This training is not easily available; it demands about 2 years of hard work and "Psychic meshing" with one's colleagues, and those who have it are expected to remain responsibly at their posts throughout their careers. Telepathic networks are not known in the smaller nations or in nonhuman lands, with the exception of the Pé Chói and Mihállí enclaves.

33. Benefaction (R)

Av Be DI Hn Hr Ks Th

33A. Benefaction (Ritual)

Cost: 24; NRG: 30; aimed; touch; 1 target;

This spell restores 25/30/35 expended "psychic NRG points". These points replenish those expended by the target and do not add to his/her original total. This spell cannot be cast in advance but only after the target's stock has been depleted by at least 15 points. "Psychic NRG points" regained through this spell are usable for up to one hour but dissipate thereafter if not used.

34. The Blade of Inexorable Disjunction (R)

Ka Vi

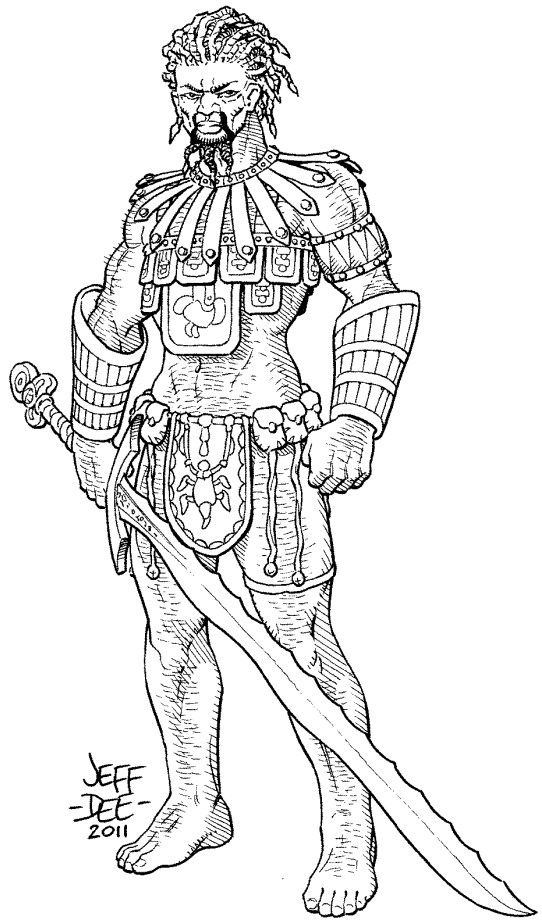
34A. The Cutlass of Disjunction (Ritual)

Cost: 8; NRG: 11; aimed; 0"range; 1 target; duration: 1 minute
A brilliant sword of ruby-hued energy, the length of a long one-handed weapon, appears in the target's hand. The target (who may not be the caster) can use this like any other sword, but it may not be dropped or given to another person. Should it leave the target's hand, it dissipates. The Blade adds +4 to the wielder's Weapon: Blades skill to hit, and deals 6/8/10 energy damage. The spell of Disenchantment (no. 5) may dispel this weapon, leaving its user unarmed. One who wields this Blade cannot move more than 1" per turn, dive for cover, or perform non-combat actions while holding it. Doing any of those things causes the Blade to disappear.

34B. The Claymore of Disjunction (Ritual)

Cost: 10; NRG: 13; aimed; 0"range; 1 target; duration: 2 minutes

As above, but the Blade is 2 meters in length and must be employed as a two-handed weapon. This variant adds +2 to the wielder's Weapon: Blades skill to hit, and deals 10/13/16 energy damage when a hit is made. No shield can be employed by one who wields this Blade. Other particulars are as above, except that the caster may use the Blade himself/herself.



35. The Blessing of the Planes (R)

Be Hn Ks Sa Th

35A. Blessing against Magic (Ritual)

Cost: 18; NRG: 11; aimed; 2"range; 1"area; duration: 1 hour
This adds +4 to the recipient's Resist Sorcery skills: e.g. a character who has a Resist Sorcery skill of 12 succeeds on a roll of 16 or less, and has a Magic Defense of 6. This spell is not species specific.

35B. Curse of Magic Vulnerability (Ritual)

Cost: 18; NRG: 22; aimed; attack; 15"range; 3"area; resist; duration: 1 hour

The targets' Resist Sorcery skills are reduced by -2/ -4/ -6 for a period of 1 hour. This spell cannot be dispelled by Disenchantment (no. 5): the targets' Resist Sorcery skills (but not their offensive capabilities) remain reduced until the spell expires.

35C. Mass Blessing against Magic (Ritual)

Cost: 24; NRG: 30; 5"range; 3"area; duration: 1 hour

As for the 35A variant, except that all living beings (excluding the undead, androids, automatons, and creatures created by sorcery) in the area at the time of casting have their Resist Sorcery skills increased by +3/+5/+7 as long as they remain in the circle of effect. Should a target leave this zone, this defensive bonus is lost and cannot be regained unless another spell of Blessing is cast upon him/her.

36. Comprehension (P)

Hn Hr Ks Th

36A. Comprehend Human Speech (Psychic)

Cost: 10; NRG: 10; self only; touch; 1"area; resist; duration: 10 minutes; concentrate

The caster can understand the language spoken audibly by one target human within the circle of effect. He/she can also reply in the foreign tongue he/she hears. A speaker who does not wish to be "comprehended" is allowed a Resistance Check. If more than one person is speaking, the check is made by the one with the lowest (i.e. the worst) Resistance Check only.

Note: Nonhuman spell-casters learn spells 36A and 36B in the opposite order, mastering 36B before acquiring 36A.

36B. Comprehend Nonhuman Speech (Psychic)

Cost: 8; NRG: 12; self only; touch; 1"area; resist; duration: 15 minutes; concentrate
As above, except that nonhuman languages are included.

Note: Nonhuman spell-casters learn spells 36A and 36B in the opposite order, mastering 36B before acquiring 36A.

36C. Translation (Psychic)

Cost: 12; NRG: 16; self only; touch; 1"area; resist; duration: 10 minutes

As above, except that this permits the reading of inscriptions, scrolls, etc. written in any of the ancient languages mentioned in 3.10.5.3 (but not those of earlier periods, unfortunately; the vestiges of their writers' "psychic auras" are now too faint). In addition, the caster comprehends documents, inscriptions, etc. in a modern human tongue (one only per spell cast). This does not work upon the language of the Mihállí for reasons unknown. The caster is also informed in advance if a piece of writing contains a curse (i.e. a spell of Execration; no. 8) or is otherwise magically dangerous to him/her. Ancient Mihállí can be read with the aid of this spell, but the speech of the modern, living Mihállí remains unintelligible.

37. Derangement (P)

Be Hn Hr Sa

37A. Temporary Insanity (Psychic)

Cost: 10; NRG: 10; aimed; attack; 15"range; 1 target; resist; duration: random

The target becomes temporarily insane for 30/50/70 minutes, and his/her actions are then randomly determined by the GM. This spell affects only intelligent beings. It is useless against a person who already has a 4A or 4B Control of Self spell cast upon himself/herself, and its magically-induced madness can be removed with a spell of Disenchantment (no. 5).

37B. Psychotic Episode (Psychic)

Cost: 20; NRG: 16; aimed; attack; 24"range; 1"area; resist; duration: random

As above, but the duration of the madness is from 2/3/4 days, with the possibility of affecting multiple targets within a small circle of effect.

37C. Permanent Psychosis (Psychic)

Cost: 21; NRG: 28; aimed; attack; 30"range; 1"area; resist; permanent

As above, but the victim(s) remain permanently insane, unless a successful spell of Disenchantment (no. 5) is cast upon them. Should this remedy fail, the condition is irreversible, and only a lucky "Divine Intervention" check by some friend may restore the person to sanity. This, unfortunately, is often futile since the gods usually pay no more attention to the personal problems of one individual worshipper than does a carpenter to a bent nail.

38. Desiccation (R)

Av Hr Ks Sa

38A. Shriveling (Ritual)

Cost: 14; NRG: 11; aimed; attack; 10" range; 1 target; resist
This spell removes moisture from one part of the victim's body, causing it to dry, wither, and malfunction. Roll randomly on the table below to select the affected part, unless the caster wishes to accept a penalty for declaring a called shot (see 9.5.4):

d10:	Body Part:
1	Head
2-3	Torso
4	Abdomen
5-6	Right Arm
7-8	Left Arm
9	Right Leg
10	Left Leg

A head hit causes a coma that lasts for 3/5/7 days; a torso or abdomen hit leaves the victim paralyzed for 7/10/13 days; and a hit upon a limb withers it permanently. A spell of Disenchantment (no. 5) is of no use, nor can a physician help. A 10C spell of Healing will restore a withered limb, but even this remedy is futile against the coma or paralysis caused by a head or body hit. That type of damage must be allowed to heal itself, and this takes time.

38B. Withering (Ritual)

Cost: 12; NRG: 15; aimed; attack; 15"range; 1"area; resist
As above, but the target's body fluids are dried up permanently. A victim hit in the head, torso, or abdomen dies at once unless a PHYS check at -4 is made; even then, the victim suffers a permanent loss of 2 PHYS points. A hit upon an arm, leg, tail, etc. withers the member forever and causes 1 point of PHYS loss. These effects are permanent unless a 10C spell of Healing is applied within 1 hour of this spell's taking effect (yet even magical Healing cannot undo death).

39. Domination (P)

Be Hn Hr Ks Sa Th

prq: 6B. Mind Control

39A. Mind Bar I (Psychic)

Cost: 12; NRG: 16; aimed; attack; 5"range; 1 target; resist; duration: 1 day

This creates a powerful mind-bar that gives the caster full control over the target's actions, beliefs, knowledge, etc. for 1 day (24 hours). The target must be an intelligent being. A U6 spell of Disenchantment (no. 5) will remove this control. The existence of a Domination spell in a victim's mind can be detected by a spell of Perception of the Energies (no. 15).

39B. Mind Bar II (Psychic)

Cost: 27; NRG: 36; prep: 5 rounds; aimed; attack; 0"range; 1 target; resist; permanent

As above, but the control is permanent unless a 5B spell of Disenchantment is successfully applied. This variant is more difficult to detect with a Perception of the Energies spell (no. 15): a modifier of +2 is given to this spell's Resistance Check. Even more potent versions of the Domination spell are known to certain of the master-sorcerers of Tékumel. At the highest levels these are undetectable and are resistant to all but the most powerful spells of Disenchantment.

40. Doomkill (R)

Hn Ka Vi

40A. Minor Doomkill (Ritual)

Cost: 36; NRG: 26; prep: 2 rounds; aimed; attack; 45"range; 1"area; resist

A noisy, brilliant explosion is produced. All targets within the circle of effect suffer a 5/7/9 energy damage death blow. Armor applies. All possessions carried upon his/her person are destroyed. Victims may attempt a Resistance Check, taking 5/7/9 energy damage vs. armor (though preserving their possessions) even if this succeeds. A Doomkill has one disadvantage: it requires a special roll for targeting. A d10 is rolled: 1= the blast fails to leave the caster's hand and hits him/her, necessitating a Resistance Check as stated above); 2-4 = the spell falls short; 5-8 = the explosion hits the intended target; 9-10 = the spell overshoots. In the case of an under-shot, the distance from the caster to the target is divided into 10 equal segments (so far as possible), and a random die roll is made to ascertain where the Doomkill strikes. When this spell overshoots, the distance from the target out to the Doomkill's extreme range is divided similarly, and the strike area is rolled for in the same fashion. A Doomkill may never go beyond its extreme outer range.

40B. Major Doomkill (Ritual)

Cost: 27; NRG: 34; prep: 3 rounds; aimed; attack; 60"range; 3"area; resist

As above, but the blast is still more intense. Hitting is done as indicated above, and those who fail their Resistance Check experience a 7/10/13 energy damage death blow vs. armor. A target who makes a successful Resistance Check still suffers 7/10/13 energy damage vs. armor. All such fortunate (?) survivors are stunned for 2/3/4 minutes. The explosion caused by this variant is extremely powerful, and if used in a narrow passage (7" wide or less), there is a chance that the roof, walls, etc. may collapse. A d10 is rolled: 1-3= no significant damage occurs; 4-7= there is a minor collapse in the area of the circle of effect, and all within it suffer further damage according to table C; 8-10 = a major cave-in occurs, burying all targets beneath stones and rubble. Each such victim suffers 6/8/10 physical damage vs. armor, and other comrades must dig these unfortunates out. A Doomkill that falls badly short may thus engulf the caster's own party!

41. Elicitation (P)

Ks Th

prq: the 7A -7B levels of the spell of Elicitation

41A. Find Magic (Psychic)

Cost: 10; NRG: 14; aimed; self only; touch; 1"area; resist; duration: 3 minutes

The caster can concentrate upon a specific type of magical or technological device (e.g. an "Eye," book, scroll, talisman, amulet, etc.) and be guided to such an item, if one is present within the spell's circle of effect. The caster can move, fight, cast "psychic" spells, and perform other actions while this spell is in force, but he/she cannot gain surprise. The sought-for device is allowed a Resistance Check to escape detection. The level of the object's Resistance Check must be arbitrarily assigned by the GM, depending upon its importance and potency.

42. Empowering and Enervation (R)

Av DI Ka Vi

42A. Physique (Ritual)

Cost: 10; NRG: 9; aimed; touch; 1 target; duration: 1 hour; concentrate

This increases the PHYS of the target by 3 points for the duration of the spell. This affects the target's hit points, unarmed damage, and other relevant capabilities. This spell can be used upon the same target only once per day. It does not affect animals, androids, automations, creatures created by sorcery, demons, the undead, or other beings animated by other-planar power.

42B. Group Physique (Ritual)

Cost: 15; NRG: 18; touch; 1"area; duration: 1 hour

As above, but this variant provides 3 points of extra PHYS to all intelligent beings within the circle of effect for the duration of the spell.

42C. Weakness (Ritual)

Cost: 18; NRG: 22; attack; aimed; 1"area; 5"range; resist; duration: 1 hour

This reduces the PHYS of all targets within the circle of effect by 3 points. Damage already taken by the target does not scale down with their reduced hit points (for example, a character that has taken 4 points of damage and has their Hits reduced to 7 by this spell falls unconscious as if they'd just taken a single 4- point hit). This spell is effective against the same target only once per day.

43. Enhancement and Debilitation (R)

Ka Sa Vi

43A. Enhance Arms & Armor (Ritual)

Cost: 18; NRG: 13; prep: 1 round; aimed; 2"range; 1"area; duration: 10 hours

This spell bestows a +1/+1 enchantment upon a helmet or suit of steel armor, an enhancement of +2 hits upon a steel shield, or a +1 damage enchantment upon a steel weapon, for 10 hours. This enchantment does not affect other metals or non-metallic materials. An exception is the copper armor worn by devotees of Sárku. A sorcerer who worships the Lord of Worms (or his Cohort, Durrilámish) can enchant copper arms and/or armor with this spell, giving them the same enhancements as "enchanted" steel. The version of this spell employed by the Temple of Sárku does not work upon steel at all.

43B. Debilitate Arms & Armor (Ritual)

Cost: 18; NRG: 22; prep: 1 round; aimed; attack; 10"range; 1"area; resist; duration: 1 day

"Enchanted" steel or copper (including suits of armor, shields, helmets and/or weapons, if carried) within the area of effect can be temporarily deprived of their magical bonuses for a period of 24 hours. This "debilitation" reduces the affected items to the level of normal steel. If not dispelled by a 5B spell of Disenchantment, there is a chance that the affected armor and/or weapons may remain in this weakened condition when the spell ends; a d10 is rolled: 1-7 = the objects return to their former "enchanted" state; 8-10 = they stay in their debilitated condition until spell 43C is applied to them.

43C. Enchant Arms & Armor (Ritual)

Cost: 27; NRG: 34; prep: 5 rounds; aimed; 2"range; 1"area
One suit of metal armor, or a metal helmet, shield or weapon, or the equivalent can be permanently enchanted. This bestows a +1/+1 enchantment upon a helmet or suit of armor, an enhancement of +2 hits upon a shield, or a +1 damage enchantment upon a weapon. This must be steel (or copper, in the case of the Temple of Sárku) to begin with; items of other materials are not affected. This spell has no effect upon metal items that are already enchanted. Metal tends to randomize and disperse the energies of the Planes Beyond, and this spell is both tiring and somewhat dangerous. One who casts this variant can use no further magic for a full month (30 days), although "Eyes" and other magico-technological devices can be employed. Death occurs if the caster rolls 17 or higher on the casting check while attempting this spell.

44. Excellence (P)

Ka Vi

44A. Martial Excellence I (Psychic)

Cost: 18; NRG: 12; aimed; 2"range; 1"area; duration: 1 hour
The targets' mastery of weapons and fighting techniques is temporarily enhanced: their melee and missile defenses and rolls to hit are increased by +2 for the duration of the spell.

44B. Martial Excellence II (Psychic)

Cost: 30; NRG: 24; 5"range; 1"area; duration: 1 hour
This increases the combat abilities of all intelligent beings within the spell's circle of effect by +2/+3/+4 for the duration of the spell. This is randomly rolled for each target individually. The caster may include himself/herself, if desired.

44C. Monstrous Excellence (Psychic)

Cost: 21; NRG: 28; aimed; 10"range; 3"area; duration: 1 hour
As for spell 44B, except that this variant grants one non-intelligent or semi-intelligent animal +2/+4/+6 to its combat skills. It does not affect the undead, androids, automatons, creatures produced by sorcery, or demons.

44D. Martial Incompetence (Psychic)

Cost: 24; NRG: 32; aimed; attack; 20"range; 3"area; resist; duration: 1 hour
This version lowers the combat abilities of each target within the circle of effect by -2/ -3/ -4 for 1 hour. All intelligent, semi-intelligent, and non-intelligent species are affected, as are the undead. The other classes mentioned under spell 44D are immune.

45. Far-Seeing (R)

Ka Vi

45A. Telescopic Vision (Ritual)

Cost: 10; NRG: 9; self only; prep: 1 round; aimed; touch; 1 target; duration: 2 minutes; concentrate

This spell provides the caster with a x300 magnification "telescope": objects as distant as 300 meters (150") away are seen as though he/she were only 1 meter (0") from them. The caster's vision becomes extremely "far-sighted," however, and objects closer than 10 meters (5") are seen as though through blurry spectacles. All checks requiring sight perception within this range are made at a modifier of -2.

45B. Telescopic Glare (Ritual)

Cost: 10; NRG: 13; self only; prep: 2 rounds; attack; touch; 1"area; duration: 2 minutes

This may be cast either during or in advance of an opponent's spell of Far-Seeing. If a hostile mage uses a spell 45A to look at the caster (including others within his/her circle of effect) while this variant is in force, the opponent is unable to see anything and is also blinded for 3/5/7 combat rounds, unless he/she makes a successful Resistance Check.

46. Favoring (R)

Be Ka Vi

prq: the "Universal" spell of Favoring (no. 9)

46A. Major Blessing (Ritual)

Cost: 28; NRG: 22; prep: 5 minutes; 1"range; 1"area; duration: 1 day (24 hours)

This spell is cast in advance of a melee and restores 8 hit points as they are lost. If not used, these extra points dissipate at the end of the spell. It is not species specific but can only be used upon intelligent beings. In addition, it can be cast upon the same target as often as twice per day. This spell does not restore withered limbs, lost eyesight, and similar defects; see the spell of Healing (nos. 10 and 49). Other particulars are as for the "Universal" version, above.

47. Guarding (R)

Be Hn Hr Ks Sa Th

47A. Anti-Magic Shell (Ritual)

Cost: 15; NRG: 18; 0"range; prep: 5 minutes; touch; 11"area; duration: 6 hours

A magic-proof circle is created around the caster. Neither "ritual" nor "psychic" magic may enter or leave the circle of effect, although both types of sorcery may operate within it. Physical beings can cross its boundaries, blows can be struck, and missiles can be fired through it without hindrance. Androids, automatons, creatures produced by sorcery, demons, and the undead are unable to enter the circle, but if they are inside when it is cast they may continue to function, and they can leave the area. This enchantment is stationary; it does not move with the caster. The latter may enter or leave the circle of effect, moreover, while it is still in operation.

47B. Sanctuary (Ritual)

Cost: 27; NRG: 102; 0"range; prep: 30 minutes; touch; 27"area; 1 day (24 hours)

This variant has a larger circle of effect and a longer duration. It is used to protect temple sanctuaries, council chambers, the habitations of sorcerers and important personages, etc. from magical espionage or harm. It costs triple the usual "psychic NRG points" to cast. It is also more resistant to Disenchantment (no. 5): two consecutive spells of Disenchantment must be cast upon it in order to dispel it.

48. The Hands of Krá the Mighty (P)

Av Be Di Sa

48A. The Hands of Krá the Mighty (Psychic)

Cost: 16; NRG: 14; aimed; attack; 12"range; 1 target; resist; partial

The target is seized by an invisible vice of psychic force, as though by great pincers. Affected targets suffer a 5/7/9 damage, with no armor protection. Partially affected targets still take the damage but their armor protection applies. This spell is also used to perform actions requiring a single burst of great strength: e.g. smash open a stout door, break down a wall, etc. Inanimate targets get only ½ the normal benefit of their Material Strength (round down; see 10.5) if partially affected, none if fully affected.

48B. Fists of Krá (Psychic)

Cost: 15; NRG: 20; aimed; attack; 24"range; 1"area; resist; partial

This variant can affect multiple targets. The damage is 8/10/12. Armor applies if the Resistance check succeeds. This form of the spell can batter down large gates, break through a masonry wall, topple tall trees, etc. Inanimate targets get only ½ the normal benefit of their Material Strength (round down; see 10.5) if partially affected, none if fully affected. A 72B spell of Warding blocks this spell entirely (as do certain "Temple" spells), as far as buildings, fortifications, and the like are concerned.

49. Healing (R)

Av Be Di Ka Th Vi

prq: the A and B levels of the spell of Healing (no. 10)

49A. Heal Major Wounds (Ritual)

Cost: 20; NRG: 13; aimed; 1"range; 1"area; resist

This heals 4/6/8 lost hit points for multiple targets simultaneously (a separate die roll being made for each). If it fails, further attempts at magical healing suffer a -1 difficulty penalty, cumulative. The caster may include himself/herself in the affected area if desired. Subjects who do not wish to be healed are allowed a Resistance Check.

49B. Heal Severe Wounds (Ritual)

Cost: 12; NRG: 15; aimed; 1"range; 1"area; resist

This heals 6/8/10 lost hit points, restores withered limbs, cures blindness and deafness, dispels paralysis and hypnosis, and is efficacious as a remedy for the 37A and 37B forms of the spell of Derangement. It does not restore the dead to life, of course, nor is it of value against the 37C variant of the Derangement spell.) Other details are as for the 49A version of this spell.

49C. Prosthesis (Ritual)

Cost: 24; NRG: 30; prep: 1 day; aimed; touch; 1 target; resist

This rather rare variant creates an artificial body into which the personality (i.e. the Intellect, Shadow-Self, Psychic Reservoir, and the Spirit-Soul) of an intelligent being (dead for not more than 1 hour before preparations begin) can be placed. This is not the same as the person's former body; instead, it is a generalized, characterless form with only average strength (a PHYS of 10) and mediocre appearance (an Appearance modifier of 0). The deceased's INTL, DEFT, knowledge, skills, relevant Personal Traits, etc. are all present in this new body, but he/she must spend a month in training before he/she can fight at all or before using "ritual" magic ("psychic" spells can be employed at once). This body can never be revived, nor can its limbs or other organs be regenerated, although lesser Healing spells do operate upon it. Otherwise it is the character's permanent "new home." This spell is species specific: a human mage can create a human body only for the personality of a deceased human, etc. This variant is useful when a spell of Revivification (no. 77) fails, or when there is not enough left of a corpse to revivify. One who does not wish this kind of "revivification" is allowed a Resistance Check.

50. Inscription (R)

All

prq: the "Universal" spell of Inscription (no. 11)

50A. Inscribe Generic (Ritual)

Cost: 27; NRG: 34; prep: 2 days; aimed; touch; 1 target; duration: 4 days

As for no. 11, except that spells of the "Generic" phylum known to the caster and his/her temple may be inscribed at a material cost of 6 Káitars times the spell's NRG requirement. These conjurations can be read and used only by devotees of sects that also teach these spells, even when the document is left un-coded: e.g. a worshipper of Sárku cannot use a spell of Intrepidity (no. 51), if he finds it on a scroll, but followers of both Karakán and Vimúhla may do so. Only with a special variant of the "Temple" spell of Inscription (no. 75) can a "Generic" or "Temple" spell used by one sect be made available - even temporarily - to members of another.

51. Intrepidity (P)

Ka Vi

51A. Bravery (Psychic)

Cost: 20; NRG: 16; 1"range; 3"area; duration: 2 minutes

All friendly beings within the circle of effect gain a bonus of +2 on WILL-based checks to resist fear and panic, including phobias, morale checks, spells, etc. Androids, automatons, demons, the undead, and creatures created by magic cannot be affected.

51B. Cowardice (Psychic)

Cost: 18; NRG: 24; aimed; attack; 5"range, 1"area; duration: 3 minutes

As above, but those inside the circle of effect suffer a penalty of -3 on relevant WILL-based checks. They must make a morale check the next time one of their number is defeated.

52. Light and Darkness (R)

Hn Hr

prq: N. Beam of Light or Darkness

52A. Blindness (Ritual)

Cost: 6; NRG: 9; aimed; attack; 15"range; 1"area; resist

A soundless flash of blinding light (when cast by mages devoted to Hnállá) or of Stygian darkness (when cast by worshippers of Hrú'ü) permanently blinds targets within the circle of effect who are looking in the caster's direction (determined by the facing of miniature figures or by the GM). Only living beings can be affected; the undead, androids, automatons, creatures created by magic, and demons are immune. The blindness caused by this spell can be cured by a 10C, 49B, or 147E spell of Healing.

53. The Missile of Metállja (P)

Ks Th

prq: the 22A -22B variants of the spell of Translocation

53A. Missiles of Metállja (Psychic)

Cost: 25; NRG: 20; aimed; attack; 24"range; 1"area; resist

Silent, invisible bolts of telekinetic force are fired at target(s) within the area of effect. The caster chooses whether to deal blunt or 'edged' damage. The target(s) take 4/6/8 physical damage, and this is a death blow if the caster chooses 'edged' damage. Armor applies.

54. Necromantic Domination (R)

Ks Sa Th

54A. Influence Undead (Ritual)

Cost: 10; NRG: 9; aimed; attack; 25"range; 5"area; resist; duration: 1 hour; concentrate

Crude control is gained over undead beings of the "semi-intelligent" types (i.e. SEMI instead of INTL) for 1 hour. The targets can be ordered to flee, fight against their fellows, or remain immobile for the duration of the spell.

54B. Command Undead (Ritual)

Cost: 10; NRG: 13; aimed; attack; 25"range; 3"area; resist; duration: 1 hour



This gives more detailed control and also affects "intelligent" varieties of the undead. Targets can be commanded to accompany and fight for the caster, give guidance, and perform simple tasks (e.g. open doors and chests). More complex actions are beyond the abilities of the Mrúr, although the Shédra can be made to do somewhat more. All undead do retain some intelligence, however; they cannot be commanded to commit "suicide," fight against other undead under the caster's control (though they will indeed combat others not in his/her power), or emerge into daylight, brightly lit rooms, or even into inhabited areas by night.

54C. Enslave Undead (Ritual)

Cost: 27; NRG: 34; aimed; attack; 30"range; 1"area; resist; duration: 12 hours

Multiple undead can be controlled and attached to the Caster's service for 12 hours. This spell can only be used once upon the same undead being, however. When it expires, the creature must be ordered to depart - or the caster may kill it before the spell ends. Otherwise it will attempt to slay the caster the moment it is again free.

55. Nimbleness (P)

Av DI Ka Vi

55A. Deftness (Psychic)

Cost: 10; NRG: 10; aimed; 0"range; 1 target; duration: 2 minutes; concentrate

The target receives a modifier of +2 when making DEFT-based checks for the duration of the spell.

55B. Clumsiness (Psychic)

Cost: 25; NRG: 20; aimed; attack; 15"range; 1"area; resist; duration: 24 hours

The DEFT of each target within the circle of effect is decreased: a modifier of -2 is applied to his/her DEFT-based checks. This condition persists for 24 hours, and it can only be dispelled with a spell of Disenchantment (no. 5) of the appropriate level.

56. Nutrification (R)

Av DI

prq: all forms of the spell of Nutrification (no. 14)

56A. Feast (Ritual)

Cost: 18; NRG: 22; prep: 2 minutes; 2"range; 1"area; duration: 20 minutes

A feast of excellent food and drink (of the sort known to the caster from personal experience) is created for 12/15/18 persons. These viands appear at a range of 2" in front of the caster and remain until they have been consumed or for 20 minutes, whichever occurs first.

56B. Banquet (Ritual)

Cost: 24; NRG: 30; prep: 5 minutes; 2"range; 3"area; duration: 30 minutes

As above, but 38/45/52 persons can be fed. Although this spell is generally species specific, this variant allows the caster to produce the victuals preferred by other species and even by animals, if desired. It may be noted that most of the peoples of Tékumel are suspicious and superstitious about sorcerously created food; for this reason it is not often used to feed troops or large groups of people, except as a last resort.

57. Perception of the Energies (R)

Be Hn Ks Sa Th

prq: all variants of the "Universal" form of this spell (no. 15)

57A. Mystical Insight (Ritual)

Cost: 6; NRG: 9; self only; touch; 1"area; resist; duration: 5 minutes

The caster can perceive that a spell has been cast upon a being (including the undead, androids, automatons, creatures produced by sorcery, animals, etc.) within the spell's

circle of effect. Such an ensorcelled being is seen as being surrounded by a faint halo of glittering light. The hostility or friendliness (or, in some cases, the neutrality) of the enchantment cast upon the target is recognizable but not the spell's exact nature. The caster may then warn others or take such actions as he/she thinks appropriate. This variant is useful in detecting a spell of Domination (no. 6) cast upon a comrade, for example.

57B. Imperception (Ritual)

Cost: 21; NRG: 26; prep: 2 minutes; aimed; 1"range; 1 target; duration: 1 hour

This variant blocks lower levels of this same spell from operating. One who employs a lesser form of this enchantment perceives nothing out of the ordinary about the being or object, nor does he/she "see" the residue of previously cast spells within the circle of effect, as described under the 15A variant. An intuition check must be made in order to guess that there is something "wrong" about the entity or article. If this is successful, a spell of Disenchantment (no. 5) will remove this spell and reveal the hidden spell underneath. A second spell of Disenchantment is then needed to dispel the latter as well.



58. Pestilence (R)

Av DI Sa

58A. Pestilence (Ritual)

Cost: 14; NRG: 11; aimed; attack; 2"range; 1"area; resist
This causes the victim to fall ill of a deadly, contagious plague. He/she becomes sick immediately and can no longer function. A spell of Alleviation (nos. 1 or 30) or of Disenchantment (no. 5) must be cast upon him/her within 2 combat rounds; otherwise death is inevitable. There is a 90 percent chance of infecting any other being of the same species who touches the corpse or its possessions. A victim of this plague is easily recognizable by the huge bluish welts that appear as soon as the spell takes effect, and decomposition begins at an accelerated rate the moment the target dies. Even if the victim recovers, however, there is a 50 percent chance that his/her garments, armor, weapons, and other belongings have become contaminated. This is not visible. One who has been cured should remove everything from his/her person immediately and wash all of his/her possessions with water and Vé paste (a soapy substance which acts as an excellent disinfectant); this takes about 10 minutes to accomplish. Arms, armor, and other imperishable items may also be cleansed with fire. This plague is species specific, and members of other races can safely handle a corpse and/or its possessions. The plague may remain upon the hands of such a being, however, and there is again a 70 percent chance of infecting others of the deceased's species. Again, the use of Vé paste is strongly recommended.

59. Phantasms (R)

Av Be DI Hr Ks Th

prq: all variants of the Phantasms spell (no. 16)

59A. Phantasms II (Ritual)

Cost: 14; NRG: 11; 3"range; 3"area; duration: 3 minutes

As spell 16B, but 1/2/3 larger simulacra appear. These may be given any semblance desired (e.g. Ahoggyá, Shén, Ssú, animals, etc.).

Phantasms II (1.3)

PHYS: 11	DEFT: 10	INTL:*	
WILL:*	PSYC: 0	Size Mod: -1	
Initiative: *	Movement: 2 ground		
Defenses:	Melee: 0	Missile: 0	Magic: *
Armor: 2/1	Hits: 14	Energy: 0	

Attacks	Hit:	Dmg:	Other:
Weapon	15-	4/6/8	

*Use the caster's INTL, WILL, and Magic Defense

Other particulars are as for the 16B variant of this spell.

59B. Phantasms III (Ritual)

Cost: 18; NRG: 22; 3"range; 5"area; duration: 3 minutes

As above, but 1/2/3 even larger phantasms appear. Each of these may appear as an animal, mythological monster, demon, etc.

Phantasms III (2.1)

PHYS: 12	DEFT: 10	INTL:*	
WILL:*	PSYC: 0	Size Mod: -2	
Initiative: *	Movement: 4 ground		
Defenses:	Melee: 0	Missile: 0	Magic: *
Armor: 2/1	Hits: 20	Energy: 0	

Attacks	Hit:	Dmg:	Other:
Weapon	13-	5/7/9	

*Use the caster's INTL, WILL, and Magic Defense

Other details are as for the 16B variant.

59C. Phantasms IV (Ritual)

Cost: 27; NRG: 34; 5"range; 5"area; duration: 5 minutes

As above, but one extremely large and powerful apparition is created. This may be given the form of a gigantic animal (e.g. a Sró), a demon, a monster, etc.

Phantasms IV (5.4)

PHYS: 13	DEFT: 10	INTL:*	
WILL:*	PSYC: 0	Size Mod: -3	
Initiative: *	Movement: 4 ground		
Defenses:	Melee: 0	Missile: 0	Magic: *
Armor: 4/2**	Hits: 28	Energy: 0	

Attacks	Hit:	Dmg:	Other:
Weapon	13-	6/8/10	

*Use the caster's INTL, WILL, and Magic Defense

**Armor counts as Enchanted

Other particulars are as for the 16B variant of this spell.

60. Prorogation (P)

Av DI Hr Ks Sa Th

60A. Slow (Psychic)

Cost: 18; NRG: 12; aimed; attack; 15"range; 1"area; resist; duration: 3 minutes

This spell slows the target(s) perception of time for 3 minutes. The victim moves at half his/her normal speed, suffers a -2 on all attribute and skill checks, and his/her initiative is reduced by 2. This spell works upon living beings and the undead, but not upon animals and semi-intelligent beings (who are otherwise classified as "living beings"). Androids, automatons, creatures created by sorcery, and demons are also immune. It can be cast upon the same target only once per day.

61. The Radiant Gaze (R)

Ka Vi

61A. Flare (Ritual)

Cost: 10; NRG: 9; aimed; attack; 15"range; 1"area; resist

This spell produces a visible, hissing blast of energy - scarlet in the case of Karakán, and orange-red when cast by a mage devoted to Vimúhla. This does 2/3/4 energy damage in the round in which it hits, while filling the entire circle of effect with flames. If this spell strikes inflammable objects (e.g. dry wood, cloth, etc.), there is a chance of setting these items ablaze (see 10.4.3).

61B. Flame Blast (Ritual)

Cost: 20; NRG: 15; aimed; attack; 20"range; 1"area; resist

As above. The blaze caused by this spell does 5/7/9 energy damage. Inflammable objects and characters within the spell's circle of effect may catch fire (10.4.3).

61C. Fireball (Ritual)

Cost: 42; NRG: 30; aimed; attack; 24"range; 3"area; resist

As above. This most powerful form of the spell does 8/10/12 energy damage to all within its circle of effect in the round in which it hits. A target who makes his/her Resistance Check still suffers 3/5/7 energy damage. Other details are as for the 61A variant.

62. Reanimation (R)

Hr Sa

62A. Reanimation (Ritual)

Cost: 24; NRG: 30; prep: 10 minutes; aimed; touch; 1 target; resist

The INTL, Shadow-Self, and PSYC (Pedhétl) - but not the Spirit-Soul - of a person dead not more than one week can be made to re-inhabit the deceased's corpse. Wounds and damage suffered before death are not healed, however, and the reanimated lich has a grayish hue and emits a faint odor of putrescence. He/she possesses all of his/her knowledge, memories, abilities, skills, etc., but his/her PHYS and DEFT are reduced by 2 from their original values. After one week of this half-life, moreover, the reanimated person begins to decay further, losing another point of PHYS and DEFT per day. When PHYS or DEFT drop to zero he/she "dies" again and can then never be revived, although it is possible to turn him/her into a true undead being. As long as this half-life

persists, on the other hand, a spell of revivification can be cast upon the target, restoring him/her to full life. The purpose of this spell is thus to keep a comrade ambulant until a sorcerer can be reached who knows the spell of revivification - or to help the person stay in action as long as possible during a crisis. This spell is species specific: e.g. a human mage can only cast it upon a dead human. A sorcerer who uses it can cast no further "ritual" spells as long as the reanimated person "lives," although "psychic" spells are permitted.

63. Sagacity (R)

Ks Sa Th

63A. Intellect (Ritual)

Cost: 10; NRG: 9; aimed; 10"range; 1 target; duration: 1 hour; concentrate

The target's powers of memory and reasoning are increased. A modifier of +2 is applied to his/her scores on INTL-based checks for the duration of the spell. This variant is species specific: e.g. a Pé Chói can only cast it on another Pé Chói.

63B. Group Intellect (Ritual)

Cost: 20; NRG: 15; 15"range; 1"area; duration: 1 hour

A modifier of +3 is applied to each target's INTL checks for the duration of the spell. This is not species specific and affects all intelligent beings within the circle of effect.

63C. Stupefy (Ritual)

Cost: 18; NRG: 22; aimed; attack; 20"range; 1 target; resist; duration: 1 hour

The target's INTL (or INST or SEMI score) is reduced to 6 for 1 hour. He/she becomes a moron and must be guided, instructed, and led. Spells of Healing (nos. 10, 49, and 147) and Alleviation (nos. 1, 30, and 142) are useless, and only a spell of Disenchantment (no. 5) can remove this enchantment before its normal expiration.

64. Semblances (P)

Be DI Hn Hr Sa

64A. Hallucination (Psychic)

Cost: 10; NRG: 10; attack; 6"range; 1"area; resist; duration: 2 minutes

This causes the target(s) to believe a limited illusion of the caster's choice. This illusion manifests itself within the circle of effect and may be cast out to any distance within the spell's 3" range in front of the caster. It lasts for 2 minutes, remaining in place where the caster placed it, during which it takes effect upon all intelligent beings looking in its direction (determined either by the positioning of miniature figures or by the GM). A blazing fire, a cloud of noxious gas, etc. may thus be produced to block pursuit. A target who fails his/her Resistance Check believes the illusion and suffers actual injury, if the illusion is a harmful one. Such a victim loses hit points, suffers burn injuries, chokes on poison gas, etc., but his/her body remains unmarked. This spell works only upon intelligent beings. The Tinalíya and the Hlutrgú are immune to it, for unknown reasons, as are the undead, androids, automatons, creatures created by magic, and demons. Animals and semi-intelligent beings are immune by definition.

64B. Mirage (Psychic)

Cost: 10; NRG: 14; attack; 10"range; 3"area; resist; duration: 3 minutes

As above, but a larger illusion is possible: e.g. a horde of monsters, a troop of soldiers, etc. This lasts for 3 minutes, or until dispelled by a spell of Disenchantment (no. 5). Other details are as for the 64A variant.

65. The Silver Halo of Soul-Stealing (R)

Be Hr

65A. Silver Circlet (Ritual)

Cost: 27; NRG: 18; prep: 2 rounds; aimed; attack; 30"range; 1"area; resist

A glittering circlet of energy is sent spinning through the air to strike the target(s). If the latter fail a Resistance Check, his/her Spirit-Soul is borne away forever into the Unending Grey, leaving him/her a soulless automaton whose every action must be specifically commanded. A spell of Disenchantment (no. 5) cannot aid a victim of this spell (nor can Alleviation (nos. 1, 30, and 142) or Healing (nos. 10, 49, and 147). Only a spell of Revivification (no. 77) or Re-embodiment (no. 89) can restore the target's Spirit-Soul. Any physical defense or cover is futile, but the Silver Halo can be deflected by a spell of Warding (nos. 25 and 72), The Seal upon the Powers (no. 18), The Muniments of Excellence (no. 76), and various other Temple spells that obstruct "ritual" magic. This spell affects all living beings; the undead, androids, automatons, creatures produced by magic, demons, etc. are immune.

65B. Mighty Circlet (Ritual)

Cost: 24; NRG: 30; prep: 3 rounds; aimed; attack; 45"range; 1"area; resist

As above, but a penalty of -2 is applied to each target's Resistance Check.

66. The Speculum of Retribution (R)

Av DI Hn Hr Ka Ks Sa Th

66A. Reflect Magic (Ritual)

Cost: 20; NRG: 13; self only; prep: 3 rounds; touch; 1 target; duration: 2 minutes

This creates an invisible shield around the caster. If he/she makes a Resistance Check against an opponent's "aimed, attack" spells while this spell is in force, the hostile spells are reflected back upon the enemy mage, inflicting its stated effect upon him/her and others within its circle of effect. The opponent and his/her party are permitted Resistance Checks as usual. This spell does not work against spells that are not aimed attacks. It also does not stop the energies of magico-technological devices (e.g. "Eyes"), talismans, or amulets. It is indeed efficacious, however, against "aimed, attack" spells read from books or scrolls. Persons, animals, and other beings can touch, strike, or shoot at the caster normally. The caster may move and perform other activities (including physical combat and spell-casting) while this spell is operative.

67. Stealth (P)

Be Hr Ks Sa

67A. Furtiveness (Psychic)

Cost: 12; NRG: 12; prep: 2 rounds; touch; 1"area; duration: 2 minutes; concentrate

This helps the caster and his/her close accomplices to move silently and remain unseen. A modifier of +2 is applied to the recipients' Stealth skills for the duration of the spell. A modifier of -2 is similarly applied to skill checks made by a character attempting to track the affected character(s).

67B. Clandestination (Psychic)

Cost: 30; NRG: 24; prep: 1 minute; touch; 1"area; duration: 5 minutes

All within the circle of effect receive modifiers of +4 and -4, respectively, on the rolls designated under the 67A variant.

68. Tranquilization (R)

Av Be Hn

68A. Storm Shelter (Ritual)

Cost: 15; NRG: 18; self only; prep: 1 minute; touch; 5"area; resist; duration: 20 minutes

The caster and others within the circle of effect are surrounded by an area of calm during a storm. Rain, wind, and snow do not enter the zone; ocean waves are stilled; and even earthquakes cease within the spell's range. The storm (etc.) is permitted a Resistance Check in order to continue.

68B. Calm Weather (Ritual)

Cost: 24; NRG: 30; self only; prep: 5 minutes; touch; 15"area; resist; duration: 1 hour

As above, but with a larger circle of effect and a longer duration. This spell is often acquired by sorcerers employed to accompany ships.

69. Vallation (R)

All

69A. Wall (Ritual)

Cost: 21; NRG: 26; attack; 30"range (1" per round); 1"area (2 meters vertical & horizontal, 1 meter thick); resist; duration: 3 minutes

A vertical wall of other-planar substance appears ½" in front of the caster and moves away from him/her at a rate of 1" per combat round until it reaches the spell's limit and dissipates or until it encounters a major obstruction (e.g. a wall, a turn in the passage, a pit, a staircase up or down, another Vallation, or other large stationary object). A Vallation may fit into a smaller area but has the maximum dimensions noted above. The damage done to a character struck by a Vallation is normally 6/9/12; armor does not apply. This damage occurs only in the combat round in which the Vallation strikes, and it then passes on over the victim. A Resistance Check is permitted, but even if this is successful, the target suffers 2/3/4 damage. Some variants of Vallation deal different amounts and types of damage; see below. A Vallation automatically dispels creatures created by sorcery if it hits them, while androids, automatons, demons, and the undead suffer regular damage. A Vallation blocks all physical blows and missiles (including those hurled by the spell of Translocation (no. 22), and it also acts as a shield against the

following spells: Doomkill (no. 40), The Hands of Krá the Mighty (no. 48), The Missile of Metálja (no. 53), The Radiant Gaze (no. 61), The Silver Halo of Soul-Stealing (no. 65), The Speculum of Retribution (no. 66), and The Vapor of Death (no. 70). Should two opposing Vallations meet, a d10 is rolled for each; the one with the highest score continues on its way, while the loser is dissipated. A tie halts both spells in place, and further rolls are made each combat round until one or the other wins. The appearance and substance of a Vallation differ according to the caster's religious affiliation, and each variant has its peculiar advantages and disadvantages when combating an opposing Vallation. These are as follows:

- **Avánthe (Water):** In combat with a Vallation of fire, this receives a +2 on its d10 roll
- **Belkhánu (Wind):** This is given a +2 on its d10 roll against a Vallation of indigo fog. It also turns back a Vapor of Death spell (no. 70) upon its caster. Damage is 6/8/10, or 1/2/3 with a successful Resistance Check. Armor does not apply.
- **Dlamélis (Writhing serpents):** Damage is physical and armor applies, but the serpents' bite carries an injected poison. If damage penetrates, the victim takes 10 damage every round, PHYS check at +2. A Vallation of serpents receives a +2 on its d10 roll against a Vallation of grey mist.
- **Hnálla (Calm):** This is given a +2 on its d10 roll against a Vallation of wind
- **Hrű'ü (Ice):** A modifier of +2 is applied to its d10 roll against a Vallation of water. Damage is 9/12/15 energy, or 4/6/8 with a successful Resistance Check. Armor applies.
- **Karakán (Clashing swords):** This receives a +2 on its d10 roll against a Vallation of serpents. Damage is 10/13/16 physical, or 5/7/9 with a successful Resistance Check. Armor applies.
- **Ksáru (Indigo fog):** This is given a modifier of +2 on its d10 roll against a Vallation of Calm
- **Sárku (Grave earth):** This rolling avalanche of dirt, cerements, bits of bone, and wriggling worms receives a +2 on its d10 roll against a Vallation of swords. Damage is 10/13/16 physical, or 5/7/9 with a successful Resistance Check. Armor applies.
- **Thúmis (Grey mist):** A modifier of +2 is applied to this variant's d10 score against a Vallation of grave earth
- **Vimúhla (Fire):** This receives a +2 on its d10 roll against a Vallation of Ice. Damage is energy, and armor applies. Inflammable objects and characters touched by this variant in passing may catch fire (10.4.3).

70. The Vapor of Death (R)

Hr Ks Sa Vi

70A. Vapor of Death (Ritual)

Cost: 16; NRG: 13; attack; 15"range (½" per round); 3"area sphere; duration: 3 minutes

A visible fog of noxious gas appears ½" in front of the caster and rolls directly away from him/her at a speed of ½" per combat round. The nature and effects of the gases produced by this spell differ for the four temples that use it:

- **Hrű'ü (Purplish-grey nerve gas):** This inhaled poison deals 4 damage every round, PHYS check at -3.
- **Ksáru (Bluish-black suffocating gas):** The atmosphere within this spell's area of effect is unbreathable, though not actively poisonous. Characters within the area effect are subject to the rules on asphyxiation (10.2).

- **Sárku (Greenish-brown corrosive gas):** This contact poison burns the body surfaces of all living beings. These fumes cause 4 damage on each round of exposure, and continue to burn for 1/2/3 combat rounds thereafter (randomly rolled for each victim). No PHYS check is allowed. Large victims take +1 damage per round per point of size penalty, while small characters take -1 damage per point of size bonus. Clothing, armor, etc. provide no protection, although cloth dipped in water (or complete immersion, if a pool or stream happens to be handy) reduces injury by one half (round damage down). Spells of Alleviation (nos. 1 and 30) and Control of Self (no. 4) are of no use, although the latter can stop the pain of the burns. Physical damage inflicted by this gas can be healed with a spell of Healing (nos. 10 and 49) as usual, and a physician may also treat these burns.
- **Vimúhla (Reddish-brown smoke):** Any breathing creature may be slain by these fumes that affect the target like carbon monoxide. The victim makes a PHYS check immediately, and again after each round of exposure. After the first failed check, the victim becomes drowsy (1/2 move, and -2 on all checks). After the second failure the victim falls unconscious. After the third failure the victim goes into a coma. Upon the fourth failure the victim dies.

70B. Corrosive Vapor of Death (Ritual)

Cost: 15; NRG: 18; prep: 2 rounds; attack; 20"range (½" per round); 5"area sphere; duration: 4 minutes

As above, but infused with wisps of a yellowish gas that affects both Chlén-hide and steel (and also the copper used by the Temple of Sárku). Other materials are not affected. Chlén-hide is softened into sticky goo at once unless immersed in water before the gas can reach it. Steel and copper become corroded, and have their protection reduced by -1/-1. Again, immersion in water prior to contact with the gas is the only way to save these materials from harm. All four of the temples that use this spell employ this variant, mingling it with their usual gases.

71. Visitations of Other Planes (R)

Be Hn Hr Ks Sa Th

71A. Detect Nexus Point (Ritual)

Cost: 10; NRG: 13; self only; touch; 1"area; duration: 1 minute
The caster perceives any interplanar nexus point, if one exists within the circle of effect. A wandering nexus point is present on a successful Luck check at a penalty of -6, or as arbitrarily established by the GM for the development of the scenario. The destination of the nexus point cannot be determined (but see Qón's spell called The Periplus of the Planes (no. 183)). The caster can move and act as usual while this spell is in force.

71B. Open Nexus Point (Ritual)

Cost: 21; NRG: 26; self only; touch; 3"area; duration: 2 minutes
The caster can detect a nexus point as per the 71A variant, and take his/her party through it if desired. He/she cannot ascertain its destination, however. Such an interplanar doorway is usually a little larger than a human being; it can accommodate individuals with a size modifier of -1 but not bigger animals or bulky objects. The party must enter it in single file, taking 1 combat round per 2 persons to do so. The caster can perform no other actions while maintaining this

spell, although he/she can indeed cast a "psychic" spell while standing in place. The caster must also be the last one to enter the nexus point; it closes as soon as he/she has passed through.

71C. Scan Nexus Point (Ritual)

Cost: 27; NRG: 34; self only; touch; 5"area; duration: 3 minutes
The caster gains an approximate idea of what lies on the other side of the selected nexus point (i.e. whether there is breathable air or immediate harm awaiting the party). Its precise destination cannot be ascertained. The caster may then open the nexus point, if desired. This variant opens a somewhat larger "door": 2 persons may enter it side by side, and 4 can thus pass through per combat round. It can accommodate a single individual with a size modifier as low as -2. Other details are as for the 71B variant.

72. Warding (R)

Hn Hr Ka Vi

prq: the "Universal" spell of Warding (no. 24)

72A. Protect Others (Ritual)

Cost: 12; NRG: 15; 0"range; 1"area; duration: 2 minutes
As for the 24A variant of this spell, except that the caster and any comrades within the shield can strike physical blows out through it (but may not fire missiles, including those propelled by the spell of Translocation (no. 22)). The caster can move normally, taking the shield with him/her, but others cannot leave its circle of effect without losing its protection. One who is outside must spend 4 combat rounds pushing slowly into it. Once inside, hand-to-hand combat occurs normally. The caster may also leave himself/herself outside of the shield and cast it instead upon a group of comrades. These must be in a 1" diameter circle within reach of the caster. In this case the shield cannot move at all, and those inside cannot leave it without giving up its protection. Should this occur, the character must expend the 4 combat rounds noted above in order to re-enter the sphere. This stipulation includes the caster.

72B. Protect Building (Ritual)

Cost: 27; NRG: 34; prep: 10 minutes; 10"range; 251"area; duration: 1 week

This variant is cast upon buildings or other areas made of stone, brick, earth, adobe, etc. It is ineffective upon wood, matting, and less permanent materials. All solid constructions or natural features within the circle of effect are protected against destruction by spells, magico-technological devices, amulets, talismans, and the like. There is no effect upon beings or such impermanent articles as furniture within the shield, or upon the use of sorcery (either "ritual" or "psychic") as an anti-personnel weapon. For example, a Doomkill (no. 40) may slay all beings within its circle of effect, but if this spell has been cast upon the area, the buildings and surroundings are left intact. The purpose of this variant is to safeguard fortifications, cities, and valued edifices against sorcerous harm. One of the regular duties of the priesthoods that possess this spell is to make the rounds of their area casting it upon important buildings and defenses. A building protected by this spell is not immune to damage caused by non-magical means: e.g. artillery, fire, battering rams, etc. It is said that the priesthood of Hnálla possesses still more potent forms of this defensive spell, but these are not taught to any but the most advanced sorcerers.

73. Zoic Domination (R)

Av Di

prq: all forms of the "Universal" spell of Zoic Domination (no. 26)

73A. Control of Mighty Beasts (Ritual)

Cost: 12; NRG: 11; aimed; attack; 20"range; 3"area; duration: 5 minutes; resist

This gives the caster crude control over several animals or semi-intelligent beings within the circle of effect. A target who fails its Resistance Check can be made to fight its fellows, flee, or remain immobile for the duration of the spell.

73B. Taming (Ritual)

Cost: 12; NRG: 15; aimed; attack; 30"range; 1"area; duration: 30 minutes; resist

This version of the spell gives more finely tuned control over creatures and semi-intelligent beings. A target so controlled can be made to fight for the caster, accompany him/her, cry warnings of intruders, scout for food, or assist in physical labor (e.g. digging a hole, felling a tree, etc.) - up to the limits of the creature's intelligence and strength, as decided by the GM.

12.9.3 Temple Spells

With the exception of the first four spells, 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 (nos. 74-77), but each of the rest is the property of one and only one priestly tradition. Even the spell of Inscription (no. 75) is programmed to produce scrolls and books that can be utilized only by colleagues within the same sect. (There is a higher form of this spell, however, that does allow limited inter-temple usage.)

All of the priestly academies teach perhaps several dozen "Temple" spells. Not all of these are useful for game purposes. Eight have been selected from the corpus of each of the 10 major Tsolyáni deities and three from the corpus of each Cohort. A worshipper of one of these gods may learn only these spells, and crossovers are not allowed.

Spell lists for the foreign and nonhuman deities have been dealt with in the section on Generic spells. In game terms, a devotee of one of these sects must choose one of the Tsolyáni lists and follow that exclusively. This must be the same list selected for one's "Generic" spells: e.g. a follower of the Mu'ugalavyáni deity Hrsh may not choose Karakán's "Generic" spells and Vimúhla's "Temple" list; both must be the same: either Karakán or Vimúhla.

The Cohorts present another kind of problem. Each of these temples possesses its own extensive corpus of spells, and in "real Tékumel" terms there should be almost as many "Temple" spells for these deities as are given for the major gods. Many of the Cohorts' spells are only minor modifications of the conjurations known to the academies of the deities, however, and in the interests of saving space these need not be repeated below. Instead, a "game device" is adopted:

1. The character may learn spells 74-77 to any level desired.
2. He/she must choose the 3 "Temple" spells listed for his/her Cohort.

3. The character may then choose between (a) learning any FIVE of the associated deity's spells up to level 'C' - but no farther; and (b) mastering any THREE of the deity's spells to their full limits but not learning anything of the remaining spells. For example, a devotee of Hríháyal must choose spells nos. 173-175 and may then acquire any five of Dlamélish' spells (nos. 94-100) up to and including level 'C' only, or he/she may learn any three of the Goddess' spells completely to their highest level. This choice is left to the player. This admittedly works to the disadvantage of devotees of the Cohorts, but these beings are in fact somewhat weaker than the major gods. Still, some will find certain of the "Temple" spells of the Cohorts worth giving up the greater versatility of the spell lists of the gods. The GM must decide whether to permit the character to choose spells to be learned freely from the deity's list, or whether to make this depend also upon random die rolls.

The four spells known to all of the temples are as follows:

74. Demonology (R)

prq: all "Universal" variants of the spell of Phantasms (no. 16)

74A. Demonology I (Ritual)

Cost: 23; NRG: 30; self only; prep: 1 minute; 1"range; 1"area; duration: 2 minutes



One minor demon of a type favored by the caster's temple (see below) is summoned from the Planes Beyond. A devotee of a Cohort calls forth the demon race associated with that Cohort's deity - although individual demon species are indeed listed below for a few of the Cohorts. These beings are not the Demon Lords described in "The Book of Ebon Bindings"; those would be far too powerful and dangerous to be used in a scenario except under the strict control of the GM. Instead, the creatures summoned by this spell are the "servitors" of the great demons.

The demon appears in front of the caster, rolling for initiative at the start of the next combat round. The caster must bargain for its services, taking time away from its permitted manifestation in this Plane. If a bargain cannot be struck within 1 minute (10 rounds), it returns to its own Plane in disgust. (The GM must speak for the demon and

decide upon its willingness to perform the caster's requested task, using interaction skill checks). Some of the demon races are enticed by gold, gems, weapons, and the like, while others desire magical objects, devices, and knowledge. All payment is made in advance, and most demon races will remain true to their agreements. It is not possible to offer a demon articles, etc. to be given later - or which are not currently present.

The statistics of the minor demon races are given below. Each demon also has 1/2/3 spells that it will cast if this is in the agreement. These spells are randomly selected by the GM:

Phyla: Universal/Generic/Temple

Alignment: roll d10, 1-5 = Stability, 6-10 = Change

Deity: Roll d10

Variant: Selected randomly

A demon who follows Thúmis may thus possess an advanced level of a "Temple" spell belonging to Dlamélish, etc. Demons cast spells as if they were 10th level sorcerers (Sorcery skill = demon's INTL score +5).

The spell of Demonology can only be cast once per day (24 hours); to attempt this more often causes instant death through psychic fatigue. The demon races summoned by each sect are as follows.

Avánthe: The Spirits of Air, Water, and Earth

These wraith-like, bluish-green beings are like wisps of fog some 2-3 m long and 30-50 cm thick. They use no weapons. They can only be summoned out-of-doors and are generally peaceful. They desire magical knowledge and bargain for books, scrolls, talismans, amulets, "Eyes," and other devices. If the caster has none of these, he/she can offer a spell directly out of his/her memory. This then disappears from his/her repertoire and must be re-learned. They are excellent wilderness guides and can give advice for survival in forests, etc. They have a chance each combat round of calming ferocious animals and causing them to let the caster's party pass in peace (see below).

Spirit of Air/Water/Earth (18.7)

PHYS: 12	DEFT: 12	INTL: 12	
WILL: 10	PSYC: 11	Size Mod: 0	
Initiative: 1/2/3	Movement: 8 ground, 16 flying		
Defenses:	Melee: 4	Missile: 4	Magic: 8
Armor: 3/2	Hits: 20	Energy: 110	

Attacks	Hit:	Dmg:	Other:
Mist	14-	5/7/9	
Sorcery	18-		

Other Abilities:

Wispy: Avánthe's Nature Spirits are indistinct to human eyes but visible to the Hlüss, Mihálii, Pé Chói, Ssú, and Tinalíya. They gain a Melee and Missile Defense bonus of +2 against other races

Only summonable outdoors

Survival Skill: 16- (all terrain types)

Calm Animal (WILL vs. target's WILL)

Belkhánu: The Voyagers of the Farther Isles

These are scintillating, golden, insect-like, 2 m tall creatures who fly with dainty rainbow-hued wings and fight with slender lances and needle-sharp, one-handed swords. One slain by a member of this race is more difficult to revivify. The Voyagers are infallible guides between the Planes. They bargain only for gold and yellow gems.

Voyager of the Farther Isles (18.3)

PHYS: 12 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 8 ground, 16 flying
Defenses: Melee: 4 Missile: 4 Magic: 8
Armor: 3/2 Hits: 20 Energy: 110

Attacks	Hit:	Dmg:	Other:
Giant Spear	12-	6/9/12	2- handed
Greatsword	13-	6/8/10	
Sorcery	18-		

Other Abilities:

Doom: One slain by a member of this race applies a -1 modifier to his/her check for Revivification (no. 77), although Belkhánu's special spell of Re-embodiment (no. 89) does not require this.

Interplanar Tracking Skill: Voyagers may attempt a 13- check to determine where a lost interplanar traveler is. Each attempt takes 1 minute.

Nexus Sense: Voyagers perceive nexus points automatically.

Nexus Travel: Voyagers may attempt a 9- check to open a nexus point. If successful, it remains open until the Voyager departs.

Chegárra: The Warriors in Scarlet

This species is related to Karakán's Heroes of Glory. They are of the same size and general appearance as the Heroes, but they wear glittering red plate armor and fight with two-handed swords. Like the Heroes they bargain only for articles of normal or enchanted steel, although occasionally they may accept gold instead.

Warrior in Scarlet (18.3)

PHYS: 12 DEFT: 12 INTL: 12
WILL: 11 PSYC: 11 Size Mod: -1
Initiative: 2/3/4 Movement: 8 ground
Defenses: Melee: 4 Missile: 3 Magic: 8
Armor: 4/2 Hits: 20 Energy: 110

Attacks	Hit:	Dmg:	Other:
Giant Sword	15-	6/9/12	
Sorcery	18-		

Other Abilities:

Reluctant Mage: Must make a 2d10 check for 7- to cast a spell each turn

Bravery: +2 on WILL checks to maintain morale

Intimidation: -2 on WILL checks by their opponents to maintain morale

Chiténg #1: The Winged Serpents of the Conflagration

Related to Vimúhla's Flame Dragons. These red and black flying reptiles average 3 m in length; they never melee but remain in the air, attacking with spells, fire arrows, or their flaming breath.

Winged Serpent of the Conflagration (18.6)

PHYS: 13 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: -1
Initiative: 1/2/3 Movement: 8 ground, 16 flying
Defenses: Melee: 2 Missile: 2 Magic: 7
Armor: 5/3 Hits: 28 Energy: 110

Attacks	Hit:	Dmg:	Other:
Great Bow	15-	5/7/9e	12" range, Flaming*
Flame Breath	14-	6/8/10e	6" range, Flaming*
Sorcery	18-		

Other Abilities:

***Flaming Attacks:** Inflammable objects and characters struck by this demon's breath may catch fire (10.4.3).

Chiténg #2: The Hrè-Niríu

See Vimúhla #2: The Hrè-Niríu, below.

Dilinála: see Avánthe

Dlamélísh: The Aerial Ones of Tu'unkélmú

These writhing, serpent-like, 1.5 m tall creatures fly with leathery, bat-like wings. The Aerial Ones bargain only for gold, silver, and other precious metals; they have no interest in gems or other items.

Aerial One of Tu'unkélmú (17.9)

PHYS: 12 DEFT: 13 INTL: 12
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 9 ground, 18 flying
Defenses: Melee: 4 Missile: 4 Magic: 7
Armor: 3/2 Hits: 20 Energy: 110

Attacks	Hit:	Dmg:	Other:
Spear	15-	4/6/8	
Lt. Crossbow	14-	5/7/9	1 Action to reload
Bite	16-	3/5/7	Poison (see below)
Sorcery	18-		

Other Abilities:

Poisonous Bite: This injected poison deals 10 damage, and an additional 10 damage every round. The victim is allowed a PHYS check at -1, but natural medical attention is not effective. A spell of Alleviation (no. 1, 30, or 142) is needed to cure victims who fail their check. This poison does not affect the undead, androids, automatons, other demons, or creatures created by sorcery.

Drá: see Hnálla

Durritlámish #1: The Half-People of Ngyóm

These 3 m tall, hairy, shambling, quadrupedal beings have vaguely human faces and fight with long clubs set with chips of obsidian. They bargain for human flesh, which they consume with gusto in advance of providing their services.

Half-Person of Ngyóm (17)

PHYS: 13 DEFT: 13 INTL: 12
WILL: 10 PSYC: 11 Size Mod: -1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 4 Missile: 3 Magic: 7
Armor: 3/2 Hits: 28 Energy: 110

Attacks	Hit:	Dmg:	Other:
Giant Mace	14-	5/7/9	
Sorcery	18-		

Durritlámish #2: The Blind Ones of Hreshkaggéti

These are tentacled, rusty-brown, corpse-smelling, saucer-eyed, 2 m tall monstrosities who fight with short spears and curved scimitars. They remove the brains of the dead. The Hreshkaggéti bargain for gold, gems, arms, and armor, preferring "enchanted" copper.

Blind One of Hreshkaggéti (19.3)

PHYS: 12 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 8 ground
Defenses: Melee: 4 Missile: 4 Magic: 8
Armor: 3/2 Hits: 20 Energy: 110

Attacks	Hit:	Dmg:	Other:
Short Spear	14-	6/8/10	
Cutlass	14-	6/8/10	
Sorcery	18-		

Other Abilities:

Brain Eating: If a member of this race remains with a dead victim for one minute it extracts the brain, adding a penalty of -2 to the target's PHYS check for revivification (no. 77).

Grugánu: The Azure Denizens

These are flat, amoeba-like, indigo-hued creatures 2.5 m in diameter. They have no weapons but roll over their victims, exposing them to a secretion that dissolves exposed flesh. They are vulnerable to fire, and can also be driven away by the Vapor of Death. The Denizens bargain only for the sacrifice of 2/3/4 (randomly rolled) intelligent beings of any species. This must be performed for them before they will undertake any task.

Azure Denizen (19)

PHYS: 13 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: -1
Initiative: 1/2/3 Movement: 8 ground
Defenses: Melee: 3 Missile: 3 Magic: 7
Armor: 3/2 Hits: 28 Energy: 110

Attacks	Hit:	Dmg:	Other:
Grapple	15-	Secretion	1" diameter area attack
Secretion	-	6/9/12	physical armor applies
Sorcery	18-		

Other Abilities:

Flammable: The Denizens suffer a penalty of -8 on checks to resist catching fire(10.4.3) when they are touched by flames

Phobia: Vapor of Death (no. 70)

Hnálla: The Entities of Light

These beings have the appearance of 3m (1.5") spheres of insubstantial white light. They illumine a circle 25" in diameter, and opponents must fight them as though blind. These beings bargain for magical devices, books, scrolls, spells, and the like.

Entity of Light (18.7)

PHYS: 13 DEFT: 12 INTL: 12
WILL: 11 PSYC: 11 Size Mod: -1
Initiative: 2/3/4 Movement: 8 ground
Defenses: Melee: 3 Missile: 3 Magic: 8
Armor: 2/2 Hits: 28 Energy: 110

Attacks	Hit:	Dmg:	Other:
Contact	16-	5/7/9	Energy damage, 3" area
Sorcery	18-		

Other Abilities:

Glow: The Entities illuminate a circle 25" in diameter

Glare: The rules for invisibility (9.2.5) apply against attacks upon the Entities.

Hriháyal: see Dlamélísh

Hrú'ú: The Demons of the Dark

These squat, amorphous, mottled beings resemble dull green shellfish some 2 m tall. They darken a circle 2 m in diameter around themselves, and are effectively invisible within this area. They are at home anywhere: in an airless void, underwater, in an atmosphere of poison gas, etc. They fight with curious, twisted halberds that drain the victim's life into the demon. The Demons of the Dark fear fire, however. They bargain only for articles made of steel or Sárku's "enchanted" copper.

Demon of the Dark (18.9)

PHYS: 12 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 8 ground
Defenses: Melee: 4 Missile: 4 Magic: 8
Armor: 3/2 Hits: 20 Energy: 110

Attacks	Hit:	Dmg:	Other:
Halberd	14-	5/7/9	Life Drain (see below)
Sorcery	18-		

Other Abilities:

Darkness: 1" diameter. They are effectively invisible within this area, and can only be seen clearly by a mage using the 12C spell of Invisibility

Adaptation: Can survive in any environment without incidental damage

Life Drain: Each time a target loses Hit Points, these are added to the demon's stock. This loss can only be restored by a spell of Healing (nos. 10, 49, and 147).

Phobia: Fire. Make a WILL check, unmodified for campfire-sized blazes, easier for smaller flames, harder for larger ones.

Karakán: The Heroes of Glory

These 2.5 m tall, slender, humanoid warriors are armored in +1/+1 enchanted steel. They fight equally well with one-handed long swords and with longbows. They disdain magic, and must make a check before resorting to sorcery on any given turn. This race bargains only for articles of normal or enchanted steel, although occasionally they may accept gold instead.

Hero of Glory (17.7)

PHYS: 13 DEFT: 12 INTL: 12
WILL: 11 PSYC: 11 Size Mod: -1
Initiative: 2/3/4 Movement: 8 ground
Defenses: Melee: 2 Missile: 2 Magic: 8
Armor: 4/3 Hits: 28 Energy: 110

Attacks	Hit:	Dmg:	Other:
Greatsword	15-	6/8/10	
Heavy Bow	15-	6/8/10	36" range
Sorcery	18-		

Other Abilities:

Reluctant Mage: Must make a 2d10 check for 7- to cast a spell each turn

Bravery: +2 on WILL checks to maintain morale

Intimidation: -2 on WILL checks by their opponents to maintain morale

Keténgku: The Watchers of the High Tower

These demons appear as multi-colored, flickering geometric shapes that are impossible to see directly. This race fights only with spells (of which they know a wider variety than most demons), and one in their group will always have a powerful spell of Metastasis (see spell no. 105): 8/11/14 beings within a 3" circle of effect are transported to a distance of as much as 5 km, including all possessions worn or currently carried. The destination must be personally known to the caster. They accept only magical knowledge and prefer to take this directly from the caster's memory, rather than in the form of books, scrolls, etc.

Watcher of the High Tower (19.1)

PHYS: 13	DEFT: 12	INTL: 13	
WILL: 11	PSYC: 11	Size Mod: 0	
Initiative: 2/3/4	Movement: 8 ground		
Defenses:	Melee: 5	Missile: 5	Magic: 9
Armor: 4/4	Hits: 28	Energy: 110	

Attacks	Hit:	Dmg:	Other:
Sorcery	19-		

Other Abilities:

Magical Knowledge: They possess 2/3/4 (instead of 1/2/3) spells

Finding: The Watchers can locate lost persons or objects, find the way out of a labyrinth, etc. on a roll of 13-.

Metastasis 105D: (see above)

Ksáru: The Dwellers in Shadow

These are a race of shaggy, blue-gray, spider-like, 2 m tall creatures who smell like rotting meat mixed with vinegar. They fight with saw-toothed one-handed long swords of +1 enchanted steel, using two of their eight limbs to fight. They bargain for anything blue, preferring blue gems but occasionally settling for blue-lacquered armor or even blue cloth!

Dweller in Shadow (19.4)

PHYS: 13	DEFT: 12	INTL: 12	
WILL: 10	PSYC: 11	Size Mod: 0	
Initiative: 1/2/3	Movement: 8 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 8
Armor: 3/2	Hits: 28	Energy: 110	

Attacks	Hit:	Dmg:	Other:
Longsword	13-	5/7/9	magic; 2 weapon fighting
Sorcery	18-		

Other Abilities:

Ambidexterity

Qón: see Belkhánu

Sárku #1: The Tsughiyúr

An acephalous race of 3 m tall, hulking, vaguely humanoid beings. These creatures' organs of sight, ingestion, etc. are set in the middle of their slimy, grayish torsos. They fight with clubs and long spears, and use large round shields of a material equivalent to Chlén-hide. They bargain only for gems.

Tsughiyúr (17.9)

PHYS: 13	DEFT: 11	INTL: 12	
WILL: 10	PSYC: 11	Size Mod: -1	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 5*	Missile: 5*	Magic: 8
Armor: 2/1	Hits: 28	Energy: 110	

Attacks	Hit:	Dmg:	Other:
Giant Club	13-	4/6/8	
Boar Spear	13-	4/6/8	
Sorcery	18-		

*Large Shield, 11 hits

Sárku #2: The Ones Who Writhe

Sinuuous, flat-headed, ophidian, 1.5 m tall creatures who wear special banded armor of copper and fight with poisoned spears. They hate bright light.

One Who Writhes (17.5)

PHYS: 12	DEFT: 12	INTL: 12	
WILL: 10	PSYC: 11	Size Mod: 0	
Initiative: 1/2/3	Movement: 8 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 8
Armor: 4/2	Hits: 20	Energy: 110	

Attacks	Hit:	Dmg:	Other:
Giant Spear	14-	5/7/9	poison
Sorcery	18-		

Other Abilities:

Poison: This injected poison deals 2 damage, and an additional 2 damage every round. The victim is not allowed a PHYS check, nor is natural medical attention effective. Only spells of Alleviation (nos. 1, 30, or 142) can save the victim.

Phobia: Daylight or any bright light strongly presented. They flee from Hnálla's Entities of Light without getting a WILL check.

Sárku #3: The Legion of the Despairing Dead

These are human (and occasionally nonhuman) warriors who are armored and fight with whatever they possessed in life. They have no sorcery. These make no bargains but fight for whatever causes their grim master approves. Eight of these appear, instead of a single more powerful demon.

Despairing Dead (2.2)

PHYS: 10	DEFT: 9	INTL: 10	
WILL: 11	PSYC: 2	Size Mod: 0	
Initiative: 2/3/4	Movement: 4 ground		
Defenses:	Melee: 4*	Missile: 4*	Magic: 3
Armor: 3/2	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Weapon	12-	3/5/7	
Sorcery	16-		

*Medium Shield, 8 hits

Other Abilities:

Pain Resistance: Remains conscious until Hits = 0

Sárku #4: The Legion of the Mantle of Vipers

These undead troops are similar to the Legion of the Despairing Dead (above), but are better trained and wield copper weapons. Four of these appear, instead of a single demon.

Soldier of the Mantle of Vipers (4.8)

PHYS: 10 DEFT: 10 INTL: 9
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 4 ground
Defenses: Melee: 5* Missile: 5* Magic: 3
Armor: 3/2 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Copper 14- 3/5/7
Weapon
Sorcery 15-
*Medium Shield, 8 hits

Other Abilities:

Pain Resistance: Remains conscious until Hits = 0

Thúmis: The Mighty Ones of the Pearl Mists

These 3.5 m tall, spindling, vaguely humanoid beings muffle themselves in gray cloaks. They never melee but fight only with sorcery. They know more magical spells than most of the demons and each one can also heal, cure, or revivify one individual if that is part of their bargain (see below). These beings bargain only for magical books and scrolls, although they will sometimes accept a spell from the caster's memory instead.

Mighty One of the Pearl Mists (17.1)

PHYS: 14 DEFT: 11 INTL: 13
WILL: 12 PSYC: 11 Size Mod: -2
Initiative: 2/4/6 Movement: 7 ground
Defenses: Melee: 4 Missile: 4 Magic: 9
Armor: 4/4 Hits: 40 Energy: 110

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 19-

Other Abilities:

Magical Knowledge: They possess 2/3/4 (instead of 1/2/3) spells

Magical Healing: Each of the Mighty Ones can use one of the following abilities once per summoning. These abilities always work, requiring no further ability checks:

- Completely heal all wound damage.
- Neutralize poison, disease, or drug addiction, including such deadly diseases as the Spotted Plague, the Plague of the White Hand, and even the Ailment of Arkhúan Mssá.
- Restore deformities, lost limbs, etc.
- Revivify any being slain within the past month.

Pacifistic: If cornered so that melee is inevitable, the Mighty Ones return to their own Plane.

Vimúhla #1: The Flame Dragons

These are flying, scaly, reptilian, 3.5 m long creatures of a gleaming orange-red hue. They breathe flames. They also fight with short spears and one-handed long swords. The Dragons demand the sacrifice of 2/3/4 living, intelligent beings before they will aid the caster.

Flame Dragon (17.7)

PHYS: 13 DEFT: 12 INTL: 11
WILL: 11 PSYC: 11 Size Mod: -2
Initiative: 2/3/4 Movement: 8 ground, 16 flying
Defenses: Melee: 2 Missile: 2 Magic: 7
Armor: 4/3 Hits: 28 Energy: 110

Attacks **Hit:** **Dmg:** **Other:**
Flame Breath 13- 6/9/12e 6" range, Flaming*
Pike 13- 6/8/10
Bastard Sword 14- 5/7/9
Sorcery 18-

Other Abilities:

***Flaming Attacks:** If an attack hits and scores damage, the target is set ablaze on a roll of 13- . See also 10.4.3.

Vimúhla #2: The Hrè-Niríu

These strange, unpredictable creatures appear as flat sheets of roaring flame that flow along the ground at a speed of 20m (10") per combat round. They are about 2m (1") wide and 3m (1.5") long. The Hrè-Niríu set fire to anything combustible in their path. Anything higher than 1m (1/2") from the ground is safe, however, unless it is flammable. This species bargains for flammable substances (torches, oil, wood, cloth, etc.) and loves nothing better than a raging fire.

Hrè-Niríu (18.9)

PHYS: 14 DEFT: 12 INTL: 12
WILL: 10 PSYC: 11 Size Mod: -1
Initiative: 1/2/3 Movement: 3 ground
Defenses: Melee: 3 Missile: 3 Magic: 8
Armor: 3/2 Hits: 40 Energy: 110

Attacks **Hit:** **Dmg:** **Other:**
Touch 14- combust 1" area, up to ½" up
Sorcery 18-

Other Abilities:

***Combustion:** A being touched by one of these creatures is incinerated, without a resistance check.

Phobia: Hrè-Niríu are automatically repelled by a Vallation (no. 69) of water or ice.

Phobia: The Hrè-Niríu will not cross water wider than 1m (1/2") and deeper than 10cm (.05").

Vulnerability: A spell of Congelation (no. 112) instantly slays the Hrè-Niríu.

Erratic Behavior: The Hrè-Niríu never distinguish between the property of the caster and that of his/her foes, burning all with undisguised pleasure. They are unpredictable, moreover, and a d100 is rolled each round: 01-96 = they obey the agreement; 97-98 = they return to their own Plane; 99-00 = they turn and attack the caster or his/her party.

Wurú: see Hrú'ú

74B. Demonology II (Ritual)

Cost: 26; NRG: 34; self only; prep: 5 minutes; 2"range; 3"area; duration: 3 minutes

As above, except that 1/2/3 of a demon race appropriate to the caster's sect appear. The caster must offer a more generous bargain than for the 74A variant, of course; otherwise the demons will not serve him/her.

74C. Demonology III (Ritual)

Cost: 30; NRG: 36; self only; prep: 10 minutes; 3"range; 3"area; duration: 5 minutes

As above, but 3/4/7 demons are summoned for a still longer time. Again, the caster must provide a still greater payment for services rendered, and if the bargain is not struck within the allotted 10 minutes, the demons have a 50 percent chance of attacking the caster and his/her party, and a 50 percent chance of returning much disgruntled to their own Plane.

75. Inscription (R)

prq: the "Universal" and "Generic" forms of the inscription spell (nos. 11 and 50)

75A. Inscribe Temple (Ritual)

Cost: 30; NRG: 36; prep: 3 days; aimed; 1 target; duration: 7 days

As for no. 11, except that one spell of the "Temple" phylum known to the caster and his/her sect can be inscribed within the 7 days that this spell lasts. The material costs are 12 Káitars times the spell's NRG requirement. The risks of spell writing are greater than for the "Universal" and "Generic" variants; a 3/5/7 damage death blow is done to the head by a badly written Temple spell; and the Sorcery skill check made to distinguish a successfully written Temple spell from an incorrect one is made at -3 (-5 for fumbled Temple spells). In general, only a colleague of one's own religious sect can use an inscribed "Temple" spell, but by accepting a -2 penalty (and taking the increased risks of a bungled inscription!), one can write a spell that is usable by a mage of any other temple. By casting the Inscription spell at a -4 penalty (and further increasing the risk!), one can prepare a spell for use by anyone - even a non-sorcerer. A scroll can thus be prepared even for a warrior or a merchant, provided that the person knows the language. Spell inscription for members of other sects is not favored, however, although the great temple academies do operate a thriving trade in scrolls of healing spells, love potions, spells that give pleasurable experiences (much like drugs), enchantments that cause "religious" visions and illusions, etc. A sorcerer who inscribes spells for private sale gains a poor reputation amongst the "pure" scholars and sacerdots of the temples: being a "bazaar sorcerer" may make money, but it is looked down upon by the elite. In general, it may be said that "Universal" spells may be freely written and sold, and the writing of spells of the "Generic" phyla is mildly disapproved. Conjurations of the "Temple" phylum cannot be written and sold openly, however, except for members of one's own sect; to do so is to commit an ecclesiastical crime punishable by death. This seems somewhat strange; after all, one cannot learn to use a spell by oneself from a scroll or book. Only if a tutor has specifically keyed such a scroll to a student's mind can the document be employed for teaching purposes (see 12.3). The danger of a "Temple" spell being stolen by another sect is thus non-existent. Nevertheless, the jealous, secretive, and suspicious temple hierarchies consider the inscription of high-level "Temple" (and even "Generic") spells to be too risky, and only if this is sanctioned by the authorities can such scrolls or books ever be prepared: e.g. for a special mission urgently needed by the temple.

76. The Muniments of Excellence (R)

prq: the spell called The Seal Upon the Powers (no. 18)

76A. Impervious Shell (Ritual)

Cost: 49; NRG: 34; prep: 1 minute; 2"range; 1"area; duration: 20 minutes

A totally impervious globe appears, either with the caster inside at its center or at a distance of 2" from him/her. Nothing physical or magical can enter this from without, no magic can be used within it, and even a prayer for Divine Intervention cannot be sent out through the sphere. No spell will dispel it until it expires of itself. It remains stationary and does not move with the caster (or others within it). One inside can walk out through the shield, but blows, missiles, persons, substances, etc. do not penetrate it in either direction - and a person who has emerged from it cannot get back inside, even if he/she has only put a portion of his/her body out. There is a danger of running out of air within the shell, moreover. Air and light also do not pass through The Muniments. Since sorcerous light cannot be created within the shell and torches, lamps, etc. use up too much oxygen, persons inside The Muniments must remain in darkness or light an occasional splinter or bit of tinder if light is urgently needed. Persons inside may have to emerge before the spell expires, unless a 4A spell of Control of Self is cast upon them (possible for a mage only upon himself/herself). The colors of these impervious magical shells differ according to the sect of the caster: royal blue for Avánthe, golden yellow for Belkhánu, emerald green for Dlamélis, dazzling white for Hnálla, rich purple for Hrü'ü, ruby red for Karakán, deep indigo for Ksáru, amber brown for Sáрку, pearl gray for Thúmis, and flame orange for Vimúhla. The Muniments of the Cohorts are of the same colors as those of their associated gods but are somewhat lighter in hue. Important personages who can afford it retain a "house priest" to accompany them on public occasions and keep this spell ready and "cocked" in the event of trouble, assassination attempts, etc.

76B. Impervious Dome (Ritual)

Cost: 30; NRG: 36; prep: 3 minutes; 2"range; 3"area; duration: 1 hour

As for the 76A version, but bigger and longer lasting. Again, air may become a problem, and those within The Muniments almost certainly will have to emerge before this variant expires of itself.

77. Revivification (R)

77A. Resuscitate (Ritual)

Cost: 49; NRG: 34; aimed; 0"range; 1 target; resist

All of the temples have access to this means of returning a dead being to life. This spell may be applied to any intelligent being (except the undead, androids, automatons, demons, and creatures created by sorcery). The target must not have been dead for more than one week (6 days), and at least two thirds of the corpse must be present in order for Revivification to work. (The spell restores further missing portions, damaged tissue, etc.) An unwilling target is permitted to resist this spell in order to stay dead. The spell is extremely fatiguing, and a caster can perform no more sorcery of any kind for 2 weeks (12 days) after employing this spell. "Eyes" and other magico-technological devices that utilize very little other-planar power may be employed, however. For this reason, the temples charge 12,500 plus (prestige x 1250) Káitars to restore a person to life. The rich and powerful are expected to pay for their status! Occasionally

magical items may be accepted in lieu of money, and at times the spell may be performed for nothing, if the target is of great importance to the temple's political objectives. It must be noted that there is also a chance of failure with this conjuration: a PHYS check must be made at +6. The spell may be attempted up to 3 times on each subject - with a cumulative modifier of -2 on each subsequent check.

If none of these checks succeeds, the target is permanently dead and cannot be brought back to life by any means. When a target has been successfully revived, he/she has a chance of losing points from his/her PHYS. 1d100 is rolled: 1 = he/she loses 2 points from his/her PHYS; 2-8 = 1 point is lost from PHYS; 9 = the character incurs 1 point of the Frail disadvantage; 10 = nothing is lost. If a loss occurs, it is permanent.

77B. Revivify (Ritual)

Cost: 30; NRG: 36; aimed; 0"range; 1 target; resist
As above, except that the modifier to the PHYS check for revivification is a +7, and a modifier of +1 is also added to the roll to determine whether the target retains his/her former PHYS score. The temples charge 20 percent more for an application of this variant than for the 77A version above. Even animals can be restored to life by this form of the spell, moreover, and the priesthood of Sárku (and related deities) knows the means to apply it to the intelligent undead. This version tires the caster greatly, preventing him/her from utilizing sorcery for a period of 3 weeks (18 days).

TEMPLE SPELLS - AVÁNTHE

78. The Breath of the Goddess (R)

78A. Air Bubble (Ritual)

Cost: 26; NRG: 17; 1"range; 3"area; duration: 20 minutes
The "exhalation" form of this spell provides a bubble of breathable air around the caster. This can be used to travel underwater, survive in a sealed chamber, or move through an area filled with poison gas. It also repels hostile sea creatures unless they make a successful WILL check upon noticing it.

78B. Vacuum Bubble (Ritual)

Cost: 43; NRG: 30; attack; 20"range; 3"area; resist
The "inhalation" of the goddess creates a bubble of vacuum within its circle of effect. Each living being within who fails his/her Resistance Check throws a d10: 1-3=he/she dies; 4-7=he/she manages to escape from the vacuum but loses 6/9/12 hit points; 8-10 = the target emerges from the circle of effect unharmed but cannot fight, run, cast spells, or perform other strenuous activities for 2 minutes.

78C. Sea Shell (Ritual)

Cost: 30; NRG: 36; 2"range; 3"area; duration: 1 hour
As for the 78A variant, but with greater duration. The chances of repelling hostile sea creatures are better with this form of the spell; the creature flees unless it makes a WILL check at -4. This spell is used for underwater exploration. It cannot be cast underwater, however, forcing the mage and/or party to return to the surface upon its expiration in order that it be applied again. It also cannot be cast while swimming (requiring certain delicate gestures and bodily postures); it must therefore be cast while standing on the shore or upon the deck of a ship.

79. Climatization (R)

79A. Climatization (Ritual)

Cost: 6; NRG: 11; self only; touch; duration: 5 minutes
This creates a pleasant climate for the caster, shielding him/her from temperatures of from -40 degrees Centigrade to 60 degrees Centigrade. He/she is not protected from colder or hotter temperatures, however. This shield also keeps off rain, snow, and wind (effectively immunizing the caster from a Vallation of wind; see spell no. 69). The caster may move and take this enchantment along with him/her.

80. Envenomization (R)

80A. Toxin (Ritual)

Cost: 22; NRG: 17; aimed; attack; 10"range; 1"area; resist
The target(s) (any living being, but not a creature created by magic) is infused with a subtle and undetectable poison which can be activated whenever the caster wishes within a period of 20 minutes. When activated, the victim painlessly suffers 7 damage every round (with a PHYS check at -8) until they die or are cured. There are no external signs of this toxin, and a Medicine or Sorcery skill check at -1 is needed in order to deduce that a hostile mage has cast this spell upon a character. Only the "Generic" variants of the spell of Alleviation (no. 30) can cure a victim of this toxin, and even Disenchantment (no. 5) is futile. A victim who dies of this poison receives a further modifier of -1 on his/her PHYS check for revivification (no. 77).

80B. Miasma (Ritual)

Cost: 23; NRG: 30; aimed; attack; 30"range; 3"area; resist
As above, but more targets within the circle of effect can be given this deadly toxin.

81. Fructification (R)

81A. Flowering (Ritual)

Cost: 24; NRG: 15; aimed; 2"range; 1"area
This causes both plants and animals (including the semi-intelligent species) within the circle of effect to become fertile. A bush, tree, shrub, etc. will bear fruit within its normal growing period, while an otherwise barren female animal or semi-intelligent creature is made fertile and able to be impregnated by a male of its species. The priesthood of Avánthe employs this spell to aid farmers, earning funds for the temple thereby. A fee of 3/5/7 Káitars is usually charged per application.

81B. Feracity (Ritual)

Cost: 17; NRG: 22; aimed; touch; 1 target; resist
This variant causes a barren female of the caster's species to become fertile and able to be impregnated by a male. A target who does not desire this is permitted to resist it. The fee charged for this service is dependent upon the target's wealth, family and clan status, and similar factors. Multiply the client's Prestige by 50 Káitars.

81C. Abundance (Ritual)

Cost: 35; NRG: 30; 5"range; 101"area
This form of the spell is utilized to increase the fertility of crops. Within the circle of effect the yield is increased according to a d10 roll: 1-6 = the yield is doubled; 7-10 = the crop is tripled.

Animals are not affected, however. An agricultural clan pays a standard fee of 200/300/400 Káitars for an application for this service, depending upon the crop, the resources of the clan, the region, etc.

81D. Proliferation (Ritual)

Cost: 30; NRG: 36; aimed; attack; 15"range; 1"area; resist
This form of the spell is rare and is frowned upon by the hierarchy of Avánthe. It causes a cancerous increase in the cells of a living target's body: tumors, cysts, and swellings appear, and if not treated within 2 combat rounds with one of the "Generic" variants of the spell of Alleviation (no. 30), the target dies. Spells of Healing (nos. 10 and 49) and of Disenchantment (no. 5) are futile.

82. The Hands of Krá the Mighty (P)

prq: all "Generic" variants of this spell (no. 48)

82A. Beratement (Psychic)

Cost: 24; NRG: 20; aimed; attack; 50"range; 3"area; resist; partial

This spell is similar to 48B, but this version is more powerful and affects more targets. 9/12/15 physical damage is caused. Armor applies if the Resistance check succeeds. Interestingly enough, this variant cannot do any damage to walls, roofs, and other surroundings, although the possessions of the target(s) are crushed and ruined beyond recognition. It affects only living beings, automatons, androids, and creatures created by sorcery. Demons and the undead are immune to it.

82B. Castigation (Psychic)

Cost: 26; NRG: 36; aimed; attack; 60"range; 1 target; resist; partial

This form of the spell is unique: it has the ability to "follow" a target around one corner (but not more). This magical weapon has the power to slay anything up to size -1, but not larger beings. The caster must be able to specify the target exactly: features, arms, armor, or other distinguishing characteristics. The spell then "seeks" the victim psychically and slays him/her with silent force. Concealment behind comrades or other obstacles (which would require the spell to turn more than one corner) will save the target, and of course they are allowed to resist this spell's effects, but even then the target may suffer a "partial" effect of 9/12/15 physical damage (armor applies). If this variant misses its intended victim entirely it dissipates; it does not go on to strike other targets. Like the 82A version, this form of the spell also does no damage to the surroundings, but the belongings of the target are smashed and made useless.

83. Seismism (R)

83A. Tremor (Ritual)

Cost: 14; NRG: 13; prep: 1 round; attack; 10"range; 1"area
The various forms of this enchantment can be used only upon solid, natural ground: earth, stone, etc. The spell does not act upon artificial surfaces (e.g. masonry, brick), water, or other materials. This spell creates an earthquake powerful enough to knock down persons or beings standing within its circle of effect. This lasts only one combat round, but it causes a loss of initiative: targets within the circle of effect act on phase 0 for one round. There is also a possibility of injury: a d10 is rolled: 1-5 = no injury is sustained by the target; 6-8 = 3/5/7 physical damage is done; 9 = 5/7/9 physical damage occurs; and 10 =

the target suffers 7/10/13 physical damage. There is an 85 percent chance of breaking delicate objects carried in a backpack, pouch, etc.: e.g. bottles, clay pots, or statuary. A Resistance Check is useless since the spell acts upon the earth and not upon the individuals within the circle of effect.

83B. Convulsion (Ritual)

Cost: 12; NRG: 17; prep: 2 rounds; attack; 15"range; 3"area
As above, but the tremor produced by this form of the spell lasts for 1 minute. A target within the circle of effect rolls as indicated above under the 83A variant during the first combat round. He/she then rolls a DEFT check at -2 to escape from the area. One who fails to emerge from the tremor-stricken area rolls a d10 for damage each combat round, followed by another check to escape. This is continued until the target dies or until he/she makes good his/her escape. One who emerges from the earthquake zone counts as prone and must then stand up.

83C. Chasm (Ritual)

Cost: 20; NRG: 26; prep: 5 rounds; attack; 5"range; 3"area
A chasm 1" wide, 3" long, and 1 1/2" (3m) deep is created within the spell's range in front of the caster. This lasts for 3 minutes. An Acrobatics skill check must be made in order to avoid falling into this. A target suffers 6/8/10 falling damage during the first combat round after falling into this pit. No further damage then occurs in subsequent rounds, but a Climbing skill check must be made each round to climb up out of the chasm. If this fails, the target remains in the hole. One who is still in the pit when the spell expires is buried and must be dug out; this requires 3/5/7 minutes, and the victim may perish from asphyxiation. A spell of Disenchantment (no. 5) causes this chasm to vanish at once, but anyone still inside is trapped, as just stated. The undead, androids, automatons, and creatures created by sorcery do not suffocate, of course, and if interred in the chasm, begin to dig themselves out, again requiring 3/5/7 minutes to do so.

83D. Quake (Ritual)

Cost: 26; NRG: 34; prep: 1 minute; attack; 15"range; 5"area
This creates a very strong earthquake that lasts for 3 minutes. All within the circle of effect suffer 8/11/14 initial physical damage. A DEFT check at -3 is made in order to get out of the circle of effect, and should this fail, 5/7/9 further physical damage occurs in the next combat round. The DEFT check (and subsequent roll for damage) is made again each round until the target either manages to emerge from the earthquake zone or dies. If used indoors, this variant has a 70 percent chance of bringing down roofs, walls, pillars, etc. within the circle of effect. Should this occur, characters in the area are slain on a d10 roll of 1-6, and are buried alive on scores of 7-10. The GM must decide upon the possibilities of extricating victims from the rubble.

84. The Well That Waters the World (R)

84A. Create Water (Ritual)

Cost: 27; NRG: 22; 2"range; 1"area; duration: 6 minutes
A horizontal hole appears in the ground (or any hard surface) within reach of the caster. Since the water created by this enchantment is of other-planar origin, this spell can even be employed on the roof of a building or the deck of a ship. No connection with the natural water table of the region is needed. This spell produces enough pure water to provide 1 liter apiece for as many as 50 persons.

85. Zoification (R)

85A. Animate Plants (Ritual)

Cost: 24; NRG: 19; attack; 5"range; 3"area; duration: 5 minutes

Plants within the circle of effect take on a sort of half-life for the duration, causing difficulties for characters and creatures in their midst. A Resistance Check is useless because it is the environment that is affected and not persons or beings within the zone. This spell is ineffective in areas lacking sufficient vegetation, however, as might be expected.

Low plant vegetation (e.g. bushes, tall grass, shrubs, etc.) will whip and snatch at anyone within the area. Each victim rolls a d10: 1-3= he/she falls down; 4-8 = he/she remains standing but cannot emerge from the circle of "living" plants; 9-10 = he/she succeeds in exiting the area. A victim who fails this roll must attempt it again at the start of every succeeding combat round until it is successful; otherwise he/she remains trapped by the sentient plants. Low vegetation causes no physical damage to its victims.

Large trees and saplings are "brought to life" for the period of the spell. A victim enmeshed in their branches rolls a d10: 1-3= he/she dies; 4-7= he/she suffers 7/10/13 physical damage; 8-9 = 3/5/7 physical damage is done; 10 = he/she escapes at once with only 1/2/3 physical damage. Light armor (of any material or quality) provides a +1 to this die roll, and medium or heavy armor adds a modifier of +2.

TEMPLE SPELLS - BELKHÁNU

86. Aeriality (P)

prq; all "Generic" variants of the spell of Aeriality (no. 29)

86A. Aerial Platform (Psychic)

Cost: 29; NRG: 24; aimed; 3"range; 3"area; duration: 20 minutes

As for the 29C variant, except that this form has a larger area, longer range and longer duration. This version also provides an invisible and stable "platform" in the air from which the caster and his/her party can fire missiles, fight, and cast both "ritual" and "psychic" spells. The weight limits are as for the 29C variant.

86B. Mass Flight (Psychic)

Cost: 26; NRG: 36; self only; 5"area; resist; duration: 25 minutes

All unattached beings and objects within the circle of effect can be raised as much as 50" above the ground and flown by the caster at a speed of 15" per combat round for the duration of the spell. The caster has no choice in selecting this "cargo"; everything that is not physically attached to the ground, walls, etc. of the area is picked up and carried with the mage. For this variant, the weight of the objects transported is irrelevant, and even very heavy articles may be taken along. Beings (and perhaps important inanimate objects, at the discretion of the GM) who do not wish to be "flown" are permitted a Resistance Check. The caster (but not his/her cargo) can fight, fire missiles, and cast both "ritual" and "psychic" spells while flying.

87. Avulsion of the Spirit-Soul (R)

87A. Remove Soul (Ritual)

Cost: 20; NRG: 26; prep: 2 rounds; aimed; attack; 2"range; 1 target; resist

The target's Spirit-Soul is removed and sent off into the Unending Grey, leaving his/her body alive but empty and in a catatonic trance. Another Spirit-Soul can then be substituted: either that of the caster, or the Spirit-Soul of a deceased person of the same species (using Belkhánu's special spell of Re-embodiment (no. 89, below). In the latter case this must be done within 12 hours of the death of the person whose Spirit-Soul is being transferred to the empty body. The body becomes the permanent home of the new Spirit-Soul, possessing all of that person's skills, knowledge, INTL, WILL, memories, PSYC, etc. - but not his/her PHYS, DEFT, or Appearance - these factors are those of the new body. A 57A spell of Perception of the Energies will reveal the presence of the intruding Spirit-Soul, although the target is allowed a Resistance Check to avoid detection. Spells of Ascertainment (nos. 2 and 32) and Elicitation (nos. 7 and 41) are useless for this purpose. A spell of Disenchantment (no. 5) can evict the foreign Spirit-Soul. If this Spirit-Soul is the caster's, it then returns to his/her original body, provided that this has been kept safe (otherwise he/she dies). If the Spirit-Soul of a deceased person has been inserted into the body, a spell of Disenchantment (no. 5) returns this personality to the Isles of the Excellent Dead where it can never again be contacted, nor revived.

88. Etherealization (P)

88A. Astral Projection (Psychic)

Cost: 24; NRG: 20; self only; prep: 2 minutes; touch; 1 target; resist; duration: 3 minutes

The caster can employ this spell upon himself/herself or upon another being of his/her species. A target other than the caster is permitted to resist, if he/she does not desire this spell to be cast upon him/her. The affected character's Shadow-Self leaves his/her body in a coma-like trance and may project out to a distance of up to 5 kilometers. This astral projection is invisible and insubstantial; it cannot speak, fight, or cast spells. It passes through physical barriers with ease, but magical walls and wards block it. Such spells as Ascertainment (no. 2C), The Seal upon the Powers (no. 18), The Sphere of Impermeable Quiescence (no. 20), Warding (nos. 24 and 72), Guarding (no. 47), and Vallation (no. 69) prevent penetration. A 57A spell of Perception of the Energies reveals the presence of the Shadow-Self, and this can be returned to its body by a spell of Disenchantment (no. 5).

88B. Interplanar Projection (Psychic)

Cost: 23; NRG: 32; self only; prep: 5 minutes; touch; 1 target; duration: 10 minutes

This variant permits the caster to send his/her Shadow-Self to another Plane (determined by the GM). It can observe but remains invisible and insubstantial. It can move as much as 10" away from its entrance point, but it cannot manifest itself physically, fight, cast spells, etc. Used in conjunction with the 71C variant of the spell of Visitations of Other Planes, the caster gains a clear view of what awaits him/her on a Plane lying beyond a specific nexus point. There is a chance of becoming lost, however; a d10 is rolled: 1-7 = the caster returns safely to his/her body; 8-9 = he/she emerges upon another Plane (randomly determined by the GM); 10 = he/she is permanently lost in the Unending Grey; his/her spirit cannot be contacted, nor can he/she be revived.

88C. Astral Visitation (Psychic)

Cost: 30; NRG: 40; self only; prep: 10 minutes; touch; 1 target; duration: 10 minutes

This version of the spell lets the caster travel up to 1 kilometer on his/her own Plane. There, he/she can manifest himself/herself physically, speak, fight, move, and handle objects (which cannot be brought back to the caster's body, however). No spells can be cast while on this astral journey. Should the caster suffer injury while his/her Shadow-Self is physically manifested, this damage is done to his/her body at home, and if the astral body dies, this destroys the body forever and sends the caster's spirit off to the Isles of the Excellent Dead, from whence it can never be revived, nor can it be contacted by a spell of Spiritism (no. 91). Again, this spell is blocked by magical barriers and is detected as stated under the 88A variant, above.

89. Re-embodiment (R)

89A. Re-Embody (Ritual)

Cost: 14; NRG: 19; prep: 2 minutes; aimed; touch; 1 target
The caster can place the Spirit-Soul of a person dead not more than 1 hour in an "empty" body; see the spell of Avulsion of the Spirit-Soul, no. 87, above.

89B. Reincarnate (Ritual)

Cost: 17; NRG: 22; prep: 5 minutes; aimed; touch; 1 target
The personality of an individual dead no more than 12 hours is inserted into the body of an infant of the same species. This requires a d10 roll for success: 1-7 = the infant's Spirit-Soul is sent off to the Isles of the Excellent Dead, and the intruding personality enters the body; 8-10 = the child's Spirit-Soul is victorious, and the Spirit-Soul of the deceased is similarly banished. If the spell succeeds, the child grows up with all of the knowledge, memories, skills, INTL, WILL and PSYC of the deceased, but the PHYS, DEFT and Appearance of the new person must be re-determined. The new person possesses all of the normal qualities of his/her species and, in effect, becomes the same character in a new body. The priesthood of Belkhánu charges heavily for this service: perhaps 1,000 Káitars times the Prestige of the client.

89C. Resurrect (Ritual)

Cost: 26; NRG: 34; prep: 10 minutes; aimed; 0"range; 1"area; resist

This is an advanced form of the spell of Revivification (no. 77). The caster can revive 1/2/3 beings at once. These cannot have been dead for more than 1 day (24 hours). The spell is species specific: e.g. a human mage can only revive other humans, etc. An advantage of this spell is that no more than 10 g of flesh from the corpse are needed to effect this revivification. This spell always succeeds - there is no need to roll dice - but it may be used upon the same target no more than once. No points are lost from the PHYS scores of the targets. A character who does not wish to be revived (e.g. a slain foe) is permitted a Resistance Check in order to avoid being brought back to life. After employing this spell the caster must abstain from the use of sorcery (even the miniscule amount needed to operate "Eyes" and other magico-technological devices) for one full month (30 days). The Temple of Belkhánu asks 3,000 Káitars times Prestige from followers of the Lords of Stability for this service, and double or even triple may be demanded from the devotees of the Lords of Change - unless an Imperial Prince or other high grandee is involved, in which case political concessions may be offered instead.

89D. Mass Resurrection (Ritual)

Cost: 30; NRG: 36; prep: 20 minutes; aimed; 2"range; 3"area; resist

As above, but 3/5/7 beings may be revived at once, and the caster must refrain from any sorcerous activity for 2 months (60 days). A fee of 20,000 Káitars is asked from the worshippers of the Lords of Stability for this spell, and, again, double or triple this amount is demanded from the devotees of the Lords of Change. This variant is not species specific, and any intelligent being may be returned to life.

90. The Silver Halo of Soul-Stealing (R)

prq: all forms of the "Generic" spell of the Silver Halo of Soul-Stealing (no. 65)

90A. Silver Halo (Ritual)

Cost: 24; NRG: 15; prep: 5 rounds; aimed; attack; 60"range; 1"area; resist

The glittering halo of other-planar energy produced by this spell is golden yellow in hue. It slays victims of size 0 or smaller within the area of effect, sending their Spirit-Souls off into the Unending Grey from whence they can only be restored by a spell of Revivification (no. 77). A modifier of -2 is applied to a victim's PHYS check to be revived. Other factors are as for the 65A level of this spell.

90B. Silver Vortex (Ritual)

Cost: 26; NRG: 19; prep: 5 rounds; aimed; attack; 60"range; 3"area; resist

As above, but with a longer range and the chance of hitting even more targets within the circle of effect. This variant also reduces the target's defensive Resistance Check by 3.

90C. Silver Corona (Ritual)

Cost: 20; NRG: 26; prep: 5 rounds; aimed; attack; 75"range; 1"area; resist

As above, but the target's defensive Resistance Check is reduced by 5, and a victim slain by this spell subtracts 3 from his/her PHYS check when attempting revivification.

91. Spiritism (P)

91A. Speak with Spirits (Psychic)

Cost: 14; NRG: 14; self only; touch; resist; duration: 3 minutes
The caster can communicate with the Spirit-Soul of a being of his/her own species who has been dead for not more than 12 hours. The latter is allowed a Resistance Check in order to avoid being found on the way to the Isles of the Excellent Dead. Even if this fails, the deceased may refuse to speak to the caster or may lie to him/her. The caster must know the target's name and speak his/her language, of course.

91B. Commune with Spirits (Psychic)

Cost: 24; NRG: 20; self only; touch; resist; duration: 6 minutes
This permits the caster to communicate telepathically with a being of any intelligent species who has been dead for no more than 1 week (6 days). A knowledge of the target's name and language is not necessary.

91C. Confer with Spirits (Psychic)

Cost: 46; NRG: 36; 0"range; 1"area; resist; duration: 10 minutes

As for the 91B variant, except that the caster can cause comrades within the circle of effect to hear the conversation. In addition, the target may have been dead for as long as 1 year (365 days).

91D. Interrogate Spirits (Psychic)

Cost: 30; NRG: 40; self only; touch; resist; duration: 10 minutes
If the target fails the Resistance Check, he/she must reply truthfully to as many as 3 questions put by the caster. The target cannot have been dead for more than 5 years, and he/she must be of the caster's species and speak his/her language. The caster must also know the target's name. This spell can only be employed once upon the same target.

92. Transmogrification (R)

prq: all variants of the spell of Visitations of Other Planes (no. 71)

92A. Planar Door (Ritual)

Cost: 8; NRG: 13; self only; prep: 1 minute; touch; duration: 10 rounds

This opens a door to a specific Plane known to the caster through his/her studies, books of magic, or a teacher. This door is approximately the size of a human being (size mod 0), and it remains open for the duration of the spell. The caster may enter and leave by this portal as long as the spell remains in force. It can also be recast from the other side in order to return, but one must then stand in precisely the same spot and face the same direction.

92B. Pocket Dimension (Ritual)

Cost: 24; NRG: 19; self only; prep: 1 minute; touch; duration: 1 day (24 hours)

This opens a door into one of the many smaller zones of the Planes Beyond. This space, which is roughly a sphere 1 1/2" (3m) in diameter, can be used to store possessions in absolute safety. This 'pocket dimension' travels about with the caster. He/she must cast this same spell again in order to reach inside and extract objects from it - and to renew it each day. Living beings cannot be kept within this sphere, since there is no air inside, if the spell expires before the caster renews it, his/her stored possessions are lost forever.

92C. Planar Prison (Ritual)

Cost: 17; NRG: 22; prep: 1 minute; attack; 5"range; 1"area; resist; duration: 1 week (6 days)

This establishes a "prison" which can hold as many foemen as will fit within its area. A target who fails his/her Resistance Check is thrust into a featureless, spherical cell. This contains breathable air but no food or water. A prisoner's possessions accompany him/her into the cell. The caster can free the prisoner(s) by willing the spell to come to an end - in which case all within are released - or by allowing the spell to expire naturally. It can be renewed at the end of its duration, but each prisoner is allowed another Resistance Check to see if he/she is again trapped inside. This variant is usable only upon living beings; it has no effect upon the undead, androids, automatons, creatures created by magic, demons, or inanimate objects that do not form part of a prisoner's immediate belongings. It also does not operate upon animals and other creatures who would take up more space than the "cell" contains. It is not possible to send food, water, or other articles into the cell separately - although items in a backpack or attached to a belt do indeed accompany a prisoner into

the cell. The location of this inter-planar prison can only be determined by having the caster present and casting a 57A spell of Perception of the Energies upon him/her. A spell of Disenchantment (no. 5) will then free the captives.

92D. Planar Travel (Ritual)

Cost: 23; NRG: 30; prep: 5 minutes; 2"range; 1"area; resist

This variant creates a long distance inter-planar "highway" to a location fixed in advance. This place must have been personally visited by the caster within the past hour, and it can be no further than 150" from him/her when the spell is activated. Psychic NRG must be expended twice for this spell; once when the location is "set," and again when he/she calls the spell into operation. All living beings within the circle of effect (including possessions attached to their bodies but not unattached inanimate items - and not articles fixed to the ground, walls, roofs, etc., nor objects too large for the circle of effect) are then transported instantly to the chosen spot. A target who does not wish to be transported is permitted a Resistance Check in order to avoid going along.

92E. Isles of the Dead (Ritual)

Cost: 30; NRG: 36; prep: 20 minutes; self only; touch; duration: 20 minutes

This variant lets the caster travel along the vast concourse that leads past Death to the Isles of the Excellent Dead. There, the caster may seek the great ancient sages of the past, a deceased loved one, or some other departed Spirit-Soul from whom he/she wishes to gain information. Whether or not the individual sought is found is left to the GM, as is the response obtained from the departed Spirit-Soul. A knowledge of the personal name and the language of the individual sought is necessary, of course. The longer a person has been dead the more difficult it is to find his/her Spirit-Soul, since it seems that the dead travel onward from Plane to Plane and do not remain in one "paradise" or world of the afterlife. There may thus be only a 2 percent chance of finding a Spirit-Soul from the days of the First Imperium, while a 60 percent chance may be given to encounter a person who has perished within the last year. It is almost impossible to meet a Spirit-Soul from before the time of the Empire of Llyán of Tsámra.

93. The Viaticum of the Yellow Robe (R)

93A. Banish the Undead (Ritual)

Cost: 24; NRG: 19; aimed; attack; 15"range; 3"area; resist

This spell lays any undead being within the circle of effect to rest permanently; if such a being fails its Resistance Check, it "dies" and can never again be returned to the half-life favored by the Temple of Sárku (and related deities).

93B. Cleanse the Undead (Ritual)

Cost: 20; NRG: 26; self only; attack; 7"area; resist

This variant slays all undead beings within the circle of effect, including the "Worms of Death" (even though these are technically living creatures - they still belong to Sárku). This form of the spell is thus employed to purify a room or other area of Sárku's minions, although these may not be immediately visible.

93C. Prevent Undeath (Ritual)

Cost: 26; NRG: 34; aimed; touch; 1 target; resist; duration: permanent

This version of the spell is cast upon a living being of the caster's species. It prevents the target from ever being made into one of the undead by a spell or other means employed by the Temple of Sárku (or similar deities). A being who does not wish this (e.g. a devotee of Sárku) is permitted to resist it. This spell cannot be cancelled by a spell of Disenchantment (no. 5), although a direct appeal to mighty Sárku through "Divine Intervention" may permit a devout follower of the Lord of Worms to resume his/her normal status. The priesthood of Belkhánu charges a fee of the client's Prestige x 300/400/500 Káitars for each application of this protective enchantment.

TEMPLE SPELLS - DLAMÉLISH

94. Concupiscence (R)

94A. Delectation (Ritual)

Cost: 14; NRG: 13; aimed; attack; 10"range; 1"area; resist
The target(s) experience a compelling, instant, and unbearable ecstasy that lasts for 3 minutes. During this time he/she/they lose all sense of what he/she/they are doing and cannot fight, cast spells, move, etc. One who does not desire this effect is allowed a Resistance Check. This spell does not affect the undead, creatures created by sorcery, demons, androids, or automatons.

94B. Gratification (Ritual)

Cost: 29; NRG: 22; aimed; attack; 30"range; 1"area; resist
As above, but the undead and creatures produced by magic are also affected by this variant, and the pleasure induced by this form of the spell lasts for 5 minutes. A victim must rest for 7/10/13 minutes after this spell has expired; if forced to fight during this period, a modifier of -3 is applied to his/her DEFT-based skills.

94C. Culmination (Ritual)

Cost: 23; NRG: 30; aimed; attack; 45"range; 1 target; resist
The ecstasy caused by this variant kills the victim instantly. It is said that the devotees of the Emerald Goddess and her Cohort, Hríháyal, prefer to die by this spell rather than suffer the loss of beauty and physical disability brought on by old age. The priests of these deities claim that a worshipper of their goddesses passes straight on to the sensuous delights of the paradise maintained by Dlamélísh for her devotees, while her foes are condemned to a hell of endless dull sameness and ennui.

95. The Emerald Paramour (R)

95A. Enticing Paramour (Ritual)

Cost: 14; NRG: 19; prep: 10 minutes; 1"range; duration: 8 hours
A handsome incubus (male) or beautiful succubus (female) is summoned for the duration of this spell. This creature (which must be of the caster's own species) appears in front of the caster, and he/she can then send it forth to tempt one specific victim. The latter must be known to the caster by name and appearance and must be within a range of 25". When confronted by the Paramour, the target rolls a WILL check at -1: failure = he/she falls madly in love with the being; success = he/she recognizes the creature for what it is and may flee or try to dispel it (using the spell of Disenchantment,

no. 5). He/she cannot attack the creature physically or magically - no one could bear to harm such unearthly beauty. This applies to comrades of the victim's species as well, but companions of other intelligent races may attempt to pull him/her away, obstruct the creature, etc., though they, too, cannot injure it physically. During the time a target is with the Paramour he/she will do everything possible to remain with the creature, fighting his/her friends, resisting to the death, etc. A person who has succumbed to the Paramour loses 1 hit point every 10 minutes. The Paramour disappears when its victim dies. One who dies from the ministrations of the Paramour cannot be revived with the usual spell of Revivification (no. 77) but only with the 89C variant of Belkhánu's spell of Re-embodiment.

95B. Irresistible Paramour (Ritual)

Cost: 26; NRG: 34; prep: 10 minutes; 1"range; 1 target; duration: 8 hours

As above, but the Paramour is even more difficult to resist; the victim's WILL check is made at -4. The range that the creature can travel away from the caster is longer: 150". Every hour that the Paramour remains with the victim 5/7/9 hit points are lost. These points cannot be restored with a spell of Alleviation (nos. 1 and 30), but a 49B spell of Healing will cure the victim.

96. Emulation (R)

96A. Guise (Ritual)

Cost: 16; NRG: 15; self only; touch; duration: 20 minutes
The caster can disguise himself/herself to resemble a specific being of his/her same species, sex, and approximate age. The individual imitated must be known to the caster personally, and only features known to the caster are copied: e.g. the caster will not possess a hidden scar of which he/she was unaware. The speech, gestures, mannerisms, knowledge, skills, memories, etc. of the original are not copied, and the disguised person must improvise as well as he/she can. In order to guess that there is something "wrong" about this person, another character must overcome the imposter's Acting or Convince skill. A 15A or 57A spell of Perception of the Energies will reveal that the disguised person is under a spell, but the nature of this enchantment is not ascertainable. A spell of Disenchantment (no. 5) restores the normal appearance of the mage.

96B. Semblance (Ritual)

Cost: 20; NRG: 26; touch; 1"area; resist; duration: 20 minutes
The disguised person (the caster or one other of his/her species) may be made to resemble a person of a different age, sex, or even of another intelligent species. In the latter case, the target does not know the language or mannerisms of the race being emulated, nor does he/she gain the attributes or abilities of this species. If the latter have more limbs than the caster's species, he/she can only employ the number normally used by him/her: e.g. a human imitating a Pé Chói is able to utilize only one set of forelimbs at a time. In order to detect this variant, another character must make an INTL check at -3. One who does not desire that this spell be cast upon him/her is permitted a Resistance Check.

96C. Masquerade (Ritual)

Cost: 30; NRG: 36; aimed; touch; 1"area; resist; duration: 1 hour

As above, except that the caster (or other beings within the area of effect) can be made to look like any known person or persons, nonhuman beings, or even non-intelligent or semi-

intelligent animals (but not inanimate objects). These must be of the same general dimensions as the target; a human cannot be turned into a huge Sró beast or into a tiny insect. The disguised person(s) do not gain the abilities or senses of the creatures they resemble. A perception check at -6 is required to notice anything unusual about the disguised person(s) - although this may be modified by the GM in cases where the being or creature would be incongruous (e.g. a Sérudla in a city street, a human warrior in a Ssú fortress, etc.). Other factors are as for previous variants of this spell.

97. Enthralment (P)

97A. Appeal (Psychic)

Cost: 14; NRG: 14; aimed; attack; 2"range; 1 target; resist; duration: 20 minutes

This gives the caster a +2 on his/her dice score on Seduction, Dancer, Entertainer, Musician, Prostitute, Courtesan/Don Juan, or Etiquette and Courtly Manners skill checks when these are employed to attract the target's amorous physical attentions. The appearance, mannerisms, etc. of the target are not altered, but his/her "good points" are made more visible to others. If the enhanced seduction succeeds, attempts by friends to convince the target of the realities of the situation and make him/her "see the light" suffer a penalty pf -2. One bewitched by this spell must make a WILL check at +1 to resist revealing secrets, giving orders, or acting according to the wishes of his/her erstwhile paramour.

97B. Allure (Psychic)

Cost: 29; NRG: 24; aimed; attack; 2"range; 1 target; resist; duration: 12 hours

This is identical to the 97A version, except that the skill bonus is +4 and it has a longer duration. Attempts to reason with a victim of this spell suffer a penalty of -6, and the victim will reveal secrets or act as the seducer/seductress wishes in a failed WILL check at -4.

97C. Revulsion (Psychic)

Cost: 23; NRG: 32; aimed; attack; 5"range; 1 target; resist; duration: 1 hour

This is the converse of the 97B version. The target is made subtly repulsive to those who might otherwise be attracted to him/her. A modifier of -4 is applied to any skill check made to test for physical attraction and infatuation. This spell is invisible and has no outward effects; it is therefore impossible to guess that it has been cast upon a person except by accident. A 57A spell of Perception of the Energies will reveal the presence of an enchantment, of course, but not its precise nature. The individual thus seems vaguely repellent and boorish to others, but usually no reason can be given.

98. Imbition (R)

98A. NRG Retention (Ritual)

Cost: 6; NRG: 11; self only; touch; duration: 1 minute

Each time the caster makes a successful Resistance Check against a hostile, aggressive, aimed spell, he/she gains 7/10/13 NRG points from the Planes Beyond. He/she must use these points within 1 hour; otherwise they dissipate. If the caster fails the Resistance Check, this spell automatically expires and must be recast if he/she wishes to retain its benefits, and in addition, he/she suffers 2/3/4 mental damage.

98B. NRG Acquisition (Ritual)

Cost: 17; NRG: 22; self only; touch; duration: 2 minutes

30/50/70 psychic NRG points are added to the caster's stock whenever he/she makes a successful Resistance Check while this spell is in force. If this check fails, however, not only does the caster suffer the effects of the hostile spell but he/she also receives 8/11/14 mental damage. This variant need not be recast if one Resistance Check is failed; it remains in effect until it expires or is deliberately dropped by the caster. It must be noted that no mage of any species can retain more than 500 "psychic NRG points" at any one time; if more are produced by the dice roll, they simply dissipate and are ignored.

98C. NRG Absorption (Ritual)

Cost: 26; NRG: 34; aimed; 0"range; 1 target; duration: 3 minutes

70/100/130 psychic NRG points are drawn through from the Planes Beyond as described above. A mage who fails a Resistance Check against a hostile, aggressive, aimed spell while this spell is in force suffers 9/12/15 mental damage, however, in addition to any damage done by the enemy enchantment. One advantage of this variant is that immediately upon gaining points through this spell, the caster can transfer 30/50/70 of them to a fellow magic-user standing within 0" range of himself/herself. These points cannot be given to a warrior or other character, and the recipient must also be of the caster's own species. Points gained through this form of the spell must be expended within 1 day (24 hours); otherwise they dissipate. This variant can only be cast once per day due to the strain upon the user's "Psychic Reservoir."

99. The Polychrest of the Third Octant (P)

99A. Vigor (Psychic)

Cost: 6; NRG: 12; self only; touch; duration: 3 minutes; concentrate

The caster may declare Desperation at a penalty of only -1 for the duration of the spell. This assists the caster at bearing burdens, running long distances, etc.

99B. Attenuation (Psychic)

Cost: 10; NRG: 16; aimed; attack; 0"range; 1 target; resist; duration: 5 minutes; concentrate

This causes the target to suffer a -1 Desperation penalty, even when not in Desperation. The target may declare desperation for a total penalty of -3. It is thus the converse of the previous effect.

99C. Vitality (Psychic)

Cost: 34; NRG: 28; 2"range; 1"area; duration: 1 hour

This enables all within the circle of effect to declare Desperation at no penalty for the duration of the spell.

99D. Devitalization (Psychic)

Cost: 26; NRG: 36; prep: 2 rounds; attack; 10"range; 1 target; resist; duration: 1 hour

The target becomes completely exhausted, and cannot move, fight, speak, or perform other actions, although he/she remains fully conscious and can hear and see. Only a spell of Disenchantment (no. 5) can return the target to normal.

99E. Debilitation (Psychic)

Cost: 30; NRG: 40; prep: 5 rounds; aimed; attack; 30"range; 1"area; resist

As for the 99D form of this spell, except that this variant is permanent unless removed by a spell of Disenchantment (no. 5). The Temple of Dlamélish employs this spell as a punishment for erring members and also for captured foes of the Emerald Goddess and her Cohort, Hríháyal. The victim is totally helpless, though able to understand what is being done to him/her. He/she is then placed in a totally featureless chamber, fed with the 14A spell of Nutrification and allowed to go completely insane with boredom and solitude. For the hedonistic devotees of the Goddess this is a most terrible retribution indeed.

100. Potence (R)

100A. Potency (Ritual)

Cost: 14; NRG: 13; aimed; 0"range; 1"area; duration: 4 hours
This provides the caster (or other target(s) of the same species within the area of effect) with the stamina needed to maintain his/her sexual powers, no matter how many encounters he/she may have, for the duration of the spell. The Temples of Dlamélish and her Cohort charge a fee of (Prestige x 70/100/130) Káitars for each use of this spell, and, as may be imagined, it realizes a considerable income for the temple.

100B. Impotency (Ritual)

Cost: 12; NRG: 17; aimed; attack; 15"range; 1"area; resist
This variant is used to humiliate foes of the temple; it not only causes impotency for a period of 3/5/7 days, but there is also a 75 percent chance of a victim losing control of the bowels during this period. It is thus impossible to fight, move, or otherwise act in public. Each day 1/2/3 Hit Points are also lost. Only a spell of Alleviation (nos. 1 and 30) can cure this condition before its normal expiry; a spell of Disenchantment (no. 5) is futile, as is a spell of Healing (no. 10 and 49).

100C. Mass Potency (Ritual)

Cost: 23; NRG: 30; prep: 1 minute; 2"range; 5"area; duration: 8 hours

As for the 100A variant, except that more targets may be affected for a longer period. The priesthood of the Goddess and her Cohort charges a fee of (Prestige x 700/1000/1300) Káitars for each application of this spell. It is especially useful as an aid to the orgiastic rituals practiced by these temples.

101. Rejuvenescence and Senescence (R)

101A. Rejuvenation (Ritual)

Cost: 31; NRG: 22; prep: 10 minutes; touch; 1 target; duration: 1 week (6 days)

The caster (or one other target) is rejuvenated for the duration of the spell. He/she becomes younger and has all the powers of his/her youth - while retaining the knowledge, skills, memories, and abilities of his/her present age. The caster dictates the age to which the target is returned. This can be no more than 20 years younger, however. This variant cannot increase a target's age.

101B. Declination (Ritual)

Cost: 23; NRG: 30; prep: 5 minutes; attack; 15"range; 1 target; resist; duration: 1 month (30 days)

This variant has the opposite effect: the target's age is increased by 30/40/50 years. This reduces the target's PHYS, DEFT and Appearance by 0/ -1/ -3 (depending on the number of years gained). Only a spell of Disenchantment (no. 5) can restore one affected by this spell to his/her true age.

101C. Senescence (Ritual)

Cost: 26; NRG: 34; prep: 10 minutes; attack; 30"range; 1"area; resist; permanent

As for the 101B form of this spell, but each target becomes senile immediately. PHYS, DEFT, INTL and Appearance are reduced by 6 points from their original numbers. The victim becomes almost helpless, can move only slowly and with great difficulty, cannot fight or cast spells, and is altered in appearance to the extremes of toothless old age. Again, a spell of Disenchantment is needed to restore a victim to his/her true age.

101D. Kernel of Youth (Ritual)

Cost: 30; NRG: 36; prep: 30 minutes; 0"range; 1 target; resist; permanent

The caster (or one other target of his/her species) is restored to whatever age he/she wishes. This condition is permanent, and the target then proceeds to age naturally from this point. The spell has one difficulty, however: when it is applied to a target, a small nut-like kernel of blackish substance is created, and this the target must always keep with him/her - within a range of 25". If this is lost, stolen, or otherwise taken beyond this range, the target at once returns to his/her real age. He/she may then only regain the artificial age provided by the spell by reacquiring the lost "Kernel of Youth" and performing this spell over it once again. This conjuration may be applied repeatedly to a target, but each time after the second application a d10 is rolled: 1-5 = the spell operates; 6-10 = the target dies and can never be revived, contacted after death, or even restored to the half-life of the undead. It is said that certain of the less principled nobles of the Five Empires have lived to great ages with the aid of this spell, but it is dangerous: not only must one keep "The Kernel of Youth" always securely in one's possession, but a spell of Disenchantment (no. 5) can return one to one's true age - and possibly instant senility or death.

TEMPLE SPELLS - HNÁLLA

102. The Fulguration of Immanent Grandeur (R)

102A. Holy Light I (Ritual)

Cost: 14; NRG: 13; aimed; attack; 15"range; 1"area; resist

A beam of scintillating white light, accompanied by a high ringing sound like a hammer striking an anvil, is fired at the target (who must be a living being and not one of the undead, an android, automaton, demon, or creature created by sorcery). If a Resistance Check is failed, the target suffers 4/6/8 energy damage. Walls, floors, furnishings, and other items in the circle of effect are not harmed; this is true of all variants of this spell.

102B. Holy Light II (Ritual)

Cost: 22; NRG: 17; aimed; attack; 30"range; 1"area; resist
As above, except that damage is 7/10/13 energy.

102C. Holy Light III (Ritual)

Cost: 31; NRG: 22; aimed; attack; 60"range; 1"area; resist
As above, but the damage is 11/14/17 energy.

102D. Holy Light IV (Ritual)

Cost: 43; NRG: 30; aimed; attack; 100"range; 3"area; resist
This sizzling bolt of brilliant light causes instant death to a target who fails his/her Resistance Check. Other factors are as for the 101A variant.

103. The Globe of Distant Discernment (P)

103A. Remote Viewing (Psychic)

Cost: 24; NRG: 20; self only; duration: 2 minutes
The caster can send his/her power of vision away from him/her out to a range of 250". These "eyes" can turn corners, go up or down staircases, etc., but they cannot pass through physical or magical barriers, nor can they rise in the air or cross obstacles that the caster cannot traverse (e.g. a river or chasm). The caster is thus empowered to see what transpires at a distance, but not to hear or otherwise affect persons or objects there. The caster's body is "blind" while this spell is in effect; he/she can see nothing of his/her own immediate surroundings.

103B. Clairvoyance (Psychic)

Cost: 20; NRG: 28; self only; duration: 3 minutes
As for the 103A variant, except that these "eyes" may pass through physical barriers no more than ½" (1m) thick. This spell is blocked by a barrier of metal (of any type) or by such sorcerous shields as The Seal upon the Powers (no. 18) and Guarding (no. 47). The Globe still cannot be made to "fly" or to traverse obstacles that the caster himself/herself cannot cross.

103C. Far - Seeing (Psychic)

Cost: 26; NRG: 36; self only; prep: 1 minute; duration: 5 minutes
As above, but the Globe travels out to a distance of 1 kilometer. It can also "fly" across obstacles but cannot rise more than 1" (2m) in the air. Other factors are as for previous variants.

104. The Inimitable Defender (R)

prq: all variants of the spell of Guarding (no. 47)

104A. Protection (Ritual)

Cost: 20; NRG: 17; prep: 2 rounds; 1"range; 1"area; duration: 2 minutes
Multiple beings may be protected from sorcery by this dome of nacreous, translucent crystalline force. This blocks all other-planar power, and those protected can neither use sorcery (of either the "ritual" or the "psychic" kinds, or magico-technological devices that operate upon such forces), nor can spells from outside touch them. They may continue to fight physically, fire missiles, etc. normally. Living opponents can strike or hit them with physical weapons similarly. The Undead, demons, and creatures created by sorcery cannot enter this sphere or strike at those within physically. Androids

and automatons may do so, however. The caster can move about with this spell in force, but if the caster's companions leave its circle of effect (or if it leaves them) then they lose its protection and cannot regain it unless the spell is cast upon them again. This spell is more difficult to dispel with the spell of Disenchantment (no. 5); a modifier of +1 is applied to this enchantment's Resistance Check when resisting a spell of Disenchantment.

104B. Circle of Protection (Ritual)

Cost: 17; NRG: 22; prep: 3 rounds; 2"range; 1"area; duration: 3 minutes

As above, except that the caster (but not other companions within the circle of effect) can cast spells out through the dome of light, while opposing spells cannot enter it from without. The caster can move about with this spell in effect, but any companions with him/her must stay close in order to retain its protection.

104C. Dome of Protection (Ritual)

Cost: 26; NRG: 34; prep: 2 minutes; 2"range; 3"area; duration: 5 minutes

As above, but all within the shield can fire missiles, cast spells, and strike physically with weapons from inside, while only slow-moving substances (e.g. gas, lava) can penetrate it from outside. Blows, spells, and foes attempting to enter it are repelled. This variant cannot move at all, however; once cast, it remains in place until its expiry - or until dropped by the caster. A modifier of +2 is applied to the defensive Resistance Check of this spell when combating a spell of Disenchantment (no. 5) cast by an opponent outside.

105. Metastasis (R)

prq: the spell of Transportation (no. 23)

105A. Teleportation I (Ritual)

Cost: 37; NRG: 30; prep: 2 rounds; 0"range; 1"area
The caster and/or other beings within the area of effect (and any possessions carried or attached to them up to a weight of only 25 kg) can be teleported to a location not more than 150" away. The caster must have personally visited this place within the past hour. Androids, automatons, the undead, and inanimate objects (other than the personal belongings just noted) are not transported.

105B. Teleportation II (Ritual)

Cost: 26; NRG: 34; prep: 1 minute; 1"range; 1"area
As above, but more subjects are teleported to a distance known to the caster (see the 105A variant) as far away as 250". The weight limit per target is increased to 75 kg, but these belongings must still be worn or attached as a single lot to the body. Other factors are as given above.

105C. Teleportation III (Ritual)

Cost: 30; NRG: 36; prep: 2 minutes; 2"range; 1"area
As for the preceding variant, except that the targets can be teleported as far as 1 km from the caster's present location. Other factors are as for the 105B version of this spell.

106. The Negation of Instability (R)

106A. Negate Universal Phantasms (Ritual)

Cost: 24; NRG: 15; aimed; attack; 15"range; 1"area

This spell acts as a special type of disenchantment upon Phantasms of the Universal phyla (no. 16). The latter spell is allowed a special chance to remain in existence, however; a d10 is rolled: 1-7 = the phantasms are dispelled; 8-10 = they continue to operate.

106B. Negate Generic Phantasms (Ritual)

Cost: 52; NRG: 30; aimed; attack; 30"range; 3"area
This destroys magical creatures manifested by the Generic Phantasms spells (no. 59). The die roll for these to remain in existence is given above. See also the spell of Transfusion (no. 115) of the Temple of Hrū'ū.

107. Peaceful Repose (R)

107A. Peaceful Repose (Ritual)

Cost: 34; NRG: 26; prep: 2 minutes; touch; 1 target; duration: 8 hours

The recipient (oneself or one other target) is protected against Hrū'ū's spell of the Nightmare of Terror (no. 114); he/she cannot be tormented by these hideous dreams if this spell is cast just before lying down to sleep. In addition, this spell increases the amount of NRG regained during rest by 20%. All variants of this spell can be cast only once upon a target within the period of their operation; i.e. one cannot cast the same spell more than once in order to gain further modifiers.

107B. Deeper Repose (Ritual)

Cost: 30; NRG: 36; aimed; 0"range; 1 target; duration: 8 hours
As above, except that the modifier on NRG recovery is +25%. In addition, the target may declare Desperation at a penalty of only -1 for a period of 24 hours after this spell has been cast. Other factors are as for the 107A variant.

108. The Power of Ultimate Perfection (R)

108A. Banishment I (Ritual)

Cost: 27; NRG: 22; aimed; attack; 15"range; 1"area; resist
This sends multiple minor demons who serve Change back to their own Plane. The beings are permitted a Resistance Check in order to remain on the current Plane. Only one Resistance Check is made for each type, however. If this succeeds, all remain; a failed check indicates that the demons in the target area are sent back to their own Plane; all of these must belong to the same demon "species," however.

108B. Banishment II (Ritual)

Cost: 23; NRG: 30; attack; 30"range; 3"area; resist
This variant dispels more minor demons devoted to Change and sends them back to their own Plane(s). Other factors are as for the preceding variant.

108C. Banishment III (Ritual)

Cost: 30; NRG: 36; attack; 45"range; 7"area; resist
This returns still more minor OR major demons who follow Change to their own worlds. Even this spell is not powerful enough to dispel the Demon Lords described in "The Book of Ebon Bindings," however (see 20.3). The special Incantations required to return these mighty creatures to their own Planes are described in that work and need not be given here.

109. The Ritual of the Purified Sphere (P)

109A. Sanctify I (Psychic)

Cost: 16; NRG: 16; prep: 10 minutes; 2"range; 3"area; resist; duration: 1 week (6 days)

This hallows the ground within the circle of effect and renders the area impassable to the undead, demons, and creatures created by sorcery who serve Change. It has no effect upon magic or upon other types of beings. A Resistance Check is permitted to the ground within the circle of effect at the GM's discretion; this may be of some importance if a follower of Hnállá wishes to cast this spell upon a passageway in a temple devoted to Sárku, for instance! It can be removed by a spell of Disenchantment (no. 5).

109B. Sanctify II (Psychic)

Cost: 14; NRG: 20; prep: 1 day (24 hours); 2"range; 7"area; resist; duration: 1 month (30 days)
As above.

109C. Sanctum I (Psychic)

Cost: 20; NRG: 28; prep: 1 week (6 days); 5"range; 49"area; resist; permanent

This variant is used to protect sanctuaries, temple libraries, and other important places from incursions by the minions of Change. Not only does this spell bar the beings listed under the 109A variant, but it also blocks the entrance of mages and priests who worship the Lords of Change. Such persons cannot enter the protected zone at all, not even through teleportation or other-planar travel. If this is attempted, the intruder is simply stopped as though by a solid wall. Warriors and non-priests who serve Change are not hindered by this protective spell, however.

109D. Sanctum II (Psychic)

Cost: 30; NRG: 40; prep: 1 month (30 days); 5"range; 149"area; resist; permanent

As for the 109C variant but with an area of effect broad enough to include an entire temple. This form of the spell is rarely used, since the temples have agreed to obey the ancient Concordat which forbids sectarian strife and espionage. It is thus reserved for the great, secret sanctuaries of the Lords of Stability, particularly those hidden beneath Tékmel's surface or located in remote regions. The priesthood of Hnállá charges a large fee (rumored to run to 30,000 Káitars or more) for each application of this enchantment to shrines other than those of Hnállá himself.

TEMPLE SPELLS - HRŪ'Ū

110. The Amethyst Expurgation (R)

110A. Expurgation I (Ritual)

Cost: 27; NRG: 22; aimed; attack; 15"range; 1"area; resist
This sends multiple minor demons who serve Stability back to their own Plane. The beings are permitted a Resistance Check in order to remain on the current Plane. Only one Resistance Check is made for each type, however. If this succeeds, all remain; a failed check indicates that the demons in the target area are sent back to their own Plane; all of these must belong to the same demon "species," however.

110B. Expurgation II (Ritual)

Cost: 23; NRG: 30; attack; 30"range; 3"area; resist
This variant dispels more minor demons devoted to Stability and sends them back to their own Plane(s). Other factors are as for the preceding variant.

110C. Expurgation III (Ritual)

Cost: 30; NRG: 36; attack; 45"range; 7"area; resist
This returns still more minor OR major demons who follow Stability to their own worlds. Even this spell is not powerful enough to dispel Demon Lords of Stability, however. The special Incantations required to return these mighty creatures to their own Planes are described in rare, ancient tomes and need not be given here.

111. Confusion (P)

111A. Puzzlement (Psychic)

Cost: 14; NRG: 14; aimed; attack; 15"range; 1 target; resist
This causes the target's mind to become befuddled for a period of 2 minutes. One who is thus affected receives a modifier of -2 on all attribute and skill checks for the duration of the spell. The character loses the ability to employ languages mastered only to the 'Broken' level, and their ability with all other languages (including their native tongue) is reduced to Broken. A spell of Disenchantment (no. 5) is required to return the target to normal.

111B. Perplexity (Psychic)

Cost: 24; NRG: 20; aimed; attack; 30"range; 3"area; resist
As for the preceding variant, except that more targets within the circle of effect may be thrown into confusion for a period of 10 minutes. Skill and attribute checks are modified by -3.

111C. Disorientation (Psychic)

Cost: 46; NRG: 36; aimed; attack; 50"range; 3"area; resist
Targets are confused as stated under the preceding variant for a period of 1 month (30 days).

111D. Befuddlement (Psychic)

Cost: 30; NRG: 40; aimed; attack; 60"range; 3"area; resist
As for the 111A version of this spell, but the confusion produced by this variant is permanent unless dispelled with the appropriate spell of Disenchantment (no. 5).

112. Congelation (R)

112A. Frigidity (Ritual)

Cost: 14; NRG: 13; aimed; attack; 15"range; 1"area; resist
This freezes one body area of each target of size -2 or smaller. It freezes a being smaller than size 0 (e.g. one of the Pygmy Folk or a Tinalíya) completely, but it is ineffective when used on a creature larger than size -2. The table for hitting specific body areas given in spell #38 (Desiccation) is employed. A head, torso, or abdominal hit kills the victim, while a hit upon an arm, leg, tail, etc. freezes the appendage. In the latter case, a 10C spell of Healing will restore the limb. Thick robes, a fur cloak, etc. protect the target to some extent; a d10 is rolled in such cases: 1-4 = the body area is completely frozen, and the spell takes full effect; 5-8 = the body area is badly frostbitten, and there is a 30 percent chance of gangrene

(which must be treated by a spell of Healing (nos. 10 and 49) - otherwise the victim dies within 2 days (48 hours); 9-10 = the garments protect the victim from permanent harm, although a limb is numb and useless for 3 minutes, and a head, torso, or abdominal hit causes unconsciousness for this same period. Armor provides no defense against this spell.

112B. Frostbite (Ritual)

Cost: 24; NRG: 19; aimed attack; 25"range; 3"area; resist
As above, but this spell slays any target of size -2 or smaller instantly, while freezing one body area of a target as large as size -4, and protective clothing is of no use.

112C. Ice Raft (Ritual)

Cost: 17; NRG: 22; aimed; 15"range; 1"area; resist
This variant acts upon an area of water or mud, creating a thick circle of ice strong enough to be walked upon by a human in heavy armor, a Shén, or other large being. Two unarmored or lightly armored persons can stand upon this artificial iceberg, as can 3 Tinalíya, etc. This condition lasts for 3 minutes.

112D. Ice Bridge (Ritual)

Cost: 20; NRG: 26; aimed; attack; 30"range; 3m x 3m; resist
As above, but the caster can alter the shape of the frozen zone: e.g. a "bridge" 4" long by 1" wide can be created. The duration and support capabilities are as described for the 112C variant.

112E. Ice Wall (Ritual)

Cost: 26; NRG: 34; aimed; attack; 30"range; 3"area; resist
The caster can draw water from a source within the spell's range and create a motionless, vertical wall of ice ½" (1m) thick, 1" (2m) high, and 3" (6m) long. Other shapes are also possible, using the 6" (12m) of ice provided by this variant. Indeed, a skillful mage can even construct a small "igloo" to be used as temporary shelter. This icy creation lasts for 30 minutes.

113. Decorporealisation (R)

113A. Intangibility (Ritual)

Cost: 32; NRG: 26; aimed; 0"range; 1 target; resist; duration: 10 minutes

The caster can use this spell upon himself/herself or upon one other being (of his/her own species). It does not operate upon dead or unconscious individuals, however. One who does not wish to be decorporealised is allowed to resist it. The recipient's body becomes insubstantial and faintly translucent, though still visible. He/she may move normally and can also levitate or descend through solid substances at a rate of 1" (2m) per combat round. He/she must not be high in the air or within a solid substance when the spell expires, however; in the former case he/she will fall to his/her death, while in the latter a powerful explosion is produced. This kills the recipient and does 6/9/12 energy damage to other beings and objects within a 3" circle. The recipient's clothing, weapons, and possessions are not decorporealised with them; these things remain behind, and if he/she materializes at another location, they will be nude. The recipient cannot fight, speak to material beings, or cast spells while decorporealised.

113B. Intangibility Field (Ritual)

Cost: 30; NRG: 36; 1"range; 1"area, resist; duration: 20 minutes
The caster and others of his/her species within the circle of effect are decorporealised for the duration of the spell. They retain their garments, weapons, and personal possessions in this state but cannot fight, cast spells, or move out of the spell's circle. Should they leave this zone, they instantly materialize. The caster can move with the spell remaining in effect, therefore, but any comrades with him/her must stay close in order to retain its benefits. An opponent cannot strike a decorporealized individual either physically or with magic. Only a spell of Disenchantment (no. 5) can remove this spell before its normal expiry. The caster may choose to drop it at any time, of course.

114. The Nightmare of Terror (P)

114A. Debilitating Dream (Psychic)

Cost: 8; NRG: 14; aimed; attack; 50"range; 1 target; resist; duration: 30 minutes

This spell is slow-acting but efficient. In the hands of a skilled practitioner it can be a fiendish weapon indeed. It is cast upon a specific victim, known personally to the caster, from within the stated range when the target is sure to be asleep. It causes whatever nightmares the caster wishes to project, and a knowledge of the target's fears and phobias is thus desirable. The dream causes a loss of stamina: the target suffers a -1 Desperation penalty on all skill and attribute checks for a period of 24 hours after the nightmare has occurred. An INTL check at -3 is needed in order to guess that the evil dream is being caused by a hostile mage. A 57A spell of Perception of the Energies will reveal the presence of this spell but not its precise nature. Once recognized, it can be dispelled by a spell of Disenchantment (no. 5), but the loss of stamina must repair itself naturally. The Desperation penalty goes away with a good night's sleep. A hostile mage can induce these nightmares each night, causing cumulative losses of stamina. Each night the target must make a PHYS check at +6, minus Desperation. Failure = he/she becomes comatose and remains so either until a spell of Disenchantment (no. 5) is cast upon him/her within 5 days, or until he/she dies at the beginning of the 6th day; Fumble = he/she perishes at once.

114B. Malignant Dream (Psychic)

Cost: 17; NRG: 24; aimed; attack; 100"range; 1 target; resist; duration: 60 minutes

This variant causes not only the loss of stamina described under the 114A version, but each sleep period also deals 2/4/6 mental damage to the victim. This version need not be recast each night, moreover; it continues to affect the victim whenever he/she sleeps until it is either removed by a spell of Disenchantment (no. 5) or the target dies. Damage and a further loss of stamina occur each time the nightmares are experienced. Other factors are as for the 114A form of this spell.

114C. Fatal Dream (Psychic)

Cost: 23; NRG: 32; aimed; attack; 150"range; 1 target; resist; duration: 2 hours

This variant induces such a ghastly dream that the target perishes during one night (or period of sleep). His/her hair turns white, he/she perspires and trembles, and convulsions ensue, leading to death by the end of the spell's duration. Only a spell of Disenchantment (no. 5) cast during the nightmare can save the victim.

115. Transfusion (R)

prq: all variants of the spell of Phantasms (nos. 16 and 59)

115A. Manifestation I (Psychic)

Cost: 24; NRG: 19; prep: 1 minute; self only; duration: 5 minutes
One large phantasmal being is created (-1 size modifier). The caster's INTL and WILL are transferred into this creature, and his/her body remains in a trance-like coma for the duration of the spell. The caster in effect becomes the created being. He/she fights with the PHYS, DEFT, and other physical capabilities of the creature and can cast Psychic spells but not Ritual spells or special talents possessed by the species (e.g. the hypnotism of the Ssú) because of the differences in bodily structure and gestures. He/she also does not know the creature's language or customs. The being is weaponless, of course, and must be armed by the caster or others in the party. Should this phantasm be killed, the caster is also slain, and his/her body shrivels to a dry husk and can never be revived. This spell cannot be dispelled by the spell of Disenchantment (no. 5), although the spell of Negation of Instability (no. 106) of the Temple of Hnállá will not only dispel the creature but slay the caster as well.

115B. Manifestation II (Psychic)

Cost: 20; NRG: 26; self only; duration: 10 minutes; prep: 2 minutes

A very large phantasm is created (size modifier -2 or lower), and the caster's mind is transferred into it: e.g. a Sró, Sérudla, Akhó, etc. Other factors are as given above.

115C. Avatar (Psychic)

Cost: 26; NRG: 34; prep: 5 minutes; aimed; 0"range; 1 target; resist; duration: 5 minutes

As above, except that the mind of one person other than the caster (but of the same species) is transferred into the body of a phantasm of any size and species desired, ranging from a tiny insect to a huge Sró. The apparition fights with its usual powers and has the PHYS, DEFT, etc. appropriate to the species. The target cannot cast spells of any sort, and he/she must use the creature's limbs and appendages as it employs them. This variant is more susceptible to being dispelled, and a spell of Disenchantment (no. 5) will return the target's mind to his/her body unharmed. A spell of Negation of Instability (no. 106), on the other hand, not only dispels the phantasm but also kills the spirit inhabiting it and destroys his/her body beyond any possibility of revivification.

116. The Vindication of Instability (R)

116A. Annexation I (Psychic)

Cost: 16; NRG: 16; prep: 10 minutes; 2"range; 3"area; resist; duration: 1 week (6 days)

This hallows the ground within the circle of effect and renders the area impassable to demons and creatures created by sorcery who serve Stability. It has no effect upon magic or upon other types of beings. A Resistance Check is permitted to the ground within the circle of effect at the GM's discretion; this may be of some importance if a follower of Hrú'ü wishes to cast this spell upon a passageway in a temple devoted to Thúmis, for instance! It can be removed by a spell of Disenchantment (no. 5).

116B. Annexation II (Psychic)

Cost: 14; NRG: 20; prep: 1 day (24 hours); 2"range; 7"area; resist; duration: 1 month (30 days)
As above.

116C. Locus I (Psychic)

Cost: 20; NRG: 28; prep: 1 week (6 days); 5"range; 49"area; resist; permanent

This variant is used to protect sanctuaries, temple libraries, and other important places from incursions by the minions of Stability. Not only does this spell bar the beings listed under the 116A variant, but it also blocks the entrance of mages and priests who worship the Lords of Stability. Such persons cannot enter the protected zone at all, not even through teleportation or other-planar travel. If this is attempted, the intruder is simply stopped as though by a solid wall. Warriors and non-priests who serve Stability are not hindered by this protective spell, however.

116D. Locus II (Psychic)

Cost: 30; NRG: 40; prep: 1 month (30 days); 5"range; 149"area; resist; permanent

As for the 116C variant but with an area of effect broad enough to include an entire temple. This form of the spell is rarely used, since the temples have agreed to obey the ancient Concordat which forbids sectarian strife and espionage. It is thus reserved for the great, secret sanctuaries of the Lords of Change, particularly those hidden beneath Tékumel's surface or located in remote regions. The priesthood of Hrû'û charges a large fee (rumored to run to 30,000 Káitars or more) for each application of this enchantment to shrines other than those of Hrû'û himself.

117. Viscosity (R)

117A. Stone to Mud I (Ritual)

Cost: 6; NRG: 11; 5"range; 1"area; resist; duration: 10 rounds
The horizontal area within the circle of effect is turned into thick, gooey mud for the duration of the spell. This enchantment works only upon natural stone or earth; masonry, brickwork, wood, metal, and other substances are immune. The area is permitted a Resistance Check in order to remain solid. The depth of this "mud-puddle" is 1" (2m). A being standing in the mire when the spell ends (or when it is dropped by the caster) is extruded to the surface forcibly and counts as prone at the beginning of the following combat round.

117B. Stone to Mud II (Ritual)

Cost: 18; NRG: 15; 15"range; 3"area; resist; duration: 5 minutes
As above. When this variant ends or is deliberately dropped, a being trapped in the bog remains so - surrounded by solid stone or earth until dug or chipped out, or until a spell of Disenchantment (no. 5) is applied to loosen the material and allow him/her to be pulled free.

117C. Flesh to Mud I (Ritual)

Cost: 26; NRG: 19; aimed; attack; 20"range; 1"area; resist
This variant is usable only on living beings; it reduces bones and flesh to a sticky mess, and the victim(s) literally flow onto the ground, quite dead. The body congeals into a spongy mass after 1 minute. Possessions, garments, weapons, etc. carried by the victim are not harmed.

117D. Flesh to Mud II (Ritual)

Cost: 40; NRG: 30; aimed; attack; 40"range; 3"area; resist
As for the 117C variant, but with a larger circle of effect and a longer range. This form of the spell also reduces all possessions (even those made of enchanted steel or copper) to a runny liquid. These, plus the bodies of the victim(s), return to solidity - an amorphous mass - after 3 minutes. If two or more targets are deliquesced together, revivification can be quite difficult, since their bodies may have run together; a modifier of -2 is applied to their PHYS checks for being brought back to life. This variant also affects the undead, androids, automatons, and creatures created by magic. Demons are immune, however.

117E. Tunnel (Ritual)

Cost: 26; NRG: 34; 1"range; affects a 1" (2m) vertical circle with a depth of 1" (2m); resist; duration: 10 minutes
This creates a horizontal tunnel through un-worked stone or natural earth. Repeated uses of this spell produce a tunnel large enough for a party to walk. When the spell expires (or is deliberately dropped by the caster), the stone and earth return as before. A Resistance Check is permitted to the circle of effect in order to avoid being tunneled. This spell does not operate upon living beings, the undead, any other sorts of creatures, or upon manufactured objects.

TEMPLE SPELLS - KARAKÁN

118. The Glorious Call (P)

prq: all variants of the spell of Intrepidity (no. 51)

118A. Courage (Psychic)

Cost: 24; NRG: 16; 3"area; touch; duration: 4 minutes; resist
All beings of the caster's own species within the circle of effect gain a bonus of + 6 on WILL-based checks to resist fear and panic (including phobias, morale checks, spells, etc.) for the duration of the spell. This applies both to friends and foes and must therefore be cast judiciously. It also automatically includes the caster. A recipient of this spell may NOT voluntarily withdraw from combat unless so ordered by the highest-ranking authority present. One who does not desire an increase in his/her morale class is permitted a Resistance Check in order to avoid this onslaught of bravery.

118B. Fearlessness (Psychic)

Cost: 26; NRG: 20; 3"area 2"range; duration: 4 minutes; resist
As above. This variant has the advantage of not being species specific: any intelligent being within the area is rendered completely immune to fear and panic: no WILL checks are required. The spell does not work upon non-intelligent or semi-intelligent creatures, the undead, androids, automatons, demons, or creatures produced by sorcery.

118C. Demoralization (Psychic)

Cost: 43; NRG: 32; attack; 1"area; 10"range; resist; prep: 1 round
All intelligent beings who fail their Resistance Check lose courage and flee. If flight is not possible, each victim rolls a d10: 1-5 = he/she surrenders and begs for mercy; 6-8 = he/she cowers in terror and can neither move nor perform any other action for 2 minutes; 9 = he/she faints and remains unconscious for 1-5 minutes (randomly rolled); 10 = the victim cowers but is only pretending and is able to fight normally if attacked by the caster or others.

118D. Motivation (Psychic)

Cost: 26; NRG: 36; attack; 1"area; 15"range; resist
This variant affects all living beings, intelligent, semi-intelligent, or non-intelligent; see the 118B variant above for exclusions. The caster can raise or lower each targets' WILL-based checks to resist fear and panic by +3 or -3, as he/she desires. This condition lasts for 3 turns.

118E. Heroism (Psychic)

Cost: 30; NRG: 40; aimed; 1 target; 0"range; duration: permanent; resist; prep: 2 minutes
One intelligent being (not the caster) gains a bonus on WILL checks vs. fear and panic. Roll a d10: 1-5 = +1; 6-8 = +2; 9-10 = +3. This bonus is permanent, unless a spell of Disenchantment (no. 5) is cast upon the target. This may return the target to his/her former bravery inadvertently, if applied to remove some other enchantment. (Disenchantment removes all spells operating upon a given target, though separate rolls must be made for each.) This spell may only be used once per target.

119. Higher Mastery (P)

prq: the 44A variant of the spell of Excellence (no. 44)

119A. Combat Mastery I (Psychic)

Cost: 14; NRG: 14; aimed; touch; 1 target; duration: 2 minutes
The skill of the target in one specific melee or missile weapon type is increased by +3 for the duration of the spell. This must be a weapon already known to the character (i.e. he/she must possess at least 1 experience point in its use). This spell is species specific throughout: e.g. a human mage can only cast it upon a human warrior.

119B. Combat Mastery II (Psychic)

Cost: 24; NRG: 20; aimed; 0"range; 1"area; duration: 3 minutes
As above, but multiple persons within the area of effect receive +5 expertise with a specific melee or missile weapon. This must be the same weapon for all targets.

119C. Combat Perfection I (Psychic)

Cost: 17; NRG: 24; touch; 1 target; duration: 3 minutes
A fighter with a minimum of +5 in any weapon skill may be given +5 skill in the use of a weapon (either missile or melee) he/she does not know at all for the duration of the spell: e.g. a swordsman who has never used a bow becomes an archer with a Bows skill of +5 while this spell is in effect upon him/her. Other normal modifiers apply as well.

119D. Combat Perfection II (Psychic)

Cost: 49; NRG: 36; aimed; 1"range; 1"area; duration: 5 minutes
As just above, except that multiple fighters within the target area receive this temporary knowledge.

120. The Perfected Gem of Obliteration (R)

prq: the spell of Execration (no. 8)

120A. Explosive Gem I (Ritual)

Cost: 14; NRG: 19; self only; prep: 1 minute
A beautiful red gem (a garnet, ruby, bloodstone, etc.) 5 mm in diameter appears in the caster's hand. This jewel remains in

existence for 3/5/7 days. As this spell is cast, the mage names one group of intended victims (e.g. all followers of Change, all humans, all Ssú, etc.). Very specific targets cannot be selected. It is harmless to all categories other than the named group, but if a member of the latter touches it, the jewel explodes, doing 8/11/14 energy damage to the one in contact with it. Others within a 1"area suffer 2/4/6 energy damage. A person with Jeweler-Goldsmith skill may make a skill check in order to recognize the gem for what it is. A character with the Appraise value skill can succeed on a check at -2 difficulty. A spell of Perception of the Energies (nos. 15 and 57) can also recognize the sorcerous power of the jewel but not its precise nature. If a successful spell of Disenchantment (no. 5) is cast upon the gem, it vanishes harmlessly, but if this roll fails, the jewel explodes - no matter who is touching it.

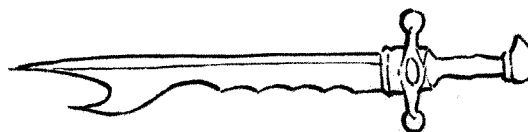
120B. Explosive Gem II (Ritual)

Cost: 23; NRG: 30; self only; prep: 1 minute; aimed; touch
As above, except that the jewel is larger (as much as 10 mm in diameter, at the caster's discretion), and it can be any type of red, yellow, or crystal clear gemstone. Once created, it remains in existence for 12/15/18 days. It is "set" for a specified target group, as stated above, and if touched by one of these persons the explosion does 11/14/17 energy damage to that individual, and 7/10/13 energy damage to others within a 1" area. The difficulty level of the skill check needed to perceive the nature of the stone is increased by one: e.g. a jeweler-goldsmith must make this check at -1, etc. It cannot be detected at all by one who lacks a relevant skill, although a spell of Perception of the Energies (nos. 15 and 57) will still reveal its power. Other factors are as for the preceding form of this spell.

121. The Replication of Heroes (R)

121A. Cloning I (Ritual)

Cost: 29; NRG: 22; prep: 2 rounds; aimed; 2"range; 1"area; resist; duration: 3 minutes
Multiple targets of the Caster's species are "cloned" for the duration of the spell. The caster cannot himself/herself be the target, however. The target must be carrying or wearing at least 5 kg of any type of metal, and this cannot be removed - or dropped - while the spell is in effect. The duplicate has all of the target's qualities and abilities, except that the original and the replica must divide the former's available Hit Points in half (Any odd point remaining is retained by the original.) A person with 7 points thus retains 4, and his/her clone is given 3. The original does not regain these points when the clone disappears. The clone's defensive Resistance Check is also 2 points lower than that of the original. The duplicate's weapons and armor can never have more than the strength of their original equivalent (up to the quality of ordinary steel, if the original has this or better). The clone can never move more than 50" (100m) away from the original, and if this inadvertently occurs, the replica disappears. A Perception check at -3 is needed to recognize which is the duplicate and which is the authentic person. One who does not wish to be "cloned" is permitted a Resistance Check to avoid it.



121B. Cloning II (Ritual)

Cost: 43; NRG: 30; prep: 4 rounds; aimed; 2"range; 3"area; resist; duration: 5 minutes

As for the 121A variant, but each clone has the same number of Hit Points as his/her prototype, and weapons and armor may have the strength of steel, if the original possesses this or better, and a duplicate's defensive Resistance Check is the same as that of the original. A duplicate can move as far as 150" (300m) from the original. In order to detect a replica, a Perception check must be made at -6, moreover. Other factors are as given above.

121C. Cloning III (Ritual)

Cost: 30; NRG: 36; prep: 1 minute; aimed; 2"range; 3"area; resist; duration: 7 minutes

Targets within the circle of effect are "cloned" twice: i.e. 2 duplicates of each person are created. Each replica may move as far as 250" (500m) away from his/her prototype. Other factors are as for the 121B form of this spell.

122. The Swift Thrust of Death (R)

122A. Bolt of Death (Ritual)

Cost: 24; NRG: 15; aimed; attack; 20"range; 1 target; resist
A flashing steel-like missile flies at the target with a shrill screaming noise. If this hits, the victim dies with a 5 cm hole directly through the heart. The equivalent of enchanted steel armor (4 physical protection or better) protects the target, however. This spell can be used to punch a hole of the same diameter to a depth of 10 cm through natural stone and similar materials. Although this missile looks like a steel bolt, it is actually other-planar energy; it is thus blocked by those magical barriers which repel "ritual" spells and not by those which obstruct physical blows and missiles.

122B. Volley of Death (Ritual)

Cost: 26; NRG: 19; attack; 35"range; 3"area; resist
A wide spray of "needles" of steely energy are produced which strike at targets within the circle of effect. Each victim suffers 2/3/4 physical damage even if their Resistance Check is made. Other factors are as for the 122A form of this spell.

122C. Barrage of Death (Ritual)

Cost: 43; NRG: 34; prep: 1 round; attack; 50"range; 7"area; resist
More targets within a larger circle of effect are hit. 5/7/9 physical damage still occurs even if the Resistance Check is successful. This variant can be used to punch a hole 5 cm in diameter to a depth of 10 cm through a plate of ordinary or lightly enchanted steel. Armor providing 5 or higher physical protection will still protect a target, however.

123. Tremulation (R)

123A. Reverberation (Ritual)

Cost: 14; NRG: 13; attack; 10"range; 1"area; duration: 1 minute; concentrate
The area within the circle of effect shakes and quivers so that individuals within it cannot fight, cast spells, or perform actions requiring manual dexterity. A deep vibration also deafens all within the circle of effect, preventing orders from being given or understood. One full turn is needed to leave the affected zone. A Resistance Check is useless because it is the area that is being affected and not directly those within it.

123B. Resonance I (Ritual)

Cost: 29; NRG: 22; attack; 20"range; 1"area; duration: 1 minute

The vibration caused by this form of the spell shatters bones and slays targets within the circle of effect if they cannot emerge from it within 5 combat rounds. A victim makes a DEFT check at -2 every turn: Success = he/she manages to leave the affected zone (and counts as prone at the beginning of the following combat round); failure = he/she remains trapped within the area. All items of glass, pottery, and similar fragile materials are immediately broken by the vibration.

123C. Resonance II (Ritual)

Cost: 20; NRG: 26; attack; 30"range; 3"area; duration: 2 minutes

As for the preceding variant, but with a larger circle of effect and a longer range.

123D. Cacophony (Ritual)

Cost: 23; NRG: 30; attack; 40"range; 3"area; duration: 3 minutes

The vibration produced by this form of the spell is so strong that a victim within the zone dies at once unless a DEFT check is made at -4: Success = he/she escapes unharmed (but counts as prone at the beginning of the following combat round - and stone deaf for 5 minutes thereafter); failure = he/she is literally shaken to pieces and perishes.

124. The Weapon of the Prince of Valor (R)

124A. Princely Weapon I (Ritual)

Cost: 10; NRG: 15; aimed; 0"range; 1 target; duration: 1 minute; concentrate

This spell is cast upon an ordinary or enchanted steel edged weapon held by a comrade. It causes the weapon to glow with a scarlet light and enables it to penetrate the spell of Warding (no. 24) without difficulty. The wielder can thus strike normally at foes within this defensive shell. The user of this weapon still cannot enter the Warding shield himself/herself, except as described under no. 24. If the weapon is dropped (or handed to someone else), the spell expires at once.

124B. Princely Weapon II (Ritual)

Cost: 14; NRG: 19; aimed; 0"range; 1 target; duration: 10 rounds

As above, but with longer duration and no need to concentrate.

124C. Princely Weapon III (Ritual)

Cost: 37; NRG: 26; prep: 3 rounds; aimed; 1"range; 3"area; duration: 3 minutes

As above, but the weapons of multiple fighters can be empowered to penetrate the Warding spell (no.24) at the same time.

124D. Princely Weapon IV (Ritual)

Cost: 30; NRG: 36; prep: 5 rounds; aimed; 2"range; 3"area; duration: 5 minutes

As just above, except that weapons enchanted by this variant can strike through the Generic Warding shields (no. 72) without hindrance. Other factors as for the previous variants.

125. The Winged Disc of the Lord of the Sun (R)

125A. Small Flying Disc (Ritual)

Cost: 34; NRG: 26; self only; prep: 2 minutes; aimed; 1"area; duration: 5 minutes

A flat, oval "plate" appears on the floor ½" (1m) in front of the caster. This vehicle can carry the caster (who must always be aboard and in control) plus as many comrades as will fit in its 1" (2m) diameter (plus about 50 kg of encumbrances per person). This conveyance provides a stable platform from which the caster can fight or cast another spell. It flies at his/her telepathic direction at about 5 cm above ground-level. Its speed can be increased to 25" (50m) per combat round. The vehicle cannot cross steep chasms, large bodies of water, or other difficult obstacles, however; when these are encountered, it comes to a gentle stop. There is a danger of falling off the disc; each turn at speeds of over 15" (30m) per round requires each passenger (except the caster) to make a DEFT check at +2: Success = he/she remains aboard; failure or fumble = he/she falls off and may suffer falling damage (10.1).

125B. Large Flying Disc (Ritual)

Cost: 26; NRG: 34; self only; prep: 5 minutes; aimed; 3"area; duration: 10 minutes

As above, except that the disc has a 3" (6m) diameter. Other factors are as for the 125A version, above.

TEMPLE SPELLS - KSÁRUL

126. The Affable Blight of Lord Uní (R)

126A. Contagious Fungus (Ritual)

Cost: 24; NRG: 15; attack; 15"range; 1"area; resist

Uní is one of the demons mentioned in "The Book of Ebon Bindings" (see 20.3). He is Lord of the Thirty-Ninth Circle and is renowned for his fungi, molds, and horrid physical manifestation. This spell causes targets to become infected with a bluish-white fungus. This appears in fuzzy patches upon the victims' skin at once, and they die within 2 minutes unless a spell of Alleviation (nos. 1 and 30) is applied during this period. If a target makes a successful Resistance Check they are unharmed, but the fungi sprouts within their movement space. The target must leave the circle of effect within 1 combat round; otherwise he/she becomes infected anyway. Once a target is infected, the fungus has a 70 percent chance of infecting their organic possessions as well (garments, leather articles, paper, armor and weapons of Chlén-hide, etc.). If they are touched by another person, he/she is infected automatically, and these articles must thus be burned. There is no known means of saving them. Metal, glass, stone, and non-porous materials are immune, however. If not burned (requiring a 5- point energy damage attack from flame or a fire-producing spell such as the Radiant Gaze [no. 61]), the fungus spreads out in a circle from the victim, his/her movement space, and/or his/her belongings to a diameter of 5"at a rate of ¼" per combat round. It remains until the fungus dies naturally within 3 hours' time.

126B. Virulent Fungus (Ritual)

Cost: 34; NRG: 26; attack; 20"range; 3"area; resist

The fungus produced by this version of the spell is more virulent: it slays victims within 1 minute. Its circle of contamination begins with a diameter of 3", and spreads out

from each victim to a diameter of 7" at a rate of ½" per round. A target who makes a successful Resistance Check must leave the circle of effect within 1 combat round; otherwise he/she is automatically infected. One who fails this check must have a spell of Alleviation (nos. 1 and 30) cast upon him/her within 1 minute; otherwise he/she dies. This fungus also destroys all organic materials, and only an 8- point fire damage attack can cleanse the contaminated area. The lamp oil, torches, etc. carried by most parties are insufficient to accomplish this, and either locally available inflammable materials must be thrown into the area and set on fire, or else a powerful fire-producing spell or Vallation of fire (no. 69) must be used. The fungus lasts 4 hours unless it is burned clean.

126C. Internal Fungus (Ritual)

Cost: 26; NRG: 34; aimed; attack; 30"range; 1 target; resist

This infects the target (a living being) with an internal, invisible mold. There are no immediate external signs of this, and the victim may not even know he/she has been afflicted; an INTL check at -3 difficulty is needed in order to guess this. At the end of the first minute the victim suffers nausea and can no longer fight, move, cast spells, etc.; at the end of the second, he/she becomes unconscious, and traces of whitish mold can be seen on the tongue and nostrils; at the end of the third turn he/she dies, and his/her body begins to deliquesce immediately. A modifier of -1 is applied to his/her dice score when attempting a spell of Revivification (no. 77), although the 89C and 89D variants of Belkhánu's spell of Re-embodiment require no modifier and work automatically. This version of the Blight does not harm dead organic material, and the victim's possessions are thus not contaminated. Another living being who touches him/her has an 80 percent chance of being infected, however.

126D. Mortal Fungus (Ritual)

Cost: 30; NRG: 36; attack; 45"range; 3"area; resist

The organism produced by this version of the spell instantly covers its victims with a mound of stinking blue mold and causes instant death, if a Resistance Check is not made. If this check succeeds, a target has 1 combat round to flee the area - otherwise he/she, too, is afflicted. Possessions made of organic materials are automatically affected and must be burned or abandoned. This parasitical growth does not spread beyond the circle of effect, however, and it dies naturally within 6 hours.

127. The Antechamber of the Blue Room (R)

127A. The Antechamber of the Blue Room (Ritual)

Cost: 40; NRG: 30; aimed; attack; 30"range; 1"area; resist; duration: 6 minutes

A faint disturbance in the air (invisible in subdued light) and accompanied by a low buzzing sound manifests itself ½" in front of the caster and moves directly away from him/her at a speed of ½" per combat round. This follows a victim specified by the caster, turning corners, going up or down stairs, etc. until it catches him/her. A closed door, a spell of Vallation (no. 69), and other "ritual" magical barrier spells (i.e. The Seal Upon the Powers (no. 18), Warding (nos. 24 and 72), The Muniments of Excellence (no. 76), The Inimitable Defender (no. 104), The Pearl-Grey Citadel (no. 180), etc.) will block this spell and cause it to dissipate harmlessly. It cannot attack any target other than that specified by the caster (who must be able to see the person, of course, when casting the spell), and it does

not affect the undead, androids, automatons, demons, creatures created by sorcery, the inimical nonhuman races, or animals (non-intelligent or semi-intelligent). One who fails his/her Resistance Check is transported to the Antechamber of the Blue Room, beyond which mighty Ksáruł lies in his eternal, enforced sleep. Additional living beings within the circle of effect when the spell strikes its primary target may also be borne off to the Antechamber with him/her. If a devotee of Ksáruł, Grugánu, or one of the foreign Ksáruł-related deities is struck by this spell, he/she will be returned unharmed to the location and time from whence he/she came. There is also a chance of a reward for a faithful follower; a d10 is rolled: 1-7 = the god gives the worshipper nothing; 8-9 = the devotee receives a blue sapphire worth 5 to 1,000 Káitars (d10/2 carats x 2d10x10 Káitars per carat); 10 = he/she is granted a limited wish, which must be approved by the GM. This spell does not operate twice upon the same target, however, and if this occurs, the target is slain. One who does not worship the Doomed Prince or one of his foreign variations is automatically killed by the attendants of the Blue Room. His/her body disappears from Téकुmel's Plane, and only Divine Intervention (see 8.6) can retrieve it so that a spell of Revivification (no. 77) may be attempted.

128. The Azure Scarab (R)

128A. NRG Battery I (Ritual)

Cost: 29; NRG: 22; self only; prep: 12 hours; aimed; touch; duration: 1 week (6 days)

This spell requires considerable preparation. When cast, it produces a small, dark blue gem (5mm in diameter). The caster can store his/her current supply of psychic energy points within this stone and use them at any time during the following week. The "battery" can never hold more than the caster's own psychic energy point limit. Since he/she also regains points through sleep and rest, this spell makes it possible to have more psychic NRG points available at one time than the caster's normal maximum. If these points are not used within the 1 week duration of the spell, the gem vanishes and the unexpended points are lost. Furthermore, after this spell expires the mage must rest and use no sorcery at all - not even the miniscule amount needed to operate magico-technological devices - for a period of 1 more week. If the caster moves more than 1m (½") away from the gem, moreover, the "battery" explodes, killing not only the sorcerer but also all others within a 1" circle of himself/herself. A spell of Disenchantment (no. 5) will cause the jewel to disappear, taking the stored points with it.

128B. NRG Battery II (Ritual)

Cost: 23; NRG: 30; self only; prep: 48 hours; aimed; touch; duration: 1 week (6 days)

As for the preceding variant, except that the caster can store up to twice their own psychic energy point limit in the gem (for example, by using another gem to save up points to put into this one). These can be utilized at any time thereafter until the gem vanishes upon the expiration of the spell. Should the mage become separated from the jewel by more than 2m (1"), it explodes, killing him/her and all others within a 3" circle. After using this spell, the caster must not use any sorcery at all for a period of 2 weeks. Again, a spell of Disenchantment (no. 5) can make the gem and its store of other-planar power vanish harmlessly.

128C. NRG Battery III (Ritual)

Cost: 30; NRG: 36; self only; prep: 72 hours; aimed; touch; duration: 1 month (30 days)

As above, but as much as 3 days' supply of the caster's psychic energy points can be stored within the gem. The mage may travel as far as 10" from the jewel without danger, but if this range is exceeded, it explodes, as stated under the 128B variant. A spell of Disenchantment (no. 5) does not operate upon the jewel; it remains until the enchantment expires, and it cannot even be dropped or dispelled by the mage who cast it. Once this "battery" has expired, the caster cannot use any sorcery at all for a full month (30 days).

129. The Comprehension of Devices (P)

129A. Comprehension I (Psychic)

Cost: 18; NRG: 16; self only; touch; resist; duration: 2 minutes

The caster gains an understanding of the purpose and operation of one ancient magico-technological device. He/she can then use this properly for the duration of the spell. A knowledge of the principles, repair, and other factors of the mechanism is not obtained, however, nor can the mage apply this expertise to other devices. He/she may thus learn to arm, reload, and fire an archaic laser rifle but cannot extend this ability to a pistol or cannon. The information acquired cannot be transferred to another, written down, or communicated in any way. The spell itself appears to contain a subtle psychic "mind-bar" that prevents this - probably originally a means of keeping knowledge within some long - lost technicians' guild during the Latter Times, but extended to include all transmission of this knowledge in the version handed down within the temple of the Doomed Prince. The spell is usable upon nonhuman devices also, but there is no guarantee that the mage can indeed employ these: more than 10 fingers and 2 hands may be needed, the mechanism may require more or different senses than are possessed by humankind, etc. This is left to the GM. A Resistance Check may be allowed to the device in order to avoid being understood. If so, the difficulty of this check must be adjudicated by the GM.

129B. Comprehension II (Psychic)

Cost: 12; NRG: 18; 1"area; touch; resist; duration: 3 minutes

As for the 129A variant, except that the caster can include comrades, who also learn to operate the device: e.g. the caster and his/her companion(s) can all learn to use an ancient laser rifle for the duration of the spell. Only one mechanism can be temporarily mastered in this fashion with each application of the spell, however. Thus, one usage may give a character the ability to set the dials on the control panel of a tubeway car (but not a knowledge of the various destinations!), and a second casting must then be made to operate the television screens that provide views of the outside of the car, communication with other stations, etc.

129C. Repair Eye (Psychic)

Cost: 14; NRG: 20; self only; touch; duration: 10 minutes

The caster is able to repair an "Eye," provided that he/she has the tools, materials, parts from other broken "Eyes," and testing devices. Many of the larger temples of Ksáruł, Grugánu, and related deities possess these facilities, although junior members of the priesthood are not encouraged to use them except under supervision. A special d10 roll is made by the GM: 1-6 = the "Eye" is successfully repaired; 7-9 = it is not repairable (although an expert with a minimum of 5 Sorcery levels more than the unsuccessful mage may employ this spell

and try again); 10 = the "Eye" is seriously defective. In this last case, the GM rolls another d10: 1-3 = the device blows up immediately, killing the mage; 4-6 = it explodes and does 7/10/13 energy damage to the caster; 7-8 = it functions as it was meant to do, but its target is the caster himself/herself (e.g. one who is trying to repair an "Excellent Ruby Eye" - which freezes targets in extra-temporal stasis - may himself/herself be trapped by the device); 9-10 = it appears to be completely repaired but will blow up when next used, killing the user and doing 7/10/13 energy damage to all within a 1" circle. Using this spell to repair an "Eye" (etc.) of course implies that the caster learns the purpose of the device - but not necessarily the number of charges it contains. A d10 roll may be made for this: 1-6 = the caster is told how many charges the artifact has; 7-10 = he/she cannot learn this from his/her repair procedures.

129D. Deflect Device (Psychic)

Cost: 23; NRG: 32; self only; duration: 3 minutes

This variant is a subsidiary benefit of the preceding one: it gives the caster the ability to deflect the power of aggressive, aimed, hostile "Eyes" (and other ancient devices that draw power from the Planes Beyond) for the duration of the spell. Other spells affect the caster normally. He/she cannot thus be affected by an "Excellent Ruby Eye" or others of these archaic mechanisms, since their power is poured directly back into one of the Planes Beyond. Unfortunately, this variant cannot be cast at the same time as the 129C version of this same spell, above.

129E. Recharge Device (Psychic)

Cost: 30; NRG: 40; prep: 10 minutes; aimed; touch; 1 target; resist; duration: 10 minutes

This form of the spell permits the user to recharge an "Eye" or other mechanism powered by ancient other-planar "batteries." This can be done only once to a given mechanism. 9d10 are rolled, and this number of "charges" is added to the device's supply. No more than 100 such charges can ever be stored in one of these magico-technological artifacts, however, and if the dice roll produces more than this, the excess is ignored. The Temple of Ksáru charges between 5,000 and 50,000 Káitars for each application of this spell, depending upon the device and its political importance. The hierarchy does not allow this spell to be used without its permission, moreover, and only senior priests and Lay-Priests are granted this privilege. Of course, it may be cast in secret, but if this comes to the attention of one's superiors, it can result in severe punishment or dismissal from the temple - plus confiscation of the "Eye."

130. The Food of the Ssú (R)

130A. Food of the Ssú I (Ritual)

Cost: 14; NRG: 13; attack; 10"range; 3"area; resist; duration: 3 minutes

This spell creates a patch of the deadly purplish vegetation that existed all over Tékuamel before mankind came to terraform the planet. If produced in the midst of a hostile party, each target is allowed a Resistance Check to get out of the circle of effect immediately. If this check fails, 5/7/9 damage is done to the victim's legs during the first round (treat this as a called shot on the victims' legs). If the legs are disabled, the character falls down into the hideous bulbous foliage and suffers a further 7/10/13 damage. A DEFT check at -1 is made in each subsequent round until the victim either manages to emerge from the affected area or perishes. Every

failed check does 7/10/13 additional damage to the legs of a victim who is still standing and 8/11/14 to one who has fallen down. Armor (including footgear, such as boots of Hlüss-hide) provides double protection against the damage taken by a victim, but dissolves at a rate of -1/-1 per 2 rounds of exposure. If this spell is cast in front of a party of Ssú or Hlüss, moreover, these beings will halt for 1 minute to feed. They will fight if attacked, of course. This spell can be dispelled by the appropriate form of the spell of Disenchantment, of course, as can all advanced variants of this conjuration.

130B. Food of the Ssú II (Ritual)

Cost: 26; NRG: 19; prep: 1 round; attack; 20"range; 3"area; resist; duration: 5 minutes

As above, but a patch of taller aboriginal vegetation is produced. This is 2m (1") in height, and any character caught in it must make a successful Resistance Check at once in order to get out. If this roll fails, he/she suffers 8/11/14 damage. Thereafter a DEFT check is made at -3 each round, and if this is unsuccessful the victim suffers 9/12/13 damage. A successful check indicates that the person manages to crawl out. Hlüss-hide boots will still protect the feet, but the vegetation is tall enough to make this of minimal benefit. This variant halts both the Ssú and the Hlüss for 3 minutes. It also blocks sighting, and a party behind it can escape unseen.

130C. Food of the Ssú III (Ritual)

Cost: 20; NRG: 26; prep: 1 minute; attack; 30"range; 3"area; resist; duration: 7 minutes

As above, but the foliage is especially toxic, and a character who fails their Resistance Check perishes at once. It cannot be entered at all except by the Hlüss and the Ssú, who will halt for 5 minutes to enjoy the fruit and small reddish bulbs of viscous fluid produced by certain of the "trees."

131. The Obsidian Obelisk (R)

131A. Obsidian Obstacle (Ritual)

Cost: 14; NRG: 13; touch; 1"area; duration: 2 minutes

A stone obelisk appears 1m (½") in front of the caster. This is 2m (1") wide, 2m (1") high, and 1m (½") thick. It cannot occupy a space in which some other character, object, etc. is standing, however. It shields the caster from missiles, blows, and most of the weaker destructive spells, serving as SR 11 heavy cover, but the mage cannot see through it or cast spells of his/her own in that direction. It can be dispelled by a spell of Disenchantment (no. 5) or by Vimúhla's spell of Barring and Broaching (no. 150), as can all subsequent variants of this spell.

131B. Obsidian Wall (Ritual)

Cost: 22; NRG: 17; prep: 1 round; 0"range; 3"area; duration: 3 minutes

This form of the spell creates a SR 12 solid wall of hardest obsidian. The dimensions of this barrier are 6m (3") wide, 3m (1½") high, and 2m (1") thick. It protects the caster and others from all missiles and blows, and it also obstructs all spells except for those noted under the 131A variant and the 40B version of the Doomkill spell. The caster must be certain that there is room to cast this spell, since anything larger than a rock 5cm in diameter in the area will cause an explosion that kills the caster and deals 6/9/12 energy damage to all others within a 3" circle.

131C. Obsidian Barricade (Ritual)

Cost: 31; NRG: 22; prep: 1 minute; 1"range; 3"area; duration: 5 minutes

As above, except that this variant fits itself into an irregularly shaped area (e.g. a circular tunnel). It does not operate if the circle of effect is occupied by a being (of any sort, including automatons, demons, creatures produced by sorcery, etc.), but it will not harm the caster and his/her party at all. Otherwise it has the same properties as the 131B variant.

131D. Obsidian Portal (Ritual)

Cost: 46; NRG: 34; prep: 2 minutes; 1"range; 3"area; duration: 5 minutes

As for the 131C form of this spell, except that there is a small door in the wall on the caster's side only. This can only be opened or shut by the caster himself/herself, and no spell or use of force can force an entrance from the other side. The door is large enough for one being of size 0 to pass through at one time. The caster can thus admit fleeing friends and then shut the door against almost anything a foe may do. Larger beings may take more time to pass through, or a DEFT check, or simply not fit, at the GM's discretion.

131E. Obsidian Gateway (Ritual)

Cost: 30; NRG: 36; prep: 5 minutes; 2"range; 3"area; duration: 1 day (24 hours)

As for the 131D variant but with a longer duration. It is said that certain great mages of the Temples of Ksáru and Grugánu (and associated foreign deities as well) can produce permanent barriers of this sort, but if true, this is not revealed by the secretive clergy of these sects.

132. The Replication of the Mighty (R)

132A. Mirror Image (Ritual)

Cost: 29; NRG: 22; prep: 3 rounds; self only; touch; duration: 3 minutes

An exact "clone" of the caster appears 1m (1½") away from him/her and remains for the duration of the spell. This is the sorcerous equivalent of Karakán's spell called The Replication of Heroes (no. 121), which duplicates warriors. This variant provides an exact copy of a sorcerer: the caster. His/her hit points and psychic NRG points are equally divided between himself/herself and the clone, however. The duplicate can move only as far as 100m (50") away from the original, and an INTL check at -3 difficulty is needed to distinguish between the two individuals. The copy's defensive Resistance Check is also 2 points lower than that of the original. As with spell no. 121, a spell of Disenchantment (no. 5) cast at the clone (but not at its caster) will cause this replica to vanish.

132B. Reflection (Ritual)

Cost: 43; NRG: 30; prep: 1 minute; aimed; 2"range; 1"area; resist; duration: 5 minutes

As above, but the caster can duplicate multiple sorcerers at the same time for the duration of the spell, optionally including the caster himself/herself. These persons must be of the caster's species and must have a minimum of 16 EPs in the skill of Sorcerer (Sorcery skill level 7+). The clones' hit points and psychic NRG points are divided equally between the originals and the replicas, but the defensive Resistance Check

of the clone is the same as their prototype's. The duplicates can move as far as 300m (150") away from their prototypes, and an INTL check at -6 difficulty is needed to distinguish the copies from the originals. One who does not desire to be cloned is permitted a Resistance Check in order to avoid this.

132C. Multi-Image (Ritual)

Cost: 30; NRG: 36; prep: 1 minute; self only; touch; duration: 7 minutes

The caster can produce two duplicates of himself/herself. These each have one half of the caster's current stock of hit points and psychic NRG points: i.e. in effect, this spell allows the caster to become 3 persons - 150 percent of himself/herself - for the duration of the conjuration. Each copy can move as much as 500m (250") away from the original. Other factors are as for the 132B variant.

133. The Web of Refulgent Command (P)

133A. Control Phantasms (Psychic)

Cost: 14; NRG: 14; attack; 10"range; 1"area; resist

The caster gains control over 2/3/4 androids (e.g. the Yéleth, described in the Bestiary Section, below), or over 2/3/4 apparitions created by a hostile mage using the 16A or 16B spell of Phantasms, or over 1 apparition produced by the 59A version of the Phantasms spell. The creatures can be made to flee or stand immobile but not to fight. This control lasts for 2 minutes.

133B. Control Androids (Psychic)

Cost: 22; NRG: 18; attack; 20"range; 1"area; resist

Control is obtained over all androids or phantasms produced by the 16A, 16B, 59A, or 59B Phantasms spell within the circle of effect. This lasts for 4 minutes, and the creatures can be made to fight as the caster directs, flee, stand motionless, etc.

133C. Control Creatures (Psychic)

Cost: 31; NRG: 24; attack; 30"range; 1"area; resist

The ancient masters of the Temples of Ksáru, Grugánu, and related foreign deities both manufactured and controlled a variety of strange beings now found mostly in the labyrinths of the Underworlds below the oldest cities. These creatures are frequently encountered as guardians of sanctuaries, treasure chambers, tombs, etc., and this variant of the spell gives control over 2/3/4 beings of the following varieties within the circle of effect, all of which are described in the Bestiary Section: the Birdlú, the Hli'ír, the Hurú'u, the Káyí, the Nshé, the Qól, the Thúnru'u, and the Tsú'uru. This domination lasts for 2 minutes, and the creatures can be ordered to stand immobile, flee, or fight their fellows or others as the caster directs.

133D. Control Ru'ún (Psychic)

Cost: 69; NRG: 36; attack; 45"range; 1"area; resist

The caster gains control over one or more of the great Ru'ún (the metal automatons called "the Bronze Demons", used as guardians by the ancients) within the circle of effect. There are many varieties and sizes of these robots, but most are fitted with weapons and are programmed to protect a location with considerable intelligence and fearless vigor. This command lasts for 2 minutes, and the being can be ordered to fight as the caster wishes, carry burdens, and perform other simple tasks

133E. Command Ru'ún (Psychic)

Cost: 30; NRG: 40; aimed; attack; 1 target; 50"range; resist
The control provided by this version is of the highest sort: one Ru'ún can be "reprogrammed" telepathically and given new orders for a period of 20 minutes. This great, gleaming robot will accompany the caster, serve him/her, and obey fairly complex commands. It is said that a few mages within these temples know of ways to make such "reprogramming" permanent, but this secret is never divulged to any but the most senior hierarchs of these sects.

TEMPLE SPELLS - SÁRKU

134. The Bulwark of Amber (R)

134A. Imbibe NRG (Ritual)

Cost: 24; NRG: 15; self only; duration: 2 minutes
The caster is surrounded with a somber brownish glow. Whenever a hostile, aggressive, aimed spell is cast at him/her, and he/she makes a successful Resistance Check, his/her "psychic NRG points" are augmented by whatever the hostile mage used to cast the spell up to a maximum of +15 points. Thus, if a foe uses only 8 "psychic NRG points" to cast a hostile spell on the caster, the latter's supply is increased by this amount. If the enemy uses 20, 30, etc., however, the most that the caster gains is +15 points. This shield does not operate against the powers of "Eyes" and other magico-technological devices, nor are points ever given for resisting a non-aggressive spell or an area effect spell (aggressive or otherwise). Extra "psychic NRG points" obtained through this spell remain until expended or for 1 day (24 hours), whichever occurs first. The caster's total stock of these points can never exceed 500, moreover; this is true of all variants of this spell.

134B. Consume NRG (Ritual)

Cost: 26; NRG: 19; self only; duration: 2 minutes
As above, but the maximum number of "psychic NRG points" that one can gain is +25.

134C. NRG Feast (Ritual)

Cost: 37; NRG: 26; self only; 1"area; duration: 3 minutes
A brownish light surrounds all within the circle of effect. A hostile, aggressive, aimed spell cast at any living or undead being within this adds a maximum of +30 "psychic NRG points" to the caster's stock and +10 points to the supplies of each comrade within this defensive shield.

134D. Devour NRG (Ritual)

Cost: 49; NRG: 34; self only; duration: 4 minutes
As for the 134A and 134B variants, except that the caster receives as many "psychic NRG points" as the foe used to cast the hostile spell at him/her. There is no limit. This version also adds "psychic NRG points" whenever the caster makes a successful Resistance Check against an "Eye" or other magico-technological device employing other-planar energy. In the latter case, he/she receives +20 points for each "charge" fired at him/her.

134E. NRG Banquet (Ritual)

Cost: 30; NRG: 36; 1"range; 1"area; duration: 3 minutes
The amber light of the Bulwark can be cast at a group of comrades, including or excluding the caster. Each target within this shield (living beings and the undead only) receives the number of "psychic NRG points" used to cast a hostile,

aggressive, aimed spell at him/her - up to a maximum of +20 points. This does not operate when "Eyes" or other similar devices are fired at the party, however.

135. Depuration (R)

135A. Purify Steel Item (Ritual)

Cost: 6; NRG: 11; aimed; attack; touch; 1 target; resist
One un-enchanted steel weapon, shield, helmet, or suit of armor touched by the caster is "purified" according to the tastes of the Lord of Worms and turned into soft copper. This change is permanent, unless a spell of Disenchantment (no. 5) is cast either at the metal item directly or at the character wearing or carrying it (perhaps for some other reason!). If the Disenchantment spell is of the appropriate level, a roll must be made to see whether or not the altered metal item is returned to its proper state.

135B. Purify Steel Gear (Ritual)

Cost: 20; NRG: 17; aimed; attack; 2"range; 1 target; resist
This variant transforms all un-enchanted steel armor and weapons in the possession of the target into soft copper.

135C. Purify Enchanted Item (Ritual)

Cost: 17; NRG: 22; aimed; attack; 5"range; 1 target; resist
This transmutes one enchanted steel item (armor, helmet, shield, weapon, etc.) into soft copper. Other factors are as for the 135A variant above.

135D. Purify Enchanted Gear (Ritual)

Cost: 49; NRG: 34; aimed; attack; 20"range; 1 target; resist
This variant transforms all enchanted steel items in the possession of the target into soft copper.

135E. Enchant Copper Item (Ritual)

Cost: 30; NRG: 36; aimed; attack; 25"range; 1 target; resist
The caster can turn any articles of copper transformed by lower levels of this spell into enchanted copper, as preferred by those who worship the Lord of Worms, his Cohort, Durritámish, and related foreign deities. In addition to being 'promoted' to the strength of steel, a copper shield also gains +2 hits, a copper sword gains +1 damage level, and a copper suit of armor gains +1/+1 protection. An "accidental" spell of Disenchantment (no. 5) cannot return this metal to its original form; the spell must be deliberately cast to cause this effect.

136. Domination (P)

prq: all "Universal" variants of the spell of Domination (no. 6)

136A. Amnesia (Psychic)

Cost: 24; NRG: 16; aimed; attack; 10"range; 1 target; resist
The victim (who must be an intelligent, living being) can be made to forget all of the events of the past day, or specific facts and events that occurred at any time during the past week (6 days), as the caster desires. This information can be recalled through a spell of Disenchantment (no. 5). The victim's comrades can also tell him/her what occurred, of course.

136B. Mass Amnesia (Psychic)

Cost: 26; NRG: 20; attack; 15"range; 3"area; resist
Multiple targets within the circle of effect can be compelled to forget specified facts and events that occurred during the past month (30 days), as described under the 136A variant.

prq: all "Generic" forms of the Domination spell (no. 39)

136C. Mindwipe (Psychic)

Cost: 37; NRG: 28; attack; 0"range; 3"area; resist
Multiple intelligent beings within the circle of effect can be made to forget their entire past: family, friends, religion, nationality, etc. They still know all languages previously learned, but their skills and other expertise are gone. The victims are functionally infants and can be re-taught by the caster or others in any fashion the latter chooses, at a rate of 1 EP per week (6 days), up to the number of EPs the victims originally possessed, since their basic motor abilities and mental "learning channels" are not impaired. A spell of Disenchantment of the appropriate level restores all of a victim's previous memories and knowledge and obliterates all new information Implanted by the caster or others while this type of Domination was in effect.

136D. Quest (Psychic)

Cost: 23; NRG: 32; attack; 10"range; 3"area; resist
This form causes all intelligent beings within the circle of effect to go upon a mission of the caster's choosing. This will be done as efficiently and rapidly as possible, and the victims will perform the task with complete and single-minded enthusiasm and fanaticism. Once this quest is accomplished, the spell disappears, and the targets return to normal. The mission can be cancelled by a spell of Disenchantment (no. 5) of the appropriate level. There are limitations upon the types of quests that can be commanded: the victims may not be ordered to commit suicide (although they may indeed be sent upon a suicidal mission); they cannot be commanded to seek Divine Intervention; etc. The nature of the quest is left to the mage but must be approved by the GM.

136E. The Strengtheners of Command (Psychic)

Cost: 26; NRG: 36; prep: 1 minute; aimed; attack; touch; 1 target; resist
When this variant it is applied to a victim already affected by some other level of the spell of Domination (nos. 6 and 39), it raises the defensive of the spell to Temple level. Thus, for example, a victim dominated by the 6B variant can be made much more difficult to release when a spell of Disenchantment (no. 5) is attempted.

136F. Domination Trap (Psychic)

Cost: 30; NRG: 40; prep: 2 minutes; aimed; attack; 0"range; 1 target; resist
This form of the spell is also applied "on top of" another level of the Domination spell (nos. 6 and 39). It lays a "psychic trap" in the victim's mind. When a spell of Disenchantment (no. 5) fails to release the person, both the caster of the Disenchantment spell and the original victim are slain. A Resistance Check is permitted to the caster of the Disenchantment spell but not to the target whose mind contains the trap. There is no external sign of the presence of this deadly mental snare, and a 57A spell of Perception of the Energies will reveal only that a

hostile spell exists in the target. The Temple of Thúmis does have a spell that will inform the caster of the exact nature and strength of a hostile spell, however; see the spell titled The Discerner of Enchantments (no. 144), below.

137. The Eradicator of Veracity (R)

prq: all forms of the spell of Perception of the Energies (nos. 15 and 57)

137A. False History (Ritual)

Cost: 10; NRG: 15; aimed; touch; 1 target; resist
The target is one inanimate object. This spell allows the caster to create a false identification for the article, giving it a misleading history, making it appear non-magical, etc., as he/she wishes. When another mage then uses the 7A spell of Elicitation upon the article, he/she perceives only what the caster of this spell wishes him/her to see. This spell is permanent unless removed by a spell of Disenchantment (no. 5), and it must be dispelled first before any underlying spell can be eliminated. The target of this spell is permitted to resist being given this false identity; this is true of all variants of this spell.

137B. False Enchantment (Ritual)

Cost: 14; NRG: 19; aimed; touch; 1 target; resist
An inanimate object can be made to appear as though it had another spell in effect upon it when this is not really so; e.g. a chest may be made to reveal the presence of a spell to one who employs a spell of Perception of the Energies (nos. 15 and 57), whereas in actuality there is no spell in force at all. Again, this enchantment and all more advanced levels of this same spell are permanent and must be removed first before the real nature of the article can be known.

137C. False Capability (Ritual)

Cost: 20; NRG: 26; aimed; 0"range; 1 target; resist
This variant is employed to deceive a 7A spell of Elicitation: the caster can make the target (an intelligent living or undead being) appear to possess any sorcerous or fighting prowess he/she desires: e.g. a mage with 50 EPs in the skill of Sorcerer can be made to resemble a 1 EP novice, if this is what the caster wishes. This spell must be dispelled first before the spell of Elicitation can divulge the target's real abilities and status.

137D. Obscuration (Ritual)

Cost: 26; NRG: 34; aimed; 0"range; 1 target; resist
This variant foils the 7B and 41A spells of Elicitation, concealing the presence of a substance or an article from a searcher. It also blocks the 7C variant of the Elicitation spell, making a chest, device, etc. opaque to one who would see into its workings. The Temple of Sáрку charges 2,000/3,000/4,000 Káitars for each application of this spell, realizing a considerable sum thereby.

137E. False Past (Ritual)

Cost: 30; NRG: 36; aimed; 0"range; 1 target; resist
One living (or undead) intelligent being is given a completely new identity by this version of the spell; he/she is not changed physically, but no form of the spells of Elicitation (nos. 7 and 41) or Perception of the Energies (nos. 15 and 57) will reveal his/her true nature, and he/she cannot be commanded by any version of the spell of Domination (nos. 6 and 39) to divulge this. There is one disadvantage, however: he/she cannot cross any "psychic" barrier: e.g. The Sphere of

Impermeable Quiescence (no. 20), Guarding (no. 47), etc. "Ritual" obstacles are no hindrance, however. This spell is permanent unless removed (accidentally or on purpose) by a spell of Disenchantment (no. 5).

138. Hebetation of the Intellect (P)

138A. Stupefaction (Psychic)

Cost: 22; NRG: 18; attack; 15"range; 1"area; resist
The INTL scores of multiple living or undead intelligent beings within the circle of effect are reduced to 2 for a period of 3 minutes. The victims are mindless, although their autonomic body functions continue to operate. They collapse and behave much like newborn babies for the duration of this spell.

138B. Mass Stupefaction (Psychic)

Cost: 48; NRG: 28; prep: 2 rounds; attack; 25"range; 5"area; resist

As above, except that more intelligent beings within the circle of effect are deprived of their mental abilities for a period of 10 minutes.

138C. Braindeath (Psychic)

Cost: 23; NRG: 32; prep: 3 rounds; aimed; attack; 30"range; 1 target; resist

The intellect of one intelligent being is removed permanently and sent off to dwell in Sárku's gloomy hells. This can be restored with the appropriate form of the spell of Disenchantment (no. 5).

138D. Mindswap (Psychic)

Cost: 30; NRG: 40; prep: 3 minutes; attack; 0"range; 1 target; resist

This variant functions much like the preceding one, except from a much closer range. This disadvantage is offset by the real purpose of this spell: the transfer of another intellect into the victim's body. This is accomplished by laying the corpse of another person of the victim's own sex and species next to the victim's body and completing the spell. This takes 3 further consecutive minutes. At the end of this time the second body's intellect occupies the victim's empty shell, bringing all of his/her own INTL, DEFT, WILL, PSYC, skills, memories, knowledge, etc. with him/her. The PHYS, hit points, and appearance of this person are the same as those of the original body, of course. This transfer provides a new home for one who was otherwise deceased - at the cost of another's life. A spell of Disenchantment (no. 5) will indeed remove the intruding intellect, but the original victim's personality does not return; this is gone forever, unless an 89D spell of Reembodiment of the Temple of Belkhánu is used.

139. Necrofacture (R)

prq: the 54B variant of the spell of Necromantic Domination

139A. Create Mrúr (Ritual)

Cost: 39; NRG: 22; prep: 3 minutes; 1"range; 3"area; resist
The corpses of multiple beings of any intelligent species (except for those species which are inimical to humankind)

within the circle of effect are reanimated with the half-life favored by the Temple of the Worm Lord. The targets may have been dead for as long as 100 years, but the skeletons must be reasonably intact. The spell reconstitutes enough of the lost musculature that the creatures can move and fight (at 1 lower DEFT than they possessed when alive). This low-level variant does not return much of the intellect. They have a Perception score equal to their original INTL: the beings are in effect "zombies," called Mrúr in Tsolyáni, able to obey simple commands, fight, and perform non-dexterous actions. Undead of this type lack the ability to cast spells (even if they were sorcerers in life), and their defensive Resistance Check is the same as that of the caster who restored them to "life." They do not require air or food, never check morale, do not tire, and do not fall unconscious from wounds until their hit points drop to 0 or less. They cannot emerge into the sunlight or even into a brightly lit room, however. The torches and lamps carried by most parties in the Underworlds are not enough to hamper them. Once created, an undead being is permanently "alive" and cannot be returned to a deceased state by a spell of Disenchantment (no. 5). One who does not desire to become one of the undead is allowed a Resistance Check in order to resist this spell.

139B. Create Shédra (Ritual)

Cost: 57; NRG: 30; prep: 5 minutes; 1"range; 1"area; resist
As for the 139A form of this spell, except that this version produces Shédra: these undead beings have all of the living person's PHYS, skills, movement abilities, INTL, DEFT, WILL, etc., but still lack any powers of casting spells, and their defensive Resistance Check is again the same as that of the caster of the spell. It may be noted that there are still other types of undead, but the methods of creating these beings are kept a closely guarded secret by the ecclesiarches of the Temples of Sárku, his Cohort, Durritlámish, and related foreign deities. Other factors are as for the 139A form of this enchantment.

139C. The Vivication of Erudition (Ritual)

Cost: 26; NRG: 34; prep: 10 minutes; aimed; 0"range; 1 target; resist

One being of the caster's own species can be restored to undead "life" as a Shédra. This variant is usable only upon a deceased sorcerer or priest of Sárku (or a related deity) possessing no more levels in the skill of Sorcerer than the caster has. He/she can also have been dead no more than 50 years, and his/her skeleton must be relatively complete. Once created, this being is endowed with the same spell-casting abilities enjoyed by the living person, plus his/her normal mental and physical powers. Unlike the simple Mrúr and the more powerful Shédra created as tomb guardians, however, this being does not automatically obey the caster or other priests of Sárku (etc.). Instead, it has all of its own attitudes and objectives.

139D. The Raiment of Death (Ritual)

Cost: 30; NRG: 36; self only; prep: 20 minutes; duration: 12 hours

The caster can turn himself/herself into one of the intelligent undead for the duration of this spell. Not only does he/she have all of the benefits described under the 139C variant, but he/she returns to normal "living" status when the spell expires. Other undead will never attack a mage while he/she has this spell in force, and the only disadvantage is the inability to emerge into the light.

140. The Summoning of the Spectral Hosts (R)

prq; all variants of the Necromantic Domination spell (no. 54)

140A. Summon Mrúr (Ritual)

Cost: 14; NRG: 13; self only; 7"area; duration: 2 minutes; concentrate

This sends forth a hissing, mournful call that can be heard within the circle of effect by any Mrúr (see spell no. 139 and the Bestiary section). All of these undead beings within the spell's area of effect will come in obedience to this summons and obey the caster for a period of 2 minutes.

140B. Summon Minor Undead (Ritual)

Cost: 29; NRG: 22; self only; 29"area; duration: 5 minutes

As above, but both Mrúr and Shédra (see spell no. 139 and the Bestiary section) will hear and obey. This form of the Summoning is inaudible to humans and other species, although the Pé Chói can hear it. The undead will obey the caster for 5 minutes before returning to their usual pursuits.

140C. Summon Major Undead (Ritual)

Cost: 23; NRG: 30; self only; 41"area; duration: 6 minutes

This version of the spell summons all undead beings (except those controlled by higher level priests and sorcerers of Sárku and his related deities - or those which themselves possess full intelligence) to serve the caster for 6 minutes. This includes not only the Mrúr and the Shédra but also such creatures as the Hurú'u, Hrá, and the flying Vorodlá. These are all described in the Bestiary section. There is some overlap between the undead created by Sárku's powers and those managed by the Temple of Ksáru (and his associated deities); see the spell termed The Web of Refulgent Command (no. 133). Devotees of these sects are usually able to agree in advance as to who will summon and control these spectral beings. On those rare occasions when there have been confrontations, the undead have largely been allied with their proper lord, mighty Sárku, and his minions.



141. Vermiculation (R)

141A. Worms of Death (Ritual)

Cost: 34; NRG: 26; attack; 10"range; 3"area; duration: 3 minutes

The floor or ground of the circle of effect is covered with tiny wriggling Worms of Death for the duration of the spell. This cannot be cast directly on a vertical surface or upon a being, but it may be cast upon ground on which others are standing or over which they may pass. One who is within the affected area must make a DEFT check at -1 in the first combat round in which these hideous little creatures appear. If this succeeds, he/she safely leaves the area. A failed check allows the worms to eat through any leather boot or shoe and enter the victim's bloodstream through the feet; this check is repeated every round until the person either manages to leave the affected zone or perishes. A d10 is rolled each combat round that a target remains in the affected zone: 1-4= the worms do no damage that round; 5-7 = they have entered the bloodstream and cause 3/5/7 internal damage; 8-9 = they are ravaging the internal organs and do 7/10/13 internal damage; 10 = they have reached a vital spot and slay the victim outright. Boots shod with metal prevent the worms from entering the person's body. Stamping the feet does no good at all, but one may climb onto a piece of furniture or some other object, if present. Only a spell of Alleviation (nos. 1 and 30) will rid a victim's body of these worms, and a spell of Healing (nos. 10 and 49) must be subsequently cast upon him/her to repair the internal physical damage.

141B. Worms Of the Night (Ritual)

Cost: 26; NRG: 34; attack; 15"range; 1"area; duration: 4 minutes

This spell calls forth Sárku's most lethal vermin, the Worms of the Night. These exist only partially upon Tékuem's Plane; they penetrate earth, natural stone, wood, and other materials with ease. They are blocked by masonry, brick, worked stone, and metal. These tiny monstrosities are visible only as a distorted wriggling of the ground, and a person standing in the affected area must make a DEFT check at -3 to leave the area at once; otherwise they enter his/her body through the feet and begin to grow to huge and bloated size within him/her. Boots shod with metal provide delay the Worms by 2 combat rounds, but after that they can clamber up over shoes, clothing, etc. and enter the victim's body. During the first round after penetration, a victim suffers 7/10/13 internal damage; 9/12/15 further damage is done in the second round, and if the target still survives he/she dies at the beginning of the third round. Spells of Alleviation and Healing must be cast to rid a victim of these terrible creatures and heal any damage done, as stated under the 141A variant.

141C. Pupation (Ritual)

Cost: 30; NRG: 36; 1"area; duration: 3 minutes

This variant causes the Worms of Death to become dormant within the circle of effect. The caster can then pick up 7/10/13 of them and encase them in soft clay "coins" which are then hardened and sold to the Assassins' clans. These worms hatch out when exposed to body heat and attack their targets in the same way as the 141A variant, above. Each such "coin" sells for 400/750/1,100 Káitars, providing a goodly income for the sorcerous academies of the Temple of Sárku (and related foreign deities). The more deadly Worms of the Night cannot be made dormant or kept in clay "coins," except possibly by a character of Sorcery Level 20 or higher.

TEMPLE SPELLS - THÚMIS

142. Alleviation (R)

prq: all variants of the spell of Alleviation (nos. 1 and 30)

142A. Cure Plague (Ritual)

Cost: 16; NRG: 15; aimed; 5"range; 1 target; resist

This is a specific against the plague called the Rotting Death and its less virulent cousin, the Black Flux. This spell always works against the Black Flux, but there is only a 40 percent chance of an immediate cure for the Rotting Death and a 60 percent chance of temporary relief. In the latter case, this spell may be cast again on the following day, etc., until the ailment is conquered.

142B. Cure Poison (Ritual)

Cost: 34; NRG: 26; aimed; 0"range; 1 target; resist

This spell instantly cleanses the body of any inorganic or organic poison, whether ingested, injected into the bloodstream, or applied to the skin, except for the deadly drug Zu'úr. This version of the spell works quickly against the spore of the Sagún (a fungoid creature encountered in the Underworlds below many older cities) and the spell called The Affable Blight of Lord Uní, used by sorcerers devoted to Ksáru and his associated deities (no. 126).

142C. Cure Sickness of the Ancients (Ritual)

Cost: 26; NRG: 34; aimed; 2"range; 1 target; resist

This variant is rarely needed but may occasionally be of importance; it cures the radiation sickness sometimes contracted while exploring certain of the ruined cities and installations constructed before the Time of Darkness.

142D. Cure Addiction (Ritual)

Cost: 30; NRG: 36; aimed; 0"range; 1 target; resist

This cures an addiction to the lethal pleasure drug, Zu'úr. There is a chance of failure, however, and a special d10 roll must be made: 1-6= the patient is cured but must spend a further 3 days recuperating; 7-9= he/she is not freed of his/her addiction, and the spell must be applied again in exactly 6 days; 10 = the victim goes into the last stages of Zu'úr addiction: a catatonic coma. In this last case, only one more attempt is allowed: if he/she is not healed completely the following week, he/she dies.

143. Benignity (P)

143A. Cordiality (Psychic)

Cost: 24; NRG: 16; attack; 15"range; 3"area; resist

Multiple beings of the caster's species within the circle of effect are made neutrally friendly toward the caster for a period of 3 minutes. These persons will not attack the caster or his/her party, nor will they issue commands to others to do so. If attacked or threatened, however, the targets will defend themselves and take whatever steps are needed to thwart the caster (or his/her companions). This spell is thus employed mainly to turn a confrontation into a "neutral" situation: targets may be compelled to allow the caster and his/her group to pass unharmed through a hostile area, etc. It does not create real friendship or a wish to actively aid the caster, nor does it immobilize the targets or leave them open to attack.

143B. Racial Amity (Psychic)

Cost: 34; NRG: 28; aimed; attack; 10"range; 1 target; resist

As above, but one member of any of the "friendly" or "neutral" nonhuman races (the Miháli and the Nyaggá) - or a human, if the caster is a "friendly" nonhuman - is made benign for a period of 2 minutes.

143C. Animal Harmony (Psychic)

Cost: 23; NRG: 32; aimed; attack; 15"range; 1 target; resist

One semi-intelligent or non-intelligent animal is made neutral to the caster and his/her party for 3 minutes. The creature will not attack as long as it is not threatened.

143D. Unanimity (Psychic)

Cost: 26; NRG: 36; attack; 25"range; 3"area; resist

More "friendly" or "neutral" intelligent nonhumans, semi-intelligent or non-intelligent animals, or 1-3 large or very large animals group within the circle of effect are made neutral to the caster and his/her party for a period of 5 minutes.

143E. Racial Harmony (Psychic)

Cost: 30; NRG: 40; aimed; attack; 25"range; 1 target; resist

One member of an "inimical" intelligent nonhuman species is made neutral for a period of 3 minutes. This being will not attack or give orders to do so, unless the caster or others in his/her party attack the target's party first.

144. The Discerner of Enchantments (P)

prq: the 57A variant of the spell of Perception of the Energies

144A. Identify Common Spell (Psychic)

Cost: 16; NRG: 16; self only; 1"area; resist

The identity and strength of all "Universal" or "Generic" spells present within the circle of effect which fail their resistance checks are revealed to the caster. He/she informed of the presence of such spells upon objects and beings within the circle of effect, as well as the names, variants, and characteristics of those spells as well. Imperception (spell 57B) is also breached by this spell, and any underlying spell of the "Universal" or "Generic" phyla is automatically identified. A concealed spell of the "Temple" phylum cannot be identified, however, unless the appropriate higher level of this same spell is cast upon the target.

144B. Identify Eye (Psychic)

Cost: 31; NRG: 24; aimed; touch; 1 target; resist

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

144C. Restoration of Veracity (Psychic)

Cost: 23; NRG: 32; prep: 2 combat rounds; aimed; touch; 1 target; resist

This removes the spell called The Eradicator of Veracity (no. 137) used by the Temples of Sáru and related deities and allows another spell of Elicitation (nos. 7 and 41) or Perception of the Energies (nos. 15 and 57) - or indeed, another level of this same spell - to function normally to reveal the truth about an object or being touched by the caster.

144D. Identify Temple Spell

Cost: 26; NRG: 36; self only; 1"area; resist

The identity and strength of any spell up to the "Temple" phylum is made known to the caster.

145. The Gate of the Grey Pentacle (R)

145A. Gate of the Grey Pentacle I (Ritual)

Cost: 20; NRG: 17; attack; 30"range; 1"area; resist; duration: 6 minutes

A whirling, iridescent, pearly-hued nexus point appears directly in front of the caster and moves directly away from him/her at a speed of ½" (1m) per combat round. This is a bit larger than human size, and the spell thus does not operate at all upon beings or artifacts of size -2 or larger. Living persons of any intelligent species, undead beings, androids, automatons, and creatures produced by magic (but not an animal, a demon, etc.) of size -1 or smaller touched by this inter-planar gateway as it passes disappear into it and can only be returned by casting a 71B or 71C spell of Visitations of Other Planes or the Temple of Belkhánu's 92A spell of Transmogrification. The destination of this nexus point is found randomly with a d10 roll: 1-2 = the target is transported into one of the airless interstices between the Planes and dies (only Divine Intervention can restore the victim to existence); 3=the victim materializes on one of the Demon Planes, an uninhabited world, or a planet occupied by some other race; 4= the destination is another time and place on Tékumel itself; 5-6 = the target reappears at another location on Tékumel but at the same time; 7-8 = the target returns to the same general locale and time but at a distance of as much as 2 km from his/her starting point; 9-10 = the target is transported to a random location 150" (300m) away from his/her original position but at the same time. The details of these destinations are left to the GM. A successful Resistance Check indicates that the nexus point has passed the target by, and he/she is not sucked into it. This conjuration can be dispelled by the appropriate level of the spell of Disenchantment (no. 5) as it travels. This is true of the 145B variant as well.

145B. Gate of the Grey Pentacle II (Ritual)

Cost: 17; NRG: 22; prep: 2 rounds; attack; 45"range; 3"area; resist; duration: 3 minutes

As above, but more targets simultaneously caught within the circle of effect as the spell travels can be carried off, as described above. The speed of this shimmering vortex is 1 ½" (3m) per combat round.

145C. Gate of the Grey Pentacle III (Ritual)

Cost: 53; NRG: 36; prep: 3 rounds; aimed; attack; 60"range; 3"area; resist

This variant requires no time to move towards a target. It is instantaneous, and larger; multiple targets of up to size -3 within the circle of effect around the primary target can be sucked into the nexus point. If a victim fails the Resistance Check, he/she disappears and is borne off by the nexus point as given under the 145A variant.

146. Guiding (P)

146A. Retrace Path (Psychic)

Cost: 24; NRG: 16; self only; prep: 1 minute; duration: 10 minutes

The caster is infallibly guided back along his/her previous route without recourse to maps for the duration of the spell. He/she cannot become lost, confused by secret doors, slanting passages, revolving doors, or other physical methods of deception, as long as he/she has passed through these before. Interplanar nexus points, teleportation, and "psychic" magical barriers block this spell, however: e.g. The Sphere of

Impermeable Quiescence (no. 20), Guarding (no. 47), Hnálla's spells of The Inimitable Defender (no. 104) and The Ritual of the Purified Sphere (no. 109), Hrü'ü's spell called The Vindication of Instability (no. 116), and similar shields. Once one of these barriers is passed, this spell can be cast again, of course. The caster is not informed of the existence of other routes, secret doors, traps, etc. that were not detected or passed through in coming. All variants of this spell are immune to spells of Disenchantment (no. 5) and thus cannot be dispelled before their normal expiry.

146B. Find Path (Psychic)

Cost: 26; NRG: 20; prep: 3 minutes; aimed; 0"range; 1 target; duration: 30 minutes

The caster can use the guidance described above upon himself/herself, or it can be transferred to some other member of the party. This may be a being of any of the intelligent species. In addition, it informs the recipient of the presence of secret doors in walls no more than ½" (1m) from him/her as he/she passes them. These may be doors discovered previously, or they may be new finds. Traps, slanting passages, interplanar nexus points, etc. are not detected, however, unless they were found by other means at some prior time.

146C. Forget Path (Psychic)

Cost: 37; NRG: 28; prep: 1 round; attack; 20"range; 3"area; resist

This variant wipes the memory of the route traveled from the minds of all who fail their Resistance Checks within the circle of effect. In game terms, this deprives the opposing party of its map of an explored area, if one of the targets is the map-maker. This condition lasts for 1 hour before the victims' memories return. Unaffected characters in the party can try to recall the group's route from memory, but the map-maker is not allowed to contribute to this effort. A party may assign multiple members to the task of map-making, of course, but this then must be done in actuality: such players are required to prepare two real copies of the map or to work independently to chart the party's route. This precludes several players from simply saying that they are also mapping in order to avoid the consequences of this spell.

146D. Safe Path (Psychic)

Cost: 23; NRG: 32; self only; prep: 5 minutes; 1"area; duration: 30 minutes

The caster gains all of the knowledge and abilities described under the 146B form of this spell, plus the power to perceive traps (but not how they work) within the circle of effect as he/she passes them. Subtly slanting passages, revolving walls or rooms, concealed interplanar teleportation devices and nexus points, etc. along the way within the circle of effect are all revealed by this spell.

146E. Architectural Revelation (Psychic)

Cost: 56; NRG: 40; self only; prep: 10 minutes

This variant extends the caster's map knowledge into an unexplored area out to a distance of 50" (100m) in the direction he/she is looking (i.e. in a semi-circle 45 degrees on either side of a line drawn directly forward from the center of his/her figure base). In effect, this spell gives the caster a quick look at the GM's map of the target area. A special d10 roll must be made by the mage, however; 1-4 = the caster is allowed to look for just 10 seconds; 5-7= the map may be seen for 20 seconds; 8-9= it may be studied for 30 seconds; 10 = a full minute of inspection is permitted. Notes and copies cannot be made while this examination is in progress, nor can

the caster speak to others in his/her party or otherwise describe what lies in the area until after the inspection has been terminated. Creatures, furnishings, objects, and other non-permanent articles in the area are not revealed by this spell. Permanent physical features are divulged, of course: walls, doors, chambers (even those reached by secret doors), passages, columns, etc. The spell also penetrates areas guarded with sorcerous barriers; e.g. The Seal Upon the Powers (no. 18), The Sphere of Impermeable Quiescence (no. 20), Guarding (no. 47), The Ritual of the Purified Sphere (no. 109), The Vindication of Instability (no. 116), etc.

147. Healing (R)

prq: all "Universal" forms of the spell of Healing (no. 10) plus its 49B variant

147A. Heal Minor Wounds (Ritual)

Cost: 10; NRG: 15; aimed; 0"range; 1 target

This spell is identical to the 10A version but it incurs no penalty for failure and is effective upon nonhuman patients. The target regains 1/2/3 Hit Points. This and the following "Temple" variants of the Healing spell still suffer penalties when cast upon targets for whom "Universal" and "Generic" versions of this spell have already failed; see spell no. 10.

147B. Heal Serious Wounds (Ritual)

Cost: 14; NRG: 19; aimed; 0"range; 1 target

As above, except that this heals 2/4/6 lost Hit Points. It is also effective upon animals as well as sentient patients of other species.

147C. Regenerate (Ritual)

Cost: 20; NRG: 26; aimed; 0"range; 1 target

This functions like the 10C variant of this spell but it suffers no failure penalty.

147D. Heal Severe Wounds (Ritual)

Cost: 49; NRG: 30; aimed; 1"range; 1"area

As for the 49A version of the spell, this heals 15/19/23 hit points but without failure penalty, and it is effective upon all beings other than artificial, technological ones.

147E. Total Healing (Ritual)

Cost: 30; NRG: 36; aimed; 1"range; 1"area

This is the equivalent of the 49B form of the Healing spell (it but without the failure penalty, and with the ability to help any living or undead patient.

148. The Preserver of Wisdom (R)

148A. Preservation I (Ritual)

Cost: 24; NRG: 15; aimed; touch; 1 target

The target is one book, scroll, or document (magical or non-magical in nature). Common writing materials include paper, parchment, vellum, and a type of papyrus, while other substances are employed here and there as well: e.g. wooden plaques, cloth, clay tablets, metal plates, bone, a type of mother-of-pearl, slate and other varieties of stone, etc. In Téकुmel's hot climate - accompanied by extremes of humidity in some regions - manuscripts decay or are eaten by insects within a relatively short time. This enchantment preserves paper, parchment, vellum, papyrus, and cloth (but not other substances). These will then neither rot nor become

mildewed, and they are no longer appealing to the planet's teeming insect life. This spell also restores tensile strength to one book, manuscript, or document that has become brittle with age. It can then be handled and read safely. The target is preserved - in effect "laminated" - to last for perhaps a thousand years. It is also made waterproof. The Temples of Thúmis, his Cohort, Keténgku, and associated foreign gods thus function as the maintainers of the great libraries in which the intellectuals of the Five Empires and other cultured societies take such pride. A fee of 75/100/125 Káitars is charged for each use of this spell. As with many other sorcerous feats, all variants of this spell can be dispelled with the appropriate level of the spell of Disenchantment (no. 5).

148B. Preservation II (Ritual)

Cost: 43; NRG: 22; aimed; touch; 1 target

As for the preceding variant, except that the target is made proof against fire. Only one of the powerful fire-producing spells will incinerate a document so protected: e.g. The Radiant Gaze (no. 61), certain of the "Temple" spells of Vimúhla and Chiténg, etc. This variant also protects books and documents against molds and fungi; it is therefore used to safeguard important items from such spells as The Affable Blight of Lord Uní (no. 126). The target (one book, scroll, etc., as above) is also provided with a magical "alarm" that sends a silent psychic signal to a person or group designated by the caster to a range of 150" (300m). If an attempt is made to steal the item, or to open and read it without permission, as designated by the caster, this alarm sounds. Thus, for example, it is very difficult to steal a book from one of the great temple libraries because most of the more valuable items have had this spell applied to them, and a custodian or guardian is summoned whenever a theft or unauthorized usage is attempted. Finally, the target is made proof against interplanar transportation. It cannot be inserted through a nexus point, teleported, etc. Unfortunately, this spell cannot be applied to inorganic substances - metal, jewels, etc. - except, possibly, by mages possessing 20 levels in the skill of Sorcerer or more. This variant is again employed as a defense against theft, and the aforementioned temples charge a fee of 1300/1500/1700 Káitars for each item so protected.

148C. Scroll Protraction (Ritual)

Cost: 20; NRG: 26; aimed; touch; 1 target

The target is one scroll containing one or more sorcerous spells. If a special d10 roll is successful, the document does not disappear or become ineffective after reading, remaining magically "potent" until it is needed again. (Some of the better scrolls automatically permit 2 or more usages before their magical power is exhausted.) The d10 scores are: 1-6 = the spell is ineffective and the scroll is then useless; 7-9 = the scroll may be used one more time; 10 = the scroll may be used 2/4/6 times more (randomly rolled). This spell can only be applied once to a given scroll. The priesthoods ask 6000/8500/10000 Káitars for each use of this spell.

148D. Text Lock (Ritual)

Cost: 23; NRG: 30; aimed; touch; 1 target

The target is one book or scroll, as described above. This form of the spell prevents the article from being used by anyone other than the mage who casts this enchantment upon it. The Temple of Thúmis (etc.) charges 700/800/900 Káitars (randomly rolled) for each application of this spell. This may thus prevent a magical book or scroll from being read by another mage, or a document from being perused by a foreign agent - or even a personal diary from providing material for gossip!

148E. Book Protraction (Ritual)

Cost: 30; NRG: 36; aimed; touch; 1 target

As for the 148C version, except this variant is applicable only to magical books. A d10 roll must be made as given under the 148C version of this spell. A successful score indicates that the book does not disappear or become useless but can be utilized again (one or more times) by the appropriate reader(s). A fee of 30000/35000/40000 Káitars is demanded for each employment of this rare and important spell. The temples often bargain with one another and exchange services in order to obtain needed utilitarian spells of this sort.

149. Sagacious Acquisition (P)

prq: the 63A -63B variants of the spell of Sagacity

149A. Learn Skill I (Psychic)

Cost: 14; NRG: 14; aimed; touch; 1 target; permanent

The recipient of this spell receives a new skill at +0 (worth 1 EP), or increase a skill currently known at +0 to a +1 (a 2 EP value), at no experience point cost. Once acquired, any new skills or skill levels gained via this spell are treated like any other skill, able to be increased with experience points as per usual. No level of this spell may be used to contribute EPs toward the purchase of a skill level costing more EPs than the spell provides, nor may any character receive more than 1 application of any level of this spell more than once every 3 months. The temples charge varying amounts for applications of this spell, depending upon the level needed and the political importance of the matter. Once this spell has been cast upon a character, it cannot be dispelled with a spell of Disenchantment (no. 5). It also cannot be cast upon the same target more than once every 3 months; this is true of the 149B level of this spell as well.

prq: all levels of the spell of Sagacity (no. 63)

149B. Learn Skill 2 (Psychic)

Cost: 29; NRG: 24; aimed; touch; 1 target

As above, except that the recipient is able to increase a skill currently known at +1 to a +2 (a 3 EP value), or a skill currently known at +2 to a +3 (worth 4 EPs). No version of this spell seems to exist for the purchase of a skill level of +4 or higher. This variant cannot be employed on the same target more often than once every 6 months. It also tends to be quite expensive; the temples of Thúmis and related deities charge 8,000/10,000/12,000 Káitars for one application, depending upon the target's religious affiliation and status. Political "favors" are sometimes accepted in lieu of cash, of course.

149C. Learn Universal Spell (Psychic)

Cost: 23; NRG: 32; aimed; touch; 1 target

This spell enables the recipient to purchase knowledge of the first level of a new spell of the "Universal" phylum, using their own Spell Purchase Points, without having to study at a Temple library. This can only be applied to the same target once within a 1 month period. A fee of 1,500/2,000/2,500 Káitars may be asked for this service.

149D. Learn Generic Spell (Psychic)

Cost: 26; NRG: 36; aimed; touch; 1 target

As above, except that the first level of a new spell of the "Generic" category can be learned without study. This can only be used on the same target once every 2 months. The temples charge 6,000/7,000/8,000 Káitars for an application of this spell.

149E. Learn Temple Spell (Psychic)

Cost: 30; NRG: 40; aimed; touch; 1 target

As above, except that this version endows the recipient with knowledge of the first level of a new spell of the "Temple" phylum. This spell can only be applied to the same target once every 3 months. A sum of 12,000/13,000/14,000 Káitars is demanded for the use of this spell, although political exigencies may make this more or less expensive.

TEMPLE SPELLS - VIMÚHLA

150. Barring and Broaching (R)

150A. Seal Portal I (Ritual)

Cost: 14; NRG: 13; aimed; 0"range; up to 1 ¼" (2.5m) high and 1" (2m) wide, large enough to include most average doors; resist

The target is one aperture up to the size of a typical door; this is sealed by an opaque, dull-orange-colored barrier for 2 minutes. The aperture need not have a shutter, door, or hatch in order for this spell to function. The GM may wish to allow the aperture a Resistance Check to prevent this spell from working upon it. This may be omitted for rapid gaming. Once established, all forms of this spell remain in force until their stated expiration times, and they thus cannot be "dropped" at will by the caster. No amount of physical force will breach this obstacle, although it can indeed be opened by the 150D level of this same spell, the appropriate form of the spell of Disenchantment (no. 5), or by the spell called The Gauntlet of Might, employed by the Temple of Chegárta (no. 158).

150B. Seal Door (Ritual)

Cost: 22; NRG: 17; aimed; 2"range; 1"area; resist

As for the preceding variant, but the aperture may be up to 1 ½" (3m) high by 1 ½" (3m) wide. It remains closed and cannot be opened (except as indicated under the 150A version) for 5 minutes. There must be a physical door, gate, or other closure in the aperture in order for this spell to function. A spell of Disenchantment (no. 5) no longer will open it. The 150D level of this same spell will do so, however, as will the special spell known to devotees of Chegárta, mentioned above.

150C. Seal Portal II (Ritual)

Cost: 14; NRG: 19; prep: 2 rounds; aimed; 2"range; 3"area; resist

This seals a larger area - as much as 2" (4m) high by 3" (6m) wide - for a period of 10 minutes. The barrier fits itself into smaller spaces as needed, and its strength is as described under the 150B variant, above. No physical door or gate is needed in the aperture in order for this variant to operate.

150D. Open Portal (Ritual)

Cost: 17; NRG: 22; prep: 1 round; attack; 2"range; 1"area; resist

This produces a flash of orange light that opens most magically sealed doors and apertures. It broaches spells of Warding (nos. 24 and 72), causing much the same effect as a spell of Disenchantment (no. 5). It also dispels The Obsidian Obelisk (no. 131) but does not operate upon The Muniments of Excellence (no. 76), or Keténgku's spell called The Pearl-Grey Citadel (no. 180). Doors blocked by the Demon Lord Tkél, mentioned in "The Book of Ebon Bindings" (see 20.1), are also not susceptible to being opened by this spell. Creatures and objects standing close to the target aperture (on either side) are not harmed by this spell.

150E. Seal Nexus Point (Ritual)

Cost: 20; NRG: 26; prep: 2 rounds; aimed; attack; 2"range; 1"area; resist

As for the 150C version, except that this variant is applied to an interplanar nexus point; this is sealed and cannot be opened for 10 minutes. It may also be cast upon a mage who has the ability to use the spell of Transmogrification (no. 92); this prevents him/her from employing Belkhánu's spell for 10 turns, and only an application of the 150D form of this spell can release him/her before the 10 minutes expire.

150F. Flame-Orange Barrier (Ritual)

Cost: 23; NRG: 30; prep: 5 rounds; aimed; attack; 5"range; 3"area; resist

As for the 150C variant, except that this produces an opaque, dull-flame-hued barrier that is almost impenetrable from the outside (as for the 150B variant, above) but which living beings, androids, automatons, and physical missiles can traverse without hindrance from the caster's side. Spells (both "psychic" and "ritual"), the powers of "Eyes" and other similar magico-technological devices, the undead, creatures created by sorcery, and demons are also barred from penetrating this wall from either side.

150G. Shield Door (Ritual)

Cost: 56; NRG: 36; prep: 3 minutes; aimed; 10"range; 3"area; resist

This variant permanently "proofs" a door, gateway, drawbridge, portcullis, or other physical entrance point against destruction by sorcery. Even the largest varieties of the Doomkill spell cannot breach an entrance so protected. This variant also proofs the door or gate against fire. No protection is provided against physical missiles, fire, or other non-magical methods of breaching, however. Purely physical means must thus be used to break open an entrance so defended. Fortification entrances are frequently defended with this version, and the Temples of Vimúhla and related deities charge 5000/7500/12000 Káitars for each application.

151. The Bolt of Imminent Immolation (R)

151A. Lightning Bolt (Ritual)

Cost: 24; NRG: 15; attack; 40"range; 1"area; resist

A bolt of lightning strikes one target selected randomly from amongst those within the circle of effect. Persons wearing iron or steel armor or carrying a shield, weapon, or other item made of these metals form the primary targets for this spell, and the random die roll is therefore limited to such targets. Only if there is no one within the circle who has this much iron or steel on his/her person does the lightning seek another victim, again chosen randomly. Just one target can be struck, unless two characters are in physical contact with one another. Should the target's Resistance Check be unsuccessful, he/she is electrocuted. The target's possessions are destroyed, and only arms and armor of enchanted steel are not seriously damaged - although straps, padding, etc. are incinerated, of course. As is the case with lightning, a tall tree may also attract lightning, and thus any tree taller than 6 m within the circle of effect must be included as a possible target in the group of non-steel-bearing characters who may be hit. A strike upon a tree, building, etc. does 7/10/13 points of damage, randomly rolled; the GM must establish the number of points represented by the object. Inflammable objects and characters within the spell's circle of effect may catch fire (10.4.3).

151B. Forked Lightning (Ritual)

Cost: 26; NRG: 19; attack; 40"range; 3"area; resist

A forked bolt of lightning strikes 2/1/2 targets within the circle of effect. Again, the selection is first made from among those wearing or carrying iron or steel armor and/or items, and only if such targets are unavailable does this spell strike others. Should there be only one target possessing iron or steel, he/she is automatically hit first, and a second victim is then randomly selected from amongst the others in the area, including tall trees (see the 151A version). At the GM's discretion, other lightning-attracting objects within the circle of effect may be added to the list of possible targets: e.g. houses, carts, etc.

151C. Branched Lightning I (Ritual)

Cost: 37; NRG: 26; attack; 50"range; 3"area; resist

This bolt of lightning strikes 2/3/4 targets within the circle of effect. Other factors are as given above.

151D. Branched Lightning II (Ritual)

Cost: 49; NRG: 34; prep: 1 round; attack; 75"range; 5"area; resist

As above, but 3/5/7 targets may be struck. These are rolled for randomly, first from among those possessing iron or steel. If there are not enough steel-bearing victims in the vicinity, further rolls are made to select from amongst those who lack steel, trees, buildings, etc. All of the victims' possessions are melted down, including enchanted steel arms and armor. The enchantment on the latter is dispelled and must be redone, if the metal is forged again.

151E. Ball Lightning (Ritual)

Cost: 30; NRG: 36; prep: 3 rounds; attack; 15"range; 1 target; resist

This variant calls forth a hissing, sizzling manifestation of "ball lightning"; this strikes first at a distance of 15" (30m) from the caster, and a d10 is rolled: 1-2 = it travels along the ground another 5" (10m); 3-5 = it moves 10" (20m); 6-8 = it goes 15" (30m); 9 = it travels 20" (40m); and 10 = it rolls 25" (50m) before dissipating. When it first appears a random roll is made to determine its direction, and this roll is repeated every 2" (10m) thereafter. If square or hex grid is being used, use the number of directions available on that grid. Otherwise, roll 1d10 and interpret it as follows, "north" arbitrarily being taken as the direction straight away from the caster: 1-3 = north; 4-5 = northeast; 6 = southeast; 7 = south; 8 = southwest; and 9-10 = northwest. Any steel-bearing character within the path of this flaming ball is slain unless he/she makes a successful Resistance Check, while any other target suffers 8/11/14 energy damage. The "ball" is not halted or dissipated by striking a target, unless this is at least 1" (2m) in width (e.g. a building); it goes on doing damage to further targets until it reaches the end of its range.

152. The Carpet of Conflagration (R)

152A. Lava Pool (Ritual)

Cost: 24; NRG: 19; prep: 5 rounds; attack; 25"range (1/2" per round), 1"area; duration: 5 minutes

A small river of molten lava 1" (2m) wide, 1 1/2" (3m) long, and 15 cm thick appears from the Planes Beyond 1/2" (1m) in front of the caster and flows away from him/her at a speed of 1/2" (1m) per combat round out to an extreme range of 15" (30m). When it reaches this point it dissipates. It flows around corners and down staircases, and should it be blocked by a wooden

barrier (e.g. a closed door), it takes one combat round to burn through this. If cast in a wider area, it spreads out at a rate of ½" (1m) per round, ¼" (.5m) to either side, and its height is reduced correspondingly by 1 cm each round. This horizontal spread is perhaps best ignored for ease of play, however, unless the GM wishes to make a paper or plastic template to determine the area occupied by the Carpet as it advances. The same is true of more advanced variants of this spell. Since the Carpet is 15 cm in height, anyone who manages to climb up on solid furniture, a ledge, etc. higher than this is not harmed. Inflammable objects directly in its path are incinerated, and articles that are within ¼" (.5m) of its sides as it passes them take 2 fire damage and may catch fire (10.4.3). The lava does 6/9/12 energy damage to the feet of any target who cannot get out of its way during the first round (armor being no protection unless specifically worn on the feet). In the second round a victim must make a DEFT check; if this fails, he/she is burned to death. It cannot be dispelled by a spell of Disenchantment (no. 5), nor can it be deliberately dropped by the caster until it expires of itself. If blocked, frozen, etc. by an opposing spell, it dissipates, and the caster is free to employ some other spell or send forth a new Carpet of lava. The Carpet can be frozen by a 112A or 112B spell of Congelation of the Temple of Hrū'ū. It is blocked by a 112E variant of the same spell, or by a Vallation (no. 69) of water, ice, or grave earth, or by the 131B or higher versions of the spell of The Obsidian Obelisk, practiced by sorcerers who follow Ksáru, or by The Muniments of Excellence (no. 76), or by Keténgku's spell of The Pearl-Grey Citadel (no. 180), or by Vimúhla's own spell of Barring and Broaching (no. 150). Other spells do not affect it.

152B. Lava Stream (Ritual)

Cost: 20; NRG: 26; prep: 1 minute; attack; 30"range (1/2" per round); 1"area; duration: 6 minutes
As above, but this variant produces lava 1 ½" (3m) wide, 3" (6m) long, and 30 cm thick. An individual caught by this wave of flaming, liquid stone is consumed within the same combat round. Since there is no possibility of a Resistance Check, the only methods of saving oneself are either to climb up above the Carpet or else to cast one of the spells noted under the 152A variant.

152C. Lava Flow (Ritual)

Cost: 26; NRG: 34; prep: 5 minutes; attack; 40"range (1/2" per round); 3"area; duration: 8 minutes
As above. The Carpet has the same dimensions described under the 152B variant, above, but a somewhat longer range and duration. The lava created by this version is permanent and cannot be dispelled, moreover. Once the spell has expired, the area it has covered remains buried under 30 cm of smoking, red-hot, semi-molten ash and stone. This can be cooled by a 112B spell of Congelation or by a Vallation of ice (no. 69). If these are not employed, the area will require 2/4/6 days to cool sufficiently to allow it to be walked upon.

153. Devitalization (P)

prq: the 42C variant of the spell of Empowering and Enervation (no. 42)

153A. Enfeeblement I (Psychic)

Cost: 16; NRG: 16; aimed; attack; 15"range; 1 target; resist
This reduces the target's PHYS by 1 point permanently. This affects his/her Hit Points and a variety of other factors. A 10C, 49A, or 49B spell of Healing, or one of the forms of Thúmis' advanced Healing spell (no. 147) will restore this lost point, but

a spell of Disenchantment (no. 5) will not do so. There is no external sign of the loss of these points (unless the character is reduced below zero and dies!); it is theorized that this spell increases the victim's metabolic rate and thus burns up muscle tissue.

153B. Enfeeblement II (Psychic)

Cost: 26; NRG: 20; attack; 25"range; 3"area; resist
Multiple victims within the circle of effect are reduced by 2/1/2 PHYS points (ascertained with a d10). Other factors are as for the 153A variant.

153C. Enfeeblement III (Psychic)

Cost: 17; NRG: 24; attack; 30"range; 5"area; resist
More targets each lose 2/3/4 PHYS points. A character whose PHYS is reduced to zero or below dies.

153D. PSYC Reduction (Psychic)

Cost: 43; NRG: 32; prep: 2 rounds; aimed; attack; 25"range; 1 target; resist
The target's PSYC and Resistance Check are both reduced by 2/3/4 points. This may seriously affect the individual's ability to employ magic, particularly if it brings his/her PSYC down below the minimum level required to utilize spells. This loss is permanent unless repaired by a spell of Benefaction (no. 33). A character whose PSYC is reduced to zero or below automatically becomes a "psychic dampener". Only a spell of Benefaction (no. 33) can restore these lost points.

153E. PHYS & PSYC Reduction (Psychic)

Cost: 56; NRG: 40; prep: 5 rounds; aimed; attack; 45"range; 1 target; resist
The target's PHYS, PSYC, and Resistance Check are reduced by 4/6/8 points apiece. The former can be returned only by a spell of Empowering and Enervation (no. 42), whereas the latter must be restored by a spell of Benefaction (no. 33).

154. Devotion to the Flame (P)

154A. Fanaticism (Psychic)

Cost: 24; NRG: 16; aimed; touch; 1 target; resist; duration: 3 minutes
The target becomes a "berserker" for the duration of the spell. He/she gains Pain Resistance (cannot be knocked unconscious until his/her Hits = 0 or less), and fights on until victory or death. The target thus cannot withdraw from combat as long as he/she is in hand-to-hand melee with an opponent. If the foe is slain (and there are no others currently in melee with him/her), the target must advance as rapidly as possible upon the nearest foe and join battle. A major disadvantage of this spell is that it cannot be dropped by either the caster or the target until it expires of itself. It also cannot be dispelled by a spell of Disenchantment (no. 5), and the target thus has no choice but to be a hero or heroine! One who does not wish to become a mindless fighting machine may resist. All forms of this spell are species specific: a human mage can only cast it upon other humans, etc.

154B. Mass Fanaticism (Psychic)

Cost: 43; NRG: 24; 2"range; 5"area; resist; duration: 3 minutes
Multiple targets within the circle of effect are made "berserkers" for the duration of the spell. Other factors are as for the 154A variant. The caster cannot include himself/herself in this variant, nor in the 154C version that follows below.

154C. Mass Ardor (Psychic)

Cost: 53; NRG: 40; 1"range; 3"area; resist; duration: 5 minutes
Multiple targets become "berserkers," as described under the 154A version. The difference is that these people retain the presence of mind to be able to withdraw, retreat, or even run away when they perceive that this might be the best course of action. This may be done at any time, and the spell then expires at once.



155. Inexpugnability (R)

prq: the spell of Favoring (no. 9)

155A. Melee Reflection I (Ritual)

Cost: 16; NRG: 15; aimed; touch; 1 target; duration: 2 minutes
The target must be a fighter carrying a weapon of iron or steel. This must be an edged weapon, moreover: a sword, axe, spear, halberd, dagger, etc. The weapon takes on a faint flame-like nimbus of orange light, visible in torchlight or lamplight but not in broad daylight or in a brightly lit room. As long as the target wields this weapon, he/she cannot be hit with another edged melee weapon; each time an opponent's blow would do damage to the target, the latter suffers no damage at all, and instead the opponent suffers 1/2/3 hit points (armor applies). This spell does not function against blunt weapons (e.g. maces, clubs), missiles, fists or feet, or Karakán's spell called The Weapon of the Prince of Valor (no. 124). It also offers no protection against damage done by spells, "Eyes," or other sorcerous means. This variant is species specific.

155B. Melee Reflection II (Ritual)

Cost: 34; NRG: 26; aimed; touch; 1 target; duration: 3 minutes
The target's opponent loses 7/10/13 Hit points whenever he/she would otherwise injure the target with an edged melee weapon. This variant is not species specific and can be employed upon any intelligent being, excluding androids, automatons, demons, the undead, and creatures produced by sorcery.

156. The Infrangible Incandescent Orb (R)

156A. Flame Aura (Ritual)

Cost: 18; NRG: 15; self only; duration: 3 minutes
The caster is surrounded with a sphere 1'4" (2.5m) diameter composed of crackling flames. He/she is not harmed by the heat and can move, taking the shield with him/her, but cannot see out of it, cast spells, or fire "Eyes" (etc.) through it. It is possible to fire physical missiles out through the shell but not to strike out of it with a melee weapon. The caster shoots as though blind, however, since the shield is an opaque mass of flames. Opponents similarly can fire missiles (but not spells, "Eyes," or other magico-technological devices) into the shield but cannot see the caster, thus reducing their Combat Values also. It is not possible to get close enough to strike a blow from outside with a hand-held melee weapon, although a long spear or pike can do so - for 1 combat round, before the flames burn the weapon's shaft and destroy it. Any individual physically contacted by this sphere suffers 6/9/12 energy damage and may catch fire (10.4.3). The sphere can be dispelled by a spell of Disenchantment (no. 5). Sorcerers devoted to the Lord of Flame, his Cohort, Chiténg, or to related foreign deities employ this spell to turn themselves into human fireballs during a melee. This is considered an act of great bravery. The objective is to disrupt enemy ranks and cause confusion, which comrades behind can turn to good advantage.

156B. Flaming Sphere (Ritual)

Cost: 29; NRG: 22; prep: 1 round; aimed; 0"range; 3"area; resist; duration: 3 minutes
As above, except that the caster can include multiple comrades along with himself/herself within the flaming sphere. These persons must remain in close contact with one another (or with the caster, if he/she is inside it) in order to retain the protection provided by the spell. If they emerge from the shield, they cannot re-enter it, and if touched by it, they suffer 7/10/13 energy damage, just as foemen and others do. Those within this shield can fire missiles out through it but are prohibited from striking blows with melee weapons. As stated under the 156A variant, the sphere is opaque and both persons inside and outside fire missiles, etc. as though blind. This variant permits the casting of another spell within the shield (but not through it in either direction). It can thus be combined with the spell called Devotion to the Flame (no. 154). The target then becomes totally fearless and heedless of his/her own safety, charging head-on into enemy ranks and running amok to achieve either victory or death. Any foeman contacted by this version suffers 7/10/13 energy damage and may catch fire (10.4.3), and long pole weapons can no longer penetrate it. Missiles can be employed, however, as can a spell of Disenchantment (no. 5). One who does not desire to become a human fireball is permitted a Resistance Check in order to avoid this fate.

156C. Aerial Fireball (Ritual)

Cost: 23; NRG: 30; prep: 5 rounds; 0"range; 1"area; resist; duration: 5 minutes

As above, except that this form of the spell can levitate up to 5" (10m) in the air (to any height desired by the caster), carrying the caster and companions within the circle of effect. It does not move laterally, however. This version is no longer opaque from inside, and those within are able to see out and to shoot without suffering deductions from their Combat Values, while foemen outside must fire into it as though blind. Spells, "Eyes," and similar devices cannot be fired through the shield in either direction, nevertheless. If the caster raises the sphere into the air, it returns gently to earth upon expiration of the spell. The shield cannot be deliberately dropped by the caster, moreover, and it thus remains until the spell expires. It can be dispelled from outside by a spell of Disenchantment (no. 5), and if this occurs while the spell is in the air, those within suffer damage from falling.

156D. Molten Sphere (Ritual)

Cost: 30; NRG: 36; prep: 1 minute; 0"range; 1"area; resist; duration: 10 minutes

As for the 156C variant, except that this version can sink through natural stone or earth (but not through masonry, brick, or other worked materials) to a depth of 5" (10m). It cannot rise above ground, nor does it move laterally. The hole created by the sphere is not permanent, moreover, since it is a manifestation of other-planar power, and when the spell expires, the earth and stone return as before. By casting this spell a second time during the fourth turn, the mage can maintain a continuous fiery sphere around himself/herself and any companions. It is possible to descend to a considerable depth in the earth in this fashion, and repeated applications can then return the party to the surface (but not on up into the air, as stated above). Of course, if the spell expires while the sphere is passing through solid rock or earth, an explosion occurs that kills all passengers and shatters the subterranean strata in a 3" (6m) circle! The sphere will not enter areas that are protected by sorcerous barriers: e.g. The Seal Upon the Powers (no. 18), The Sphere of Impermeable Quiescence (no. 20), Warding (nos. 24 and 72), Guarding (no. 47), The Muniments of Excellence (no. 76), The Inimitable Defender (no. 104), The Ritual of the Purified Sphere (no. 109), The Vindication of Instability (no. 116), The Bulwark of Amber (no. 134), and The Pearl-Grey Citadel (no. 180). The caster can drop this spell at will, and it can also be dispelled from outside with a spell of Disenchantment (no. 5), if this can be directed at the fiery sphere itself and not at the hole created by it.

157. The Panoply of Iron (R)

157A. Iron Armor I (Ritual)

Cost: 18; NRG: 15; aimed; touch; 1 target; resist; duration: 2 minutes

The target (who cannot be the caster) is suffused with a steel-grey hue and is surrounded by a halo of reddish light, like the glow emanating from a forge. This spell provides the target's bare skin with 3/2 heavy armor protection: the equivalent of a suit of heavy armor of ordinary steel. This armor has no weight or DEFT limit. One important factor is that the target cannot be wearing or carrying more than 30 grams of any sort of metal, nor can he/she take up a metal sword, etc. while this spell is operative. Chlén-hide, wood, stone, and other materials may be employed, of course. The target also cannot employ "Eyes" or other magico-technological devices, nor can he/she cast spells of his/her own. The spell is thus best used to protect warriors in hand-to-hand combat - or against

physical missiles. This protection can be dispelled by a spell of Disenchantment. One who does not wish to receive this armor coverage is permitted a Resistance Check in order to remain unarmored. All forms of this spell are species specific: a human mage can cast the enchantment upon another human, etc.

157B. Iron Armor II (Ritual)

Cost: 40; NRG: 30; prep: 5 rounds; aimed; touch; 1 target; resist; duration: 3 minutes

As above, but a much brighter halo of red-orange light surrounds the target, and his/her skin is imbued with 5/3 heavy armor protection for the duration of the spell. The caster still cannot employ this spell upon himself/herself. Other factors are as given previously.

157C. Steel Armor (Ritual)

Cost: 30; NRG: 36; prep: 1 minute; aimed; touch; 1 target; resist; duration: 5 minutes

The target's skin glows brightly, and gleams like polished steel. The recipient gains 7/4 heavy armor protection. The caster can use this spell upon himself/herself, but he/she can then employ no sorcery, fire "Eyes" or other magico-technological devices, or take up a weapon or a shield of metal.

TEMPLE SPELLS - CHEGÁRRA

158. The Gauntlet of Might (R)

158A. Iron Gauntlet (Ritual)

Cost: 24; NRG: 15; aimed; 0"range; 1 target; resist; duration: 3 minutes

The target's hand (the right, except for left-handed persons) takes on a metallic, glittering appearance. It then does extra damage when used as a weapon (i.e., in an Unarmed Punch or Grapple). This spell increases the damage done by the target's fist by three levels (e.g. from 2/3/4 to 4/6/8) for the duration of the spell. Anyone who does not wish this extra striking power is permitted to resist. A spell of Disenchantment (no. 5) returns the target's hand to normal.

158B. Iron Fist I (Ritual)

Cost: 26; NRG: 19; aimed; attack; 15"range; 1 target; resist
The caster can send an invisible fist crashing out to a distance of 10" (20m) to hit a target. This does 6/8/10 physical damage to the target - and any unarmored being of size 0 or smaller is automatically stunned for 1/2/3 combat rounds. Doors, gates, and other closed apertures can also often be smashed open with this spell. A d10 roll is made against the following table. A modifier of +1 is applied to the score, however, for each level of the spell of Barring and Broaching (no. 150) that has been applied to the portal, and the highest level of Vimúhla's spell protects the portal completely; the Gauntlet cannot penetrate a 150G variant of the spell of Barring and Broaching at all.

Size of Aperture	d10 Roll To Open
Closed window shutter, very small door: 1m square (approx.)	1-8
Normal door: 2.5m high by 1m wide, shut with a wooden panel	1-7
Large door: 2.5-3 m high by 1.5-2m wide, shut with a heavier panel	1-6
Double door: 3-4 m high by 2-3m wide, shut with two leaves or panels of wood	1-5

Strong door, banded with metal or heavy wooden bars	1-4
Fortress gate: 5-6 m high and 4-5m wide, banded with metal or stout beams	1-3
Very large fortress gate: 6-9 m high, banded with very heavy beams	1-2

158C. Iron Fist II (Ritual)

Cost: 37; NRG: 26; aimed; attack; 25"range; 1 target; resist
As above, but an armored target or a larger being (size -1 or smaller) is stunned for 1/2/3 minutes, and all targets suffer 7/10/13 damage. A modifier of -2 is given when this spell is used to open a door, gate, etc. as per the 158B variant.

158D. Iron Fist III (Ritual)

Cost: 49; NRG: 34; prep: 1 round; aimed; attack; 40"range; 1 target; resist
As above, but it deals 11/14/17 physical damage, and any target up to size -1 is killed if it fails its Resistance Check, while a larger creature is stunned for 1/2/3 minutes. Any door smaller than a large fortress gate can be opened without a die roll, unless it is protected by Vimúhla's spell of Barring and Breaching (no. 150). A modifier of -4 is applied to all doors except those upon which the 150G level of Vimúhla's spell has been cast; these cannot be breached by this spell at all.

158E. Iron Fist IV (Ritual)

Cost: 30; NRG: 36; prep: 1 round; aimed; attack; 50"range; 1 target; resist
As above, except that the target takes 13/16/19 physical damage and is stunned for 1/2/3 minutes. This variant opens all doors and gates automatically - except those guarded by the spell of Barring and Breaching, as said above. A modifier of -6 is applied to the die roll for these, and the only door that is totally unopenable is one protected by the 150G level of Vimúhla's spell.

159. The Harness of the God-King (R)

159A. The Armor of Danúo (Ritual)

Cost: 10; NRG: 15; 0"range; 1 target; duration: 15 minutes
This spell summons the suit of specially enchanted heavy steel armor worn by Chegárra's legendary shield-bearer, Danúo, at the Battle of Dórmoron Plain. This suit has heavy armor protection of 6/4, and it also increases the wearer's defensive Resistance Check by +3. It appears 1m (1/2") in front of the caster, and he/she can put it on or give it to a comrade for the duration of the spell. Naturally, the caster can no longer use sorcery while wearing this much metal. The usual time must be taken to put on the suit of armor. This is subtracted from the length of time that this marvelous harness remains upon this Plane. Danúo's gold-filligreed, engraved, and gloriously brilliant armor remains until the expiration of the spell and cannot be dispelled with a spell of Disenchantment (no. 5). When the spell ends, this armor returns to Chegárra's paradise, and the erstwhile wearer is left standing in his/her underclothes. The suit is made to fit humans only, although it does adjust itself to various statures and builds automatically. If Chegárra's shield and sword (see below) are also summoned, they must all be used by the same warrior. They cannot be given to 2 or 3 persons separately. If this is attempted, they vanish at once. Another qualification that must be observed is that all three of these legendary items can be given only to warriors of proven ability: a wielder must possess a minimum of 10 EPs in a weapon skill in order to use them. If handed to anyone else, they return to their own Plane

in disgust and will never again respond to a summons from the caster who has so dishonored them. All three of these items will serve only devotees of Stability, furthermore; if a minion of Change attempts to use them, they return to their own Plane.

159B. The Shield Chonkótuel (Ritual)

Cost: 14; NRG: 19; 0"range; 1 target; duration: 15 minutes
This variant is cast separately from the preceding one; it calls forth the shield Chonkótuel, borne, it is said, by Danúo at the Battle of Dórmoron Plain also. This large shield cannot be destroyed or damaged, and it moves to aid its wielder in warding off blows: it has a Parry bonus of +4, unlimited Hits, and requires a PHYS of 12 to use.

159C. The Sword Arosuél (Ritual)

Cost: 26; NRG: 34; 0"range; 1 target; duration: 15 minutes
This brings forth Chegárra's hero-sword, Arosuél. This is an enchanted steel longsword, bejeweled and endowed with an internal scarlet light. This weapon cannot be broken or dropped, and it adds a +1 to the wielder's Melee [Blades] skill. It does 7/10/13 physical damage each time it strikes a successful blow. It also contains one 61B spell of the Radiant Gaze, which the wielder can use at will by pointing the sword towards the target. Arosuél contains an intelligence of great power and can speak to its wielder in the Llyáni language. It has been known to guide a heroic warrior in the service of Chegárra to safety in the Underworld, find water in the desert, and produce food and even light. How much of this is true and how much is only myth is left to the GM.

160. The Valor of the Divine Kingdom (P)

160A. Valor (Psychic)

Cost: 26; NRG: 18; self only; 5"area; resist; duration: 5 minutes
The caster gains a bonus of +8 on WILL-based checks to resist fear and panic for the duration of this spell. He/she is also recognized as the leader of all those within the circle of effect, and these persons will obey him/her as long as he/she gives commands that are "brave," "heroic," etc. Thus, others will follow the caster courageously into battle but would not heed him/her if the command were to retreat. Those within the circle of effect gain +2 on WILL-based checks vs. fear and panic. All characters of the caster's species within the circle of effect are possible targets, although those who do not desire to become instant heroes are permitted a Resistance Check in order to avoid this. Naturally, this spell is of use only when applied to the caster's friends; it works equally well upon foes, but these do not follow him/her, and the increase in their morale classes is likely to do more harm than good!

160B. Valorous Comrades (Psychic)

Cost: 37; NRG: 28; prep: 1 round; 1"range; 3"area; resist; duration: 6 minutes
Not only does this give all targets within the circle of effect a bonus of +4 on WILL-based checks vs. fear and panic, but it also adds +3 to their chances of hitting with the weapons they are currently using (but not others, even though these may be available in sheaths, quivers, or even in their non-fighting hands!). This variant can also be employed upon a group of comrades excluding the caster. These persons will follow the caster heroically as he/she leads them into battle. Any other command (or direction) results in the immediate termination of this spell, however.

160C. The Valorous Company (Psychic)

Cost: 53; NRG: 40; prep: 1 minute; 2"range; 5"area; resist; duration: 10 minutes

As for the preceding variant, except that this can be used upon a larger group of companions. This version is not species specific and can be cast upon beings of any intelligent species (except the undead, androids, demons, automatons, etc., who are anathema to Chegárra and Karakán). The modifiers are the same as for the 160B variant.



TEMPLE SPELLS - CHITÉNG

161. Calcination (R)

161A. Heat Ray (Ritual)

Cost: 24; NRG: 15; aimed; attack; 25"range; 1 target; resist
This silent, invisible spell affects only bare flesh. If the target is wearing armor stronger than leather, the caster must make their casting check as a called shot to avoid that armor. If the target is using a shield, the shield's parry bonus is added to the caster's magic skill check target number. A bonus of +2 applies against any such called shot penalty. If a hit is scored, determine the specific body part hit as per the 38A spell of Desiccation. A head, torso, or abdominal hit chars the body area and kills the victim, while a hit on a limb does 5/7/9 damage and forces the target to make a PHYS check at +4, minus the damage taken. If this check fails, the limb is destroyed. If the limb is destroyed, it can be regenerated by a 10C, 49B, 147C, or 147E spell of Healing. The target's possessions are not harmed by this variant.

161B. Heat Beam (Ritual)

Cost: 26; NRG: 19; aimed; attack; 35"range; 3"area; resist
As for the 161A version, except that other beings within the circle of effect can be injured besides the primary target.

161C. Intense Beam (Ritual)

Cost: 17; NRG: 22; aimed; attack; 40"range; 3"area; resist
As for the 161B variant, but any being of size 0 or smaller who fails the Resistance Check is burned to a grey ash. A larger creature suffers 7/10/13 damage. A victim slain by this spell is given a -1 modifier on his/her PHYS check when a spell of Revivification (no. 77) is attempted. The 89C and 89D variants of Belkhánu's spell of Re-embodiment operate as usual without this modifier, however. The personal belongings of a victim thus calcinated are destroyed beyond repair: garments burned away, armor melted, gems cracked, etc.

161D. Heat Auger I (Ritual)

Cost: 43; NRG: 30; aimed; attack; 0"range; 1 target; resist

This form of the spell burns a neat, flameless hole 10 cm in diameter through as much as 20cm of any Material Strength 5 or softer substance: e.g. wood, Chlén-hide, etc., while an aperture 5cm in diameter and 10cm deep is created in materials up to Material Strength 10 such as masonry, brick, natural stone, or the softer metals. This hole is permanent and cannot be dispelled by a spell of Disenchantment (no. 5). If employed upon a person or creature, he/she/it is slain as described under the 161C variant, above. This and other more advanced forms of this spell are useful for burning away locks, making holes in doors or walls, and the like.

161E. Heat Auger II (Ritual)

Cost: 56; NRG: 36; aimed; attack; 0"range; 1 target; resist
A hole 1m in diameter and 2m deep is produced in softer (Material Strength 1-5) materials. Harder substances (Material Strength 6-15) are penetrated to a depth of .5 m, and the hole is 30 cm in diameter. All qualities of steel, including enchanted varieties and also enchanted copper, are penetrated by this spell. An application of Vimúhla's spell of Barring and Broaching (no. 150) can protect a large zone from it, while the various "barrier" spells (e.g. The Muniments of Excellence, no. 76) will prevent it from harming persons or smaller areas.

162. The Fist of Fire (R)

162A. Molten Fist I (Ritual)

Cost: 24; NRG: 19; aimed; attack; 20"range; 1"area
This spell hurls a gob of molten lava about the size of a human head (size mod 5) from the heart of some planet in the Planes Beyond at multiple targets within the circle of effect. This is a physical missile, though propelled by other-planar energy, and it can thus be warded off by a shield or by armor. Roll to hit using the caster's Sorcery skill vs. the target's Missile defense. If a hit is scored, the missile deals 6/9/12 energy damage and may set the target and their flammable belongings on fire (10.4.3). There is a 50 percent chance of splattering molten rock upon 2/3/4 secondary targets within a 3" diameter circle, doing 4/6/8 energy damage to them and possibly setting them on fire as well. A Resistance Check is futile since the missile is not sorcerous in origin. If the primary target is missed, moreover, the lava may go on to strike others behind - out to the limit of its range (GM's option).

162B. Molten Fist II (Ritual)

Cost: 50; NRG: 36; attack; 45"range; 3"area

As for the 162A variant, but the mass of lava is approximately 2m (1") in diameter. 12/15/18 energy damage is done to multiple targets within the circle of effect, and their possessions are incinerated. A hit must be scored on each target, however. Flammable objects in the area are invariably set ablaze, filling the entire movement space with fire, and there is a 70 percent chance of injuring 2d10 secondary targets in a 5" area circle around the primary area of effect as well. These are injured for 7/10/13 energy damage, and combustible materials within this large secondary area also have a chance of catching fire (10.4.3).

163. Punition (P)

163A. Agonizing Touch (Psychic)

Cost: 24; NRG: 16; attack; aimed; 1 target; touch; resist

This causes the target to experience incredible burning agony but leaves no external mark. This spell is the particular favorite of the Company of the Edification of the Soul, a Tsolyáni society of professional tormentors and executioners devoted to Chiténg. The target makes a WILL check at a -2 penalty: failure = he/she confesses to a crime, provides information, or acts as the caster commands; success by less than 3 = he/she confesses, etc., but retains the presence of mind to lie or equivocate; success by 3 or more = the victim resists the pain. More than two applications of this variant cause unconsciousness for 2/3/4 minutes, and if the spell is cast upon the same target a third time within 3 consecutive minutes, the victim perishes. The target must be immobilized (tied up or otherwise incapable of combat or flight) in order for this conjuration to function. This variant is species specific: e.g. a human mage can only cast it upon another human. A 4A spell of Control of Self will not protect a victim from this spell.

163B. Agony Beam (Psychic)

Cost: 26; NRG: 20; attack; aimed; 1 target; 20"range; resist

This version can be projected out from the caster to strike a specified target. The latter need not be immobilized, and if the spell hits he/she is stunned by the pain for 1/2/3 minutes. This spell is not species specific; it can be cast upon any intelligent being, except demons, the undead, creatures produced by magic, and the like.

163C. Agony Ray I (Psychic)

Cost: 40; NRG: 32; attack; 3"area; 40"range; resist

Multiple victims within the area of effect who fail the Resistance Check become unconscious at once, writhing in agony, and die within 5 combat rounds. During this time the spell of Disenchantment (no. 5) of the appropriate level can be cast upon them, and if this succeeds, they are released from the effects of Punition. Otherwise there is no way to resist the target. This version can affect living beings of approximately size -1 or smaller. It does not function upon large animals, androids, automatons, the undead, creatures produced by magic, or demons, however.

163D. Pain Resistance (Psychic)

Cost: 26; NRG: 36; 1"area touch; duration: 3 minutes; prep: 1 round

The caster and all others within the circle of effect are made immune to extremes of pain for the duration of the spell. This does not heal or prevent injuries, but it does allow the caster and his/her party to withstand any sort of discomfort and

continue as though nothing untoward were happening. They may thus continue fighting, no matter how badly injured, until physically destroyed by damage (when reduced to a negative hit point value equal to their original hits, i.e., a character with 14 hits is destroyed when reduced to -14 hits).

163E. Agony Ray II (Psychic)

Cost: 30; NRG: 40; attack; 5"area; 50"range; resist

As for the 163C form, except that more beings are affected. A victim of size -2 or smaller who fails the Resistance Check falls unconscious from the pain at once and perishes within 2 combat rounds unless Disenchantment (no. 5) is employed upon him/her/it during this time. The victim's body and possessions are unmarked, and no cause of death is evident. A creature of size -3 or larger which fails its Resistance Check is stunned for 1/2/3 minutes. During this time it may be killed by other means - or disenchanting, if someone wishes to do so.

TEMPLE SPELLS - DILINÁLA

164. The Crown of Purity (P)

164A. Questioning I (Psychic)

Cost: 24; NRG: 16; attack; aimed; 1 target; touch; duration: 3 minutes; resist

An affected target must reply truthfully to 3 questions in as much detail as the caster wishes. The caster and target understand each other's languages for the duration of the spell. This spell penetrates the 39A form of the spell of Domination, but not more advanced varieties. The variants of the Domination spell known to devotees of Sárku (no. 136) and the spell called The Eradicator of Veracity (no. 137) provide immunity to the power of this enchantment. This variant is species specific.

164B. Questioning II (Psychic)

Cost: 26; NRG: 20; attack; aimed; 1 target; touch; duration: 3 minutes; resist

This is identical to the 164A version, except that it works upon intelligent beings of other races. It does not function at all upon the Mihállí or the Nyaggá, for reasons unknown. This is true of all forms of this spell.

164C. Restore Memory (Psychic)

Cost: 17; NRG: 24; aimed; 1 target; touch; resist

A victim who has been affected by the 136A and 136B forms of Sárku's advanced Domination spell (no. 136) is given his/her memories back (but does not retain any recollection of events that occurred while under Sárku's domination). It also perceives the truth about a person upon whom the 137C variant of The Eradicator of Veracity has been cast. A target must attempt to resist this spell, even if he/she wishes to have it function successfully.

164D. Questioning III (Psychic)

Cost: 43; NRG: 32; attack; aimed; 1 target; 5"range; duration: 2 minutes; resist

As for the 164A variant, but this operates upon 1 undead being, android, automaton (if it has the capacity to speak), intelligent undead being, or even a sorcerously animated statue. The conjuration does not work upon Sárku's demons or their servitors. The creature can be made to answer 3 questions to the best of its knowledge, and it cannot attack or flee while this spell is in effect upon it. The language in which

these creatures speak is left to the GM's discretion, as is the information to be gleaned from them. If used upon a being of the caster's own species, he/she is released from the G39B, 136B, 136C, or 136D levels of the spell of Domination, and the "psychic trap" set by the 136F form of Domination is also removed; see spell nos. 39 and 136. The target must attempt to resist, even if he/she desires this spell to work.

164E. Inarticulateness (Psychic)

Cost: 56; NRG: 40; attack; 3"area; 20"range; resist
Targets of any intelligent species (except the Mihállí and the Nyaggá) within the circle of effect are struck dumb and made unable to read or write in any language permanently. No information can be exchanged verbally, nor can a victim read or write in any language. Sign language is possible, however. Spells of Healing (nos. 10, 49, and 147) are ineffective upon this variant, and only a spell of Disenchantment of the appropriate level can restore a target's powers of speech and literacy.

165. Encapsulation (R)

165A. Stasis I (Ritual)

Cost: 22; NRG: 17; attack; aimed; 1 target; 15"range; resist
The target is put slightly "out of phase" with this Plane. This condition lasts for 2 minutes. He/she becomes a frozen statue, solid as steel to the touch, and unable to move or think. Objects attached to the target (including another being, if in physical contact!) are included in the stasis, and it is impossible to remove them from his/her belt or backpack, touch them, or harm them in any way. A victim cannot be contacted telepathically or by other sorcerous means, nor can he/she call for Divine Intervention. Only a spell of Disenchantment (no. 5) can release a target from this spell, and if this is successful, he/she returns to normal at once, as though no time had passed for him/her at all. This version is not species specific.

165B. Stasis II (Ritual)

Cost: 34; NRG: 26; attack; 3"area; 25"range; resist; prep: 1 round
As for preceding form of the spell, except that more or larger beings within the circle of effect may be "frozen" for 10 minutes. Large animals (size modifier up to -3) may be put into the stasis field for 1 minute.

165C. Stasis III (Ritual)

Cost: 26; NRG: 34; attack; 5"area; 35"range; resist; prep: 1 round
This variant puts beings within the circle of effect "out of phase" for 30 minutes. Creatures of size -4 and larger can be "frozen" for 3 minutes.

165D. Stasis IV (Ritual)

Cost: 30; NRG: 36; attack; 3"area; 45"range; resist; prep: 1 round
Beings of size -1 and smaller within the area of effect are frozen in stasis permanently, unless released with a spell of Disenchantment (no. 5). Large creatures (size -2 or larger) are put "out of phase" for 5 minutes. This version can also be applied to slow-moving natural substances: e.g. lava, poison gas, or even a small part of a storm; if this material fails the Resistance Check, it is halted in place for 3 minutes. This does not function upon faster moving objects, such as missiles, falling rocks, etc.

166. The Girdle of the Maiden (R)

166A. Strength of the Maiden I (Ritual)

Cost: 6; NRG: 11; aimed; 1 target self only; touch; duration: 1 minute, concentrate

A faint turquoise-blue glow (visible in darkness or in torch or lamp light) surrounds the caster, who must be female. She gains +1 PHYS for the duration of the spell. This spell functions only for those races that possess a clearly identified female gender; those which do not (e.g. the Ahoggyá, the Páchi Lél, the Mihállí, etc.) are not affected. Males cannot cast this spell at all, and the A-E and H variants have no effect upon males who happen to be within the circle of effect.

166B. Blessing of the Maiden I (Ritual)

Cost: 8; NRG: 13; aimed; 1 target self only; touch; duration: 1 minute, concentrate

As above, except that the caster also gains +2 to her Magic Defense for the duration of the spell.

166C. Expertise of the Maiden I (Ritual)

Cost: 10; NRG: 15; aimed; 1 target; 0"range; duration: 3 minutes, concentrate

The nimbus is cast upon one target, who must be a female warrior (i.e. a woman possessing at least +2 in a weapon skill) of the caster's species. This person gains +1 PHYS and adds +2 to her skill in the weapon she is presently using or has ready in her hand. Only hand-to-hand melee weapon competences are affected, however.

166D. Strength of the Maiden II (Ritual)

Cost: 12; NRG: 17; aimed; 1 target; 0"range; duration: 3 minutes

As for the 166C version, but +2 is added to the target's PHYS, and she gains +3 to her skill in the melee weapon she is currently using.

166E. Sisters at Arms (Ritual)

Cost: 31; NRG: 22; 1"area; 1"range; duration: 3 minutes; prep: 1 round

The blue-green glow of the nimbus can be seen even in broad daylight. All females of the caster's species within the circle of effect receive the benefits described under the 166D variant.

166F. Gynophobia I (Ritual)

Cost: 20; NRG: 26; attack; aimed; 1 target; 15"range; resist; prep: 1 round

The glow is cast upon one male of the caster's species. If affected, he cannot attack any female of his species in hand-to-hand combat for 1 minute. He may fire missiles or spells at females, however, and he can also engage males, females of other races, animals, etc. in normal combat. A female who is not recognizable as such (e.g. a girl in boy's clothing, a woman shrouded in a heavy cloak, etc.) may also be attacked, but if the target discovers her gender, he must abandon the fight and engage the nearest male foe. A male target attacked by a female cannot strike back but must parry, retreat, or shout for help from those not under the spell's influence.

166G. Gynophobia II (Ritual)

Cost: 49; NRG: 34; attack; 3"area; 30"range; resist; prep: 3 rounds

As for the 166F variant, except that more males within the circle of effect are unable to attack female opponents of their species for a period of 3 minutes.

166H. Band of Sisters (Ritual)

Cost: 30; NRG: 36; 3"area 3"range; duration: 3 minutes; prep: 5 rounds

Females of any "friendly" intelligent species within the area of effect are given the bonuses described under the 166D variant. The caster may include herself in this group, or she may employ the spell upon a group of comrades.

TEMPLE SPELLS - DRÁ

167. Apathy (P)

prq: all variants of the spell of Control of Self (no. 4)

167A. Stoicism (Psychic)

Cost: 14; NRG: 14; 1"area self only; touch; duration: 5 minutes; resist

The caster or another being of any intelligent species (including the "inimical" races, but not the Mihállí or the Nyaggá - or the Tinalíya, for unknown reasons) within the circle of effect is suffused with a deep and overwhelming ennui. His/her autonomic motor responses continue to function (e.g. his/her heart, lungs, etc.) but he/she has no desire to move, fight, speak, or perform any action whatsoever. Commands, threats, pain, and physical sensations are of no interest, and he/she is thus immune to Domination (nos. 6, 39, and 136), Semblances (no. 64), and similar spells of "mental command." This spell is of use to a worshipper of Drá when he/she is faced with unpleasant or boring conditions and wishes to withdraw from the phenomena of this Plane. One who does not desire this effect is permitted a Resistance Check.

167B. Detachment I (Psychic)

Cost: 22; NRG: 18; attack; aimed; 1 target; 10"range; resist
1 target is affected by apathy at a greater range. This condition lasts for 1 minute and can only be relieved by the appropriate level of the spell of Disenchantment (no. 5).

167C. Detachment II (Psychic)

Cost: 34; NRG: 28; attack; 1"area; 30"range; resist
As for the 167B version, but multiple intelligent beings can be made apathetic for a period of 5 minutes.

167D. Detachment III (Psychic)

Cost: 26; NRG: 36; attack; 3"area; 40"range; resist
This version works upon beings within the circle of effect, as described under the 167B form of this spell. The condition lasts for 7 minutes. The spell also affects animals and semi-intelligent creatures, but the undead, androids, automatons, demons, and creatures produced by magic are immune to it.

167E. Detachment IV (Psychic)

Cost: 30; NRG: 40; attack; 5"area; 50"range; resist
More beings are made apathetic within the area of effect. Each target must roll a d10: 1-2 = the victim is affected for 10 minutes, 3-8 = the target continues to live but remains apathetic for 2d10+20 minutes, 9-10 = the victim is so strongly affected that even autonomic motor responses cease, the heart and breathing stop, and the being dies at once.

168. The Hymnal of the Lord of Light (R)

prq: the "Universal" variants of Light and Darkness (no. 13)

168A. Radiant Face (Ritual)

Cost: 22; NRG: 17; aimed; 1 target 0"range; duration: 3 minutes; prep: 1 round

The recipient's face becomes illuminated with the beauty of the Perfect Radiance of Hnálla. No servitor of Change can look upon his/her countenance and must fight, fire missiles, or cast spells at the recipient as though blind. This light is sufficient to illuminate an area 5" (10m) in diameter, making it as bright as day. The undead cannot enter this zone at all. Those who follow Stability are not affected by this brilliance and may act normally within it - even if they are hostile to the recipient and/or his/her party. All forms of this spell can be dispelled with the appropriate level of the spell of Disenchantment (no. 5).

168B. Radiant Form (Ritual)

Cost: 17; NRG: 22; 3"area self only; touch; duration: 5 minutes; prep: 3 rounds

The bright light created by this version surrounds the caster and all those within the circle of effect, giving them the benefits described under the 168A form of the spell. It cannot be used, however, as long as there is a servitor of Change within the circle of effect. The light thus produced extends out in a circle 11" (22m) in diameter from the caster. It blocks the undead, demons who serve Change, and creatures produced by sorcery (whether created by servitors of Change or of Stability, including those summoned by members of the caster's own party) from entering the area. Any beings of these categories already within the lighted zone will flee from it at once. Semi-intelligent and non-intelligent animals (with INST instead of INTL) may also run from the area, if the spell is cast suddenly in a dark place; a WILL check at -3 is required for the creature to resist running away.

168C. Radiant Image (Ritual)

Cost: 53; NRG: 36; 1 target self only; touch; duration: 10 minutes; prep: 5 rounds

The brilliant light surrounds the caster and hides him/her completely from view. He/she can command this "illuminated image" to move away from him/her out to a distance of 5" (10m). An INTL check must be made in order to guess that the caster is no longer within this radiant simulacrum and to identify him/her in the party.

It cannot fight, speak, cast spells, or perform other actions, but it walks directly away from the caster and serves to light up an area though which the party is passing (in a circle 5"/10m in diameter), blocks the undead and other beings mentioned under the 168B version, and provides a focus for hostile missiles and spells. The shining image of the caster can be made to walk through physical walls as much as 1/4" (50cm) thick. It does no damage to such a barrier and appears on the other side (where the caster cannot see it). It then moves directly away from the caster for another 5" (10m) and stops there motionless until the expiration of the spell (or until the caster deliberately drops the enchantment). This brightly glowing simulacrum can also pass through barriers created by "psychic" magic as though they did not exist, but is obstructed by "ritual" warding spells. This spell is useful as a means of ridding an area of the undead, demons, etc. before a party enters it. (The difficulty with all of Drá's spells lies in persuading the mage to take enough interest in this Plane to cast them at all!)

169. Risibility (P)

169A. Amusement (Psychic)

Cost: 6; NRG: 12; attack; 1"area self only; touch; duration: 3 minutes; resist

All intelligent beings of the caster's species and other "friendly" races within the circle of effect are caused to perceive the ludicrousness of life. Targets who fail the Resistance Check cease whatever they are doing, become jocose, and give up hostility towards an opposing party for the duration of the spell, if attacked, however, victims return to normal and will respond in kind. A spell of Disenchantment (no. 5) dispels the jollity and restores the victims' sense of the seriousness of the universe. All forms of this spell are susceptible to the relevant level of the Disenchantment spell.

169B. Merriment (Psychic)

Cost: 18; NRG: 16; attack; aimed; 1 target; 15"range; resist
A single target is made aware of the futility and absurdity of material existence; he/she breaks out in uncontrollable laughter and continues to laugh for 2 minutes. During this time the target cannot fight, cast spells, or perform other actions. This and all more advanced variants of this spell are species specific until the 169E level is reached.

169C. Mass Entertainment (Psychic)

Cost: 26; NRG: 20; attack; aimed; 3"area; 35"range; resist
Multiple targets can be affected by the drollery of the universe. Targets who fail the Resistance Check fall down laughing and remain prone for 3 minutes.

169D. Hilarity (Psychic)

Cost: 37; NRG: 28; attack; aimed; 1 target; 50"range; resist
A single target is so affected by the ridiculousness of it all that he/she laughs until exhausted for 5 combat rounds and then dies within 2 minutes unless released by a spell of Disenchantment (no. 5) during this period.

169E. Mass Hilarity (Psychic)

Cost: 79; NRG: 40; attack; aimed; 3"area; 65"range; resist
As for the preceding version, except that even more beings (in addition to the primary target) can be driven into hysterical - and fatal - laughter. One who fails the Resistance Check laughs for 3 combat rounds and dies at the end of the following minute unless freed by a spell of Disenchantment (no. 5) first. This is no longer species specific; all beings of the intelligent "friendly" races are affected. Should a Ssú obtain this spell (an unlikely event, perhaps), it could be used to affect the Hlúss, Hlutrgú, or Shunned Ones - but not humans and their allies. The spell does not function upon members of the "neutral" races at all.

TEMPLE SPELLS - DURRITLÁMISH

170. Entombment (R)

170A. Grave (Ritual)

Cost: 10; NRG: 15; attack; aimed; 1 target; 10"range; resist
A coffin-shaped cavity $\frac{3}{4}$ " (1.5m) wide by 1 m deep, by 1 $\frac{1}{4}$ " (2.5m) long is created in an area of unworked earth or natural stone. This is ascertained by a 1/4/7 roll: the spell is successful if the roll exceeds the material strength of the target material. The spell cannot be used if the surroundings are masonry,

brick, wood, or other worked substances. This tomb is always within 7" (15m) of the caster of the Entombment spell at a depth of 1" (2m), and the target is transported to it magically. He/she then suffocates within 16/20/24 minutes unless comrades find him/her and effect a rescue within this time. The narrowness of this grim tomb prevents the casting of "ritual" magic, although "psychic" spells, "Eyes," and other devices can be employed. A 2A (or higher) spell of Ascertainment (nos. 2 and 32), Belkhánu's spell of Etherealization (no. 88), Hrü'ü's spell of Decorporealization (no. 113), the 144B form of Thúmis' spell called The Discerner of Enchantments, or the 146E variant of Thúmis' spell of Guiding must be used to find the victim. Whether the seeker is successful or not is left to the GM. A spell of Disenchantment (no. 5) is futile. Once discovered, the entombed being must be rescued by digging. Use the Material Strength rules to determine how long the digging takes. This spell has no effect upon the undead, androids, automatons, demons, or creatures produced by sorcery.

170B. Sepulcher (Ritual)

Cost: 14; NRG: 19; attack; aimed; 1"area; 15"range; resist
A larger sepulcher is produced: this is 1" (2m) wide, $\frac{3}{4}$ " (1.5m) high, and 1 $\frac{1}{2}$ " (3m) long, large enough to hold multiple targets of human size. The tomb is created at a random location within a circle 15" (30m) in diameter with the caster at the center. The methods of finding and rescuing entombed victims are as given for the 170A variant.

170C. Vault (Ritual)

Cost: 20; NRG: 26; attack; aimed; 3"area; 25"range; resist; prep: 1 round
As above, except that the cavity is 1 $\frac{1}{2}$ " (3m) wide, $\frac{3}{4}$ " (1.5m) high, and 2 $\frac{1}{2}$ " (5m) long. It can hold 1 being of size -2, or multiple smaller beings. The sepulcher appears within 25" (50m) of the caster and holds enough air for 15 minutes.

170D. Crypt (Ritual)

Cost: 26; NRG: 34; attack; aimed; 5"area; 35"range; resist; prep: 3 rounds
As above, except that the tomb is 2" (4m) wide, $\frac{3}{4}$ " (1.5m) high, 3" (6m) long, and is 2 $\frac{1}{2}$ " (5m) below the surface. This cavity manifests itself at a random location within a circle 39" (78m) in diameter with the caster at its center. It can hold 1 being up to size -3, or multiple smaller beings. It holds enough air to last for 29/35/41 minutes.

171. Necrophobia (P)

prq: all variants of the spell of Terrorization (no. 21)

171A. Fear of Undeath (Psychic)

Cost: 14; NRG: 14; attack; aimed; 1 target; 15"range; resist
An affected target will flee in abject terror from the sight of any undead being. These include the Hrá, Mrúr, Shédra, and Vorodlá, plus the Worms of the Night and other special minions of Sárku, Durrítlámish, and related deities. The victim, who may be a member of any intelligent species (but not an undead being or a devotee of Sárku, Durrítlámish, or an associated foreign god) drops anything he/she is holding in his/her hands and attempts to cast off other encumbrances as he/she runs. A being under the influence of this spell can be freed by the relevant levels of the spells of Disenchantment (no. 5), intrepidity (no. 51), The Glorious Call (no. 118), Devotion to the Flame (no. 154), or The Valor of the Divine Kingdom (no. 160). A spell of Perception of the Energies

(nos. 15 and 57) or Thúmis' spell called The Discerner of Enchantments (no. 144) will identify the presence of this spell. Fear of the undead lasts for 2 minutes before the victim returns to normal.

171B. Mass Fear of Death (Psychic)

Cost: 22; NRG: 18; attack; aimed; 3"area; 25"range; resist
Multiple beings within the circle of effect are struck by uncontrollable terror and will flee upon seeing any undead being. This fear persists for 5 minutes.

171C. Nameless Horror (Psychic)

Cost: 37; NRG: 28; attack; aimed; 3"area; 15"range; duration: 15 minutes; resist; prep: 3 rounds

This variant causes a fear of Death and the Dark That Lies Thereafter. No undead being or other sign of Duritlámish or the Lord of Worms need be visible, and the spell can even be cast in broad daylight. A ghastly fear seizes multiple intelligent beings within the circle of effect, causing them to flee, howling in terror, throwing aside weapons and encumbrances, and paying no heed to where they are going. This horror persists while the spell lasts, and it can only be dispelled by the means noted under the 171A version.

171D. Lurking Fear (Psychic)

Cost: 23; NRG: 32; attack; aimed; 1 target; 30"range; resist; prep: 2 rounds

This variant has a "delayed action" effect: the target may not even be aware of the presence of the spell in his/her mind. If he/she is confronted with any undead creature, the Worms of the Night, or one of the special demons or servitors of Sárku, Duritlámish, or related deities within 20 minutes after the spell has been applied, he/she suffers a heart attack from terror and dies within 2 combat rounds unless a spell of Disenchantment (no. 5) is cast upon him/her during this period. Should no undead being appear, the victim suffers nothing and feels normal. The spell of Perception of the Energies (nos. 15 and 57) will show the existence of a spell in a possible victim's mind, and Thúmis' spell of The Discerner of Enchantments (no. 144) will make the identification exact.

171E. Place of Terror (Psychic)

Cost: 56; NRG: 40; 15"area; 5"range; duration: permanent; resist; prep: 10 minutes

This variant is applied to locations, such as sanctuaries and other secret places of the Lord of Worms and related deities rather than living targets, from entrance by worshippers of other gods. Whenever devotees of deities other than Duritlámish, Sárku, and associated foreign gods enter this area, they are affected by a cold, gloomy, dismal fear of death. They can then cross this circle of fear only by making a successful Resistance Check each minute until the area has been traversed. One who fails this check not only cannot pass through this region, but he/she flees back in the opposite direction for 2/3/4 minutes, unless caught and subjected to a spell of Disenchantment (no. 5). There is no outward sign of this clammy terror until the zone is entered. A spell of Disenchantment (no. 5) will also remove this spell from the location, but it must be applied to the center of the circle of effect.

172. Putrefaction (R)

172A. Putrefy I (Ritual)

Cost: 14; NRG: 13; attack; aimed; 1 target; 15"range; resist
The target is affected by instant putrescence. Any hit upon the target kills him/her within 1 combat round unless a spell of Alleviation is applied. All targets - including those brought back to life by a spell of Revivification (no. 77) subsequently must have a 10C, 49B, or 147C spell of Healing cast upon them to restore lost flesh and muscle tissue. This is not necessary, however, when the victim is revived by Belkhánu's 89C or 89D spells of Re-embodiment. This variant is species specific, as is the 172B form of the spell.

172B. Putrefy II (Ritual)

Cost: 22; NRG: 17; attack; aimed; 3"area; 25"range; resist
As above, except that multiple targets within the circle of effect may be affected by this necrosis.

172C. Putrefy III (Ritual)

Cost: 31; NRG: 22; attack; aimed; 5"area; 35"range; resist
As for the 172B version, except that the spell is no longer species specific (any member of an intelligent species may be a target), and even more victims within the circle of effect can be hit. The spell also affects non-intelligent and semi-intelligent animals. The undead, androids, beings produced by sorcery, and demons are immune.

172D. Internal Decay (Ritual)

Cost: 20; NRG: 26; attack; aimed; 1 target; 40"range; resist; prep: 1 round

The victim may be any living being except the largest animals (size -3 or larger). There is no immediate external sign of putrescence, but internal body organs are slowly destroyed. The victim experiences no abnormal sensations for 1 day; on the second day his/her breath begins to smell of rot, and pains in the stomach occur (preventing him/her from moving, fighting, casting spells, etc.); on the morning of the third day he/she lapses into unconsciousness; and by sunset on the fourth day he/she dies. The spell of Alleviation will cure this condition, but it can only be applied once per day, and a special d10 roll is needed before it can be attempted: 1-6 = the Alleviation spell may be affect the victim; 7-10 = the putrefaction resists the treatment, and the spell has no effect.

172E. Waters of Death (Ritual)

Cost: 49; NRG: 34; 3"area; 5"range; duration: 30 minutes; resist; prep: 2 rounds

This form of the spell is cast upon an area of swamp or stagnant water. A living being (except creatures of size -2 or larger) who steps into this is infected with gangrenous rot; this is equivalent to a hit upon the legs, causing them to begin to rot and slough away. A spell of Disenchantment is futile, and the area must be avoided, bridged, or left alone until the spell expires. One who does step into the contaminated liquid is permitted a Resistance Check. Boots, shoes, etc. are no protection unless these are completely waterproof (GM's discretion). Even when such footgear prevents the putrescence from taking effect, the character must make a DEFT check at a difficulty modifier of +3 each minute to avoid infecting himself/herself before the spell expires by touching his/her shoes or legs with his/her hands.

172F. Mortification (Ritual)

Cost: 30; NRG: 36; attack; 1"area; 45"range; resist; prep: 2 rounds

This variant instantly causes the death of living beings within the circle of effect by Duritlámish' gruesome process of decay. A target who fails the Resistance Check is changed into a ghastly corpse at once, and neither Healing nor Alleviation spells are of any use. A difficulty modifier of -1 is applied to his/her chances of being brought back to life by a Revivification spell (no. 77), although Belkhánu's spell of Re-embodiment (no. 89) can be employed without this negative factor.

TEMPLE SPELLS - GRUGÁNU

173. The Attainment of Enlightenment (P)

prq; the 63A form of the spell of Sagacity

173A. Universal Enlightenment I (Psychic)

Cost: 8; NRG: variable; self only; duration: permanent
The caster is gifted at random with the knowledge of one level 'A' version of one spell of the "Universal" phylum that he/she does not already know. In game terms, a random die roll is made among the "Universal" list. If a spell is chosen that character already knows, it must be discarded and another die roll made. The identity of the randomly gifted spell is determined immediately upon acquiring this level of Attainment of Enlightenment, and it never changes thereafter. This knowledge is complete, and counts toward the prerequisites of learning other spells. The character may use his or her knowledge of the spell in any normal way, including writing the spell down or teaching it to others. Using the spell entails all of the normal costs and risks.

173B. Universal Enlightenment II (Psychic)

Cost: 14; NRG: variable; self only; duration: permanent
As above, except that a "Universal" spell of level B or higher is learned. A random die roll is made to select among the available levels of the spell. The caster is not required to know any of the gifted spell's lower levels or to meet any of its other requirements or prerequisites.

173C. Generic Enlightenment I (Psychic)

Cost: 20; NRG: variable; self only; duration: permanent
The 'A' level of a "Generic" spell is made available to the caster, as previously described. This may even be a spell not known to the caster's temple. Serious risks accompany the use of such a spell publicly, ranging from a petition from the offended temple to have the spell removed from your memory using a mind-bar, to immediate and violent retribution by temple representatives.

173D. Generic Enlightenment II (Psychic)

Cost: 26; NRG: variable; self only; duration: permanent
This variant provides knowledge of a 'B' or higher level of a "Generic" spell. Other factors are as for the 173B version.

173E. Temple Enlightenment (Psychic)

Cost: 30; NRG: variable; self only; duration: permanent
This "gift" bequeaths knowledge of a randomly selected level 'A' "Temple" phylum spell that the caster doesn't already know. Use of such a spell from another temple is considered a

breach of the Concordat, and will almost certainly result in extremely severe consequences. There is no way to acquire this sort of mastery of level 'B' or higher spells from other temples.

174. The Invigorator of Blades (R)

174A. Invigorated Arrows I (Ritual)

Cost: 14; NRG: 13; aimed; touch; 1 target; duration: 10 rounds
Two arrowheads or other sharp projectile points are made to glow with a bluish luminescence. These cannot be fired or hurled by the same missile-firer, however, but must be given to two different persons. When these are hurled or fired, and a hit is made, they do double damage. The caster himself/herself cannot use these projectiles but must perform this service for an archer, crossbowman, javelin hurler, or other missile-firer in his/her party. This spell has no effect upon blunt projectiles (e.g. sling pellets, the bolas, artillery stones, maces, or clubs), nor does it function upon anything as large as a ballista bolt. Edged melee weapons which have been balanced for throwing may indeed be enchanted with this spell, and if thrown as a missile, the spell operates. Should the weapon be used to stab, however, the spell dissipates without effect. If the projectile is not fired or hurled within 1 minute, the enchantment disappears.

174B. Invigorated Arrows II (Ritual)

Cost: 10; NRG: 15; aimed; touch; 1 target; duration: 10 rounds
2/3/4 sharp projectiles are given the powers described under the 174A version. Again, these cannot be utilized by the same archer, crossbowman, etc.

174C. Mighty Arrows I (Ritual)

Cost: 26; NRG: 19; prep: 1 round; aimed; touch; 1 target; duration: 10 rounds
One projectile point is made to glow with a brighter azure light. When this hits a target it automatically deals double its "high" damage result. The missile also ignores 1 point of the target's armor protection. This applies even against enchanted steel and copper armor, although that summoned by Chegárre's spell called The Harness of the God-King (no. 159) is immune. The protection offered by Vimúhla's spell entitled The Panoply of Iron (no. 157) is also not reduced.

174D. Mighty Arrows II (Ritual)

Cost: 17; NRG: 22; prep: 2 rounds; aimed; touch; 1 target; duration: 10 rounds
As for the 174C version, but the missile also ignores 2 points of the target's armor protection.

174E. Invigorated Blades I (Ritual)

Cost: 43; NRG: 30; prep: 5 rounds; aimed; touch; 1 target; duration: 10 rounds
One sharp, edged weapon (e.g. a sword, spear, halberd, axe, etc.) is given the power detailed under the 174C variant. This lasts for 10 combat rounds. If the weapon is dropped, handed to another, or otherwise allowed to leave its wielder's hand, the spell terminates at once. This variant can only be applied to a hand-to-hand melee weapon.

174F. Invigorated Blades II (Ritual)

Cost: 26; NRG: 34; prep: 3 minutes; aimed; touch; 1 target; duration: 10 rounds

The blades of 2/3/4 swords, spears, etc. are given the power to do double damage, as outlined under the 174A version. Again, these weapons cannot be dropped, given to others, or put away without losing the effects of this spell.

174G. Fatal Arrow (Ritual)

Cost: 30; NRG: 36; prep: 10 minutes; aimed; touch; 1 target; duration: permanent until used

One projectile point (but not a melee weapon blade) is empowered to do triple damage. Only one such missile can be carried and/or used by the same missile-firer, however. Once he/she uses this projectile, it loses its power, and he/she may be given another. The mage may thus "invigorate" several missiles for a succession of archers, crossbowmen, etc., using up much sorcerous power thereby, but no more than one projectile can be created for each person, and only when this has been hurled or fired can the sorcerer produce another for that individual. "Invigorated" missiles and blades are made for each user specifically; if employed by another person they do no more than their usual damage.

175. The Labyrinth of Elongated Shadows (R)

175A. Labyrinth I (Ritual)

Cost: 14; NRG: 13; aimed; attack; 15"range; 1"area; resist
The primary target, and other victims within the circle of effect (all of whom must be of the caster's species) are sorcerously transported to Ksáru's horrid Citadel of the Twelve Pylons of Ta'lár if they fail their magic resistance check. The Citadel of the Twelve Pylons of Ta'lár is a mighty fortress established on the Forty-Fifth Plane, ruled by the Demon Lord Qu'ú. This is a place of utter darkness and inchoate terrors. The normal laws of Téकुmel's dimension function here only feebly, and thus torches, lamps, and light-producing spells produce no illumination. The wretched victims are condemned to wander through this tenebrous edifice for 2 minutes. At the start of each minute a d10 is rolled for each victim: 1-9 = he/she encounters nothing; 10 = one of Qu'ú's hideous insect-like demon servitors is met with. In the latter case combat ensues, but this cannot be described in physical terms. Instead, d100 rolls are made by the demon and by the target, and the high score wins. A modifier of + 1 is given to the latter's score for each point of skill over 10 he/she possesses in the skills of Sorcery, Escape Artist, and/or his/her highest unarmed combat skill or weapon skill for which he/she is equipped. (Note that both sorcerous and fighting skills are of aid here.) Those who sojourn with Qu'ú cannot aid one another in fighting his minions. Separate encounter and combat rolls are made for each individual. Should Qu'ú's servitor win, the target is destroyed; his/her body reappears on Téकुmel's Plane, naked, weaponless, and wrapped round with a silky cocoon of spidery-strands. If the target wins, he/she must test for a further meeting with another of Qu'ú's minions during the following minute. One who survives 2 minutes in Ksáru's baleful Citadel returns to his/her own Plane at the same place and time from whence he/she was taken. He/she then must rest and is unable to fight, engage in strenuous actions, or cast spells for the next 3 minutes (30 rounds), whether he/she has fought one of Qu'ú's minions or not. No time elapses for the rest of the party. This spell does not function at all upon devotees of Ksáru, Grugánu, or associated foreign deities.

175B. Labyrinth II (Ritual)

Cost: 22; NRG: 17; aimed; attack; 20"range; 3"area; resist

As above, except that more targets within a larger circle of effect may be carried off to the Citadel in addition to the primary victim. There is also a greater chance of an encounter with one of Qu'ú's creatures. The d10 roll made each turn is interpreted as follows: 1-8 = the victim meets nothing; 9-10 = a servitor is encountered, and combat ensues.

175C. Labyrinth III (Ritual)

Cost: 31; NRG: 22; aimed; attack; 30"range; 3"area; resist

As for the preceding variant, but the d10 encounter roll is even more likely to produce an unwanted meeting: 1-7 = nothing is met; 8-10 = the target is confronted by a servitor. Each target must enjoy Qu'ú's hospitality for 5 minutes, and thus 5 encounter rolls must be made.

175D. Path of the Forty-Fifth Plane (Ritual)

Cost: 43; NRG: 30; prep: 2 rounds; self only; touch; 1"area; resist

As for the 175C version, but the spell is no longer species specific, and any intelligent being (including members of the "inimical" races (but not the "neutral" species) may be targets. Targets may be members of any sect, and all are under the caster's protection, since he/she must be a devotee of Grugánu. Qu'ú's minions will thus not harm the party. Although there can be no light, and spells do not function on the Forty-Fifth Plane, the party can rest, use physician skills to heal its members, regroup, change weapons, etc. If opponents are included within the circle of effect, they, too, are borne off to the Citadel. They may then be combated physically, but both sides fight as though blind. When the spell expires, all are returned to the same place from whence they departed, and no time elapses. One who does not wish to make this visit to Qu'ú's Plane is permitted a Resistance Check to avoid it.

175E. Labyrinth IV (Ritual)

Cost: 26; NRG: 34; prep: 2 rounds; aimed; attack; 45"range; 5"area; resist

Beings of any intelligent species (including the "neutral" ones) within the circle of effect in addition to the primary target are transported to the Citadel for 7 minutes. Other factors are as for the 175C variant.

175F. Demonic Presence (Ritual)

Cost: 30; NRG: 36; prep: 3 rounds; aimed; attack; 50"range; 1 target; resist

One target of any intelligent species is carried off to the Forty-Fifth Plane and brought before mighty Qu'ú himself. Three combat rolls of d100 are made by the target and the Demon Lord, and again sorcerous and fighting skills provide modifiers as in the 175A variant. If the former wins all 3 rolls, he/she is returned to his/her own place and time with no ill effects and with no time lapse. Should Qu'ú be victorious, a d10 is rolled: 1-5 = the visitor is slain, his/her body is consumed, he/she can never be revived, and his/her Spirit-Soul is lost forever; 6-9 = the victim's body is made completely numb and paralyzed, he/she is returned to his/her own place and time, and his/her hair is turned permanently white; 10=Qu'ú finds the target amusing, gives him/her a beautiful green gem (which must be discarded as soon as possible - it turns into a venomous insect within 2/3/4 combat rounds!), and returns him/her to the place and time from whence he/she came. One who has been paralyzed by the Demon Lord can be healed by a 30A spell of Alleviation or by Thúmis' advanced Alleviation spells (no. 142), but the victim's hair remains pure white (a sign of misfortune to the peoples of Téकुmel), and he/she appears some d10+10 years older than his/her true age. Although

cosmetics may be used to conceal this condition, the victim's original appearance can never be fully restored, and 0/1/2 points are lost from his/her Appearance.

TEMPLE SPELLS - HRIHÁYAL

176. The Dance of the Emerald Goddess (P)

prq; all forms of the spell of Semblances (no. 64)

176A. Infatuation I (Psychic)

Cost: 14; NRG: 14; attack; aimed; 1"area; 15"range; resist
Multiple targets within the circle of effect perceive an illusion of a sinuous and beautiful maiden (or a youth, in the case of targets who prefers males), dancing. This causes one who fails the Resistance Check to become the goddess' willing slave for a period of 2 minutes. The caster may command the victim(s) to aid him/her, fight as directed, flee, or even commit suicide. This spell is species specific. A spell of Disenchantment (no. 5) will release a victim of this conjuration; this is true of all variants of this spell, although certain special factors must be noted below.

176B. Infatuation II (Psychic)

Cost: 22; NRG: 18; attack; aimed; 3"area; 25"range; resist
More persons of the caster's species within the circle of effect are made slaves of the Emerald and Silver Goddess's will for 5 minutes. Other factors are as given above.

176C. Misdirection (Psychic)

Cost: 14; NRG: 20; attack; aimed; 1"area; 30"range; resist
As for the 176B variant, except that the Demoness Marággú appears to those who fail their Resistance Checks, and she leads the victims off in a random direction (chosen by the GM) for 7/10/13 minutes, losing them in the Underworld, in a forest if the spell is cast out-of-doors, etc. Others not affected by the spell can see nothing and may accompany victims if they choose, but no amount of pleading or convincing will dissuade a "devotee" from following the Demon Temptress.

176D. Temptation (Psychic)

Cost: 37; NRG: 28; attack; aimed; 1"area; 40"range; resist
As for the preceding form of the spell, except that Marággú will guide her followers into the nearest trap or other dangerous place, where they may meet their deaths. This condition lasts for 12/15/18 minutes. The spell is no longer species specific and may be cast upon members of any intelligent race. The undead, androids, automatons, demons, and creatures produced by sorcery are immune as usual, however.

176E. Succumb (Psychic)

Cost: 23; NRG: 32; attack; aimed; 3"area; 45"range; resist
This variant affects beings of any intelligent species within the circle of effect. Victims are so stricken with lubricious desire that they fall unconscious and remain so for 3/5/7 minutes. Upon awakening there is a 10 percent chance of permanent mental damage. If this occurs, 1 point is subtracted from the victim's INTL score. Although a spell of Disenchantment (no. 5) will restore a target to consciousness, any intellectual impairment must be healed by a spell of Alleviation (nos. 1, 30, and 142).

176F. Aspect of the Dancing Maiden (Psychic)

Cost: 26; NRG: 36; attack; aimed; 1 target self only; touch; duration: 20 minutes; resist
The caster himself/herself takes on the Aspect of the Dancing Maiden and can lead 7/10/13 persons of his/her own species wherever he/she wishes. All within 14" (28m) of the caster (i.e. within a 29" (58m) circle with him/her as its center) may become victims. Those who fail a Resistance Check will obey him/her as long as they are commanded only to follow. They cannot be made to fight, commit suicide, leap into pits, etc. Victims retain no memory of how they arrived at their present location, and this variant is thus used to lead foes into a dangerous area that the caster knows well and from which he/she can escape before the spell terminates, leaving the others to their fate.

176G. Domain of Uléla (Psychic)

Cost: 30; NRG: 40; attack; 3"area; 25"range; duration: 30 minutes; resist
This version is cast upon an area or an inanimate object (e.g. an image, a chest, etc.) rather than a being. Anyone of the caster's species (except devotees of Dlamélish, Hriháyal, and related foreign goddesses) who enters this zone sees the Demoness Uléla, the Maid of Despairing Delight. Should he/she fail the Resistance Check, he/she becomes a worshipper of the most salacious Aspects of the Emerald Goddess permanently. The victim must be restrained from committing obscene acts upon anyone within reach, and nothing can free him/her from this plight except the relevant form of the spell of Disenchantment (no. 5). The existence of this spell in an area is discovered by a spell of Perception of the Energies (nos. 15 and 57) or Thúmis' spell titled The Discerner of Enchantments (no. 144). Since this spell is sometimes cast as a trap around shrines of Dlamélish, Hriháyal, and associated foreign deities, an INTL check at a difficulty penalty of -3 may be made to ascertain its presence in a given locale. It can then be removed by a spell of Disenchantment (no. 5).

177. Diminution (R)

177A. Shrink Self (Ritual)

Cost: 14; NRG: 13; aimed; 1 target; self only; touch; duration: 2 minutes

The caster is reduced in size to either ½ or ¼ his/her normal height, as desired. This also reduces his/her PHYS and PSYC scores, while granting APs of the 'Small' advantage:

Height:	PHYS & PSYC:	'Small' Advantage:
½	-1	2 APs (+1 size modifier)
¼	-2	4 APs (+2 size modifier)

The mage's possessions, garments, etc. do not shrink along with him/her. All forms of this spell are dispelled by a spell of Disenchantment (no. 5).

177B. Shrinking I (Ritual)

Cost: 22; NRG: 17; attack; 1"area; 1"range; duration: 10 minutes; resist; prep: 1 round
The caster and/or others of his/her species within the circle of effect are reduced to a height of 25 cm. Those affected lose 3 PHYS and PSYC points, while gaining 6 APs of the 'Small' advantage (a +3 size modifier). Belongings still do not shrink, and the caster and any accompanying target must make do with whatever can be utilized. One who does not wish to be

reduced in size is permitted a Resistance Check to avoid it. This and all further variants can thus be used by the caster and his/her party for "non-aggressive" purposes, or they can be employed as "aggressive" spells.

177C. Shrinking II (Ritual)

Cost: 14; NRG: 19; attack; 1"area; 2"range; duration: 30 minutes; resist; prep: 2 rounds

As for the preceding variant, except that beings within the circle of effect are reduced to 25 mm in height. This variant operates upon all intelligent species, except for the undead, androids, automatons, demons, or creatures produced by sorcery. Those affected lose 5 PSYC and PHYS points, while gaining 10 APs of the 'Small' advantage (a +5 size modifier).

177D. Shrinking III (Ritual)

Cost: 37; NRG: 26; attack; 3"area 2"range; duration: 2 hours; resist; prep: 1 minute

This is identical with the 177C version, but the target's possessions are reduced in size along with them. Other factors are as given above. This variant works upon all living beings, including many types of animals. Beings animated by other-planar energy are immune.

177E. Shrink Item (Ritual)

Cost: 49; NRG: 34; attack; 1"area; 1"range; duration: 2 hours; resist; prep: 3 minutes

The target is one inanimate object of a size no larger than a 1" (2m) cube. This is shrunk down to the 25mm scale (1/72 scale) for the duration of the spell. Its mass is reduced proportionately. The article cannot be permanently attached to anything in the surroundings (e.g. a pillar, a statue affixed to a wall, etc.). The GM may allow the item a Resistance Check to prevent it from being miniaturized. It is important to note that this spell affects only one object, and even if several articles are piled together and fitted into the ½" (1m) cube, only one of these will be shrunk.

177F. Permanent Shrinking (Ritual)

Cost: 30; NRG: 36; attack; 1"area; 5"range; duration: permanent; resist; prep: 5 minutes

This form of the spell again functions only upon living beings of the intelligent species: targets within the area of effect are reduced to the 25 mm scale forever, unless the relevant level of the spell of Disenchantment is used to return them to their normal sizes. Possessions are also miniaturized as described under the 177D variant.

178. Obturation (R)

178A. Obturation (Ritual)

Cost: 16; NRG: 15; attack; aimed; 1"area; 20"range; resist
Multiple beings within the circle of effect have their bodily orifices sealed: they cannot hear, speak, sweat, excrete, or breathe. If a spell of Disenchantment (no. 5) is not cast upon the victim(s) within 3 minutes, they die. During the first minute the target(s) may still fight, move, and cast "psychic" spells ("ritual" spells usually require incantations, and this is not possible when a target's mouth is sealed); no such actions are possible during the second minute, and the victim(s) fall to the ground; during the third minute they suffocate. This spell affects living beings, including animals, semi-intelligent creatures, and the intelligent races. Beings who do not breathe cannot be affected (e.g. the undead, androids, automatons, demons, and creatures produced by sorcery).

178B. Mass Obturation (Ritual)

Cost: 14; NRG: 19; attack; aimed; 3"area; 25"range; resist
More or larger targets within the circle of effect may be affected by the spell.

178C. Constriction (Ritual)

Cost: 20; NRG: 26; attack; aimed; 1"area; 35"range; resist; prep: 1 round

As for the 178B version, except that the valves of the heart are sealed shut, and target(s) experience an instant heart attack, killing them within 2 combat rounds. A spell of Disenchantment (no. 5) will save a victim, if it is applied during this period.

178D. Shrunk Heart (Ritual)

Cost: 26; NRG: 34; attack; aimed; 1"area; 45"range; resist; prep: 2 rounds

As for the 178C form of the spell, except that permanent damage is done to the heart. Whether the victim is treated in time with a spell of Disenchantment (no. 5), or whether he/she perishes and is later revived, he/she suffers 1/2/3 APs of the 'Frail' disadvantage. There are more serious problems, moreover: whenever the character must make an endurance or stamina oriented PHYS check, a fumble results in the character suffering a stroke and dying at once. This "weak heart" can be cured only by a 49B or 147E spell of Healing.

TEMPLE SPELLS - KETÉNGKU

179. The Bridge of Noble Passage (R)

179A. Bridge I (Ritual)

Cost: 14; NRG: 13; 1 target self only; touch; duration: 2 minutes; concentrate

A bridge ½" (1m) wide and 1 ½" (3m) long appears ½" (1m) in front of the caster. This is a hard, grayish roadway with no parapets or visible supports. This sorcerous span fits into an area smaller than its maximum 1 ½" (3m) length, if desired, but its farther end must be secured upon a solid support. This is true of all variants of this spell except for the 179G form. It is strong enough to support the weight of a single creature of size modifier -1 or smaller. Larger animals or heavier weights cannot cross it. If this is attempted, the Bridge vanishes, and those on it drop down to whatever lies below. The caster must take care that no comrade is crossing the Bridge when the spell ends, since it disappears suddenly. A spell of Disenchantment (no. 5) will instantly dispel all but the 179F-G versions of this conjuration.

179B. Bridge II (Ritual)

Cost: 22; NRG: 17; 1 target self only; touch; duration: 3 minutes
This variant creates a Bridge 4 ½" (9m) long and 1" (2m) wide. This can hold the weight of up to four creatures of size modifier -1 or smaller at once. Other factors are as for the 179A version.

179C. Staircase (Ritual)

Cost: 14; NRG: 19; 1 target self only; touch; duration: 3 minutes
A staircase 1" (2m) wide and 2" (4m) high appears ½" (1m) in front of the caster. This may be made to go up or down in relation to the mage, making it possible to reach either a higher or a lower level. As said under the 179A variant, the upper (or lower) end of the staircase must rest against a solid support. Other factors are as for the 179B version.

179D. Bridge III (Ritual)

Cost: 17; NRG: 22; 1 target self only; touch; duration: 5 minutes; prep: 2 rounds

A bridge is produced, as described under the 179B version. This is 6" (12m) long and 1 ½" (3m) wide, and it will support as many as 10 creatures of size modifier -1 or smaller (or the equivalent weight) at one time.

179E. Ladder (Ritual)

Cost: 20; NRG: 26; 1 target self only; touch; duration: 5 minutes; prep: 5 rounds

A vertical ladder ½" (1m) wide and as much as 2" (4m) high appears ½" (1m) from the caster. Like the 179C variant, this may be made to go up or down in relation to its creator. It will bear the weight of 3 creatures of size modifier -1 or smaller (or the equivalent). The upper (or lower) end of this ladder must rest against a solid floor, a ledge, the edge of a hole, or other support.

179F. Phantom Structure (Ritual)

Cost: 49; NRG: 34; 1 target self only; touch; duration: 10 minutes; prep: 2 minutes

A bridge, a staircase, or a ladder may be created, as the mage wills. These have the specifications given under the 179B, C and E forms of the spell. The caster can command the bridge, staircase, or ladder to become insubstantial (though still fully visible) at any time after the spell has been cast. Thus, the caster and his/her party may use one of these magical constructions and then leave it in plain view to confound or destroy pursuers. They remain until the expiration of the spell, however, and can neither be dropped by the caster nor eliminated by a spell of Disenchantment (no. 5). This is true of the 179G variant also.

179G. Telescoping Platform (Ritual)

Cost: 30; NRG: 36; 1 target self only; touch; duration: 20 minutes; prep: 3 minutes

A flat "pontoon" of Keténgku's grayish material is produced ½" (1m) in front of the caster. This is 1 ½" (3m) wide and 2" (4m) long. It holds as many as 10 creatures of size modifier -1 or smaller or their equivalent in weight. As the caster and his/her party reach the farther end, it shortens behind them and extends in front of them, so that they continue to walk over a smooth roadway out to the limits of the spell's extent and duration. This variant must be cast upon water, a bog, or a similar flat surface; it cannot be used unsupported in the air or over uneven ground, vegetation, etc.

180. The Pearl-Grey Citadel (R)

180A. Citadel I (Ritual)

Cost: 10; NRG: 15; aimed; 1 target self only; touch; duration: 3 rounds; prep: 1 round

A rippling, opaque, iridescent cylinder of pearly energy appears around the caster. This is 1" (2m) in diameter and 1 ½" (3m) high. It remains where it is cast and cannot move with the caster. Nothing can penetrate this wall in either direction: beings, spells, missiles, melee weapons, objects, substances - all are stopped by the Citadel. Sorcery operates as usual within this shield but cannot be sent out through it. The cylinder is open at the top, and if it does not touch the ceiling of the area in which it is cast, objects may be lobbed or dropped into or out of it. A cloud of gas can also spread down into it, of course. If it does reach the roof, nothing can enter it from the top. It then contains enough air to last the

caster for the 3 minutes of its duration. This conjuration cannot be dispelled by a spell of Disenchantment (no. 5), and it remains until it expires or is deliberately dropped by the caster.

180B. Citadel II (Ritual)

Cost: 14; NRG: 19; 1"area self only; touch; duration: 5 minutes; resist; prep: 3 rounds

As above, except that the Citadel is 1 ½" (3m) in diameter and 2 ½" (5m) high. The caster can include as many comrades as will fit in the Citadel in addition to himself/herself. One who does not wish to be included within this shield is allowed a Resistance Check in order to avoid this. If successful, he/she is thrust forcibly out of the Citadel, falls to the ground, and has a 20 percent chance of suffering 2/4/6 damage. Other factors are as given above.

180C. Citadel III (Ritual)

Cost: 46; NRG: 34; 3"area self only; touch; duration: 1 hour; resist; prep: 5 rounds

As above, but the cylinder is 3" (6m) in diameter and as much as 3 ½" (7m) high. Otherwise this version is identical to the 180B variant. If there are more than 5 beings within the cylinder, and if it touches the roof, there may be a problem: it holds only enough air for half an hour, it may thus have to be dropped in advance of its normal expiration time.

180D. Citadel IV (Ritual)

Cost: 30; NRG: 36; 3"area self only; touch; duration: 1 day (24 hours); resist; prep: 5 rounds

As above, except that this Citadel is 4 ½" (9m) in diameter, and as much as 4 ½" (9m) high. The difficulty noted under the 180C variant also applies here: viz. a Citadel that is sealed by the roof of the area of casting contains only air enough for 10 beings for about half an hour. It is better utilized, thus, out-of-doors or in a higher chamber, although this leaves it vulnerable to gas or objects lobbed up into it.

181. The Scrutiny of the Omniscient Eye (P)

prq: the 3A variant of the spell of Clairvoyance/Clairaudience

181A. Global Sight (Psychic)

Cost: 24; NRG: 16; aimed; 1 target self only; touch; duration: 5 minutes

The recipient's vision is expanded into a sphere all around himself/herself: it is possible to see normally laterally in a 360 degree circle, overhead, and even beneath one's feet, all at the same time. It is impossible to gain surprise upon a character who has this spell in effect, unless his/her vision is blocked by other obstacles.

181B. Penetrating Sight (Psychic)

Cost: 43; NRG: 24; aimed; 1 target; 10"range; duration: 3 minutes; resist

The caster sees through physical objects as much as 1 ½" (3m) thick, perceiving opaque shapes within them much like an X-ray device. When used upon a person, for example, all of his/her possessions appear as silhouettes of varying shades of grey and black. They can thus usually be identified (e.g. a dagger hidden beneath a cloak, a dark mass of coins in a pouch, etc.), but some may be harder to recognize (e.g. a square book may look much like a square box). The caster's vision can penetrate any material (even enchanted steel and copper are not immune), identifying articles hidden beneath.

One who does not wish to be "X-rayed" in this fashion is permitted a Resistance Check. Barrier spells that block "psychic" magic do indeed prevent this enchantment from penetrating; e.g. The Sphere of Impermeable Quiescence (no. 20). A spell of Disenchantment (no. 5) may be used upon the caster to terminate this conjuration prematurely.

181C. Manipulative Sight (Psychic)

Cost: 20; NRG: 28; attack; aimed; 1 target; 15"range; duration: 3 minutes; resist; prep: 1 round

As for the preceding variant. In addition, the caster can effect minute changes within the target. The extent of these is left to the GM's discretion, but they may include twisting open the stopper of a bottle of acid in the target's pack, squeezing an artery shut, causing an instantly fatal stroke or heart attack, applying a quick contortion to the victim's intestines, causing a sudden and intense stomach ache, pressing the button on an "Eye" in the target's pouch, etc. It is also possible to manipulate the small working parts of a device, such as a lock or trap. The GM may require an INTL-based check to determine whether the mage understands the apparatus or not, and a subsequent DEFT-based check may be demanded to see how well he/she manipulates the mechanism. The difficulty of these checks are left to the GM. Some of these actions require more than 1 combat round to effect, of course, and a sentient target may make a perception check at a penalty of -1 to become aware of them. This version cannot affect creatures with a size modifier of -1 or larger, demons, beings produced by sorcery, or inanimate articles larger than a 2 1/2" (5cm) cube.

181D. Intrusive Sight (Psychic)

Cost: 49; NRG: 36; attack; aimed; 3"area; 30"range; resist; prep: 2 rounds

This version permits greater range but less "fine-tuning": a target who fails the Resistance Check is mangled internally and dies instantly. The interior of an inanimate object (no bigger than a cube 50 cm on a side) is similarly crushed and destroyed. There are no visible external effects.

181E. Invasive Sight (Psychic)

Cost: 30; NRG: 40; attack; aimed; 5"area; 40"range; resist; prep: 5 rounds

As for the 181D version, but even more targets within the circle of effect may be "rearranged" internally and thus slain, or one inanimate object of the size of a 1m cube may be so destroyed.

TEMPLE SPELLS - QÓN

182. The Expeditor of the Skein of Destiny (R)

182A. Time Jump I (Ritual)

Cost: 14; NRG: 13; aimed; 1 target self only; touch

The caster is projected either 1 or 3 minutes forward through time, as desired. He/she disappears and reappears 1 or 3 minute later in the same place and condition. To an observer, the mage seems to vanish and then pop out of nowhere later. The spell does not operate upon even the smallest amounts of metal, however, and any such item are left behind. Other possessions are taken along, provided that they extend no farther than 5cm from the caster's skin. This stipulation is true of all advanced forms of this spell up through the 182D variant.

182B. Time Jump II (Ritual)

Cost: 22; NRG: 17; 1"area 1"range; resist; prep: 1 round

Beings within the circle of effect (including or excluding the caster, as desired) are moved forward 5 or 10 minutes through time (also as desired). Other factors are as for the 182A version. One who does not wish to be temporally transported is allowed a Resistance Check in order to avoid it. Certain variants of this spell can thus be employed as "aggressive" enchantments, although their primary purposes are "non-aggressive." The 182B-D versions are also species specific: the caster can only include members of his/her own species. The undead, androids, automatons, demons, creatures created by sorcery, and animals too large for the circle of effect cannot be transported at all. As with the 182A form of the spell, there is no spatial movement, and metal articles are automatically left behind.

182C. Time Jump III (Ritual)

Cost: 31; NRG: 22; 3"area 1"range; resist; prep: 5 rounds

Even more beings within the circle of effect are transported either 23/26/29 minutes or 1/2/3 hours forward through time, as desired. Other factors are as given above.

182D. Time Jump IV (Ritual)

Cost: 43; NRG: 30; 3"area 1"range; resist; prep: 2 minutes

As for the 182C variant, but the temporal displacement is 2d10 hours forward for the targets. In addition, beings of any intelligent species may be included – and the caster can move the party spatially as much as 15" (30m) in any direction from its starting point. This form of the spell also permits the transport of articles of ordinary and enchanted steel, copper, and other metals.

182E. Time Jump V (Ritual)

Cost: 56; NRG: 36; 7"area 2"range; resist; prep: 10 minutes

This variant transports beings within the circle of effect 3/5/7 days or 2/3/4 months forward in time, as desired, and up to 100 kilometers spatially in any direction from their point of origin. The caster may include himself/herself in this group or use the spell upon others. This version is otherwise identical to the 182D form. All possessions currently worn, tied, etc. to the targets' bodies are taken along, provided that these extend no more than 2m from him/her and are not otherwise fastened to the surroundings. It is also possible to travel backward in time, but this is discouraged because of the fear of creating temporal "loops" with resulting displacements of the space-time fabric. Certain of the great mages of the past are said to have accomplished this regularly, but the sorcerers of modern Tékumel either do not know this art or perhaps are unwilling to admit and teach it to any but the most senior initiates. Reverse temporal travel is thus left to the GM's discretion.

183. The Periplus of the Planes (R)

prq: the 71A and 71B variants of the spell called Visitations of Other Planes

183A. Find Nexus (Ritual)

Cost: 10; NRG: 15; 5"area self only; touch; duration: 1 minute

The caster is infallibly guided to the nearest nexus point within the spell's range. He/she is told the direction and distance of this interdimensional door but learns nothing of its destination. Once found, the nexus point must be opened with one of the aforementioned prerequisite spells.

183B. Select Nexus (Ritual)

Cost: 14; NRG: 19; 15"area self only; touch; duration: 3 minutes; prep: 3 rounds

As above, except that the caster may specify the type of Plane he/she is seeking: e.g. one with a breathable atmosphere and bearable climate, an uninhabited world, one that possesses life as the caster knows it, etc. It is impossible to be too specific with this variant, however, and only the general characteristics of the Plane can be known. This form of the conjuration finds only one (of the possibly many) nexus points available within the spell's range, however, as does the 183A version.

prq: the 71C variant of the Visitations of Other Planes spell

183C. Identify Nexus (Ritual)

Cost: 20; NRG: 26; 25"area self only; touch; duration: 5 minutes; prep: 1 minute

This finds and identifies more exactly the destination of the closest nexus point within the spell's range: whether it leads to the "Demon Planes," into other times, to the Isles of the Excellent Dead, etc. The caster can then choose to enter it or not. In the latter case, he/she may seek another nexus point by moving spatially some distance and casting the spell again.

183D. Return Nexus (Ritual)

Cost: 26; NRG: 34; 35"area self only; touch; duration: 7 minutes; prep: 2 minutes

As for the 183A version, but this leads the caster to that nexus point that leads directly back to his/her own Plane and space-time coordinates, if such an entrance is available at all within the spell's range.

183E. Nexus Mapping (Ritual)

Cost: 30; NRG: 36; 49"area self only; touch; duration: 10 minutes; prep: 5 minutes

The caster is given relatively detailed information about all nexus points and their destinations within the range of the spell, except for a few Planes occupied by very powerful demon races who have established magical barriers against this kind of prying. These appear as "blank spaces" to an outsider, and although they can be entered, this is not altogether wise. The caster is told the general natures and dispositions of the inhabitants (if any), the types of worlds available, etc. It is still necessary to employ the Visitations of Other Planes spell (no. 71) to open the nexus point entrance, of course.

184. Simulation of the Immoveable (P)

prq: all variants of the spell of Semblances (no. 64)

184A. Static Disguise (Psychic)

Cost: 24; NRG: 16; 1"area 0"range; duration: 3 minutes; concentrate

The caster projects the illusion that multiple persons within the circle of effect (including the caster, if desired) are inanimate, permanent, natural objects of approximately the same size: e.g. a large boulder, a tree, etc. Each object must be a single, solid one: i.e. one character cannot imitate a fire, a cloud of gas, a rainstorm, or the like. This semblance has no physical reality, and if touched it vanishes and the recipient's usual appearance returns. The recipient also cannot move without dispelling this enchantment. All of the recipient's clothing and possessions (those that extend no further out

than 30 cm from his/her skin) are included in the illusion with him/her. A perception check at +2, or a spell of Perception of the Energies (nos. 15 and 57) or The Discerner of Enchantments (no. 144) will see through the illusion, and a spell of Disenchantment (no. 5) can then be used to dispel it. The 184A-D variants of this conjuration are species specific. The target of the spell cannot move without causing this spell to terminate at once, as stated under the 184A version.

184B. Static Disguise II (Psychic)

Cost: 26; NRG: 20; 5"area self only; touch; duration: 10 minutes; prep: 2 rounds

As above. More beings of the caster's species within the circle of effect (including or excluding the caster) are transformed into large inanimate objects for the duration of the spell. These must be of each target's size but may be more complex in appearance: e.g. a pile of branches or leaves, a small hillock covered with grass, a carved monolith, a large chest or other article of furniture, etc. These semblances do possess some tangible reality: they feel "correct" to the touch, although if closely examined they may be detected: a perception check at -1 is needed to recognize that these objects are not what they seem. The caster (or another target who is a sorcerer) can employ "psychic" spells but not "ritual" enchantments - the latter require movements, and this would disrupt this conjuration. Other factors are as for the preceding form of the spell.

184C. Animated Disguise I (Psychic)

Cost: 17; NRG: 24; aimed; 1 target self only; touch; duration: 20 minutes; prep: 2 rounds

As for the 184A version, except that the caster can move any parts of the illusion that are relatively slender and extensible: e.g. the branches of a "tree," a slim pillar of "stone," etc. If he/she has chosen a liquid form (e.g. a small pool in a hollow, a bog, etc.), he/she may flow towards an opponent like an amoeba. The damage done upon contact will normally be minor (perhaps 3/5/7 at most), but this variant has the advantage of surprise, and it can only be dispelled by a spell of Disenchantment (no. 5). A perception check at -3 is needed to recognize the falsity of the illusion - unless the caster moves, of course.

184D. Animated Disguise II (Psychic)

Cost: 20; NRG: 28; aimed; 1 target self only; touch; duration: 1 hour

The caster can take on the semblance of a statue. He/she may remain immobile, requiring a perception check at -3 to identify him/her amongst other images in a temple or a similarly appropriate environment. The caster can move at half his/her normal speeds, fight physically, and cast both "psychic" and "ritual" spells. A 'slowness' penalty of -2 applies to any attempt to strike blows, employ sorcery, etc. however. The target's PHYS is not affected, but his/her DEFT is reduced by 1. There is an advantage, however, in that the caster's body takes on the durability of the substance he/she is simulating - up to a material strength of 4/2.

184E. Diminutive Disguise (Psychic)

Cost: 49; NRG: 36; 1"area self only; touch; duration: 1 day (24 hours); prep: 5 minutes

Persons of any intelligent species within the circle of effect, including the caster (together with all of their garments and possessions that extend no more than 30 cm from their bodies) take on the appearance of an inanimate object smaller than themselves - as small as 10 cm on a side. They

may thus become a small chest, a vase, a weapon, etc. for the duration of the spell. Movement is prohibited, and the recipients cannot cast spells, fight, or perform other actions while in this form. They can only see in one direction, moreover, having no "head" to turn. Air and a bearable climate are required, but there is no need to eat or drink; this is true of all of the longer-lasting versions of this spell. If handled, the object feels entirely normal. It has all of the characteristics of any other article of its class, and sorcerers are warned that it is all too easy to shatter a fragile goblet, smash a delicate jewelled box upon the floor, or crush other small items underfoot. Even a careless slave can thus destroy a powerful mage forever! Only a perception check at -6 or one of the spells noted under the 184A variant will recognize the falsity of the illusion, and a spell of Disenchantment (no. 5) will then restore the caster's normal appearance.

184F. Miniature Disguise (Psychic)

Cost: 30; NRG: 40; aimed; 1 target 0"range; duration: 1 week (6 days); prep: 10 minutes

The caster is changed into a very tiny inanimate object: e.g. a grain of sand, a crumb of bread, a tiny gem, etc. He/she can only see in one direction and cannot cast spells, fight, move, or perform other actions while in this condition, as stated under the 184E variant. This version can also be cast upon another being of any intelligent species, but this person must either be released by the caster or await the normal expiration of the spell. A spell of Disenchantment (no. 5) will free him/her prematurely, of course.

TEMPLE SPELLS - WURÜ

185. Amorphia (R)

185A. Chaos Pool (Ritual)

Cost: 24; NRG: 15; 15"range; 3"area; duration: 3 minutes
A circular pool of rolling, sparkling, primeval chaos appears in front of the caster. This must be cast at a flat, open area (i.e. not a vertical, slanted, or uneven surface, nor one occupied by any type of being or large object). Any being who enters the circle of effect (or fails to leap clear when it appears) falls into this pit of other-planar energy and is totally destroyed. The pool can be seen in daylight and brightly illuminated areas, but it is invisible in the dark, and a Search skill check is required to spot it by torchlight or lamplight, at twilight, in moonlight, etc. A being who blunders into an unseen Pool of Amorphia is permitted a Dodge skill check at -1 difficulty to escape it. A Resist Sorcery check is useless because this spell affects the environment and not a person or creature directly. A spell of Disenchantment (no. 5) of the appropriate strength dispels the 185A, 185D, and 185E levels of this conjuration. The 185B -185C forms are instantaneous, and there is thus no time to disenchant these before they strike.

185B. Amorphic Blast I (Ritual)

Cost: 26; NRG: 19; attack; 30"range; 1"area
This form of the spell is employed as a weapon: the target area of effect may catch more than one target. Victims, who may be any living beings (but not creatures produced or animated by sorcery) are permitted Dodge skill checks at -1 difficulty to avoid the spell. If this fails, the victim's body - together with all attached possessions - is sucked into the vortex of chaos and is lost forever. Mundane inanimate objects struck by this spell are similarly lost in chaos. Armor provides no protection, but items of "enchanted" metals are immune and are left behind when their owner is destroyed.

185C. Amorphic Blast II (Ritual)

Cost: 17; NRG: 22; attack; 40"range; 3"area
As just above, but even more beings (or larger targets) within the circle of effect may be struck.

185D. Chaos Ripple (Ritual)

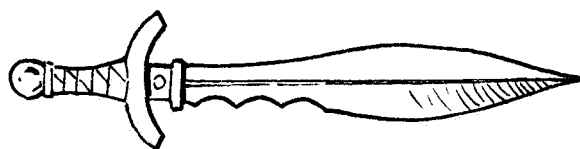
Cost: 43; NRG: 30; attack; 1"area; 30" range (½" per round); duration: 6 minutes

A "River of Change" 1" wide appears ½" in front of the caster and moves away from him/her at a speed of ½" per combat round. This has no length but is like a single "Ripple of Unreality" flowing away from the caster. It affects an area 50cm (.25") deep, however, and anyone who cannot climb up onto a ledge or other projection above it may become a victim. There is no lateral spread as the "ripple" advances. It does not affect stone, brick, adobe, or earth, but most other types of materials are sucked into the vortex of chaos and destroyed, including furnishings and other articles in its path. Any being contacted by this is permitted a Dodge skill check at -2 difficulty to avoid it, although no check may be needed if the target has more time to escape. One contacted by this variant vanishes, together with his/her belongings, into the chaos between the Planes and lost forever.

185E. Chaos Tendril (Ritual)

Cost: 56; NRG: 36; aimed; attack; 1 target; 75"range (1.5" per round); duration: 5 minutes

A thin, sparkling, faintly visible (see the 185A version), rope-like filament of chaos extends from the caster's hand and moves away from him/her at a speed of 1" per combat round. This variant must be aimed at a target the caster initially can see, though once cast the spell proceeds of itself, and the caster need not continue to watch its progress. The tentacle then follows the victim relentlessly out to the extent of its range. It flows around other beings and objects, making no attempt to contact them. If this occurs inadvertently, however, they are sucked into the vortices between the Planes and destroyed, and the spell then terminates. A target (whether the primary target or an accidental one) is permitted a Dodge skill check at -3 difficulty in order to avoid this pseudopod of chaos. Should the primary target be contacted - whether he/she makes the Dodge skill check successfully or not - the spell ends, even if it still has some distance left to travel within its range. All types of living beings, androids, automatons, the undead, demons, and creatures created by sorcery may all be targets of this version. The former are "slain" forever and cannot be "revived" to the half-life of the undead. Demons return to their own Planes, and creatures created by sorcery are simply dispelled. A spell of Disenchantment (no. 5) will dispel this and the following variant, but this must be aimed at the caster rather than at the tentacle of chaos - difficult, perhaps, if he/she has taken cover after releasing the spell. It must also be noted that the caster cannot cast another "ritual" spell while this one is in effect, but "psychic" spells are permitted.



186. The Eater of Souls (R)

186A. Eater of Souls I (Ritual)

Cost: 24; NRG: 19; prep: 1 turn; attack; 100"range (5" per round); 1 target; duration: 5 minutes

A hideous little automaton appears ½" in front of the caster. It is 30cm (.15") in height, roughly humanoid, and gnarled and knobbed like a stick of blackened, ancient wood. The caster must take a full turn to both cast this spell and then to point out a target and tell the "doll" the person's name. This must be known or the spell cannot be cast at all; the spell is thus useless against animals, strangers, and beings who have no personal names. The Eater of Souls rolls its own Initiative at the start of the next combat round, and it will pursue its designated target out to the limit of its range and duration - fighting anyone who gets in its way, struggling past obstacles, breaking down doors (using the table given under the 158B variant of Chegárra's spell called The Gauntlet of Might), and moving mindlessly forward against any odds. It can be dispelled by a spell of Disenchantment (no. 5), or if the target can be protected or hidden - or moves beyond its range - the creature disappears of itself. If the target is caught, the Eater of Souls engages him/her in physical combat.

Eater of Souls I (12.6)

PHYS: 12	DEFT: 9	INST: 10	
WILL: 10	PSYC: 2	Size Mod: +3	
Initiative: 1/2/3	Movement: 5 ground		
Defenses:	Melee: 4	Missile: 4	Magic: *
Armor: 3/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
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Weapon	13-	4/6/8	
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*Use caster's Magic Defense

Other Abilities:

Soul Consumption: If the Eater of Souls slays its target, the latter receives a modifier of -1 on his/her PHYS check for Revivification (no. 77). No modifier is applied when Belkhánu's spell of Reembodiment (no. 89) is used, however. This murderous being attempts to consume the body of a slain victim, moreover, requiring 2 turns to do so. If not stopped and slain by others during this time, the target's body is eaten, and he/she cannot be revived by any method, nor can his/her Spirit-Soul be contacted in the Isles of the Excellent Dead

186B. Eater of Souls II (Ritual)

Cost: 20; NRG: 26; prep: 1 minute; attack; 150"range (5" per round); 1 target; duration: 6 minutes

As for the 186A version. The Eater of Souls created by this form of the spell stands approximately 1.5m (1") tall. It uses a long, barbed, one-handed sword.

Eater of Souls II (27.6)

PHYS: 13	DEFT: 10	INST: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: *
Armor: 6/3	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
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Barbed Sword	13-	7/10/13	
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*Use caster's Magic Defense

Other Abilities:

Soul Consumption: see 186A (above)

186C. Eater of Souls III (Ritual)

Cost: 30; NRG: 36; prep: 1 minute; attack; 200"range (5" per round); 1"area; duration: 7 minutes

The crudely shaped monster summoned by this variant is about 3m tall (1.5"). Other factors are as given above. This version may present a problem to the caster himself/herself, however: if the Eater of Souls is defeated and dispelled by its target, it reappears ½" in front of the caster and attempts to slay him/her instead! It then remains until it succeeds, the spell expires, or it is defeated. In the latter case it returns much disgruntled to its own Plane and will never appear in answer to the caster's summons again.

Eater of Souls 186C (57.6)

PHYS: 14	DEFT: 9	INST: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 5 ground		
Defenses:	Melee: 1	Missile: 1	Magic: *
Armor: 6/3	Hits: 40	Energy: 10	

Attacks	Hit:	Dmg:	Other:
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Mace	14-	9/12/15	
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*Use caster's Magic Defense

Other Abilities:

Soul Consumption: see 186A (above)

187. The Grey Hand (P)

prq: all variants of the spell of Desiccation (no. 38)

187A. Grey Hand I (Psychic)

Cost: 14; NRG: 14; aimed; attack; touch; 1 target; resist

A target who fails a check vs. DEFT is reduced to a pile of grey ash. Light armor of metal or Chlén-hide provides no further modifier to the DEFT check, medium armor a modifier of +1, and full coverage a modifier of +2. Cloth and leather garments provide no bonus whatsoever. A victim's clothing, armor, and other possessions are not harmed by this variant. A modifier of -1 is also applied to the victim's dice score when a spell of Revivification (no. 77) is attempted. This does not apply when Belkhánu's spell of Re-embodiment (no. 89) is employed. This and all more advanced forms of this spell up through the 187C version are species specific.

187B. Grey Hand II (Psychic)

Cost: 22; NRG: 18; aimed; attack; touch; 1 target; resist

As for the 187A variant, but the DEFT check is made at -1 difficulty and armor no longer provides any bonus.

187C. Grey Hand III (Psychic)

Cost: 31; NRG: 24; prep: 1 round; aimed; attack; touch; 1 target; resist

As for the preceding form of the spell, but the modifier to the victim's score for revivification is a -3, and the spell of Re-embodiment (no. 89) must also be rolled for: there is a 5 percent chance of permanent failure, even for this powerful conjuration.

187D. Grey Hand IV (Psychic)

Cost: 43; NRG: 32; prep: 2 rounds; aimed; attack; touch; 1 target; resist

As for the preceding variant, but the spell is no longer species specific: it can be used upon any living being with a size modifier no worse than -1. The undead and androids can also

be affected, though automatons, demons, and creatures produced by sorcery are immune. All of a victim's clothing and possessions (except for articles made of enchanted steel or copper, sorcerous books or scrolls, magical amulets and talismans, "Eyes," and other items operating upon other-planar power) are destroyed along with him/her. The modifiers for Revivification (no. 77) and Re-embodiment (no. 89) are as for the 187C form of the spell.

187E. Grey Hand V (Psychic)

Cost: 56; NRG: 40; prep: 4 rounds; aimed; attack; 2"range; 3"area; resist
Multiple targets of any species within the circle of effect may be struck. The DEFT check needed to avoid this deadly touch is made at a difficulty penalty of -6, a modifier of -3 is applied to the victim's PHYS check for a spell of Revivification (no. 77), and there is a 10 percent chance that Belkhánu's spell of Re-embodiment (no. 89) will also fail. This variant destroys all of a target's possessions, including "enchanted" items.



12.10 Spell Development & Research

Sorcerers can attempt to create new spells using the following procedure.

The character must first describe the intended spell in detail. The GM then decides whether it is a Universal, Generic, or Temple phyla spell. If it is a slight variation on an existing spell this decision is easy, but the GM must compare completely new spell effects to other spells of the three phyla. In the case of new Generic and Temple phyla spells, the GM must also decide whether the spell effect is suitable for the sorcerer's religion. Unsuitable new spells are disallowed. The GM must also set the spell's Spell Purchase Cost, and NRG cost. The sorcerer must have a sufficient number of unspent Spell Purchase Points available in order for spell research to begin.

After spending a minimum of 2 hours per day, 3 days per week for 1 full month, the character makes a Sorcery skill check (8.0) at a penalty of -14. Modifiers for "extra time" do not apply. The following additional modifiers do apply:

Conditions:	Modifier:
Universal Spell	0
Generic spell	-2
Temple Spell	-4
No Facilities	-4
Small Private Laboratory	+0
Large Private or Small Temple Laboratory	+1
Large Temple Laboratory	+2

If the check fails, the sorcerer has lost the invested time but suffers no further ill effects. If the check succeeds, the sorcerer pays the new spell's purchase cost and adds it to his/her repertoire.

Research fumbles result in a fumbled spell casting, based on the spell's intended effect. Roll on the spell critical fumble table. In the case of a reversed or distorted spell, the sorcerer must still pay the spell's Spell Purchase Point cost and add it to his spell repertoire.

Critically successful research checks may result in unexpected breakthroughs: roll on the spell critical success table. The result indicates a positive modification to the spell as it was originally formulated, but with no increase to its purchase cost.

13.0 Outdoor Travel

A large map hex represents 133 kilometers, while a small map hex represents 9.5 kilometers.

13.1 Surface Travel Rates

Terrain Type:	Kilometers per Day by Party Size:		
	1-50	51+	Carts or Heavy Litters
Sákbe Road	40	32	24
Clear/Desert/Wetlands	32	24	16
Forest/Swamp/Low Mountains	24	16	8
Dense Forest or Swamp/High Mountains	16	8	3 km per day max.

13.2 Sea Travel Rates

13.2.1 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).

2d10	Wind Speed
2-8	Same as previous day
9	No wind
10-11	Mild breeze
12-13	Brisk Breeze
14-15	Wind
16-17	Strong wind: 10 percent chance of damage
18-20	Storm: 20 percent chance of damage

If needed, wind direction is found by rolling a d10: 1 = from the north, 2 = from the northeast, and so on in a clockwise direction around the compass. Results of 9 or 0 are re-rolled.

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.

13.2.2 Sea Travel: Kilometers per Day

No Wind	Mild	Brisk	Wind	Strong	Storm
Séscha					
80	97	129	161	241	322
Srügánta					
97	129	161	201	322	362
Qél					
129	161	201	241	362	402
Zírunel					
80	97	145	201	282	322
Hrú					
0	80	121	241	322	362
Tnék					
0	64	113	201	241	402

13.3 Outdoor Navigation

Characters who aren't following a Sákbe road, or following a coastline or river, may become lost. The following procedure is used.

At the start of each day, a party in danger of becoming lost must indicate its intended destination and route on the wilderness map. Either the 9.5 km or 133 km hex scale will do. A skill check is then made secretly by the GM, using the Find Direction skill of whichever party member has been tasked with keeping them on course. If this check fails, the GM rolls on the Area Effect Scatter table (9.6), using the party's intended travel distance in hexes (instead of inches). This will show the GM which hex the party actually wound up in. Any further travel will then be "off" by that number of hexes in the indicated direction. The party will discover their error when they begin arriving at places which are not on their route as they understood it. Another Find Direction skill check may then be made to pinpoint the party's real location.

14.0 Outdoor Encounters

This section of the rules presents tables which the GM may use to populate the players' adventures with random encounters. The GM is not limited to random encounters, of course; he/she may create encounters as needed for the sake of pacing and the needs of the ongoing plot.

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." A significant random encounter occurs on a roll of 9- on 2d10 each day while in a population center or travelling through clear terrain within civilized lands, and on a roll of 13- per day elsewhere. The encounter occurs during the day if the die roll was odd, otherwise it takes place at night. On a critical die roll, encounters take place both day and night.

Such encounters can be largely avoided if the PCs stay indoors, or within a secure campsite. The GM must determine, in such cases, whether the encountered characters or creatures are able to locate the PCs and if so, whether they choose to disturb them.

When an encounter occurs, there is a 40% chance that it involves intelligent beings if it occurs within civilized clear terrain, or a 30% chance if it occurs elsewhere. Otherwise, the encounter involves unintelligent or semi-intelligent creatures.

Encounter tables for each terrain type are given below.



14.1 City Encounters

When an encounter takes place while the PCs are visiting a population center, it indicates that NPCs of some significance or importance have sought the players out. Roll on the following table to find out who comes visiting. It is up to the GM to determine their motivations; suggestions are included in each entry. It may be advisable for the GM to scale such encounters to suit the size of the village, town or city where they occur:

d100: City Encounter:

01-05 Ruffian/Bandit/Criminal: Usually belongs to a gang of 2d10 persons. Desires henchmen, accomplices, or aid. May cheat or harm the party. May try to pass himself/herself 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 2d10. 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 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/she collects revenue. Usually accompanied by d100 scribes, soldiers, and clerks. Seeks bodyguards, "enforcers," spies, scribes, accountants, and household personnel.

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 Arena Official: A member of one of the entrepreneurial clans involved in the business of the Hirilákte arena. 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 GM 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: From a legion, a temple guard unit, the local militia, the Sákbe-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 2d10 comrades.

49-58 Priest: Roll randomly for his/her sect on the table in 14.3.1. 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, laborers, 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: Universal/Generic/Temple 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 Espionage Agent: From a secret temple or political faction or an intelligence-gathering organization. There is a 30% chance of the visitor revealing his/her 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 NPC's goals may not be favored 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

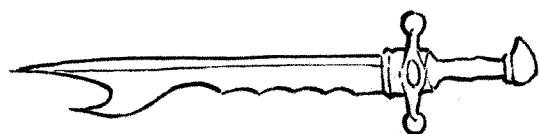
96-98 Nonhuman: Roll for the species from among the friendly races, or possibly the N'lüss or the Nom, on table 14.1.1. The individual may be a merchant, scholar, mercenary, ambassador, etc. Members of the same race will be preferred, but humans are sometimes employed as well. May need translators, guards, experts, or local assistants.

99 Alien Agent: A representative 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 Zu'úr, smuggling, or political intrigue. The agent has 2d10 accomplices and possibly a larger network of spies and employees.

100 Pariah Agent: A representative 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.

14.1.1 City Nonhuman NPCs

d100:	Race:
01-10	Ahoggyá
11	Chíma
12-21	Hegléthyal
22-30	Hláka
31-40	N'lüss
41-50	Ninínyal
51	Nom
52-66	Páchi Lei
67-81	Pé Choi
82-91	Shén
91-99	Tinalíya
00	Urunén



14.1.2 City NPC Motivations

Should more specific reasons for the NPC's visit be desired, the GM may roll d100 on the following table:

d100: NPC's Motivation:

01-10 Treachery: Wishes to rob, cheat, or deceive the party (or some member thereof).

11-20 Needs Help: Requests aid in a quarrel, clan, or temple dispute, factional matter, personal revenge, etc.

21-25 Needs a Second: Asks some member of the party to become the NPC's champion in a duel, "affair of honor", or match in the Hirilákte Arena.

26-35 Personal Employment: Wants one or more members of the party to join the NPC's household or entourage as employees, "house-priests", etc.

36-50 Professional Employment: Offers one or more members of the party posts in the NPC's business, organization, etc.

51-60 Needs Representation: Invites one or more members of the party to act as agents abroad, in the countryside, or in some other city.

61-70 Risky Employment: Seeks help or henchmen in committing a crime, in a political or religious intrigue, "matter of state", secret mission, or clandestine affair.

71-85 Special Mission: Wants to find a missing person, obtain a specific object, lost treasure, etc. The GM will decide whether this is a local or foreign mission, whether it occurs out-of-doors or in the Underworld, etc.

86-95 Scholarly Assistance: 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.

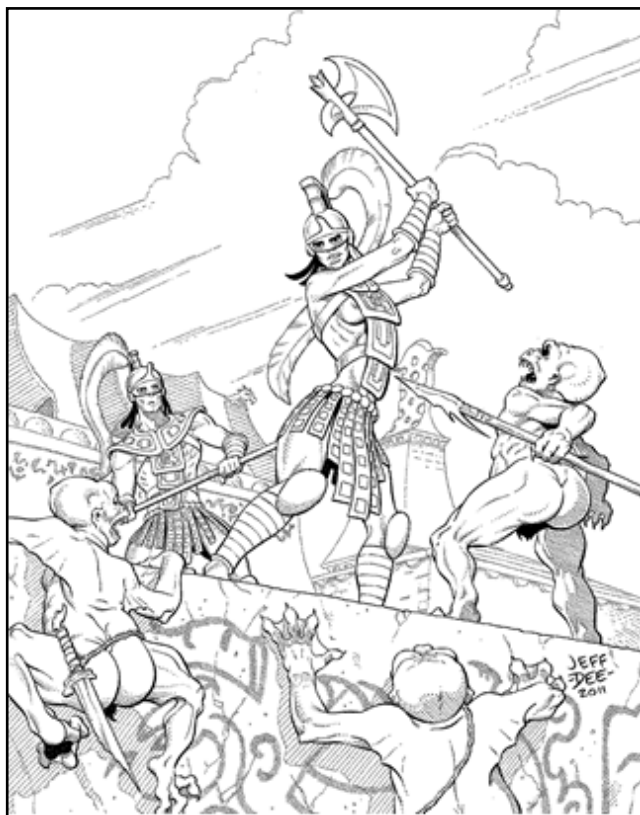
96-00 Other: Idle curiosity about the party, sexual attraction to some member, mistaken identity, etc. The GM may devise further interesting motivations!

14.1.2 Meeting the City NPC

Once the NPC's identity and goals have been established, a random roll is made to see which member of the party they approach. If the random encounter's general type matches a PC's actual Contact, then it's probably that Contact who comes calling – and they will most likely approach the PC with whom they have the closest relationship. The NPC then addresses that character. Those who are not present (as decided by the players and the situation, by a random die roll, or as the GM sees fit) cannot offer advice or speak to the NPC. If there is an opportunity, the party may then gather to discuss the NPC's proposal, and, if it is accepted, the mission is ready to begin!

14.1.2.1 City NPC Details

The personal details (5.0) of each NPC need not be rolled as soon as the encounter occurs. A party may refuse the offer, and the visitor can then disappear back into the society without further identification. Only those NPCs who accompany the party or who are frequently encountered require more than a token description.



14.2 Sákbe Road Encounters

When an encounter takes place while the PCs are travelling along a Sákbe road, it indicates that the PCs experience an especially noteworthy incident. Sákbe roads can be very crowded, especially near cities and at night near their intermittent guard tower plazas, and so most of the fellow travelers the PCs pass by during a given day must be ignored. Roll on the following table to find out who attracts the PCs' attention on a given day:

d100: Sákbe Road Encounter:

01-06 Peasants: Lower-class citizens; 2d10 appearing.

07-10 Workers: Slaves, laborers; 2d10 appearing.

11-14 Artisans: Middle-class folk; 2d10 appearing.

15-18 Slaver: With 2d10 guards, plus d100 slaves.

19-22 Prisoners: d10, guarded by 2d10 soldiers

23-27 Merchants: d5 appearing with a caravan of d10 guards, 30% foreign

28-31 Entertainers: d10 appearing.

32-35 Prostitutes: d5 appearing, may have entourage of d10 guards and/or d5 musicians

36-39 Adventurers: d10 Light/Medium/Heavy fighters, 0/1/2 comparable sorcerers, 30% foreign

40-43 Nonhumans: d10 Civilian/Light/Medium individuals, 1/0/2 Generic sorcerers, race table 14.1.1

44-47 Officials: 2/1/3 appearing, with entourage of 2d10 guards

48-51 Priests: d10 appearing, each with an entourage of d5 acolytes, servants and/or guards. The GM will establish their sect(s).

52-55 Nobles: Aristocrats, 2/1/2 appearing, each with an entourage of 2d10 servants, sycophants and/or guards.

56-59 City Militia / Sákbe Road Guards: A squad of d10+10 plus 2/1/2 officers; 1/2/3 such squads in times of trouble.

60-63 Soldiers: d100+25 soldiers plus 1/2/3 officers; 30% chance of 1 higher officer; 30% chance of a sorcerer.

64-67 Tax Collector: With entourage of 2d10 guards and d5 clerks
68-71 Imperial Messenger: Usually alone.
72-75 Spy: Intelligence agent; usually alone, but a 25% chance of a party of d10.
76-79 High Noble: 60% male, 20% Aridani, 20% non-Aridani, with 2d10 guards and d10 retainers.
80-83 Sorcerer: 80% Generic 20% Temple, with 2/1/3 Universal colleagues and 1/2/3 Medium guards
84-87 Distant Travelers: Either foreign or from a far corner of the Empire; d10 plus entourage of 1-5 each.
88-91 Criminals: Thieves, bandits, footpads, confidence men; 2d10 appearing.
92-95 Local Ruler: Governor, etc., plus entourage of d100+20; 80% chance of 1/2/3 sorcerers.
96-98 Victims: d10 individuals in difficulty and requiring help.
99-00 Creatures: Refer to the creature encounter chart for the terrain the Sákbe road is passing through (14.3.3-14.3.7).

14.3 Wilderness Encounters

As one gets farther from the civilized areas of humankind, encounters may occur with a greater variety of beings. When an encounter is generated away from cities or Sákbe-roads, a d100 roll is made to determine whether the encounter concerns humans, nonhumans, or creatures:

d100 by Terrain Type:			Encounter Type:
Clear Terrain:	Forest, Mountain:	Desert, Swamp*:	
50	25	15	Humans
15	15	10	Nonhumans
35	60	75	Creatures

*Includes Jungles and Wet Lowlands

Within the nonhuman enclaves, reverse the results for humans and the local nonhumans.

Encounters for humans and nonhumans use one chart apiece for all land-based locales. Creatures (including "monsters") use a different chart for each locale. If a creature encounter is indicated, use the chart appropriate for the terrain of the encounter.



14.3.1 Wilderness Humans

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.

A further column is added for the determination of the religious affiliation of the group (if any), for GMs 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 Ksáru near Hmakuyál; devotees of Avánthe, Hnálla, and Thúmis at Usenánu and all along the Missúma River; worshippers of Vimúhla and Chiténg at Fasiltum 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 Hríháyal 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.

d100	Land Encounter	Religion
01-05	Adventurers	Hnálla
06-10	Adventurers	Karakán
11-15	Bandits	Thúmis
16-20	Bandits	Avánthe
21-25	Merchants	Belkhánu
26-30	Merchants	Hrú'ü
31-35	Nobles	Vimúhla
36-40	Nobles	Ksáru
41-45	Nomads*	Sárku
46-50	Peasants	Dlamélish
51-55	Peasants	Chegárra
56-60	Peasants	Drá
61-65	Priests	Keténgku
66-70	Priests	Dilinála
71-75	Scholars	Qón
76-80	Slavers	Wurú
81-85	Soldiers	Chiténg
86-90	Soldiers	Grugánu
91-95	Soldiers	Durritámish
96-00	Sorcerers	Hríháyal

*In civilized areas "nomads" are likely to be travelers or possibly refugees (who may then be treated as peasants).

Adventurers: d10 x 2 are met. There is a 60% chance that they are not from the country in which they are encountered; if so, the GM may randomly determine their country of origin using the table at 17.8.1, re-rolling results matching the current country. Most such small parties will be Medium warriors. There is also a 30% chance that 20% of the party consists of Generic magic-users. There is also a 20% chance that 5%/20%/30% of the party are Aridáni women warriors. Any party of adventurers will possess a Type E treasure (see 17.0).

Bandits: Most are Light fighters. Off the roads, they probably number d100 x 6. Every 33 will include one Medium warrior; every 200 will have one Generic magic-user (roll above for the deity served). In clear terrain, there is a 20% chance that the bandits are met in their lair, and if so there is Type D treasure. In mountains, jungle, etc. there is a 30% chance of finding them in their lair, and there is then Type F treasure. Bandits met outside their lair have Type E treasure with them.

Merchants: d100 merchants, with Civilian statistics, are usually accompanied by d100 Medium guards. There is a 40% chance that the merchants are foreign to the land in which they are met, in which case the GM may randomly determine their country of origin using the table at 17.8.1, re-rolling results matching the current country. Merchants always have Type G 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-defense 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!

Nobles: 1/2/3 lords or ladies travelling on visits or business may be met. There is a 60% chance of each noble being male, 20% Aridáni female, and 20% non-Aridáni. The GM can randomly flesh out these nobles, as desired: a lord or Aridáni lady may be a Heavy warrior or duelist (50%), else there is a 40% chance that he or she is a Generic or Temple magic – user. Aristocrats are usually accompanied by d100 soldiers. 80% of the soldiers are Medium, and 20% are Heavy. A noble party possesses Type G treasure.

Nomads: d100 Light nomads are frequent in jungle, mountainous, or desert terrain. These are organized like bandits (above), except that there is a 50% chance that 50% of them are bowmen. Priests and Universal 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 Type F treasure, while outside their lair they have only Type E treasure.

Peasants: d100 peasants can be found working in their fields, repairing roads, going to market, etc. These all have Civilian statistics. Peasants are generally friendly if treated well, and can provide food, information and lodging. Peasants have little or no treasure.

Priests: d5 are met, with 2d10 followers. There is a 60% chance of them being males. A 60% chance exists that any priest or priestess encountered is a Universal or Generic sorcerer, else they Civilian statistics (except for priests of the war gods, who may be counted as Light or Medium warriors). Of their followers, there is a 30% chance of half being Medium soldiers – else they are Light. Roll above for the deity served by the group. The party has Type E Treasure.

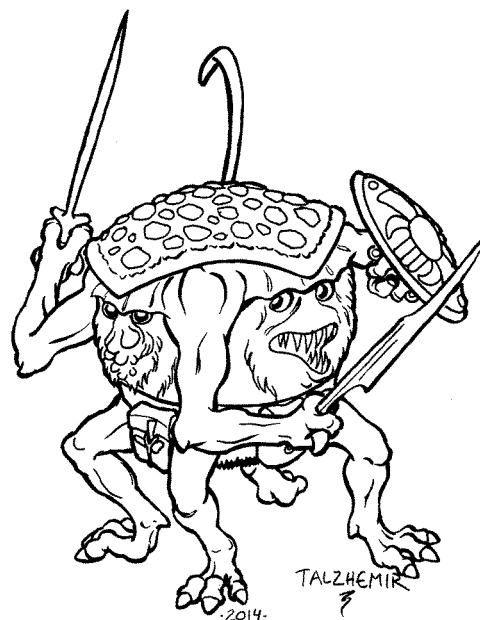
Scholars: 1/2/3 scholars may be encountered. Each has a 70% chance of being a Generic or Temple magic-user, and a 30% chance of being a lay-priest detached from temple service for some task or quest. Roll above to determine the deity served. Non-magical scholars carry type C treasure, but mages carry treasure type E. There is a 30% chance of any given scholar being female, and a 10% chance of a nonhuman.

Slavers: One slaver may be encountered, accompanied by a column of d100 x 6 slaves and d100 x 2 Light guards. 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 d100 x 10 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

(8.2), or perhaps they may be hired. Most slaves are unskilled labor, but there is a 20% chance of skilled persons, craftsmen, etc. in the column. If this is indicated, roll a 2d10 to determine their number. 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 columns. 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.

Soldiers: Contingents of d100 x 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 neighboring nation. 70% of these troops are ordinary Medium infantry, and 30% are Heavy infantry. Small parties are 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 Kédu “general”). Officers fight as Heavy warriors with +2 to their weapon skills and defense (+8 danger rating). Troops of 50 or less carry Type E treasure, Type F for parties of 51-100, and Type G for groups over 100. Attacking troops will be avenged by the appropriate government. Forces of hostile lands can be attacked, of course, if a state of war exists.

Sorcerers: 1/2/3 Universal/Generic/Temple Sorcerers may occasionally be met. There is a 60% chance of males. The deity served by each sorcerer must be ascertained (above), as well as each person's spells. A party of Universal Sorcerers has type E treasure, while Generic or Temple sorcerers possess a type G hoard.



14.3.2 Wilderness Nonhumans

Most of the friendly and neutral nonhuman species dwell in enclaves of their own, although individuals may emerge and wander far afield. Many of these creatures are not interested in the affairs of humankind and stay much to themselves. None of these races has any interest in conquest, nor is it likely that they could succeed if they did, so outnumbered (and sorcerously "outgunned") are they by humanity.

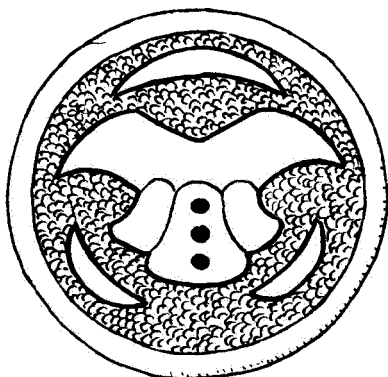
The inimical races are invariably hostile: no Ssú, for example, has ever befriended a human or vice-versa - not since the first explorers and terraformers massacred these creatures and took the planet from them. The tradition of hatred is too strong on both sides. The Hlüss dwell in solitary splendor on their island and attack human shipping; the Hlutgú pour out to raid human areas with incredible savagery, but they do not settle in these regions; the Shunned Ones remain in their sealed cities, except for occasional forays into the Underworlds and the tubeway cars to obtain raw materials; on the far side of the planet, the mighty Hokún hunt humans and consume them as food; the Ssú dwell in their subterranean cities and attack all comers, occasionally taking pieces of conquered territory for themselves but making no serious attempt to reclaim their lost heritage.

Nonhumans travel for a variety of reasons. The GM will determine their occupation(s), goals, and intentions. d5/2d10/d100x2 are encountered.

d100:	Wilderness Nonhumans:
01-05	Ahoggyá
06-10	Ahoggyá
11-15	Hegléthyal
15-20	Hláka
21-25	Hlüss
26-30	Páchi Lei
31-35	Páchi Lei
36-40	Pé Choi
41-45	Pé Choi
46-50	Shén
51-55	Shén
56-60	Shunned Ones
61-65	Ssú (Grey)
66-70	Ssú (Black))
71-75	Tinalíya
76-95	Nearest Enclave*
96-00	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.



14.3.3 Clear Terrain Creatures

Clear terrain consists of agricultural fields, plains, or lightly wooded areas, with lakes, streams, and low, rolling hills.

d100:	Clear Terrain:	d100:	Clear Terrain:
1-3	Aqpú*	55	Küni
4-5	Armidzá*	56-59	Kurukú
6-8	Atlún	60	Lrí
9-12	Chlén	61-64	Mazhán*
13-15	Chólokh	65-66	Mnór
16-18	Chrí*	67-70	Nyár*
19	Diákolel	71-74	Nzí*
20-23	Dnélu	75-78	Okhíba*
24-26	Drí*	79-81	Riyúl*
27	Gerednyá	82-84	Sézhme*
28-29	Gíriku	85-86	Shánu'u
30-32	Hlássu*	87-89	Shqá*
33-34	Hmá, Wild*	90	Sró
35-36	Hmélu, Wild*	91-92	Teqéqmu
37-40	Hyahyú'u	93-94	Tiúni (Wild)*
41-44	Jakkóhl*	95-96	Tlékku (Wild)
45-48	Káika, Wild*	97	Vorodlá
49-50	Kité	98-00	Vringálu
51-54	Kókh		

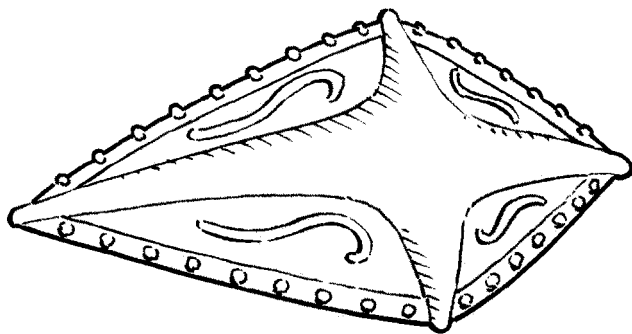
*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.

14.3.4 Forest Creatures

Forest terrain consists of: (1) open: woods, timberlands, underbrush, and scrub jungle, and (2) dense: thick forest, jungle, and wilderness.

d100:	Forest:	d100:	Forest:
1-3	Aqpú*	54	Kurukú
4-6	Armidzá*	55-58	Nráishu
7-9	Atlún	59	Nyár*
10	Chlén	60-61	Nzí*
11	Chnúu	62	Okhíba*
12-15	Chnéhl	63-64	Osó*
16	Chólokh	65-67	Rényu
17-20	Chrí*	68-70	Riyúl*
21-22	Diákolel	71-72	Sahulén*
23-24	Dlikkén	73-76	Sérudla
25-27	Drí*	77-79	Sézhme*
28-31	Dzór	80-82	Shánu'u
32-34	Gíriku	83-85	Shqá*
35-37	Hlássu*	86-87	Sikún
38	Hyahyú'u	88	Teqéqmu
39	Jakkóhl*	89	Tiúni (Wild)*
40-43	Khéshchal	90	Tlékku (Wild)
44-45	Kité	91-93	Tsi'il, Wild
46	Kókh	94	Vringálu
47-49	Küni	95-97	Vúr*
50-53	Kurruné*	98-00	Zrné

*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.



14.3.5 Mountain Creatures

Mountains consist of (1) low: foothills and peaks up to about 3,000 meters high; and (2) high: the tallest peaks and crags.

d100:	Mountains:	d100:	Mountains:
1-6	Aqpú*	49-50	Hyahyú'u
7-12	Atlún	51-53	Küni
13-14	Chlén	54-56	Mazhán*
15-20	Chólokh	57-59	Rényu
21-24	Chrí*	60-63	Riyúl*
25-27	Dlákolel	64-69	Sézhme*
28-30	Dlikkén	70-73	Shqá*
31-36	Drí*	74-79	Sró
37-42	Gerednyá	80-85	Syúsyu*
43-46	Hlássu*	86-91	Teqéqmu
47	Hmá, Wild*	92-97	Vringálu
48	Hmélu, Wild*	98-00	Zmé

*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.

14.3.6 Desert Creatures

Deserts range from the powdery white sands of the Desert of Sighs in Milumanayá, to the gravelly wastelands of the Great Desert of Galai in northwestern Mu'ugalavyá, to the Desert of Eyági's gritty, glass-like sand, to the parched dunes of the Dry Bay of Ssu'úm in southern Ssá Allaqí, to the rocky barrens of the Sleeping Desert in Mihállu, to the vast, wind-swept emptiness of the Plains of Glass in the far east of the continent. All of these have their own life-forms, only some of which can be included here.

d100:	Desert:	d100:	Desert:
1-5	Aqpú*	56-60	Riyúl*
6-10	Atlún	61-65	Sézhme*
11-15	Chrí*	66-70	Shqá*
16-18	Dlákolel	71-73	Sró
19-23	Drí*	74-76	Syúsyu*
24-30	Epéng	77-80	Tlékku (Wild)
31-36	Gerednyá	81-87	Utánakh
37-41	Hlássu*	88-90	Vorodlá
42-48	Míku	91-93	Vringálu
49-55	Mnór	94-00	Yuál*

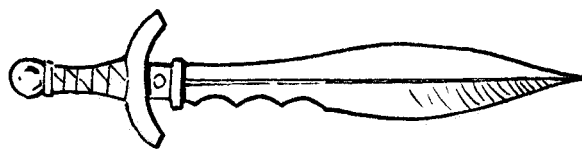
*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.

14.3.7 Jungle and Wet Lowland Creatures

Wet lowlands consist of (1) low-lying plains: occasional bogs, fens, and marshes; (2) swamps: largely water with interspersed islets and thickets; and (3) dense coastal swamps, sometimes called "mangrove swamps," often home to the horrid "Food of the Ssú."

d100:	Jungle & Lowlands:	d100:	Jungle & Lowlands:
1-4	Aqpú*	51-55	Lrí
5-6	Atlún	56-59	Pállis*
7-8	Chashkéri	60-61	Qáqtla
9-12	Chnúu	62-66	Qásu*
13-16	Chrí*	67-70	Riyúl*
17-20	Drí*	71-74	Sézhme*
21-22	Epéng	75-76	Shánu'u
23-24	Feshénga	77-81	Shivrái
25-26	Ghár	82-85	Shqá*
27	Gíriku	86-90	Ssúmani
29-32	Hlássu*	91-92	Teqéqmu
33-35	Hlu'ún	93-94	Tiúni (Wild)*
36-40	Horók*	95-96	Tletlákha
41-45	Hú*	97-98	Vúr*
46-50	Káyi	99-00	Zmé

*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.



14.4 Aquatic Encounters

When an encounter is generated on the water, a d100 roll is made to determine whether the encounter concerns humans, nonhumans, or creatures:

d100 by Terrain Type:			Encounter Type:
River/Lake:	Seacoast:	Deep Sea:	
55	45	10	Humans
15	25	10	Nonhumans
30	30	80	Creatures

Within the nonhuman enclaves, reverse the results for humans and the local nonhumans.

Encounters for humans and nonhumans use one chart apiece for all water-based locales. Creatures (including "monsters") use separate charts for river/lake and sea locales. If a creature encounter is indicated, use the chart appropriate for the terrain of the encounter.

14.4.1 Aquatic Human Encounters

If humans are indicated on the preceding general table, roll again to determine their type.

A further column is added for the determination of the religious affiliation of the group (if any), for GMs 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. devotees of Avánthe, Hnálla, and Thúmis at Usenánu and all along the Missúma River; the presence of powerful shrines to Dlamélish and Hríháyal in Jakállá; the predominance of Belkhánu and Qón in the environs of Thráya and the south-east, and many others. These factors are not random but they are too complex to track. A description of each type follows the chart. All individuals of a group are assumed to be average members of that group, except for their leaders.

d100:	Human Aquatic Encounter:	Religion:
01-05	Adventurers	Hnálla
06-10	Castaways	Karakán
11-15	Fishermen	Thúmis
16-20	Fishermen	Avánthe
21-25	Fishermen	Belkhánu
26-30	Merchants	Hrú'ü
31-35	Merchants	Vímúhla
36-40	Merchants	Ksáru
41-45	Merchants	Sárku
46-50	Merchants	Dlamélish
51-55	Nobles	Chegárra
56-60	Nobles	Drá
61-65	Pirates	Keténgku
66-70	Pirates	Dilinála
71-75	Pirates	Qón
76-80	Priests	Wurú
81-85	Soldiers	Chiténg
86-90	Soldiers	Grugánu
91-95	Soldiers	Durítámish
96-00	Sorcerers	Hríháyal

14.4.1.1 Number of Aquatic Human Vessels

When an encounter with humans occurs at sea, roll d100: 1-50 = 1 ship; 51-75 = 2 ships; 76-90 = 3 ships; 91-95 = 4/5/6 ships; and 96-00 = 8/10/12 ships. Most ships stay within sight of land, and 8 is thus subtracted from the d100 score for each 133km hex the ship is distant from land (-1 per two 9.5km hexes). 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 d100 score of 1-75 = the ship is human; a result of 76-00 = nonhuman. The first ship is always human.

14.4.1.2 Aquatic Human Nationality

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 Tékmel 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:

d100:	Nationality:	d100:	Nationality:
01-45	Tsolyáni	71-80	Livyáni
46-55	Mu'ugalavyáni	81-90	Háida Pakaláni
56-70	Salarvyáni	91-00	Other (GM's choice)

14.4.1.3 Aquatic Human Descriptions

Adventurers: There is an 80% chance of a Séscha-class ship belonging to an adventurer (or party of these). One may otherwise meet a Srügánta belonging to an explorer/adventurer. The adventurers' entourage consists of d10 x 2 persons, of whom there is a 60% chance of d5 sorcerers. The rest are Medium fighters of or better. In addition to the fighters, there is a crew of (d5 +1) x 10 Light sailors, who may also fight if needed. An adventurer's ship has Type E treasure.

Castaways: d5 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.

Fishermen: 1/2/3 small craft containing d5 fishermen each are found. These are average Civilians. Fishermen can provide food, information, guidance, and rumors. They have no treasure.

Merchants: There are two ship sizes: the Hrú, and the larger two-masted Tnék. The former holds 20 Civilian sailors, with d10+3 Medium fighters. The latter is crewed by 40 Civilian sailors with 2d10+7 Medium guards. Both of these vessels have sails, and they are used mostly as cargo carriers. Merchant vessels carry Type G treasure. Piracy is not unknown but carries severe penalties.

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 d100 Medium guards, courtiers, etc., with a 20% chance there will be a bodyguard of d5 Heavy warriors among them. He may also have d5 house priests and Generic sorcerers. There is always a complement of Civilian sailors and rowers; The Séscha carries 60 rowers, the Srügánta carries about 100 sailors, and the Qél has 180 sailors. A noble's ship has treasure of Type G.

Pirates: These also prefer a fast Séscha. A pirate crew consists of d5 x 15 Light fighting men. Their leader will be a Heavy warrior. There is also Type E treasure.

Priests: A temple ship is usually of the Srügánta class. It contains d10 x 2 priests, of whom d5 are sorcerers. Dice rolls must be made to ascertain the deity served, spells, etc. The captain will be a Heavy temple guard officer. He will have a crew of 2d10 + 19 Civilian sailors, plus 3d10+4 Medium guards. There is a 25% chance that the captain is also a Generic or Temple sorcerer. A priestly ship has Type G treasure.

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 Zírnel) with 300 oarsmen, 100 marines, and 10 officers. A score of 01-35 on a d100 indicates a Séscha; 36-65 = a Srügánta; 66-95 = a Qél; and 96-00 = a Zírnel. Rowers are Light fighters, Marines are

Medium. A Séscha is captained by a Heavy fighter; the Srügánta by a Heavy fighter with 2 Heavy mates; the Qél by a Heavy officer with +2 attack and defense skill (+8 danger rating) with four Heavy mates; and the great Zírúnel by a Heavy captain with +2 attack and defense skill (+8 danger rating), with 6 Heavy comrades. There is a 30% chance that 20% of any fighting crew will be of Heavy warriors as well. A Séscha has Type E treasure. A Srügánta has F treasure, a Qél has Type G, and the Zírúnel has Type G. Military ships all have a 50% chance of d5 Generic sorcerers trained in battlefield magic.

Sorcerers: A wandering enchanter usually prefers the Srügánta. He/she/it will be of Temple level, with a 50% chance of d5 Generic sorcerer companions, and d10 + 10 Medium fighting men and a Civilian crew of 2d10+19. The ship may be crewed by nonhumans or oddities (the GM'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 Type G treasure, but capturing it may be a problem.

14.4.2 Aquatic Nonhuman Encounters

If nonhumans are indicated on the preceding general table, roll again to determine their species.

d100:	Nonhuman Water Encounter:
01-05	Ahoggyá
06-10	Ahoggyá
11-15	Hegléthyal
16-20	Hlutrú
21-25	Hlutrú
26-30	Hlüss
31-35	Hlüss
36-40	Hlüss
41-45	Páchi Lei
46-50	Pé Choi
51-55	Shén
56-60	Shén
61-65	Shén
66-70	Shén
71-75	Tinalíya
76-95	Nearest Enclave*
96-00	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. Ssú at sea, Hokún, Urunén, etc.

14.4.2.1 Number of Aquatic Nonhuman Vessels

Encounters with more than one ship may also occur. Roll d100: 1-50 = 1 ship; 51-75 = 2 ships; 76-90 = 3 ships; 91-95 = 4/5/6 ships; and 96-00 = 8/10/12 ships. Most ships stay within sight of land, and 8 is thus subtracted from the d100 score for each 133km hex the ship is distant from land (-1 per two 9.5km hexes). The minimum result is 1. In the case of plural ships, a d100 roll is made to allow for the chance of a human crew: on a d100 score of 01-75 the ship is entirely nonhuman; on a 76-100 roll again on the human chart (14.4.1). The first ship encountered is invariably nonhuman.

Refer to the Bestiary section (16.0) for more information on nonhumans. A listing of crew types follows:

14.4.2.2 Aquatic Nonhuman Descriptions

Nonhumans travel for a variety of reasons. The GM will determine their occupation(s), goals, and intentions.

Ahoggyá: 2d10 x 5 Light fighter-sailors; 1 is a Heavy warrior; 2 others are Medium warriors. There is 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.

Hegléthyal: 2d10 x 5 individuals (of whom perhaps 70% are Light fighters; 1 Heavy warrior; 2 Medium warriors; and treasure of Type E. The Swamp Folk often serve the Mu'ugalavyáni as marines. They are excellent sailors and swordsmen.

Hlutrú: d10 x 10 Medium individuals who sail little leather coracles, perhaps d10 per boat. There is a 50% Type B treasure in one of these small vessels. The Hlutrú travel in small flotillas, often to no apparent purpose. It is theorized that they sail in response to some ancient Lemming-like mating instinct. They always attack human shipping and never give quarter or take captives.

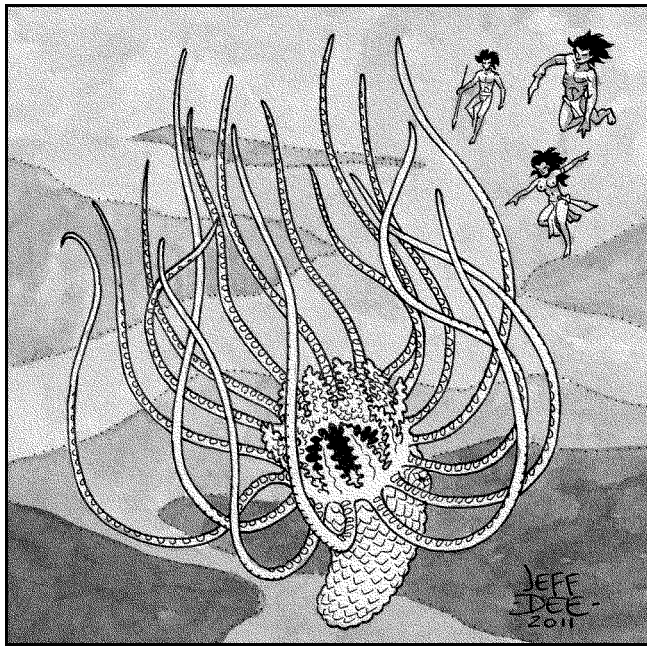
Hlüss: d5 x 50 Light fighter-sailors on a multistoried bee-hive shaped ship made of a stony secretion. Each ship has d5 Generic sorcerers, and half the crew are Medium warriors. A Hlüss ship carries a treasure of Type G. The Hlüss are ferocious and implacable enemies of humankind. They neither parley nor surrender, and to encounter one of their strange, droning, hive-ships strikes fear into the hearts of their unlucky victims.

Páchi Léi: d5 x 15 Light sailors; d5 are Medium warriors. There is treasure of Type E. The Páchi Léi are clever merchants and often sail great distances along the coasts.

Pé Choi: d10+14 Light sailor-fighters, 1 is a Heavy warrior, and two are Medium warriors. There is a 40% chance of a sorcerer. There is treasure of Type E. Pé Choi are afraid of water deeper than their thighs (they have additional breathing spiracles hidden beneath their chitin there), and a Pé Choi ship is therefore rare. A confirming roll of 01-25 on a d100 is made whenever such a vessel is indicated, and if found, it will probably have some very special, important mission.

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.

Tinalíya: 2d10 x 5 Light sailors, of whom 50% are likely to be Medium warriors. There are also d5 Heavy leaders, a 25% chance of d5 sorcerers, and 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 mined 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 a Lightning Bringer (17.7, #15) as well.



14.4.3 Aquatic Creatures

Water habitats consist of (1) inland: lakes, rivers; (2) coastal: tidal flats and seacoast; and (3) ocean: seas and deep, salt water. If an aquatic creature encounter is indicated, use the chart appropriate for the terrain of the encounter:

d100:	River & Lake:
1-6	Chashkéri
7-12	Étla
13-18	Feshénga
19-24	Ghár
25-28	Gíriku
29-35	Haqél
36-41	Hlássu*
42-48	Kátru
49-50	Khéshchal
51-54	Lrí
55-61	Mírish*
62-68	Nenyélu
69-74	Ngrútha
75-80	Qáqtla
81-84	Shánu'u
85-86	Sró
87-90	Teqéqmu
91-96	Tletlákha
97-98	Vorodlá
99-00	Vringálu

d100:	Seacoast & Ocean
1-5	Akhó
6-10	Chashkéri
11	Chólokh
12-16	Étla
17-21	Feshénga
22-26	Ghár
27-30	Gíriku
31-35	Haqél
36-40	Hlássu*
41-45	Kátru
46-50	Kruá
51-55	Lrí
56-61	Mírish*
62-66	Nenyélu
67-71	Ngrútha
72-76	Qáqtla
77-80	Shánu'u
81	Sró
82-85	Teqéqmu
86-90	Tletlákha
91-95	Tsóggu
96-00	Zo'óra

*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.

15.0 Underworld Exploration

The Underworlds are the relics of Téकुmel's long occupation. Some were excavated by the native Ssú and Hlüss; others are

human-built underground installations from before the Time of Darkness, when humankind used technology to travel between the stars. Later, after the cataclysm that cast Téकुmel and its solar system into its present "pocket dimension", the Lords of the Latter Times constructed defenses and storehouses far below the surface. Some of these are still intact, while others have collapsed, become filled with water, or are crushed beneath hundreds of meters of stone. Still later, the rulers of the kingdoms, empires, and dynasties that followed built further labyrinths, tombs, and treasure-houses. In more recent times, the custom of Dítlána has arisen, occasioning the construction of more catacombs and "layers" over older excavations. Dítlána denotes the renewal of a city by demolishing all of its buildings down to ground level, sealing the cellars, and erecting a new city on the resulting new surface. The temples do not wish their holiest shrines to be buried without access, however, and tunnels, dug-out chambers, and corridors abound. Some of these are used by the priesthoods, but others are the work of clanless or homeless people, criminals, members of various secret societies, and the dwellers in the more ancient catacombs below. These last dig connecting passages to remain in contact with the surface. Dítlána is supposed to be done every 500 years or so, but many cities are "overdue." Some of the "layers" of catacombs lie directly over one another, while others are scattered about, the result of cities migrating within the area over time. Layers are sometimes cut off without access, while others are joined by long connecting tunnels to other sections or to the surface itself.

15.1 Underworld Maps

Maps of the Underworld may be drawn on a square or hexagonal grid, at a scale of 1 movement space (2 meters) per grid space. Characters typically explore underworlds at a stealthy pace: 5x the Move of their slowest member per minute (10 rounds).

15.1.1 Stocking the Underworld

An underworld contains residents who make their lairs in some of its rooms, as well as wandering encounters. The GM may stock the rooms as desired, or roll a d10 for each room. On a roll of 1-4, the room is a lair; randomly select the occupants (15.2). On a 5, the room contains a trap (which the GM must devise). On a 6-10, the room is unoccupied.

15.1.2 Underworld Wanderers

During an underworld exploration the GM rolls a d10 every minute of in-game time. A roll equal to or less than the number of unexplored exits from the party's current location indicates a 'wandering' encounter (15.2). If there are no unexplored exits, the chance is 50% once per hour.

15.2 Underworld Encounters

There are separate encounter tables for the "shallow" levels (where powerful creatures are rare, and where humans may frequently be met), the middle levels, and the deep, lost levels in which the creatures are likely to be more dangerous, and the humans are not those frequently met above! "Shallow" levels exist directly beneath most modern cities: sewers, storage places, buried shrines, connecting tunnels between buildings, etc. "Deep" levels are those that are deeply buried, ruined, secret, and seldom visited. It is the GM's choice whether to designate a given area as "shallow", "middle" or "deep." Depending upon his decision, the GM rolls a d100 against the table below:

d100 by Underworld Depth:			Underworld Encounter Type:
Shallow:	Middle:	Deep:	
01-25	01-15	01-05	Humans
26-35	16-25	06-15	Nonhumans
36-95	26-95	16-95	Creatures
96-00	96-00	96-00	GM's choice or "special"

The GM may adjust the size of the encounter to make a good match for the party's strength (16.1.1.3). Lairs typically present a greater challenge than wanderers.

15.1.1 Underworld Humans

If humans are found a d100 is rolled against the following table:

d100 by Underworld Depth:			Underworld Humans:
Shallow:	Middle:	Deep:	
01-30	01-20	01-10	Poor Slum Dwellers
31-50	21-40	11-30	Tomb Robbers
51-80	41-75	31-70	Priests
81-00	76-95	71-90	Soldiers
	96-00	91-00	Powerful Sorcerer

Any special items in the possession of a group should be doled out among its most powerful members who can use them.

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: d50 slum dwellers; 2d10 escaped slaves; 2d10 bandits, d10 vagabonds, or 2d10 workers. All use Civilian statistics. Occasionally women and children (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 d5). They carry treasure according to Chart E (F within their squalid 'lair').

Tomb Robbers: In the upper levels, gangs of tomb robbers are frequent in the Cities of the Dead outside the great cities. They number 2d10 and count as Light/Skirmishers. An experienced leader is a Medium/Soldier. These gangs are not necessarily hostile, but they are greedy and may try to rob or mislead other groups. In the lower levels, gangs are better armed and are all Medium/Soldiers, with a Heavy/Elite leader. There is a 15% chance of d5 nonhumans, a 10% chance of a Generic Spellcaster. Such gangs are often hostile (60%) and may waylay or ambush other groups. They know the Underworlds well, but beware! They carry treasure from Chart E.

Priests: These individuals guard the subterranean shrines of their deities. In the upper levels, these lie beneath the surface temples, buried by the custom of Dítlána "city renewal" that is performed every 500 years or so. The sect of the "Dark Trinity" (Ksáru, Hrú'ü, and Sáru, and their Cohorts) are the most frequent, with those of the other deities being less so. A shrine includes attendant priests (2d10 Civilians), temple guards (5d10 Light/Skirmishers, with a veteran Heavy/Elite captain), and possibly (a 20% chance) of d5 Generic Spellcasters. 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. The shrine contains Chart C

treasure. In the lower levels, the priestly contingents consist of d100 Civilian priests; 2d100 Light/Skirmisher temple guards, with d5 Elite/Heavy officers, d10 Generic Spellcasters, and a 10% chance of d10 nonhuman guides or guardian creatures (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. Such a group carries Chart 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.



Soldiers: In the upper levels, soldiers are usually tomb police, city levies, or temple guards from one or another temple. These parties number d100 Light/Skirmishers, with d5 Medium/Soldier veterans and a Heavy/Elite leader. 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). They carry Chart E treasure. In the lower levels, d100 Medium/Soldiers with d5 Heavy/Elite officers and d5-2 High Officers (Heavy/Elite with +2 to hit and +2 defense, +8 danger rating) 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. They again carry Chart E treasure.

Powerful Sorcerer: A High Level Wizard is rarely encountered in the labyrinths deep below ancient ruins. He/she/(it?) is of Sorcery Level 20 (Temple Spellcaster, +5 Sorcery skill, 480 spell purchase points, +1 danger rating). The wizard has an entourage (human and/or nonhuman) consisting of 2d10 magically enhanced Heavy/Elite guards and d5 Generic Spellcaster assistants. The wizard owns a horde of Chart 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.

15.1.2 Underworld Nonhumans

If nonhumans are found, use the table at section 14.3.2.

15.1.3 Underworld Creatures

The beings that inhabit the Tsuru'um are of several types: (1) Technological marvels of steel, glass, and plastic placed in the underworld as guardians and custodians before the Time of Darkness. These include everything from tiny service robots to huge planetary defense weapons. (2) Further residents, some technological, some androids or mutations, and some strange and whimsical, established in the underworlds by the Lords of the Latter Times. Many of these are treasure - or tomb - guardians; others are defensive; some are simply lost. (3) The guardians stationed by the priesthoods to protect modern temple sanctuaries and catacombs. These may consist of androids, mutations, and genetic creations (using the ancient protoplasm vats and genetic coding machines - some of which are not very accurate any more). Others are species of beasts that thrive in darkness and do sentry-duty just as well. Still others are reanimated Undead, the production of those temples which have discovered what lies beyond this life. (4) Various animals that have wandered into the labyrinths over the millennia and found them comfortable. (5) Homeless people, tomb-robbers, criminals, recluses, and others who have no connection with any of the above but who now inhabit the labyrinths. Only a few of the many denizens of the Underworlds can be listed below.

15.1.3.1 Shallow Underworld Creatures

d100:	Shallow Underworld:	d100:	Shallow Underworld:
1	Aqpú*	47-49	Nshé
2-3	Atlún	50-56	Qól
4-10	Birdlú	57-59	Qumqúm
11-13	Chnéhl	60-61	Riyúl*
14	Chrí*	62-67	Sagún
15-17	Dlaqó	68	Sézhme*
18	Drí*	69-74	Shédra
19-21	Hrá	75	Shqá*
22-24	Jáigi	76-81	SrámuThu
25-27	Káyi	82-83	Sró
28-33	Kúrga	84-85	Syúsyu*
34-39	Mrúr	86-91	Thúnru'u
40-41	Mu'ágh	92-94	Tsú'uru
42-44	Ngáyu	95-97	Vorodlá
45-46	Ngrútha	98-00	Yéleth

15.1.3.2 Middle Underworld Creatures

d100:	Middle Underworld:	d100:	Middle Underworld:
1	Aqpú*	51-52	Ngóro
2-3	Atlún	53-55	Ngrútha
4	Chrí*	56-61	Nshé
5-10	Dlaqó	62-67	Qumqúm
11	Drí*	68-70	Riyúl*
12-14	Hlí'ír	71	Sézhme*
15-20	Hrá	72-77	Shédra
21-26	Hurú'u	78-79	Shqá*
27-29	Jáigi	80-85	Thúnru'u
30-35	Marashyálu	86-91	Tsú'uru
36-41	Mrúr	92-94	Vorodlá
42-44	Mu'ágh	95-00	Yéleth
45-50	Ngáyu		

15.1.3.3 Deep Underworld Creatures

d100:	Deep Underworld:	d100:	Deep Underworld:
1-7	Aqáá	53-55	Mu'ágh
8-10	Aqpú*	56-61	Ngáyu
11-13	Atlún	62-68	Ngóro
14-16	Chrí*	69-71	Ngrútha
17-22	Dlaqó	72-77	Nshé
23-25	Drí*	78-83	Riyúl*
26-32	Hlí'ír	84-90	Ru'ún
33-38	Hrá	91-93	Sézhme*
39-44	Hurú'u	94-96	Shqá*
45-48	Jáigi	97-00	Vorodlá
49-52	Marashyálu		

*Optional non-combat "flavor encounter"; GM may treat this as "no encounter" if they prefer.

15.1.4 GM Specials

Underworlds populated by nothing but the standard, randomly selected characters and creatures may quickly become predictable and stale. The GM should spice things up with a few rare, quirky, unique encounters. These can often be the subject of ancient rumors of strange and unusual hazards, and the goals of special underworld missions to find, study, or defeat them.

16.0 Bestiary

Most of the original, indigenous animal and plant species of Tékumel are extinct. Only the hardiest survived the coming of humankind, the warfare with the Hlúss and the Ssú and the many changes wrought thereafter by humans and their allies during the centuries before the Time of Darkness. Tékumel's sentient species were confined to "reservations," and the purplish vegetation that almost covered the continents and filled the seas was exterminated. The planet was terraformed by processes that would now seem godlike to the modern Tekumeláni. Gravity machines were buried near the planet's core, the atmosphere was altered, the climate was reduced to a perpetual "warm tropic" variety comfortable for humankind and the Shén (and acceptable to the other allied species), and plant and animal life was imported from friendly worlds.

At first the new masters of Tékumel attempted to maintain an ecological balance: the starships unloaded trees and plants that were economically useful or aesthetically pleasing, animals that were edible or traditional "pets," and micro-organisms that produced oxygen, nitrogen, and soil nutrients. Birds, which seem to be a uniquely Terran development, were freed to fly in Tékumel's skies. As time passed, the interstellar traders of the allied races found Tékumel a pleasant place and constructed resorts and estates. This, rather than trade or industry, became Tékumel's major "occupation" during the millennium or so before the Time of Darkness.

The commercial tycoons who built their manors upon Tékumel came from many worlds, a few even from far-off Earth. The flora and fauna they imported to stock their pleasure gardens and hunting preserves were thus varied. The Shén brought in many of the reptilian, quadrupedal species from their wide-flung star systems; the Pé Chói did the same with the six-limbed creatures of their worlds. The other races, too, established suitable environments for their own favorite life-forms. Many of these magnates were hunters, scholars,

explorers, collectors of oddities, and aesthetes whose tastes in horticulture and zoological gardens ranged from the academic to the weird.

The Time of Darkness brought chaos. The cities crumbled, the waves rose, and Tékumel's core shook with the stresses created by the interruption of the interstellar magnetic and gravitic forces that had existed since the creation of the cosmos. The estates and gardens and hunting preserves were devastated, thousands of species perished, and only the strong and adaptable survived. A million delicate, gauze-winged insects from the Pé Chói worlds fluttered free from their smashed glass cages - and died. Many others did the same. Thousands of species survived to come to terms with Tékumel's atmosphere, unfamiliar food plants, and hostile inhabitants. A dozen sea-monsters, the Akhó of the deeps, slipped away from the gigantic aquarium constructed by some nameless collector of dangerous marine life. A handful of Terran horses ran from the collapsing stables of a trader from old Earth, and the lumbering six-legged Bazháq of Deneb escaped similarly from the domed mansion of a hunter whose home world revolved around a small star near Procyon.

With this background, it is not surprising to find an incredible diversity of life on Tékumel. Species that could never have evolved together exist side by side in all of the planet's various eco-systems. It is thus no easy task to describe Tékumel's flora and fauna; rarities and oddities are the norm rather than the exception.

Ecologically similar but widely separated areas have diverged since the Time of Darkness also. Just as the flora and fauna of the Gobi Desert, the Sahara, and the deserts of the American Southwest all contain similar but different life-forms, so do the ecological systems of the Great Desert of Galái, the Desert of Sighs, the Desert of Eyági, the Dry Bay of Ssu'úm, the Sleeping Desert, and the Plains of Glass vary greatly. The same is true for the jungles, the forests, the mountains, and the seas. Only the fertile agricultural plains display more or less similar inhabitants; this is the result of historical diffusion and trade between the various intelligent races and peoples. The same ecological "niche" may be filled by a six-legged Pé Chói "lizard" in the Desert of Sighs, by a furry, spider-like creature from one of the Ahoggyá worlds in the Sleeping Desert, and by other fauna elsewhere. Any Tékumeláni bestiary must necessarily be extensive - and filled with wonders.

The "fauna" of the Underworlds is more uniform than the inhabitants of the planet's surface.

A full description of Tékumel's denizens is unnecessary in game terms. One may encounter a thousand species of insect life, a dozen birds, several snakes and reptile-like creatures, and a handful of animal varieties on any morning's stroll in the fields just outside Béy Sú. To describe each of these and roll for encounters would be silly. Players seek adventure and achievement; most are not naturalists to whom every new beetle is sheer delight. Omitting innumerable small species (including some vicious biting insects, vipers, and minor food animals), the fauna of Tékumel consists of some rather large and often dangerous species. There are a number of meat animals, both wild and domesticated, including a descendant of the ancient earth cow, but only the following are of interest for game purposes.

16.1 Creature Descriptions

The following section describes the most common or interesting creatures of Tékumel. Each description states the creature's major habitat. Many species occur in more than one locale, of course, and these are noted as well. Each creature's name is given first, followed by its nickname (if it has one), and its "danger rating" (16.1.1) in parenthesis.

Animals have an Instinct attribute (INST) instead of INTL. Instinct includes perception and cunning but does not allow complex skills or language. Semi-intelligent creatures have Semi-Intelligence (SEMI) instead of INTL, which allows complex skills and language (provided that the particular species has the necessary manipulative appendages and vocal chords). Semi-intelligent creatures are fully sapient, but they have no 'higher learning', nor any separate culture or enclave of their own.

The creature statistics presented here are generic, representing 'average' examples of each type. Where sub-types commonly occur (for example, where creatures of different ages occur in different sizes), generic versions of each variation are given.

16.1.1 Danger Rating & Balancing Encounters

A creature's "danger rating" indicates the approximate number of beginning PCs it would take to match one creature of that type in a fight.

16.1.1.1 Number of Creatures Encountered

For each creature type, d100 odds are given that they will be encountered "wandering" as opposed to holed up in their "lair". A second roll of 1d10 determines the number encountered, depending on whether they're wandering or at home. Please note that these numbers are merely general guidelines. The GM is the final arbiter of the number of creatures encountered.

16.1.1.2 Encounter's Total Danger Rating

Add up the danger ratings of all of the creatures in the encounter to get a rough estimate of the danger of the entire group.

Example: Exploring an abandoned farmhouse, the party has run into 11 Atlún-spiders (danger rating: .7 apiece) using it as their lair - plus, the GM has thrown in a "king" spider with a danger rating of 1.2. The total danger rating of the encounter is $(.7 \times 11) + 1.2 = 8.9$.

16.1.1.3 Balancing Encounters

Knowing the approximate amount of danger the party can handle (approximately 1 per PC at the start of the campaign, growing quickly over the first few episodes and then advancing more slowly as the characters mature), the GM may wish to either adjust the number of creatures encountered to fit the party's strength, or adjust the circumstances of the encounter to offer weaker parties a chance to escape.

Note that in an exactly matched fight each sides has a 50% chance of being defeated, and the combat will take the longest. Quick, incidental fights work best at approximately $\frac{1}{2}$ to $\frac{2}{3}$ of the party's strength, tough fights that the party will probably win should be rated just slightly less than the party's

strength, and anything more dangerous than the party will probably defeat them unless they are extremely lucky, or careful, or if they flee.

16.1.2 Customizing Creatures

Unique, 'custom' versions of creatures can easily be created by applying Advantages and Disadvantages from the Personal Traits section (3.9). This is often desirable in the interest of giving a swarm of generic creatures a more powerful leader, or when statistics for the species' young are needed, or simply to create uniquely challenging 'Saturday Night Specials'. Traits which affect a creature's combat effectiveness result in a modifier to its "danger rating": +2 for each point of Advantage, and - .2 for each point of Disadvantage.

Example: Tim wishes to give a lair of Dnélú a larger, more experienced leader. A standard Dnélú's danger rating is 1.3; Tim gives the leader the "Large" Disadvantage (-1 to its Size Mod) for -.4, but also attribute +1 (PHYS) for +.4 and Talents for +1 to hit and +1 to dodge (+.2 each), for a total modifier danger rating of 1.7. Tim must remember to apply each Trait to every statistic that it affects. The -1 penalty to the boss Dnélú's Size Mod from being "Large" also affects its three Defenses, while its PHYS increase affects both its Hits and its Bite damage.

Be cautious about adjusting a creature's statistics by more than a point or two. Extreme adjustments may result in unrealistic or unbalanced creatures.

Creatures can also be customized by giving them different weapons and armor. Add +.2 to the creature's danger rating for each +1 adjustment to its chance of hitting. Add +.2 to the creature's danger rating for each +1 adjustment to the average damage of its best attack. Add +.2 to the creature's danger rating for each +1 adjustment to its Physical protection (and +.1 for each +1 to its Energy protection). If these statistics are lowered, rather than raised, then subtract from damage rating rather than adding to it.

Example: Tim has his players facing a band of human brigands, using the Human Light/Skirmisher statistics. He wants to arm their leader with a +1 magic battleaxe, a steel weapon which does an average of 8 damage (2 points higher than the average damage dealt by the Human Light/Skirmisher's usual spear). This results in an increase of +.4 to the bandit leader's danger rating.

When changing a creature's weapon or armor, be careful not to violate the weapon's PHYS requirement or the armor's DEFT limit. Of course, you can always adjust the creature's PHYS or DEFT to fit.

16.2 The Bestiary List

Ahoggyá "the Knobbed Ones"



The Sharúna Lowlands of Salarvya, the Flats of Gyógma in Háida Pakála, and Ónmu Tlé Hléktis in the far southeastern ocean are the chief enclaves of this species.

Ahoggyá are knobby, brownish, bristly,

tremendously strong creatures, about 1.4 meters in height. Their bodies are like a thick barrel surmounted by a domed, armored carapace that makes them look rather like a stocky mushroom. Set equidistantly around the body just under the rim of the carapace are four powerful arms, which end in hands having three fingers and a thumb. Between these arms they have four pairs of independently moveable eyes. Their eating, breathing, and sexual apparatus occupies the middle of their body on each side, and at the base of the body, four thickly muscled, bowed legs project out in a permanent crouch. The Ahoggyá are intelligent and speak, though with a ghastly accent. They have eight sexes, but their mating practices are still a mystery to other species. They have a reputation for bad temper, boisterousness, and crudity, and they prefer to be left alone, but will sometimes help humans, though never gladly. As far as is known, they have no religion whatsoever. Once, the Emperor Dúrumu, "the Copper Blade of Sárku" (ruled 1,747-1,809 A.S.) sent a body of scholars to ascertain the Ahoggyá deities. They concluded that these creatures had no gods at all, whereupon the Emperor classed them as "animals" for citizenship and census purposes, an insult the Ahoggyá never forgot. The Ahoggyá fight in human armies, often bravely and loyally, as long as they are paid. They employ short spears, maces, flails, and other weapons, as well as magical devices.

Ahoggyá PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:
360 Degree Vision
Extra Limbs: 4 arms
Ambidexterity: 2 arms
Quirk: Gruff
Temper: Shén & miscellaneous annoyances

Ahoggyá, Civilian (.1)

PHYS: 11	DEFT: 9	INTL: 10	
WILL: 9	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 5 ground		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 1/0	Hits: 14	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Mace	11-	1/2/3	ambidextrous

Ahoggyá, Light/Skirmisher (.6)

PHYS: 11	DEFT: 9	INTL: 10	
WILL: 9	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 5 ground		
Defenses:	Melee: 0	Missile: 0	Magic: -2
Armor: 2/0	Hits: 14	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Boar Spear	10-	5/7/9	ambidextrous

Ahoggyá, Medium/Soldier (1.3)

PHYS: 11	DEFT: 9	INTL: 10	
WILL: 9	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 5 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 3/1	Hits: 14	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Longsword	12-	4/6/8	ambidextrous

Ahoggyá, Heavy/Elite (3.8)

PHYS: 11 DEFT: 9 INTL: 10
 WILL: 9 PSYC: 2 Size Mod: 0
 Initiative: 1/2/2 Movement: 5 ground
Defenses: Melee: 3 Missile: 3 Magic: -1
 Armor: 4/2* Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
 Steel Great 12- 6/9/12 ambidextrous
 Axe
 *Steel armor

Ahoggyá, Universal Spellcaster (.9)

PHYS: 11 DEFT: 9 INTL: 10
 WILL: 9 PSYC: 8 Size Mod: 0
 Initiative: 1/2/2 Movement: 5 ground
Defenses: Melee: -1 Missile: -1 Magic: -1
 Armor: 2/0 Hits: 14 Energy: 40

Attacks Hit: Dmg: Other:
 Sorcery 12- 60 spell purchase points
 Saber 12- 2/3/4 ambidextrous

Ahoggyá, Generic Spellcaster (2)

PHYS: 11 DEFT: 9 INTL: 10
 WILL: 9 PSYC: 8 Size Mod: 0
 Initiative: 1/2/2 Movement: 5 ground
Defenses: Melee: 0 Missile: 0 Magic: 1
 Armor: 2/0 Hits: 14 Energy: 60

Attacks Hit: Dmg: Other:
 Sorcery 15- 210 spell purchase points
 Club 14- 0/2/2 ambidextrous

Ahoggyá, Temple Spellcaster (4.1)

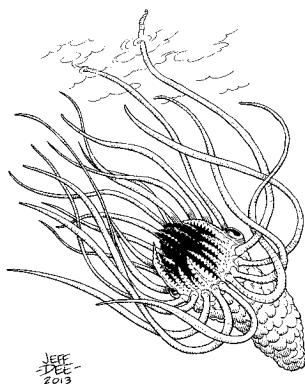
PHYS: 11 DEFT: 9 INTL: 10
 WILL: 9 PSYC: 8 Size Mod: 0
 Initiative: 1/2/2 Movement: 5 ground
Defenses: Melee: 1 Missile: 1 Magic: 4
 Armor: 2/0 Hits: 14 Energy: 90

Attacks Hit: Dmg: Other:
 Sorcery 17- 360 spell purchase points
 Quarterstaff 14- 2/4/6 ambidextrous

Akhó "the Embracer of Ships"

Deep ocean and coastal waters. Stories of Akhó inhabiting Lake Parunál and the swamps around the city of Púrdimal are untrue.

These sinewy, dull gray monsters range from small specimens 3 meters in length, to the commoner size of 4.5 - 9 meters, to the largest individuals, which may be 15-23 meters long!



A decade ago a dead Akhó was found washed up on a beach in Livyánu that must have measured nearly 30 meters long and 10 meters in diameter! The Akhó has twenty steel-hard tentacles (the largest are the thickness of ships' hawsers!) with which it seizes its victims. The creature has one glaring red eye set atop a cucumber-shaped body, beneath which lies its huge maw, filled with leafy membranous material which eats away a victim with an acid secretion. An Akhó usually attacks the hull of a ship (60%), and larger specimens can crush it to splinters. The beast may also try to snatch defenders from the ship's decks with its tentacles (40%). These monsters swallow almost everything they grab, and treasures have been found in the remains of dead Akhó, consumed who knows how long ago.

Wandering: 70%, 2/1/2 Lair: 30%, 2/3/4

Size (d100): 01-50 = Small, 51-80 = Medium, 81-00 = Large

Other Abilities:

Acid Maw: The Akhó places grappled victims in its leafy maw, where they take damage at the start of each new round (freeing up the Akhó to seize new victims). Victims can roll vs. the Akhó's PHYS to escape, as if from a grapple.

Akhó, Small [10'] (5.6)

PHYS: 12 DEFT: 10 INST: 10
 WILL: 10 PSYC: 2 Size Mod: -1
 Initiative: 1/2/3 Movement: 5 swimming
Defenses: Melee: 1 Missile: 1 Magic: 0
 Armor: 4/3 Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
 Grapple 14- Tentacle or Maw damage
 Tentacle - 5/7/9
 Crush - 5
 Acid Maw - no armor (see above)

Akhó, Medium [25'] (11.4)

PHYS: 14 DEFT: 10 INST: 10
 WILL: 10 PSYC: 2 Size Mod: -3
 Initiative: 1/2/3 Movement: 5 swimming
Defenses: Melee: 1 Missile: 1 Magic: 0
 Armor: 4/3 Hits: 40 Energy: 10

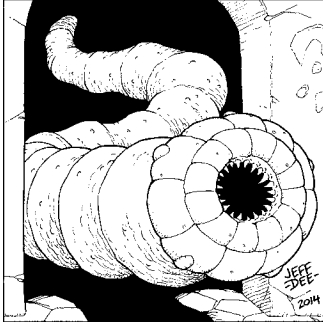
Attacks Hit: Dmg: Other:
 Grapple 14- Tentacle or Maw damage
 Tentacle - 6/8/10
 Crush - 6
 Acid Maw - no armor (see above)

Akhó, Large [65'] (19.4)

PHYS: 15 DEFT: 10 INST: 10
 WILL: 10 PSYC: 2 Size Mod: -6
 Initiative: 1/2/3 Movement: 5 swimming
Defenses: Melee: -4 Missile: -4 Magic: -2
 Armor: 4/3 Hits: 57 Energy: 10

Attacks Hit: Dmg: Other:
 Grapple 14- Tentacle or Maw damage
 Crush - 8/11/14
 Acid Maw - 8 no armor (see above)

Aqáà "the Worm of the Catacombs"



The deepest levels of the Underworlds.

This huge accordion-shaped worm ranges from 3 to 18 meters in length. It is covered with ragged brown bristles and has a maw the size of a large man. A victim swallowed by the Aqáà has only a small chance of cutting his way out through the beast's horny hide

before its digestive juices reduce him to mush. A victim can also be cut out from the beast's stomach by his companions, but watch out for the creature's tail, which can strike as effectively as the head! A victim can also be rescued if the Aqáà is slain before digestion occurs. Even if rescued, however, residual weakness and injury may remain for many days. These creatures probably escaped from some zoological garden during the catastrophes after the Time of Darkness.

Wandering: 90%, 1/1/2 Lair: 10%, 2/1/2

Size (d100): 01-20 = Small, 21-60 = Medium, 61-00 = Large

Other Abilities:

Swallow: Swallowed victims suffer 5 points of damage from digestive juices at the start of each new round, against which no armor applies. A swallowed victim can cut free by killing the beast, or by inflicting more than ½ of its hit points using edged weapons. Attacks from within hit automatically (even if desperate) and ignore the Aqáà's armor, but no multi-attacks are allowed. Damage from Aqáà digestive acid cannot be healed magically, even by total revivication.

Tail: The Aqáà can attack with its tail as well as its maw (or make double attacks) at only -1 to hit on each).

Aqáà, Small [20'] (4.7)

PHYS: 12	DEFT: 10	INST: 10	
WILL: 10	PSYC: 2	Size Mod: -3	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -2
Armor: 4/2	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Swallow	14-		see above
Tail	14-	6/9/12	

Aqáà, Medium [40'] (5)

PHYS: 13	DEFT: 10	INST: 10	
WILL: 10	PSYC: 2	Size Mod: -4	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 4/2	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Swallow	14-		see above
Tail	14-	7/10/13	

Aqáà, Large [60'] (8.4)

PHYS: 14	DEFT: 10	INST: 10	
WILL: 10	PSYC: 2	Size Mod: -6	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -4	Missile: -4	Magic: -3
Armor: 4/2	Hits: 40	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Swallow	14-		see above
Tail	14-	8/11/14	

Aqpú "the Night Beetle"

Anywhere in temperate regions.

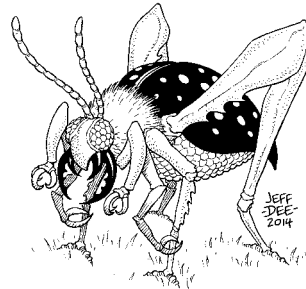
A huge, bumbling, blackish-green night-beetle with a thick carapace, this fist-sized insect is harmless.

Armidzá "the Itch Fungus"

Woods, untraveled rural areas throughout Tsolyánu, Mu'ugalavýá, northern Livyánu, and most of the far Northeast. Not known in Salarvya.

A flat, disc-shaped fungus that grows to various sizes and looks like a scattering of yellow and white coins upon the ground; if touched, it itches furiously and may kill someone who touches it and is allergic to it.

Atlún "the Spider"



Almost every land area.

Generic word for spider; actually 6- legged, 4- legged, and 8- legged varieties exist, various sizes, colors, and capabilities. The smallest, the Tké'u, is found in Penóm, and its patterns of tiny bites cause a red rash; the largest, the Bíth, lives in the mountains of the

northeast, grows to 2-3 meters in length, and hunts small game; a nest of these can easily wipe out a hunting party!

Wandering: 40%, 3/5/7 Lair: 60%, 8/11/14

Size (d100): 01-67 = Small, 68-00 = Medium

Atlún, Small (.3), (.7) if poisonous

PHYS: 10	DEFT: 12	INST: 8	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 6 ground, 4 climbing		
Defenses:	Melee: 4	Missile: 4	Magic: 0
Armor: 1/0	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	2/3/5	Poison (optional)

Other Abilities:

Climb 13, Stealth 14, Leaping 16, Search 13

Poison (Optional): If a poisonous Atlún's sting penetrates, delivering this poison, the victim takes another 4 damage every 2 rounds (PHYS check at -1).

Atlún, Medium (.8), (1.2) if poisonous

PHYS: 11 DEFT: 12 INST: 8
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground, 4 climbing
Defenses: Melee: 3 Missile: 3 Magic: 0
Armor: 1/0 Hits: 14 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	14-	2/4/6	Poison (optional)

Other Abilities:

Climb 13, Stealth 14, Leaping 16, Search 13

Poison (Optional): If a poisonous Atlún's sting penetrates, delivering this poison, the victim takes another 4 damage every 2 rounds (PHYS check at -1).

Atlún, Large (Bíth) (1.4)

PHYS: 12 DEFT: 12 INST: 8
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground, 4 climbing
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 1/0 Hits: 20 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	14-	3/5/7	-

Other Abilities:

Climb 13, Stealth 14, Leaping 16, Search 13

Biridlú "the Mantle"

The upper sections of the Underworlds, always with some access to the surface.

These ancient treasure guardians are cape-like, black, flying creatures which cling to ceilings and drop down upon the unwary. They then suffocate their victim, gibbering and shrieking, in their powerfully muscled folds. They cannot be cut by Chlén-hide weapons but only by steel. A victim inside may attempt to fight their way free if they manage to counter-grapple. Comrades outside may also try to cut their friend free (successful only when the beast is slain). The Biridlú fights maniacally until defeated, and its body must be burned since it may pretend to be dead when it actually is not. This creature is native to caves in some parts of Tékmel and has probably been imported into the Underworlds by those who would have their treasures guarded well.

Wandering: 80%, 1/1/2 Lair: 20%, 2/3/4



Biridlú (11.7)

PHYS: 12 DEFT: 13 INST: 11
WILL: 12 PSYC: 2 Size Mod: 0
Initiative: 2/4/6 Movement: 3 ground, 9 flying
Defenses: Melee: 5 Missile: 5 Magic: 3
Armor: 3/1 Hits: 20 Energy: 10

Attacks	Hit:	Dmg:	Other:
Grapple	16-	special	1" area effect
Bash	11-	2/4/6	

Other Abilities:

Stealth Skill: 15-

Asphyxiation: The Biridlú does not 'squeeze' its grappled victims. Instead, they are cut off from oxygen and may suffocate [use the Asphyxiation rules]

Chlén Resistance: Cannot be cut by Chlén edged weapons. Such a weapon may be wielded as a bludgeon to deal its user's PHYS effect +1 damage level.

Pain Resistance: Does not lose consciousness until its Hits are reduced to 0.

Plays Dead: If the Biridlú suffers a wound that would have rendered it unconscious but for its Pain Resistance, it plays dead – holding its turn and waiting for an advantageous opportunity to strike. Players can only determine whether a Biridlú is truly dead on a critically successful skill check.

Hold: The Biridlú rolls 5/7/9 to maintain its Grapple.

Chashkéri "the Water Maiden"



Coastal flats, lakes, and rivers.

This creature has the superficial appearance of a lovely dark-haired maiden. On closer inspection it will be seen that the "hair" is actually a thick, black, solid fin, and the eyes, nose, and mouth are no more than dark markings on the head. The creature's actual eyes

are hidden on either side of its head by its "hair," and its breathing apertures are at the base of its head, just above its slash-like mouth. Chashkéri are masters of hypnosis and can bring as many as 10 or 12 victims under their spell at one time. Their hypnosis has little or no effect upon the Ahoggyá, Shén, or Tinalíya, however. A Chashkéri will drag a hypnotized victim off beneath the water to consume at leisure. Although easily slain, a Chashkéri can escape by rapid swimming.

Wandering: 85%, 2/1/2 Lair: 15%, 2/3/4

Chashkéri (4)

PHYS: 10 DEFT: 11 INST: 11
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 6 swimming
Defenses: Melee: 3 Missile: 3 Magic: 4
Armor: 2/0 Hits: 10 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	14-	4/6/8	

Other Abilities:

Disguise: Opponents must make an INTL check at -1, else they're surprised and don't get a turn on the first round. Bonuses apply if the party is suspicious or prepared.

Hypnosis: For an action, the Chashkéri mesmerizes all surprised opponents within a 5" diameter area centered 3" away. A critically successful WILL check by each target prevents this. Ahoggyá, Shén, or Tinalíya resist on any successful WILL check, and are allowed to re-check once per turn to break free. Other victims remain enthralled until magically released, or killed, or until the creature itself is slain. Drowning occurs at the end of the round following the initial hypnosis. Victims remain dazed and unable to walk even if rescued or resurrected. A WILL check is made each day to fully recover.

Chíma "the Seafarers"

Several islands in the southern ocean, mostly on the opposite side of Téकुmel from the Five Empires.

This species subsists largely on fish and a grass-like seaweed, traveling about for much of their lives in boats and large rafts that may hold an entire community. The Chíma are bipeds, standing about 1.7 meters tall. They are a speckled, gray-green in color, have very long forearms, a segmented-looking, leathery torso with dark fur down the spine, and a short, thick tail that does not reach the ground. Their heads are long ovoids, with a curious hooked beak that protrudes a foot or more from the face. They have two bright green eyes under a heavy brow-ridge, large, leafy-looking ears, and a small, sharp chin. The Chíma are very social, not hostile to visitors, and fascinated by design, decoration, and body-paint! They manufacture bronze knives and chopper-swords that are shaped like thin, convex discs with the rim sharpened all around. Wandering about among the islets of seaweed, as they do, their social structure is largely focused on the village and the family, with little thought for larger organizations. The Chíma are decidedly irreligious, poor sorcerers, and not much interested in affairs beyond their marine environment. There are two sexes: males and females. They have only recently been contacted by the peoples of the Five Empires, through the assistance of the Naqsái, a seafaring human culture that ranges north into the Gulf of Teriyál, southwest of Shényu, and south almost as far as the equator. Chíma young are hatched from green-shelled, gelatinous eggs. They have two sexes: males (15%) and females (85%).

Chíma PC character generation guidelines are found in section (3.9.3.2).

Chíma, Civilian (.1)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 1/0	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Long Knife	12-	1/2/2	

Chíma, Light/Skirmisher (.5)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 2/0	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
War Axe	10-	5/7/9	

Chíma, Medium/Soldier (1.3)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 0
Armor: 3/1	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Sword	13-	3/5/7	

Chíma, Heavy/Elite (3.8)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 0
Armor: 4/2*	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Steel War Axe	13-	6/8/10	
*Steel armor			

Chíma, Universal Spellcaster (.8)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: 0
Armor: 2/0	Hits: 10	Energy: 45	
Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Knife	14-	0/2/2	

Chíma, Generic Spellcaster (2.1)

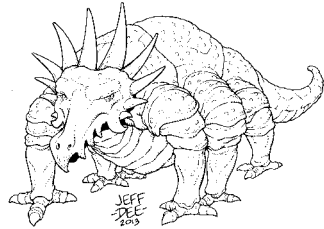
PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 2
Armor: 2/0	Hits: 10	Energy: 67	
Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Long Knife	14-	1/2/3	

Chíma, Temple Spellcaster (3.9)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 9 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 5
Armor: 2/0 Hits: 10 Energy: 101

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 17-
Short Sword 13- 2/4/6 360 spell purchase points

Chlén "the Armor-Beast"



Almost every continental land area.

These great, slow-moving six-legged beasts are found all across Téकुmel. They have flattish, horned heads with a splayed beak. A Chlén fights only if attacked. If exhausted or beaten into

submission, it can be domesticated by an animal trainer. Its horny integument is the universal substance for armor and weapons; once treated with secret processes to mold it, another series of processes are used to harden it into something just a little softer than iron. Pieces of Chlén-hide are taken from a living animal, and it then takes two weeks for the animal to regenerate this, much as a human re-grows a fingernail. Chlén are used to pull carts, once tamed, but their slowness makes them usable mainly for loads which are nonperishable and not needed in a hurry. Most transport on Téकुmel is done by bearer slaves.

Wandering: 70%, 7/10/13 Lair: 30%, 25/30/35

Chlén (1.1)

PHYS: 12 DEFT: 8 INST: 8
WILL: 9 PSYC: 2 Size Mod: -2
Initiative: 1/2/2 Movement: 4 ground
Defenses: Melee: -2 Missile: -2 Magic: -2
Armor: 4/2 Hits: 20 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Bite 11- 6/9/12

Chnáu "the Water Viper"

Deep forests, swamps, and muddy areas along rivers; the largest variety is found in M'mórcha

A black, segmented, snake-like creature that ranges from .3 to .9 meters long. It has rows of tiny swimming limbs all along its tubular body, a head that is long and pointed, like a needle-nosed cone, and two sharp fangs that carry an instantly lethal poison. It moves very fast through water, over mud, or through wet grass.



Wandering: 80%, 1/1/2 Lair: 20%, 1/2/3

Size (d100*): 01-50 = Small, 51-00 = Medium, 101+ = Large

*Add +50 in M'mórcha

Other Abilities:

Deadly Poison: If the Chnáu's fangs penetrate, delivering this injected poison, the victim takes 20 damage every round (PHYS check at -1).

Chnáu, Small [1'] (1.8)

PHYS: 4 DEFT: 12 INST: 9
WILL: 10 PSYC: 2 Size Mod: +3
Initiative: 1/2/3 Movement: 12 ground, 12 swimming
Defenses: Melee: 7 Missile: 7 Magic: -4
Armor: 2/0 Hits: 1 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Fangs 15- 2/3/4 Deadly Poison

Chnáu, Medium [2'] (2.1)

PHYS: 6 DEFT: 12 INST: 9
WILL: 10 PSYC: 2 Size Mod: +2
Initiative: 1/2/3 Movement: 12 ground, 12 swimming
Defenses: Melee: 6 Missile: 6 Magic: -3
Armor: 2/0 Hits: 3 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Fangs 15- 2/4/6 Deadly Poison

Chnáu, Large [3'] (3)

PHYS: 8 DEFT: 12 INST: 9
WILL: 10 PSYC: 2 Size Mod: +1
Initiative: 1/2/3 Movement: 12 ground, 12 swimming
Defenses: Melee: 5 Missile: 5 Magic: -2
Armor: 2/0 Hits: 5 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Fangs 15- 3/5/7 Deadly Poison

Chnéhl "the Ape-Mutant"



Forest, caverns, ruins, and the Underworlds.

These mutants are created from some member of the ancient ape stock of Earth by the Priests of Ksáru. They are roughly humanoid in shape, mottled brown and white, with long, sharp jaws and sharp teeth, a rudimentary nose, and large jewel-like round eyes beneath beetling brows.

They will attack parties they outnumber but will run away if the party is larger than theirs. They fight with clubs and spears, and although they are semi-intelligent, they cannot be trained.

Wandering: 70%, 22/27/32 Lair: 30%, 48/55/62

Chnéhl (1.1 unarmed, 1.5 armed)

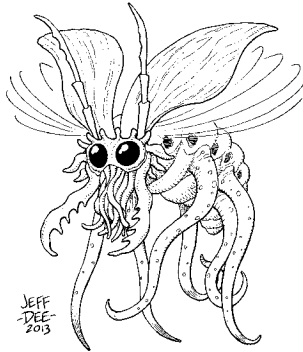
PHYS: 10 DEFT: 10 SEMI: 12
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: -1
Armor: 2/0 Hits: 10 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	13-	3/5/7	
Great Club	15-	3/5/7	
Spear	13-	4/6/8	

Chólokh "the Flying Octopoid"

Open and dense forested slopes, low mountains.

The Chólokh is a six-legged, brownish-gray chitin-covered, insectoid creature with long iridescent gauzy wings hidden beneath a shell cover. In front, near its powerful mandibles, it has eight small tentacles with which it hurls sharp fragments of rock. It thus attacks from a distance of 2 to 12 spaces with its missiles. It then flies in to melee its victim in a single, wild rush. It is fearless and never retreats once in combat. It mostly feeds on small game, but it will attack small human parties.



Wandering: 50%, 1/1/2 Lair: 50%, 3/5/7

Chólokh (5)

PHYS: 11 DEFT: 12 INST: 10
WILL: 12 PSYC: 2 Size Mod: 0
Initiative: 2/4/6 Movement: 3 ground, 8 flying
Defenses: Melee: 4 Missile: 4 Magic: 2
Armor: 3/2 Hits: 14 Energy: 10

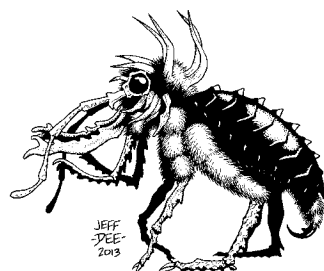
Attacks	Hit:	Dmg:	Other:
Throw Rock	15-	3/5/7	6" range
Mandible	15-	3/5/7	

Chri "the Fly"

Almost everywhere.

This is the common housefly, somewhat mutated over the long millennia. It is blue-green, eight-legged, non-poisonous, and from 6mm to 50mm long.

Dlákolel "the Flying Beetle"



Forest and mountain uplands.

This armored titan (3 to 4.5 meters long) is somewhat intelligent and may be friendly or neutral. If attacked or if it attacks, it will fight to the death. Its gleaming black mandibles do great damage in melee.

Its gleaming black chitin armour gives it the nickname of the

"Steed of Sárku." It has six legs and heavy, shiny wings. It cannot actually fly but uses its powerful legs to hop.

Wandering: 65%, 1/1/2 Lair: 35%, 2/3/4

Dlákolel (30.3)

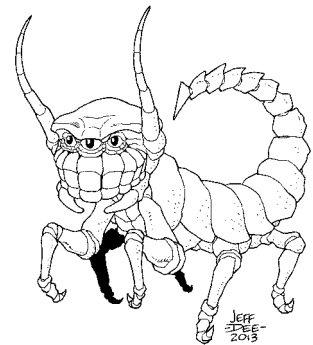
PHYS: 14 DEFT: 12 INST: 12
WILL: 11 PSYC: 2 Size Mod: -2
Initiative: 2/3/4 Movement: 3 ground, 6 leap
Defenses: Melee: 2 Missile: 2 Magic: 2
Armor: 5/3 Hits: 40 Energy: 10

Attacks	Hit:	Dmg:	Other:
Mandible	14-	11/14/17	

Dlaqó "the Carrion-Beetle"

Almost anywhere in the Underworlds, ruins, caverns, etc.

This great armored beetle-like creature has an iridescent green carapace, six legs, three amber-colored eyes, and powerful scissors-like mandibles. It lives on carrion and usually does not attack unless provoked (or if it achieves surprise, or if the party is small). (They are attracted to carrion. If the party enter a room containing a recently slain being, there is a 33% chance that Dlaqó have been attracted). Dlaqó range from fist-sized up through twenty-foot long monsters. This is another escapee from some ancient zoo.



Wandering: 75%, 1/1/2 Lair: 25%, 2/3/4

Size (d100): 01-33 = Small, 34-83 = Medium, 84-00 = Large

Dlaqó, Small [5'] (.3)

PHYS: 9 DEFT: 10 INST: 8
WILL: 9 PSYC: 2 Size Mod: 0
Initiative: 1/2/2 Movement: 4 ground
Defenses: Melee: 2 Missile: 2 Magic: -3
Armor: 4/2 Hits: 7 Energy: 10

Attacks	Hit:	Dmg:	Other:
Mandible	13-	5/7/9	

Dlaqó, Medium [10'] (1.1)

PHYS: 11 DEFT: 9 INST: 8
WILL: 9 PSYC: 2 Size Mod: -1
Initiative: 1/2/2 Movement: 4 ground
Defenses: Melee: 0 Missile: 0 Magic: -2
Armor: 4/2 Hits: 14 Energy: 10

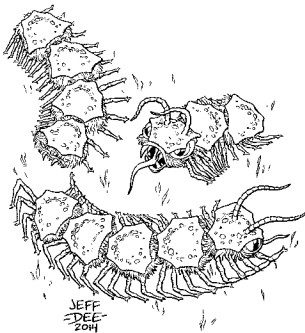
Attacks	Hit:	Dmg:	Other:
Mandible	12-	6/9/12	

Dlaqó, Large [20'] (3.2)

PHYS: 14 DEFT: 8 INST: 8
WILL: 9 PSYC: 2 Size Mod: -3
Initiative: 1/2/2 Movement: 4 ground
Defenses: Melee: -3 Missile: -3 Magic: -1
Armor: 4/2 Hits: 40 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Mandible 11- 8/11/14

Dlikkén "the One Who Is Many"



Forest and remote mountain uplands.

This segmented, worm-like creature has segments that may break off into separate individuals; each has its own set of eight legs, and if cut off at the jointure, a segment will run off into the underbrush to grow a whole new creature. Only the front segment has a mouth, however, and it cannot

divide itself voluntarily. It is blackish-blue in color, nocturnal, and grows to a length of 2.6 meters in deep forest. The peasants of Sa'á Allaqí say that it is sacred to Lord Ksárul, and devotees of that deity do not kill it unless attacked

Wandering: 90%, 1/1/2 Lair: 10%, 2/4/6

Dlikkén (4.6)

PHYS: 12 DEFT: 10 INST: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 1 Missile: 1 Magic: 0
Armor: 2/1 Hits: 20 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Bite 15- 7/10/13

Other Abilities:

Night Vision: +2

Colonial: A penetrating hit by an edged weapon cuts off a segment, with 2 hits and a size of +1, but no attack. Segments run off to re-grow, returning as full creatures in 8/10/12 rounds. Head shots don't cut off segments.

Dnélú "the Concealed Leaper"

Clear terrain, particularly grasslands.

These hairy, six-legged, reddish-brown creatures build underground dens covered with a thin layer of grass or sod, and from these they leap out upon passing travelers. They have slender, rod-like antenna and a barbed, prehensile tongue, with which they attempt to carry their victim down into their lair and feed upon him at



their leisure. There is only a small chance (15%) that they will attack parties of more than 6 persons; otherwise they remain hidden. They collect bright and glittering objects and thus may have some treasure in their dens.

Wandering: 90%, 1/1/2 Lair: 10%, 2/4/6

Dnélú (1.1)

PHYS: 10 DEFT: 11 INST: 10
WILL: 9 PSYC: 2 Size Mod: 0
Initiative: 1/2/2 Movement: 7 ground
Defenses: Melee: 3 Missile: 3 Magic: -2
Armor: 1/0 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Grapple 15- -
Bite 14- 3/5/7

Other Abilities:

Grapple Tongue: +3 skill bonus

Stealth Skill 13-

Hidden Lair: When emerging from its camouflaged den, the Dnélú gains a +4 bonus to Stealth skill for purposes of achieving surprise. This bonus only applies against normal senses.

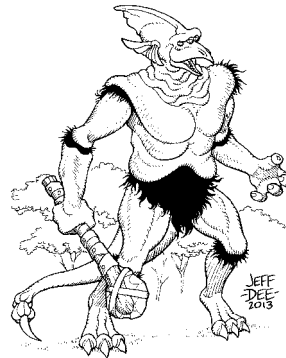
Drí "the Ant"

Almost everywhere.

This is a descendant of the Terran ant. It has not changed much. There are several sub-species, most of which are harmless and live in subterranean nests.

Dzór "the Forest Giant"

Deep forest.



These huge creatures are shambling, hairy giants, some 3 to 3.7 meters tall, and of a dull grayish tan color. They have a beak of horny material and three round eyes with nictitating lids. They thus have acute night vision but cannot see well in the daylight; they are thus able to fight at night, but during the day they are at a slight disadvantage.

They are generally neutral to men and will ignore humans unless attacked. They will flee if their number is less than their opponents. They fight with clubs and maces and dislike edged weapons. Damage done by a Dzór is quite severe because of their size and strength. They are semi intelligent but cannot speak, nor can they be domesticated or trained.

Wandering: 75%, 2/3/4 Lair: 25%, 3/5/7

Dzór (3.7 unarmed, 3.2 armed)

PHYS: 13 DEFT: 9 SEMI: 12
WILL: 9 PSYC: 2 Size Mod: -2
Initiative: 1/2/2 Movement: 8 ground
Defenses: Melee: 0 Missile: 0 Magic: -1
Armor: 2/1 Hits: 28 Energy: 10

Attacks	Hit:	Dmg:	Other:
Beak	13-	5/7/9	
Giant Mace	13-	6/8/10	

Other Abilities:

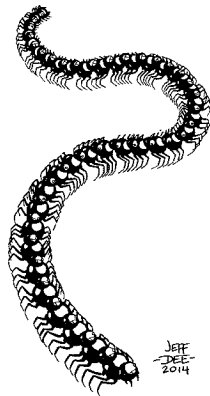
Light Sensitive: daylight causes -1 penalty on all skills

Night Vision: +2 vs. darkness penalties

Epéng "the Centipede"

Almost any dry or desert region. Other varieties are found in the swamps around Penóm, in the jungles of M'mórcha, etc.

This creature is a "segmented" colony creature. It consists of up to fifty little separate beings, each with six tiny legs, a mouth, etc., which join themselves together in a snake-like "train". Most are black, although the "Mighty Epéng" of the Penóm region is a dull maroon in hue. The sting of the front "mouth" of this creature is very painful though not always fatal. The bite of the "Mighty Epéng", however, is instantly lethal.



Wandering: 90%, 1/1/1 Lair: 10%, 2/3/4

Epéng, Segment (.4)

PHYS: 4	DEFT: 12	INST: 10	
WILL: 10	PSYC: 2	Size Mod: +2	
Initiative: 1/2/3	Movement: 12 ground		
Defenses:	Melee: 6	Missile: 6	Magic: -5
Armor: 2/1	Hits: 1	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	15-	3/5/7	none

Epéng, Typical (2.7)

PHYS: 7	DEFT: 13	INST: 10	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 14 ground		
Defenses:	Melee: 6	Missile: 6	Magic: -3
Armor: 2/1	Hits: 4	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	16-	4/6/8	Venom (see above)

Other Abilities:

Venom: Make a PHYS check if any damage is taken from the bite. Critical failure = death, failure = take an additional 12/16/20 damage, success = take 6/8/10 damage, critical success = 2/4/6 damage.

Epéng, Mighty (6)

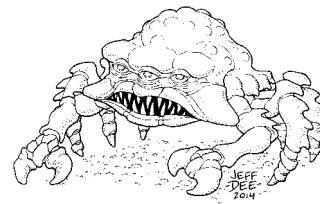
PHYS: 9	DEFT: 13	INST: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 14 ground		
Defenses:	Melee: 5	Missile: 5	Magic: -2
Armor: 2/1	Hits: 7	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	16-	5/7/9	Venom (see above)

Other Abilities:

Venom: Make a PHYS check if any damage is taken from the bite. Critical failure = death, failure = take an additional 12/16/20 damage, success = take 6/8/10 damage, critical success = 2/4/6 damage. The Mighty Epéng's venom continues to damage the target once per round until the victim dies or is cured.

Étla "the Crustacean"



Various sub-species inhabit the coasts of almost all of the seas and oceans of Tékel, while others are found along the rivers. Smaller fresh-water varieties are frequent in lakes, marshes, and streams up to

an altitude of about 600 meters.

These heavily armored, mottled brown-green, crab-like crustaceans have six legs, two sharp pincer-claws, and - unlike their Terran ancestors - frontally placed eyes and a mouth set with chisel-shaped teeth! Coastal varieties grow to 1.5 meters in diameter, while smaller sub-species may be as tiny as a thumbnail. The Étla runs straight forward, unlike the crab, and it usually holds and bites, rather than pinches. Even rather small individuals can snip off a finger, while the largest can pinch an armored man in half.

Wandering: 75%, 3/5/7 Lair: 25%, 8/11/14

Étla, Typical [4'] (3.5)

PHYS: 10	DEFT: 11	INST: 10	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 9 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 0
Armor: 3/2	Hits: 10	Energy: 10	

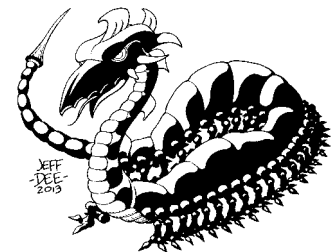
Attacks	Hit:	Dmg:	Other:
Grapple	15-	Bite	optional pinch: see below
Bite	12-	3/5/7	

Other Abilities:

Deadly Pincers: When grappling, the Étla can deal twice as much damage with its pincers as with its bite - but doing so snips a body part from the victim, resulting in the Étla losing its grip.

Feshénga "the Many-Legged Serpent"

Rivers, lakeshores, islands, and low-lying coastal or tidal lands. Sub-species exist in the jungles of M'mórcha, Nmartúsha, and also in Rannálu (although this may be a different creature - reports vary).



These smooth-skinned, oily-looking black lizard-like monsters run on thirty pairs of tiny legs and attack anything they see. They range from about 1.5 meters in length up to giants that measure 15 meters from nose to tail. The

Feshénga's serpent-shaped head has three rows of needle-like teeth, whose bite is often (25%) poisonous, requiring sorcerous healing at once. In the Five Empires this animal is called "the One Who Introduces You to Lord Srūkárur, the Lord of Death."

Wandering: 80%, 1/2/3 Lair: 20%, 3/5/7

Size (d100): 01-20 = Small, 21-80 = Medium, 81-00 = Large

Other Abilities:

Poison: A poisonous Feshénga's bite may penetrate, delivering this injected poison. This poison deals 3 damage every round, PHYS check at -8. Only magic or certain rare foreign herbs (such as those possessed by the natives of M'mórcha) can cure this venom.

Feshénga, Small [5'] (3.9), (5.1) if poisonous

PHYS: 11	DEFT: 11	INST: 10	
WILL: 12	PSYC: 2	Size Mod: 0	
Initiative: 2/4/6	Movement: 9 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 0
Armor: 3/1	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	4/6/8	

Feshénga, Medium [15'] (4.9), (6.1) if poisonous

PHYS: 12	DEFT: 11	INST: 10	
WILL: 12	PSYC: 2	Size Mod: -2	
Initiative: 2/4/6	Movement: 9 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 1
Armor: 3/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	6/8/10	may be poisonous

Feshénga, Large [30'] (5), (6.2) if poisonous

PHYS: 13	DEFT: 11	INST: 10	
WILL: 12	PSYC: 2	Size Mod: -4	
Initiative: 2/4/6	Movement: 9 ground		
Defenses:	Melee: -1	Missile: -1	Magic: 2
Armor: 3/1	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	7/10/13	may be poisonous

Gerednyá "the Flying Worm"



Higher foothills, crags, and mountains.

These creatures are like slender, grayish green worms, 3 to 4.5 meters in length, with thin, membranous wings. They have a poisonous sting in their prehensile tails, and they can also strike with their needle-sharp proboscises. They can be

driven off by fire. If slain, their wing cases are worth 100 Káitars each to makers of Chlén-hide armor, since they contain a chemical used in the molding of this material.

Wandering: 60%, 13/17/21 Lair: 40%, 28/33/38

Gerednyá (2.1)

PHYS: 11	DEFT: 10	INST: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 2 ground, 12 flying		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 3/1	Hits: 14	Energy: 10	

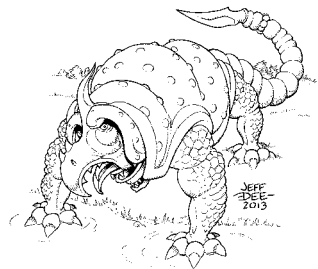
Attacks	Hit:	Dmg:	Other:
Tail Sting	13-	3/5/7	Poisoned (see below)
Proboscis	14-	3/5/7	

Other Abilities:

Poison: If the Gerednyá's sting penetrates, this injected poison causes the victim to take 2 damage every round. PHYS check at +2.

Fire Shy: If strongly presented with fire, each Gerednyá must make a WILL check to maintain morale. A single player character with a torch can confront 4 Gerednyá per turn, provided they are adjacent.

Ghár "the Armored Barge"



Riverbanks, lakeshores, and coastal flats.

This heavily armored, lumbering, dark green-gray, quadruped has three powerful sets of heavy jaws hidden in protected cavities beneath its carapace. It extrudes these separately, one

above the other, out to a distance of about 3 meters. It is also armed with a spiked tail that it uses to defend its rear. The Ghár grows to about 3.7 to 4.6 meters long and has a turtle-like shell covered with spines, ridges and excrescences. The inside of this shell is iridescent, like mother-of-pearl; it is worth 80-1,600 Káitars.

Wandering: 80%, 1/1/2 Lair: 20%, 2/3/4

Ghár (5.8)

PHYS: 13	DEFT: 10	INST: 10	
WILL: 12	PSYC: 2	Size Mod: -2	
Initiative: 2/4/6	Movement: 2 ground, 2 swimming		
Defenses:	Melee: 0	Missile: 0	Magic: 2
Armor: 4/2	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	7/10/13	2" range, edged
Spiked Tail	14-	7/10/13	2" range, blunt

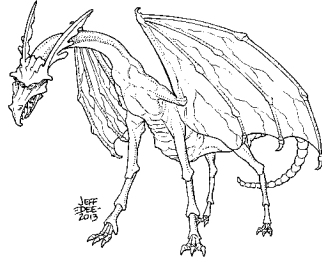
Other Abilities:

Multi-Attack: The Ghár may make multiple attacks at a penalty of only -1 to hit per attack after the first, provided that each attack is made by a different head (or the tail).

Gíriku "the Flying Reptile"

Forest and swamps.

These bluish-green nocturnal flying reptiles have long beaks set with three rows of needle-pointed teeth. Their six eyes see well in the dark. They have a peculiar musty odor which is repellent to man.



Wandering: 80%, 3/5/7 Lair: 20%, 8/11/14

Gíriku (2.3)

PHYS: 11 DEFT: 10 INST: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 4 ground, 12 flying
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 3/1 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Bite 13- 3/5/7

Other Abilities:

Night Vision: +2 vs. darkness penalties

Repellent Odor: Humans within 1" of a Gíriku suffer a temporary penalty of -1 on all skills due to the creature's hideous stench

Haqél "the Toothed Dweller Below"



Deep lakes and streams, coastal flats.

This scaly, dull silver-hued creature drifts just below the surface of a lake or tidal pool with its horn-rimmed maw open waiting for an unwary victim to pass above (either swimming or in a small boat). It then leaps up, seizes its prey, and drags it off under the water. The

Haqél fights with serrated rows of razor-sharp teeth (made of a horny substance) and also uses its mighty, finned tail to strike. The smaller varieties grow to about 4.5 meters in length; larger ones range up to 9 meters long; and the largest known individuals are some 15 meters from snout to tail. The Haqél does not often attack larger vessels, but such occurrences are indeed known.

Wandering: 90%, 1/1/2 Lair: 10%, 2/3/4

Size (d100): 01-30 = Small, 31-70 = Medium, 71-00 = Large

Other Abilities:

Water Lurker: Victims must make an INTL check at -4 to notice the Haqél in the water below; else it achieves surprise

Haqél, Small [10'] (7.9)

PHYS: 12 DEFT: 11 INST: 10
WILL: 11 PSYC: 2 Size Mod: -1
Initiative: 2/3/4 Movement: 6 swimming, 3 leap
Defenses: Melee: 3 Missile: 3 Magic: 0
Armor: 2/1 Hits: 20 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Grapple 14- Bite
Bite 12- 8/11/14 edged
Tail Slap 14- 8/11/14 blunt

Haqél, Medium [20'] (9)

PHYS: 13 DEFT: 11 INST: 10
WILL: 11 PSYC: 2 Size Mod: -3
Initiative: 2/3/4 Movement: 6 swimming, 3 leap
Defenses: Melee: 1 Missile: 1 Magic: 0
Armor: 2/1 Hits: 28 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Grapple 14- Bite
Bite 12- 11/14/17 edged
Tail Slap 14- 11/14/17 blunt
Other Abilities:

Haqél, Large [30'] (9.3)

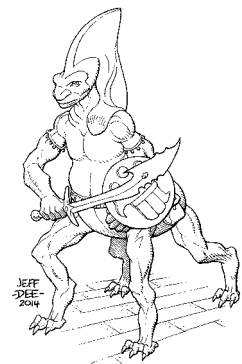
PHYS: 14 DEFT: 10 INST: 10
WILL: 11 PSYC: 2 Size Mod: -4
Initiative: 2/3/4 Movement: 5 swimming, 3 leap
Defenses: Melee: -1 Missile: -1 Magic: 1
Armor: 2/1 Hits: 40 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Grapple 13- Bite
Bite 11- 12/16/20 edged
Tail Slap 13- 12/16/20 blunt

Hegléthyal "the Swamp Folk"

The Swamp Folk inhabit the miasmal swamps along the lower Putuhénu River in southern Mu'ugalavyá. No other enclaves are known.

These are squat, rotund, rubbery white creatures, ranging from 1.2 to 1.8 meters in height. They have long sloping skulls, with a bony central crest rising from the forehead and slanting backwards to a point, with a flexible drapery of skin falling from this crest down over the shoulders and upper back. They stand on four equally-spaced legs (like the Ssú, to whom they are not related), and have two upper arms with four-digited hands and an opposable thumb. The head has rather humanoid features: two eyes, a largish nose, and a broad mouth. They have two sexes: males (70%), and females (30%). The Swamp Folk (called A'láthish in Mu'ugalavyáni) live in village communities of thatched huts on stilts over the river. They travel between houses in small coracles and boats, and there are usually fast galleys moored nearby. The Swamp Folk are



marine-minded, and they make up a large percentage of Mu'ugalavyá's navy. They use no magic and cannot master spells, although they are clever and can use ancient magical and technological devices easily. They do sense "wrongnesses": sloping passages, changes in direction, and interdimensional nexus points. They fit well into human society and are friendly, courteous, and eager to copy human customs. They possess a complex pantheon of nature deities, but when they leave their own enclave they usually join one of the human temples. They are not theologically inclined, however, and so often find their way into administrative service. In battle they prefer long spears tipped with bone or bits of Hlüss chitin, cutlasses, and one handed maces. They are expert slingers but indifferent archers or crossbowmen.

Swamp Folk PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Dimensional Sense: INTL-based Perception checks as needed

Quirk: Courteous

Hegléthyal, Civilian (.1)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 0/0	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Club	13-	0/2/2	

Hegléthyal, Light/Skirmisher (.4)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod:	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 1/0	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Spear	11-	4/6/8	

Hegléthyal, Medium/Soldier (1)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 0
Armor: 2/1	Hits: 10	Energy: 10	

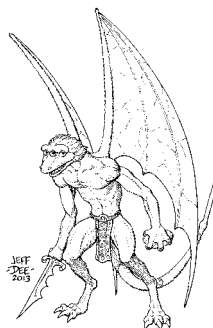
Attacks	Hit:	Dmg:	Other:
Sword	13-	3/5/7	

Hegléthyal, Heavy/Elite (3.8)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 0
Armor: 3/2*	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Steel Grt Club	15-	4/6/8	
*Steel armor			

Hláka "the Furred Flyers"



The Chayéngar Range in Kilálammu, just southeast of the Dry Bay of Ssu'úm. Colonies of Hláka have also been discovered recently in the oceans south of the equator.

The Hláka are flyers. They have leathery wings and grayish or dull brownish fur similar to their larger and heavier cousins, the Shánu'u. They stand about 1.4 to 1.5 meters tall. Their heads are flattish triangles, with three frontally placed bright blue eyes with nictitating membranes, set in a bony crest. At the sides and backs of their heads they have a sort of furred ruff which conceals their hearing organs. They are bipeds, with two arms to which their wings are attached, rather like a bat. Their legs are short and bowed, and they also possess a powerful tail that ends in a bony, rapier-like point. This they sometimes coat with a poison derived from a local tuber. Hláka can speak, but their comprehension of mathematics is not good, and they are therefore often unable to describe the numbers of an approaching army accurately. They tend to be neutral to human affairs, although young ones often emerge from their territory to serve in human armies. In combat, they use swords, light javelins, and crossbows, as well as their tails, and they also frequently carry stones and clay pots filled with burning coals to drop on foes below. The Hláka are skittish and nervous, and will fly away from battle on the slightest pretext. They are also terrified of ships and sea-travel. These creatures are warm-blooded mammals, have two sexes (males: 55%, and females: 45%), and raise their young in caverns and eyries in their mountain crags. Their religion is complex and quite unintelligible to humankind: it involves the placing of colored stones in geometric patterns on high, flat mountaintops at certain astronomically predicted times. Hláka do not comprehend human society very well, make poor slaves, and always eventually return to their homeland.

Hláka PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Phobia: Water Travel

Skill Limitation: -1 penalty on checks involving math

Hláka, Civilian (.2)

PHYS: 9	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground, 30 flying		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 0/0	Hits: 7	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Rapier Tail	9-	1/2/3	

Hláka, Light/Skirmisher (.5)

PHYS: 9	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground, 30 flying		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 1/0	Hits: 7	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Spear	11-	4/6/8	

Hláka, Universal Spellcaster (.8)

PHYS: 9	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground, 30 flying		
Defenses:	Melee: 0	Missile: 0	Magic: 0
Armor: 1/0	Hits: 7	Energy: 50	

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Rapier Tail	10-	1/2/3	

Hláka, Generic Spellcaster (2)

PHYS: 9	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground, 30 flying		
Defenses:	Melee: 1	Missile: 1	Magic: 2
Armor: 1/0	Hits: 7	Energy: 75	

Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Baton	16-	1/1/2	

Hláka, Temple Spellcaster (3.5)

PHYS: 9	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground, 30 flying		
Defenses:	Melee: 2	Missile: 2	Magic: 5
Armor: 1/0	Hits: 7	Energy: 112	

Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Staff	16-	1/2/3	

Hlássu "the Bird"

Throughout Tékelumel.

The generic word for many species of birds.

Hli'ir "the Unendurable Face"

The deeper regions of the Underworlds, catacombs, and tombs.

These mad creatures are hideous to look upon, and anyone who does may go insane. It is likely that this creature exists only partially on Tékelumel's plane and the "madness" it causes is the result of its powerful telepathic ability, which does not jibe with human (or other Tekumeláni creatures') mental frequencies. The Hli'ir often seem to dash about aimlessly or insanely. Its real shape, purposes, feeding habits, etc. are unknown. It is said that only a steel weapon or a heavy mace will kill or immobilize this strange being.

Wandering: 80%, 1/2/3 Lair: 20%, 2/4/6



Hli'ir (4)

PHYS: 11	DEFT: 11	INST: 12	
WILL: 12	PSYC: 2	Size Mod: 0	
Initiative: 2/4/6	Movement: 7 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 4
Armor: 1/0	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Unarmed	15-	3/5/7	

Other Abilities:

Face of Madness: Characters must make a Resist Sorcery check at +4 once per round when in line of sight of the Hli'ir to resist insanity. The skill check bonus is only +2 if the Hli'ir has surprised the party. Insane characters have an 80% chance of attacking their allies, else they simply gibber. Insanity is permanent, and requires magical cure. It can be fought without looking, at a penalty: treat the Hli'ir as if it has Invisibility against any opponents who attempt to fight it while avoiding looking at its face.

Mad Dash: There is a 30% chance each combat round that the Hli'ir will rush by its opponents without engaging in melee.

Otherplanar: Only steel and blunt weapons have their normal effect against the Hli'ir. Other physical attacks deal blunt damage equal to the wielder's PHYS Roll +1 level.

Hlüss "the Spawn of the Old Ones"



The island of Hlüssuyal and also Ssrú-Gátl Isle in the center of the Deeps of Chanayága, south of Tsolyánu and east of Livyánu. No other enclaves exist in the northern hemisphere, but they occupy three small islands in the southern ocean at about 30° South Latitude.

These remnants of pre-human Tékelumel are insectoid in appearance: a long, segmented, scorpion-like body, four high-arched legs, a prehensile tail fitted with a deadly sting, two smaller forearms ending in three fingers and a thumb, and a broad, flattish head with three eyes and a chitinous proboscis extending out over razor-sharp mandibles. Their bodies are covered with a light chitinous exoskeleton that ranges from greenish-blue to black in color. They normally remain on all fours, but in battle, they rear up on their two back legs and use their upper pair of arms to hold weapons and fight, and their middle limbs to grab and tear. The Hlüss are friendly to their relatives, the Ssú, and they are neutral to Hláka, provided that the latter are not accompanied by humans. They are inquisitive and greedy, and they cover their carapaces with gems set in a kind of cement, creating beautiful and alien patterns. They are great seafarers and

travel the oceans of Tékumel in their flat, platter-shaped hive-ships (made of a secretion from the bodies of the Hlüss themselves). Captives paralyzed by their stings are injected with eggs laid by the Hlüss-Mother. The young then emerge from these sacs in about 125 days, and the host dies a horrible death. The Hlüss are great sorcerers and skilled builders, and they frequently send out parties either by sea or through the ancient tubeway car system to seek magical devices and raw materials. They can be detected at sea by the deep, buzzing, humming sound emanating from their ships, and on land by their sweetish, acid odor. The Hlüss have three sexes: the huge and rather rare female egg-layers (2% or less), male fertilizers (5%), and a large majority (93% or so) of neuter drones. Their reputation as fearless and intelligent fighters strikes dread into the hearts of humans and other races throughout Tékumel's northern hemisphere.

Other Abilities:

Paralytic Venom: If damage penetrates to the target, target must make a PHYS check or become paralyzed until cured

Extra Limbs: manipulative feet

Distinctive: sweetish, acrid odor

Hlüss, Civilian (.7)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 1/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Stinger Tail	11-	3/5/7	venom

Hlüss, Light/Skirmisher (1.1)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: -2
Armor: 2/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Stinger Tail	13-	3/5/7	venom
Trident	10-	5/7/9	

Hlüss, Medium/Soldier (2.5)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 3/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Stinger Tail	14-	3/5/7	venom
Bastard Sword	12-	5/7/9	

Hlüss, Heavy/Elite (4.6)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 3	Missile: 3	Magic: -1
Armor: 4/2*	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Stinger Tail	16-	3/5/7	venom
Steel Poleaxe	12-	7/10/13	
*Steel armor			

Hlüss, Universal Spellcaster (1.7)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 2/0	Hits: 20	Energy: 50	

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Stinger Tail	12-	3/5/7	venom

Hlüss, Generic Spellcaster (2.4)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: 1
Armor: 2/0	Hits: 20	Energy: 75	

Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Stinger Tail	13-	3/5/7	venom
Mace	14-	1/2/3	

Hlüss, Temple Spellcaster (4.9)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 4
Armor: 2/0	Hits: 20	Energy: 112	

Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Stinger Tail	14-	3/5/7	venom
Quarterstaff	15-	2/4/6	

Hlutrgú "the Swamp Frogs"



This species' home lies in the dismal reaches of the swamps of the Kaijá Protectorate, east of Msúmtel Bay in southern Tsolyánu. No other enclaves are known.

Hlutrgú are rubbery little creatures, 1.2 to 1.4 meters tall. They use all four of their limbs as hands or legs, as the need arises. A Hutrgú's head resembles a bare,

bony skull, with a wide mouth filled with fangs. They range from a mottled green, to gray, to almost black in hue. This species is one of humanity's most dangerous and implacable foes. Each year these creatures emerge from their territory in violent, savage raids into human areas, torturing and killing all the humans they capture. They do not seem interested in territorial expansion or in loot, but only in slaughter. Each year, too, thousands of Hutrgú set out in tiny leather coracles into

the Sea of Sóngyal on some sort of migration. Most of these individuals perish in the sea. No one knows what ancient instinct this serves. Hlutrgú are ferocious fighters; they use short, bone-tipped spears, javelins, and throwing darts. Humans have been trying to eliminate the Hlutrgú for generations and have managed to hold them mainly to their own territory, except for their constant raids. They have three sexes: males (95%), female "spawners," (4%), and asexual "leaders (1%)." Details of their society are unknown.

Other Abilities:

Extra Limbs: prehensile feet

Quirk: Bloodthirsty

Hlutrgú, Civilian (.3)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 0 Missile: 0 Magic: 0
Armor: 0/0 Hits: 7 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	9-	2/3/4	
Knife	13-	0/2/2	

Hlutrgú, Light/Skirmisher (.4)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 0/0 Hits: 7 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	10-	2/3/4	
Javelins (x4)	14-	1/2/2	throw 5"

Hlutrgú, Medium/Soldier (.5)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 3 Missile: 3 Magic: 1
Armor: 0/0 Hits: 7 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	11-	2/3/4	
Javelins (x4)	15-	1/2/2	throw 5"

Hlutrgú, Heavy/Elite (1.2)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 5 Missile: 5 Magic: 1
Armor: 1/0 Hits: 7 Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	12-	2/3/4	
Light Spear	16-	2/3/4	

Hlutrgú, Universal Spellcaster (.9)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 1 Missile: 1 Magic: 1
Armor: 0/0 Hits: 7 Energy: 50

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Bite	10-	2/3/4	
Knife	14-	0/2/2	

Hlutrgú, Generic Spellcaster (2)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 2 Missile: 2 Magic: 3
Armor: 0/0 Hits: 7 Energy: 75

Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Bite	11-	2/3/4	
Baton	16-	1/1/2	

Hlutrgú, Temple Spellcaster (3.6)

PHYS: 9 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 1
Initiative: 1/2/3 Movement: 9 ground
Defenses: Melee: 3 Missile: 3 Magic: 6
Armor: 0/0 Hits: 7 Energy: 112

Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Bite	12-	2/3/4	
Staff	16-	1/2/3	

Hlu'ún "the Lost Child"

The Tsechélnu Flats and Layóda Swamps of Tsolyánu, the Flats of Gyógma of Háida Pakála, the Sharúna Lowlands of Salarvyá, and the south of Shényu.



This gauzy-winged, human-looking insect is about the size of a twelve-year-old boy. It has four very long limbs, a round head with huge eyes, no visible mouth or nose, and a glistening, slimy coating that is very sticky. It sits in the midst of swamps or on a hummock in a pool, looking very much like a mummy or a child clothed in gauze. When its prey approaches, it flies up, lands upon the victim, and wraps it in sticky folds. When the victim has been captured in this way, the Hlu'ún extrudes a proboscis from below its head and feeds upon the juices of the prey. It is particularly feared around the city of Penóm.

Wandering: 80%, 1/1/2 Lair: 20%, 2/3/4

Hlu'un (5.4)

PHYS: 10 DEFT: 12 INST: 10
WILL: 11 PSYC: 2 Size Mod: +1
Initiative: 2/3/4 Movement: 6 ground, 16 flying
Defenses: Melee: 5 Missile: 5 Magic: 1
Armor: 2/0 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Grapple 15- Proboscis
Proboscis 14- 4/6/8

Other Abilities:

Camouflage: The Hlu'un's victim must make a Search skill check to recognize it, else it gains surprise

Entangle: Grapple talent +2. The Hlu'un rolls 2/4/6 to hold its victims

Hmá "the Sheep"

Domesticated and found almost everywhere. Its favorite habitat is a mountain meadow in the temperate zone.

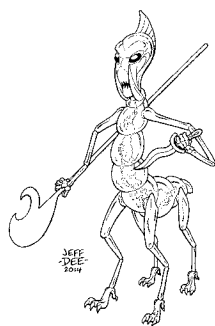
These are domesticated six-legged, warm-blooded mammals. They have long, triangular heads and stand about 1.2 meters tall. They are herded and used for meat and wool. Their wool is usually grey but may be brown, black, or tan.

Hmélu "the Goat"

As for the Hmá.

The Hmélu is a sub-variety of the Hmá. It is smaller, with tastier meat and is raised mostly for food.

Hokún "the Glass-Monsters"



A largish island named Benré Sà in the southern ocean of the hemisphere opposite the Five Empires, several smaller islands in the northern oceans of the same hemisphere, and a number of islands in other areas as well.

Hokún (also called Sààkū in some languages) resemble eight-foot-tall sculptures of

cloudy green-gray glass. They have six limbs, the rear pair of which are very long and powerful, while the front pair is small and is used to manipulate tools, etc. The middle set is employed for heavy work, grasping, and balance. A Hokún's head is a long, vertical ovoid, with a faceted eye set on either side of a central ridge. A set of powerful mandibles occupies a recess at the base of the throat. The most unusual thing about the Hokún, however, is their hard exoskeleton: thinner areas of this are transparent, and even thicker portions (the torso, the skull, etc.) are somewhat translucent. There are two sexes: males (65%) and egg-laying females (35%). The Hokún employ a mutation of their own species as riding animals: these latter creatures are semi-intelligent, short, squat, and less translucent, yet they are essentially the same species as their riders. Hokún tend to have little individuality and act as a group. In many Hokún cultures, individuals have no personal names or identities but participate in a sort of "group-mind." As far as is known, the Hokún have no religion but only a complex system of prohibitions and commands that stem

from "the World-Mind," as they put it. The societies in which the Hokún live are diverse: on their island of Benré Sà, they ride out with long, glass-like lances to hunt humans (who are considered little more than naked animals) and utilize human flesh as food; in other regions the Hokún have enslaved humanity and rule as masters; in a few locales they live as equals with humankind; and on one island humans rule the Hokún and ride the latter's riding beasts themselves! Of all the nonhuman species, the Hokún are perhaps the greatest threat to human hegemony over Tékel.

Other Abilities:

Extra Limbs: manipulative feet

Group Mind: know what's happening to each other within a 6" radius

Quirk: lack individuality

Hokún, Civilian (.6)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: -1 Missile: -1 Magic: -2
Armor: 2/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Light Mace 13- 1/2/2

Hokún, Light/Skirmisher (1.6)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 1 Missile: 1 Magic: -2
Armor: 3/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Boar Spear 12- 5/7/9

Hokún, Medium/Soldier (2.8)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 2 Missile: 2 Magic: -1
Armor: 4/1 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Longsword 14- 4/6/8

Hokún, Heavy/Elite (11.5)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 4 Missile: 4 Magic: -1
Armor: 5/2* Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Steel Great 14- 6/9/12
Axe

*Steel armor

Hokún, Universal Spellcaster (1.5)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod:

Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 0 Missile: 0 Magic: -1
Armor: 3/0 Hits: 14 Energy: 50

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 12- 60 spell purchase points
Short Sword 12- 2/4/6

Hokún, Generic Spellcaster (2.3)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 1 Missile: 1 Magic: 1
Armor: 3/0 Hits: 14 Energy: 75

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 15- 210 spell purchase points
Baton 17- 1/1/2

Hokún, Temple Spellcaster (4.2)

PHYS: 11 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 11 ground
Defenses: Melee: 2 Missile: 2 Magic: 4
Armor: 3/0 Hits: 14 Energy: 112

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 17- 360 spell purchase points
Staff 17- 1/2/3

Horók "the Warty One"

All swamps and bogs in warm and temperate regions.

The generic term for several species of frog-like swamp creatures, most of which are harmless. These batrachians have four limbs, soft and moist skin, and subsist on insects and small animals. They come in a variety of colors, and some are quite beautiful. One variety that inhabits the Layóda Swamps and the Qégash Swamps across the straits in Háida Pakála grows to 1.2 to 1.8 meters; it is quite ferocious and bites, but it can be hypnotized by swinging a rope or other snake-like object in front of it. It is called Zalmiya in the Hijajái language.

Hrá "the Bloodsucker"

Middle and lower levels of the Underworlds and deep caves.

These are the creations of the ancient priests of Ksáru: they are undead reanimated by sorcery, and they can only be slain by touching them with an "Amulet of the Great God" after they have been "slain". Otherwise they reanimate and will pursue a party relentlessly (90% chance). They drain their victims of all blood and bodily fluids and leave nothing but a shriveled husk. There are several types, depending upon the recipe Lord Ksáru's clergy used from among those devised



during the Latter Times. Most are 3 to 3.7 meters tall, grey or blackish, and retain little of their former intelligence. Others are squat, very strong, and seem to have been originally created as burden-carriers. A few varieties fight with swords, spears, or maces, and the priests of Ksáru still sometimes employ them in night battles. They cannot stand the light.

Wandering: 60%, 2/3/4 Lair: 40%, 8/11/14

Other Abilities:

Total Pain Resistance: only defeated (and slain) when reduced to negative their starting Hits.

Regeneration: 2 per round, only while dead or unconscious, unless touched with an "Amulet of the Great God".

Drains the Remains

Phobia: Light, requires a critical WILL check to resist

Servant of Ksáru: A priest of Ksáru has a slight chance (Ritual skill check at -6) of controlling any Hrá he meets. This control must be gained on the 1st combat round; there is no possibility of it if the Hrá surprises the party.

Hrá, Typical / Tall (2.8 unarmed, 3 armed)

PHYS: 11 DEFT: 10 INST: 12
WILL: 11 PSYC: 2 Size Mod: -1
Initiative: 2/3/4 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 2
Armor: 2/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Unarmed 14- 4/6/8
Greatsword 13- 6/8/10

Hrá, Massive / Squat (2.6 unarmed, 3.1 armed)

PHYS: 12 DEFT: 9 INST: 12
WILL: 11 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 0* Missile: 0 Magic: 3
Armor: 2/0 Hits: 20 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Unarmed 12- 6/8/10
Greatsword 13- 6/8/10

*A greatsword wielding massive Hrá has a Melee Defense of 1

Hú "the Night-Watcher"

Swamps, palmetto forests, such as those of Tsechélnu Lowlands and the offshore islands near Ónmu Tié Hléktis.

The Hú is a bat-like night-flyer. It has very short, black or dark gray fur, a round, rather human-looking head, two long, thin arms that support its leathery wings, and two sharp-clawed, long legs. Some varieties have tails, possibly originally from the Hláká worlds) and sharp, little teeth. It is carnivorous but does not usually bother anything as large as a human. It ranges from very small (25 to 50 millimeters) up to 60 or 90 centimeters, with a broader wingspan.

Human



This category includes members of all known human cultures except for the N'lüss (and Nóm spellcasters).

Human, Civilian (.1)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: -1 Missile: -1 Magic: -1
Armor: 0/0 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Club 13- 0/2/2

Human, Light/Skirmisher (.4)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: -1
Armor: 1/0 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Spear 11- 4/6/8

Human, Medium/Soldier (1)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 2/1 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Sword 13- 3/5/7

Human, Heavy/Elite (3.8)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 4 Missile: 4 Magic: 0
Armor: 3/2* Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
War Axe 13- 6/8/10 steel weapon
*Steel armor

Human, Universal Spellcaster (.7)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 0
Armor: 1/0 Hits: 10 Energy: 50

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 12- 60 spell purchase points
Knife 14- 0/2/2

Human, Generic Spellcaster (1.9)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 2
Armor: 1/0 Hits: 10 Energy: 75

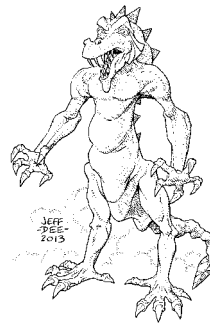
Attacks **Hit:** **Dmg:** **Other:**
Sorcery 15- 210 spell purchase points
Baton 16- 1/1/2

Human, Temple Spellcaster (3.4)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 5
Armor: 1/0 Hits: 10 Energy: 112

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 17- 360 spell purchase points
Staff 16- 1/2/3

Hurú'u "the Howler"



Middle and deeper levels of the Underworlds.

These grayish white, spectral undead creatures wander howling in the Underworld. They are more or less humanoid in form and can be heard at a distance of 60 meters. They perceive a party from this same distance. Chlén-hide weapons are slightly less effective against

them. They may be driven off by certain spells or by fire. Their howling deafens all within 2 spaces of them (a 5 space diameter centered on the Hurú'u). A victim slain by a Hurú'u loses portions of memory and knowledge skills.

Wandering: 90%, 1/1/1 Lair: 10%, 1/3/5

Hurú'u (8.2)

PHYS: 13 DEFT: 10 INTL: 12
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 1 Missile: 1 Magic: 4
Armor: 2/1 Hits: 28 Energy: 10

Attacks	Hit:	Dmg:	Other:
Claw	16-	6/9/12	

Other Abilities:

Total Pain Resistance: only defeated (and slain) when reduced to negative their starting Hits.

Noisy: They can be heard at a distance of 30 inches.

Detect Life: Hurú'u detect parties of adventurers at 30"

Chlén Resistance: Damage rolls by Chlén weapons against Hurú'u are reduced by 2 points.

Phobia: Hurú'u are afraid of fires larger than a single typical torch, presented aggressively.

Phobia: Hurú'u may depart when confronted with spells that specifically protect against magic or the undead (spells 18, 20, 35, 47, 66, etc.).

Deafening Howl: Characters within a 3" diameter of the Hurú'u cannot hear anything but the creature's howling.

Memory Loss: Hurú'u feed on the memories of their victims. Anyone slain by a Hurú'u who is returned to life loses 1 level on all skills, and must make an INTL check at +2 to remember anything from before their death.

Hyahyú'u "the Whooper"

Open grasslands and mountains.

These six-limbed animals run in packs and make a weird "hyaa-hyuu" sound which gives them their name. They are covered with ragged, grey-black fur and have three eyes beneath a crest of sticky, spiny excrescences on top of their long, lozenge-shaped skulls. They will fight humans only if they outnumber the party by six or more; otherwise they will flee. They will always run away if the party contains a Páchi Léi. They have a special dread of this nonhuman species.



Wandering: 70%, 8/11/14 Lair: 30%, 21/27/32

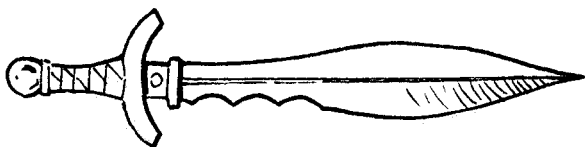
Hyahyú'u (.5)

PHYS: 10	DEFT: 11	INST: 10	
WILL: 9	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 7 ground		
Defenses:	Melee: 3	Missile: 3	Magic: -2
Armor: 1/0	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	15-	3/5/7	

Other Abilities:

Phobia: Páchi Lei, no WILL check allowed



Jájgi "the Exalted Dead"



Anywhere in the Underworlds, in shrines dedicated to Lords Sárku and Durritlámish, and wherever the priests of these sects require the services of more intelligent Undead.

These reanimated Undead are almost invariably humans, both males and females. Only the temples of the Worm Lord and his Cohort are skilled at their creation,

although the sects of Lord Hrú'ü and Ksáru do have some competence as well. It is difficult to discern that these creatures are not in fact alive (make a perception check at -2), since they can make themselves breathe, eat, excrete, and do everything but reproduce. Considerable effort must be expended to manufacture a Jájgi, and they are used only for highly secret, special missions.

Wandering: 90%, 1/1/2 Lair: 10%, 2/3/5

Other Abilities:

Total Pain Resistance: only defeated (and slain) when reduced to negative their starting Hits.

Jájgi, Unequipped (5)

PHYS: 13	DEFT: 10	INTL: 12	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 5
Armor: 0/0	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Punch	15-	3/5/7	

Jájgi, Equipped (8)

PHYS: 13	DEFT: 10	INTL: 12	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 5
Armor: 1/1*	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Punch	15-	3/5/7	
Greatsword	15-	6/8/10	

*Leather armor, helmet, medium shield

Jakkóhl "the Furred One"

Woods, forests, copses, and clear terrain.

This small, fast, black or brown fox-like mammal bites but is not very dangerous. It is hunted and eaten. It burrows to make a lair for its young. It has litters of 6-7 "pups," like a dog, although it is not related to the Terran animal.

Káika "the Duck"

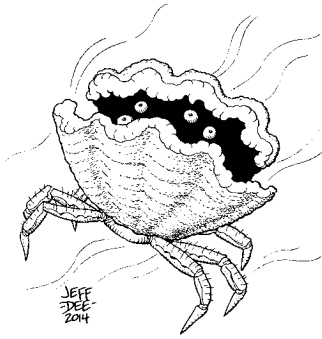
Domesticated. Found everywhere.

This white or grey duck-like, egg-laying bird grows as big as a turkey. It is domesticated in the Five Empires but is also found wild. It is descended from a mutated Terran species.

Kátru "the Clam"

Seacoasts and the shores of Lake Parunál (at the east end of Yán Kór).

These clam-like shellfish often contain large pearls. They grow up to 1 meter in diameter, and can snap shut and amputate a swimmer's leg. The Kátru dig deep burrows in sandy lake or sea bottoms and hence require the expertise of experienced divers. These creatures are tasty when steamed or roasted. The natives of Lake Parunál use a mash herb to make a sauce similar to lemon butter and serve Kátru as a delicacy.



Wandering 5%, 1/1/2

Lair: 95%, 3/5/7

Kátru (.6)

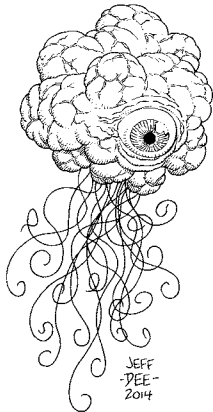
PHYS: 11 DEFT: 7 INST: 8
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 3 ground, 3 swimming
Defenses: Melee: -1 Missile: -1 Magic: 1
Armor: 3/2 Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
Snap 11- 4/6/8 see below

Other Abilities:

Slow Attacks: It takes an Action for the Kátru to re-open its 'jaws' after each attack. It cannot make multiple attacks on a single Turn.

Káyi "the Eye"



Swamps, caves, ruins, and the Underworlds.

This creature consists of a large grayish white gas bag and a huge, single, bulging eye. Káyi hang high in the air in dark corners and drop their thin, fibrous tentacles down upon prey passing below. These nets are covered with sharp, hollow spines which suck the juices out of a victim. If cut free immediately, the Káyi does not have time to sink

these hair-like spines into its prey, and hence does minimal damage. Káyi can be brought down by flaming arrows, but they usually remain out of reach of swords and other hand weapons, though sometimes a spear, pike, or halberd will reach them.

Wandering: 80%, 1/3/5

Lair: 20%, 12/16/20

Káyi (1)

PHYS: 10 DEFT: 10 INST: 8
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 flying
Defenses: Melee: 2 Missile: 2 Magic: -1

Armor: 2/0

Hits: 10

Energy: 10

Attacks Hit: Dmg: Other:
Grapple 13- (1/2/3) hang down 6" range
Tentacle Sting 11- 2/4/6 hang down 6" range, poisoned

Other Abilities:

Combustible: Any damage inflicted by fire or a flaming weapon destroys the Káyi instantly.

Stingers: Any damage on the Káyi's tentacle net cuts a victim free, but none of that damage affects the Káyi's Hits.

Poison: While a victim is held, make a check at the end of each of the Káyi's next turns to determine whether its contact poison gets around the character's armor coverage. If it does, the victim must make a PHYS check at -5 or lose 1 PHYS point. Check again each time the poison touches until the victim either dies or is freed. This PHYS loss is cumulative, but these points come back at a rate of 1 per day with rest, or can be magically "healed".

Khéshchal "the Plumed Bird"

Dense forest.

These semi-intelligent birds are covered with brilliant plumage used for feather capes, helmet-crests, etc. They will normally attempt to flee (70% chance), but if cornered, they may be subdued, rather than killed. A subdued Khéshchal is worth a great deal: 3-4,000 Káitars. This bird is not domesticable but is kept in some zoos; the many-colored Livyáni varieties are the most prized.



Wandering: 75%, 1/2/3

Lair: 25%, 2/4/6

Khéshchal (1.2)

PHYS: 9 DEFT: 11 SEMI: 13
WILL: 9 PSYC: 2 Size Mod: +1
Initiative: 1/2/2 Movement: 2 ground, 14 flying
Defenses: Melee: 4 Missile: 4 Magic: -2
Armor: 0/0 Hits: 7 Energy: 10

Attacks Hit: Dmg: Other:
Bite 13- 2/4/6

Kité "the Little Whirlwind"



Deep forest and fields throughout the Five Empires, but especially in northeastern Tsolyánu and Sa'a Allaqí.

This small, vicious, carnivore has six legs, a beak-like snout filled with teeth, sleek black fur and a bushy tail. If

attacked or cornered, it fights ferociously to the death. Hunters fear it for this reason since it lives in much the same environment as the Jakkóhl and looks superficially like it.

Wandering: 80%, 1/1/2

Lair: 20%, 2/4/6

Kité (.9)

PHYS: 8 DEFT: 11 INST: 10
 WILL: 12 PSYC: 2 Size Mod: +1
 Initiative: 2/4/6 Movement: 11 ground
Defenses: Melee: 5 Missile: 5 Magic: 0
 Armor: 0/0 Hits: 5 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Beak 14- 2/3/4

Kókh "the Vampire Lizard"

Deep grass, fields, and open woodlands.

This species of scaly lizard is dangerous to those sleeping in the open. It creeps up silently and then suddenly lunges at a sleeper's throat. Its fangs then inject a numbing poison, and the Kókh drinks the prey's blood. Kókh are a bright, glistening green in color and about a foot in length. They are sacred to one of the vampire-demonesses of Lady Dlamélish's sect.



Wandering: 90%, 1/1/2 Lair: 10%, 2/4/6

Kókh (.3)

PHYS: 5 DEFT: 10 INST: 10
 WILL: 10 PSYC: 2 Size Mod: +3
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 5 Missile: 5 Magic: -3
 Armor: 0/0 Hits: 2 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Grapple 13- - enables bite, blood drain
 Bite 11- 1/2/3

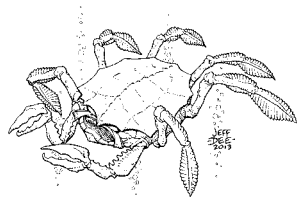
Other Abilities:

Numbing Poison: If the Kókh's bite penetrates, the victim must make a Perception check at -4 else they don't feel it

Blood Drain: Sucks its victim's blood, inflicting 2/1/2 hit points per minute (painlessly if its poison was effective). The creature becomes gorged and stops after draining 2 hit points

Stealth 15-

Kruá "the Slasher of the Depths"



Coastal waters, particularly Msúmtel Bay, Kakársha Bay, and the shallows around the Tsoléi Archipelago.

The Kruá is a bone-white, platter-shaped, thickly shelled, crustacean-like creature. It has six long spidery legs and

two saw-toothed fighting arms tipped with massive pincers. It is a rapid swimmer. The smallest varieties range from 1 to 3 meters across the carapace; middle-sized specimens grow up to 6 meters across; and the largest recorded individuals are

about 12 meters from side to side. Missiles bounce harmlessly off its armor plate, and a Kruá must be disabled by cutting off its legs and fighting arms.

Wandering: 50%, 1/1/2 Lair: 50%, 3/5/7

Size (d100): 01-60 = Small, 61-90 = Medium, 91-00 = Large

Other Abilities:

Impervious to Missiles: Armor +4/+0 vs. all projectiles

Blood Sacrifice: A Kruá may turn away if blood is poured upon the water (WILL check to resist). Many a ship has saved itself through the sacrifice of some hapless slave or oarsman. Once satisfied, the creature scuttles back to the depths, and chittering at its enemies.

Kruá, Small [6'] (3.5)

PHYS: 11 DEFT: 10 INST: 10
 WILL: 10 PSYC: 2 Size Mod: 0
 Initiative: 1/2/3 Movement: 4 ground, 5 swimming
Defenses: Melee: 2 Missile: 2 Magic: 0
 Armor: 3/2* Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Pincers 14- 6/8/10

Kruá, Medium [12'] (4.6)

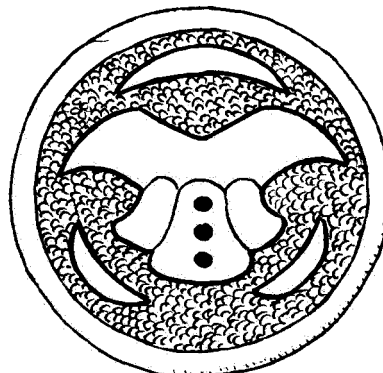
PHYS: 13 DEFT: 9 INST: 10
 WILL: 10 PSYC: 2 Size Mod: -2
 Initiative: 1/2/3 Movement: 5 ground, 6 swimming
Defenses: Melee: -1 Missile: -1 Magic: 0
 Armor: 3/2* Hits: 28 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Pincers 13- 6/9/12

Kruá, Large [36"] (5.1)

PHYS: 14 DEFT: 9 INST: 10
 WILL: 10 PSYC: 2 Size Mod: -4
 Initiative: 1/2/3 Movement: 8 ground, 9 swimming
Defenses: Melee: -2 Missile: -2 Magic: -1
 Armor: 3/2* Hits: 40 Energy: 10

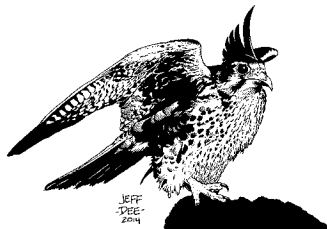
Attacks **Hit:** **Dmg:** **Other:**
 Pincers 13- 7/10/13



Küni "the Falcon"

Dense forest and mountain crags. A larger sub-species is found in the northern mountains of Yán Kór.

These brownish birds have a limited intelligence, plus the ability to speak in simple terms if trained by a bird-trainer. They are thus useful as hunters and spies, since they can report back on the disposition of troops, terrain, etc. They can be trapped, lured down with aromatic Tsúral-buds (a 50% chance), or shot down with blunt-headed arrows smeared with a sticky substance. The Küni will try to escape but cannot fight. They are inedible.



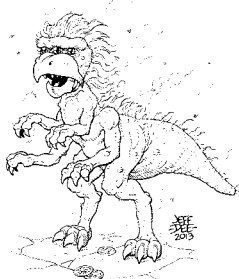
Wandering: 75%, 2/3/4 Lair: 25%, 1/2/3

Küni (.9)

PHYS: 8	DEFT: 12	SEMI: 11	
WILL: 9	PSYC: 2	Size Mod: +2	
Initiative: 1/2/2	Movement: 3 ground, 16 flying		
Defenses:	Melee: 6	Missile: 6	Magic: -2
Armor: 0/0	Hits: 5	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	2/3/4	

Kúrgha "the Eaters of Carrion"



The upper levels of the Underworlds, caverns, ruins, and desolate wastelands (and mountains).

These scuttling, grayish-brown, six-limbed furry beasts range up to 1.2 meters in length and .9 meters tall. They are bipedal and have vestigial tails, sharp, horny beaks, and three eyes (hence they probably originate on one of

the Hláka worlds). They are attracted to carrion. If the party enter a room containing a dead body, there is a 33% chance that Kúrgha have been attracted. They will attack only when they outnumber their opponents. Their terrible stench warns a party of their presence at a distance of 16 meters – even through doors!

Wandering: 75%, 8/11/14 Lair: 25%, 22/27/32

Kúrgha (.5)

PHYS: 8	DEFT: 11	INST: 10	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 5	Missile: 5	Magic: -2
Armor: 0/0	Hits: 5	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Beak	15-	2/4/6	

Other Abilities:

Stench: The Kúrgha's terrible stench warns a party of their presence at a distance of 8 inches.

Kurruné "the Ibis"

Deep, temperate-zone forest near lakes or streams where it can fish.

Long-beaked, plume-tailed bird; edible (barely); brown, white, black, and tan in color. It is said to be beloved by the God Thúmis.

Kurukú "the Small Giggler"

Clear terrain or open forest.

These chestnut-brown-colored creatures have six legs, as do many of Téकुmel's fauna, and they also have a pair of small hands just beneath their blunt, anthropoidal snouts. They range from .6 to 1.2 meters in height. The Kurukú rarely attack humans except in large bands, and flee if approached. They do try to snatch bright objects from passing travelers, however, running off with these and giggling in a very human fashion.



Wandering: 60%, 4/6/8 Lair: 40%, 13/17/21

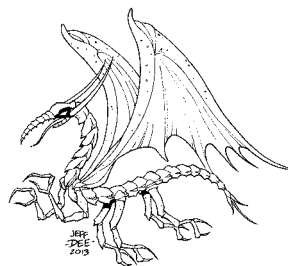
Kurukú (1.5)

PHYS: 9	DEFT: 12	INST: 10	
WILL: 9	PSYC: 2	Size Mod: +1	
Initiative: 2/3/4	Movement: 8 ground		
Defenses:	Melee: 5	Missile: 5	Magic: -2
Armor: 1/0	Hits: 7	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	15-	2/4/6	

Other Abilities:
Pickpocket: 16-

Lrí "the Flying Stinger"



Swamps, coastal bogs, and low-lying islands.

These stilt-like, dark green, long-legged, winged, insectoid creatures are related to the Hlűss. They sting with their long, segmented tails, paralyzing their victims. The Lrí will try to fly off with a paralyzed victim (112kg carrying capacity), and the creature then travels in random and misleading directions to its lair, where it feeds the victim to its young. Such a victim is completely consumed in 3 hours, making revivication almost impossible. A paralyzed victim rescued from the Lrí's clutches may be cured by a spell or an "Eye of Healing". Two days are needed to recover one's strength after such a rescue.

Wandering: 80%, 3/5/7 Lair: 20%, 8/11/14

Lri (4.4)

PHYS: 11 DEFT: 11 INST: 10
 WILL: 10 PSYC: 2 Size Mod: 0
 Initiative: 1/2/2 Movement: 3 ground, 14 flying
Defenses: Melee: 3 Missile: 3 Magic: 0
 Armor: 3/2 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Sting 15- 3/5/7 paralytic poison

Other Abilities:

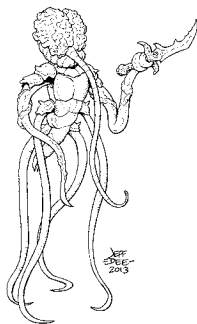
Paralytic Poison: If the Lri's sting penetrates, target must make a PHYS check at -4 or be paralyzed. Another check is allowed per hour to recover. One who recovers (naturally or by magic) loses 2 PHYS, regaining 1 point per day of rest.

Evasive Maneuvers: A Lri travels in random and misleading directions, resulting in a -2 on skill checks to track it.

Marashyálu "the Whimperer"

Middle and deeper levels of various ancient Underworlds, particularly Jakállá and Béy Sű, Ch'óchi in Mu'ugalavyá, etc.

These supernatural creatures of the ancients were set by the Lords of the Latter Times to guard treasure. They are masters of illusion, appearing as children, women, wounded friends, etc., weeping and imploring help. They have hypnotic powers and able to control up to six humans at once. Victims can be commanded to fight against their own party. If the Marashyálu carries off a victim, it sucks all the soft organs out of the body by inserting a long proboscis into the mouth or other orifice. This vicious creature can be driven off by magic, but they are almost impossible to defeat physically. They are probably other-planar in origin.



Wandering: 0%, 0/0/0 Lair: 100%, 2/3/4

Marashyálu (5.6)

PHYS: 12 DEFT: 11 INTL: 11
 WILL: 11 PSYC: 2 Size Mod: 0
 Initiative: 2/3/4 Movement: 7 ground
Defenses: Melee: 3 Missile: 3 Magic: 5
 Armor: 0/0 Hits: 20 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Grapple 14- Proboscis
 Proboscis - 4/6/8 only when grappled

Other Abilities:

Disguise: A critically successful perception check is required to see through the Marashyálu illusion.

Convince Skill: 15- [+2]

Hypnosis: 3" diameter area, 12" range. This takes an action. Each target is allowed a Resistance Check. If it fails, they will do anything for the Marashyálu short of suicide (though they will not resist being slain by the creature). Control is broken if the Marashyálu dies, else the victim is allowed another Resistance Check every day until they recover.

Phobia: Hurú'u may depart when confronted with spells that specifically protect against magic (spells 18, 20, 35, 47, etc.).

Mazhán "the Great Bee"

Plains, open fields, and forested slopes.

This bumblebee-like creature has stripes that range from glossy black to a pale grey. Specimens as large as 50mm long have been found near the Gilráya Forests. When annoyed, it makes a high-pitched buzzing sound that disorients dogs, cats, and other sensitive animals and actually drives the Pé Chóí into convulsions. The Mazhán is a solitary insect, with no economic uses for humankind.

Mihállí "the Shape-Shifters"



The Mihállí are an ancient nonhuman race which came with humanity to Tékumel — but not with humanity's knowledge or blessings! When the planet was cut off from interstellar humanspace, the Mihállí, who had set up a small spy post beneath the planet's surface, were cut off as well and could not return to their original world. As human technology declined, the Mihállí increased and developed their powers.

During the Latter Times this strange race's territory occupied large areas of Mihállu, north of Salarvyá and far to the northeast of Tsolyánu, east of the strange little human principality of Chayákkú. They are also said to have built "the Unstraightened City" in the Plains of Glass (far to the East of Tsolyánu).

At last there was a final armageddon between the much more numerous human forces and the Mihállí, and this ended with the destruction of the latter's home areas with nuclear fission bombs. With most of the Mihállí area a mass of glass-like slag, the Mihállí were nearly extinct, with no enclave of their own. The area is still almost entirely composed of slagged ruins, uninhabitable by man, without food or drinkable water and hence very hard to penetrate (except possibly by certain of the underground subways — which might take the players into a veritable nest of them!).

Humanity continued down along the road to barbarism, and only a few final automatic safeguards against Mihállí resurgence were left. These have lasted through the long, slow decay of human technology until the present. Now, however, a very few Mihállí have appeared, the most prominent being the chief minister of Yan Kór, the devious Lord Fu Hsi — who may or may not be an actual Mihállí. More have been seen in connection with the iniquitous ring of Zu'úr drug smugglers, possibly in alliance with Yan Kór or possibly working with the terrible Hlűss. It is believed that they inhabit one or more "pocket dimensions" from which they enter and leave Tékumel's plane as they wish. It is thus possible to meet one or more small Mihállí parties in the deeper underworld labyrinths, where they seek useful bits of ancient technology, or in remote deserted cities, etc. Still, they remain aloof from other species, and most humans believe them to be mythological creatures. They are rare now on Tékumel, and their ancient homeland of Mihállu is now occupied by human colonists who call themselves "Mihállí".

In form, the Mihállí are very similar to humans, although more slender. They have a rather cat-like head, however, with a longish snout, two eyes, and two up-pointing ears. They can see in the dark. They are almost hairless and have a skin coloration that ranges from dull green to reddish brown: lower-status warriors are of the former color, and higher status leaders the latter. They possess four breasts, and their hands have five fingers and a thumb. It is thought that they are hermaphroditic, but their reproductive processes are really unknown. Their greatest talent is that of shape-shifting.

They are potent magic users: each one will have a minimum of two Generic spells, and those with higher Sorcery levels (4 and up) will have 3 or more. They each also have 1d5-3 Eyes, 1d5-3 amulets, and 1d5-3 scrolls. Their favorite magical weapon is the Ball of Immediate Eventuation.

Mihállí seem to exist on more than one plane at once. Their motivations are so alien that they seem whimsical or even insane to "mono-planar" beings such as humankind. In spite of their humanoid appearance, thus, these creatures are very alien. They may appear neutral (only rarely — 5% chance — friendly) on one turn and become the opposite the next. Their objectives hardly ever seem the same twice. They will always defend if attacked, and will only rarely (1% chance) offer a magical item to a human party. A random dice roll is thus necessary each turn to determine what the Mihállí will do.

Other Abilities:

Magic Item Chance

Night Vision: +2

Quirk: Alien Motives

Shape-Shifting: They can adopt almost any form and maintain it for long periods of time. This shape must be of approximately human size. Shape-Shifting takes an Action. If an imitated being has more than four limbs, the "extras" appear to be paralyzed. Another method of penetrating their disguise is to look into their eyes: these reflect a gleaming scarlet, whatever shape the creature adopts (this only works on a critically successful perception check)

Ball of Immediate Eventuation (Silver BOIE)*: This artifact is usable by any Mihállí. Non-Mihállí magic users or priests of Sorcery level 14 and up can also operate it. All others take 3/5/7 mental damage if they attempt to use it. This Mihállí artifact has many functions, but only one can be used per Action

- Energy Bolt: 3/5/7 energy damage, 12" range
- Force Wall: 3/3 protection in a 1" diameter around the user. Only works on non-magical attacks.
- Invisibility: +1 displacement defense bonus
- Gas Cloud: 3" diameter adjacent to user, does 2/3/4 damage to all human and nonhuman species except the Shén and the Ssú. Ignores armor, but victims can hold their breaths.

*This weapon comes in various strengths, represented by its color: the weakest one is light purple, then bright silver, then bright gold, then lambent, translucent blue.

Nexus Travel: Mihállí have a natural WILL/ -1 skill to locate and open inter-dimensional nexus points. Skill checks can also be made to determine where an open nexus point leads. All uses of this skill require a full turn. Difficulty penalties apply when seeking nexus points to planes that are "distant". Fumbles when seeking a portal lead the Mihállí to a random nexus point. There is a bonus of +2 to open a located nexus point. Attempting to open a nexus point ad hoc, without locating one first, suffers a -2 penalty and leads to a random destination. Fumbles open portals to planes from which hazards immediately emerge.

Mihállí, Civilian (2.1)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: 1
Armor: 0/0	Hits: 10	Energy: 45	
Attacks	Hit:	Dmg:	Other:
Purple BOIE	10-	2/4/6e	See above
Club	13-	0/2/2	

Mihállí, Light/Skirmisher (2.5)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 1
Armor: 1/0	Hits: 10	Energy: 45	
Attacks	Hit:	Dmg:	Other:
Silver BOIE	11-	3/5/7e	See above
Spear	11-	4/6/8	

Mihállí, Medium/Soldier (3)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 2
Armor: 2/1	Hits: 10	Energy: 45	
Attacks	Hit:	Dmg:	Other:
Silver BOIE	12-	3/5/7e	See above
Sword	13-	3/5/7	

Mihállí, Heavy/Elite (5.8)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 9	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 2
Armor: 3/2	Hits: 10	Energy: 45	
Attacks	Hit:	Dmg:	Other:
Silver BOIE	13-	3/5/7e	See above
Steel War Axe	13-	6/8/10	
*Steel armor			

Mihállí, Universal Spellcaster (2.7)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 12	Size Mod: 0	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: 2
Armor: 1/0	Hits: 10	Energy: 60	
Attacks	Hit:	Dmg:	Other:
Silver BOIE	12-	3/5/7e	See above
Sorcery	12-		60 spell purchase points
Knife	14-	0/2/2	

Mihállí, Generic Spellcaster (3.9)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 12 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 4
Armor: 1/0 Hits: 10 Energy: 90

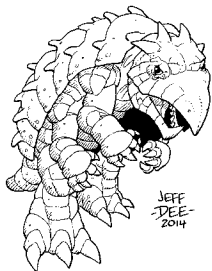
Attacks Hit: Dmg: Other:
Gold BOIE 14- 4/6/8e See above
Sorcery 15- 210 spell purchase points
Baton 16- 1/1/2

Mihállí, Temple Spellcaster (5.4)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 12 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 7
Armor: 1/0 Hits: 10 Energy: 135

Attacks Hit: Dmg: Other:
Blue BOIE 16- 5/7/9e See above
Sorcery 17- 360 spell purchase points
Staff 16- 1/2/3

Miku "the Armadillo Lizard"



The Dry Bay of Ssu'úm, the Desert of Eyági, and the barrens around Kayál Peak in eastern Tsolyánu and southeastern Sa'á Allaqi.

Adults of this carnivorous species stand about 1.2 meters high. They are a dull, sandy gray in color. They have a short, stumpy

tail and six limbs, the back pair of which is used for locomotion and the front two pairs as hands. The Miku is protected by banded armor, like the ancient Terran armadillo, but its short, snouted head resembles certain lizards. This species lives in families of five or six individuals and subsists on small game, bird eggs, and insects. It will attack small parties of humans who come too close to its semi-subterranean lair, however. The natives of Kayál Peak say that the meat of this animal is excellent when barbecued.

Wandering: 75%, 4/6/8 Lair: 25%, 8/11/14

Miku (2.3)

PHYS: 11 DEFT: 10 INST: 11
WILL: 10 PSYC: 2 Size Mod: +1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 3 Missile: 3 Magic: 1
Armor: 3/1 Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
Bite 13- 3/5/7

Mirish "the Fish"

Water areas

The generic word for fish. Hundreds of species exist.

Mnór "the Shaggy Insect"

Semi-desert and grassland.



These creatures are semi-intelligent and can use very simple tools. They are ovoid in form, with twenty long, slender legs, and are covered with silky pearl-grey fur (which makes them valuable as throw-rugs). A Mnór will normally try to flee, but if attacking or attacked, it fights to the death, using rocks or a heavy club. Its huge, faceted eyes are its most vulnerable feature, and if a blow shatters an eye, the Mnór will turn and flee. These creatures gather all sorts of glittering objects in their lairs.

Wandering: 45%, 1/2/3 Lair: 55%, 3/5/7

Mnór (1.9 unarmed or rocks, 3.2 armed)

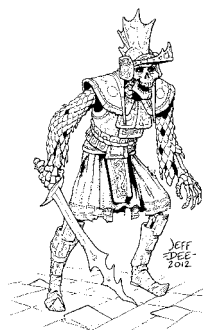
PHYS: 11 DEFT: 11 SEMI: 12
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 5 ground
Defenses: Melee: 3 Missile: 3 Magic: 2
Armor: 2/1 Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
Pincer 14- 3/5/7
Throw Rock 13- 3/5/7 6" range
Club 16- 4/6/8

Other Abilities:

Vulnerable Eyes: A called shot at -2 is needed to hit a Mnór's eye. If any damage penetrates on a hit to the eye (Mnór's armor applies), it flees without a WILL check.

Mrúr "the Undead"



Upper and middle levels of the Underworlds, tombs, catacombs, and shrines to the Worm Lord and his Cohort, Lord Durritlámish. Smaller numbers are found as guardians for the sanctuaries of Lords Ksáru, Hrú'ü, and their Cohorts.

These are the corpses of ancient human (and a few nonhuman) warriors who perished in the catacombs and who have been reanimated by the Priests of Sáru or of Ksáru for their own purposes. Mrúr are relatively simple Undead, with little willpower or intelligence left. They never retreat. If killed, these liches should be burned. Otherwise their masters may reanimate them once more!

Wandering: 80%, 2/4/6 Lair: 20%, 8/11/14

Other Abilities:

Pain Resistance: Remains conscious until Hits = 0

Mrur, Unequipped (.2)

PHYS: 10 DEFT: 9 INST: 11
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 4 ground
Defenses: Melee: 1 Missile: 1 Magic: 2
Armor: 1/0 Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Punch 11- 1/2/3

Mrur, Equipped (.9)

PHYS: 10 DEFT: 9 INST: 11
WILL: 11 PSYC: 2 Size Mod: 0
Initiative: 2/3/4 Movement: 4 ground
Defenses: Melee: 3 Missile: 3 Magic: 2
Armor: 1/0* Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Punch 11- 1/2/3
Sword 12- 3/5/7

*Medium shield

Mu'agh "the Jellyfish"



This acidic, gelatinous, translucent grayish creature ranges from .3 to 3 meters in diameter. They tend to hide in dark, damp places. Its acid cannot penetrate Chlén-hide armor, but it dissolves metal armor. The Mu'agh's soft, amorphous body is highly resistant to physical damage, but it is vulnerable to energy.

Wandering: 70%, 1/2/3 Lair: 30%, 3/5/7

Mu'agh (.6)

PHYS: 11 DEFT: 9 INST: 8
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 1 ground or swimming
Defenses: Melee: 1 Missile: 1 Magic: 0
Armor: 4/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Acid Touch 13- 3/5/7 Acid (see below)

Other Abilities:

Acid: Damage inflicted by the Mu'agh can only be recovered through magical means.

Can't Penetrate Chlén-hide: When a character is hit, roll 1d10 vs. 1 + the character's armor coverage from Chlén-hide. If the roll is equal or lower, the character takes no damage.

Dissolves Steel: When a target is hit, roll 1d10 vs. 1 + the target's armor coverage from steel. If the roll is equal or less, the steel armor begins to dissolve. The target takes another damage roll from the Mu'agh (no armor protection) if they do not remove the affected armor within 1 round. The target's armor coverage is reduced by 1 step for each piece dissolved; 'Heavy' coverage becomes 'Medium', 'Medium' becomes 'Light', and 'Light' leaves the character unarmored if it is dissolved away. Enchanted steel gets a Resistance Check of 10-, +1 per magic plus.

Nenyélu "the Eel Fish"



Waterways and coastal flats.

These long, sinuous, black, eel-like creatures have many tiny sharp fins along their sides which they use for propulsion. They also have a pair of rudimentary hands just behind their snake-like heads, which they use to hurl or strike with a jagged stone. They possess only

rudimentary intelligence, however. Nenyélu range up to 4.5 meters in length and about 15 centimeters in diameter. Their bite is poisonous, and even if healed, a victim usually sustains some neural damage.

Wandering: 65%, 2/3/4 Lair: 35%, 3/5/7

Nenyélu (2.8)

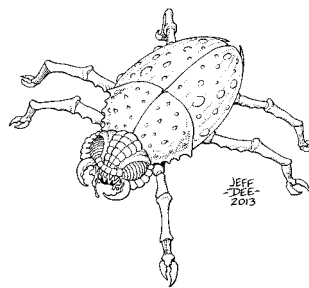
PHYS: 11 DEFT: 11 INST: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 8 swimming
Defenses: Melee: 3 Missile: 3 Magic: -1
Armor: 2/1 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Jagged Stone 14- 3/5/7 6" range throw
Bite 15- 2/4/6 Poisonous (see below)

Other Abilities:

Poison: If the bite of the Nenyélu penetrates, the victim takes 3 damage every 3 rounds (PHYS check at -3). If any of the attempted check fumbles, the victim also permanently loses 1 point of DEFT, INTL, or WILL (chosen randomly) from neural damage - even if they are healed or resurrected. This attribute loss is not noticed until after the fight is over.

Ngáyu "the Eater of Swords"



Middle and lower levels of many Underworlds, as well as natural caverns and ruins.

These mud-hued, flattish crustaceans have powerful claws and six legs. They grow to about 1.8 meters in diameter, although smaller, plate-sized specimens are more common. Their main weapon is a secretion that

they squirt up to some 6 meters. This liquid affects only metal, destroying it completely. It dissolves enchanted and unenchanted steel and copper weapons alike, but has no effect upon Chlén-hide, since this material is organic.

Wandering: 60%, 2/3/4 Lair: 40%, 3/5/7

Size (d100): 45 = Small, 33 = Medium, 22 = Large

Other Abilities:

Metal-dissolving Spit: 4" range, DEFT+2 to hit, each metal item worn or carried gets a Resistance Check of 9- to resist.

Ngáyu, Small / Plate Sized (1.5)

PHYS: 8 DEFT: 11 INST: 10
WILL: 10 PSYC: 2 Size Mod: +2
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 5 Missile: 5 Magic: -1
Armor: 2/1 Hits: 5 Energy: 10

Attacks Hit: Dmg: Other:
Claw 14- 2/4/6
Spit 13- dissolves metal (see above), 4" range

Ngáyu, Medium / Crate Sized (1.9)

PHYS: 9 DEFT: 11 INST: 10
WILL: 10 PSYC: 2 Size Mod: +1
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 4 Missile: 4 Magic: -1
Armor: 2/1 Hits: 7 Energy: 10

Attacks Hit: Dmg: Other:
Claw 14- 3/5/7
Spit 13- dissolves metal (see above), 4" range

Ngáyu, Large / 6' Diameter (2.3)

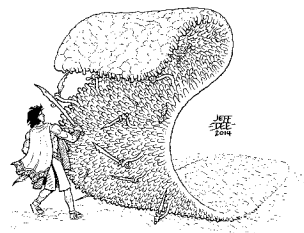
PHYS: 11 DEFT: 10 INST: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 2/1 Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
Claw 13- 4/6/8
Spit 12- dissolves metal (see above), 4" range

Ngóro "the Whelk"

The deepest and most remote regions of the labyrinths of the Great Ancients before the Time of Darkness. A few are found on higher levels, but these are rare.

These large colony-creatures lie flat upon the floor of a chamber and resemble the rough stone flooring of the Underworld, although they may feel springy to walk upon. They grow to lengths of 6 to 9 meters and are grayish or dull brown on top, with a pale pink underside. Ngóro are made up of millions of tiny individual creatures, who all share in the group mind. They are thus intelligent and use their millions of tiny cilia as both feet and hands. They make and use miniature weapons, magical devices, etc. They would be counted among the sapient races, except that they are reclusive and solitary creatures with no enclave of their own. They are thus termed "Under-people." They sometimes defend themselves by closing up on foes who inadvertently walk on them, crushing them in their powerful folds. There is very little time to jump free before the "carpet" fatally tightens! Ngóro



can communicate in reedy, choral voices, and they appear to be somewhat telepathic. They may offer aid, items, guidance, etc. in return for kindness.

Wandering: 50%, 1/1/2 Lair: 50%, 1/2/3

Other Abilities:

Camouflage: +4 vs. Perception checks by others.

Telepathy: Can communicate at Broken language level with any being it has met on a successful INTL check. This has an NRG cost of 5 points.

Ngoro, Small [5'] (2.3)

PHYS: 9 DEFT: 11 SEMI: 11
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 3 ground
Defenses: Melee: 3 Missile: 3 Magic: -1
Armor: 3/1 Hits: 7 Energy: 10

Attacks Hit: Dmg: Other:
Mini Weapons 14- 4/6/8 6" range, magical
Grapple 13- Crush
Crush - 2/4/6

Ngoro, Medium [10'] (2.9)

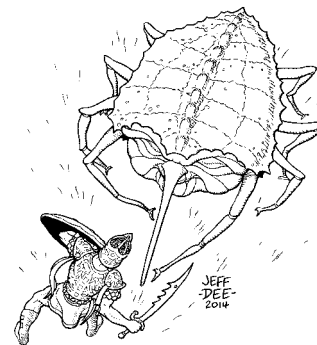
PHYS: 11 DEFT: 11 SEMI: 12
WILL: 10 PSYC: 2 Size Mod: -2
Initiative: 1/2/3 Movement: 3 ground
Defenses: Melee: 1 Missile: 1 Magic: -1
Armor: 3/1 Hits: 14 Energy: 10

Attacks Hit: Dmg: Other:
Mini Weapons 13- 6/8/10 6" range, magical
Grapple 13- Crush
Crush - 4/6/8

Ngoro, Large [20'] (3.4)

PHYS: 13 DEFT: 10 SEMI: 12
WILL: 10 PSYC: 2 Size Mod: -3
Initiative: 1/2/3 Movement: 2 ground
Defenses: Melee: -1 Missile: -1 Magic: 0
Armor: 3/1 Hits: 28 Energy: 10

Attacks Hit: Dmg: Other:
Mini Weapons 12- 7/10/13 6" range, magical
Grapple 12- Crush
Crush - 6/8/10



Ngrútha "the Leech"

Coastal flats, rivers, and waterways. Also occurs in the Underworlds.

This thick-shelled, crab-like, yellow-green, beetle-like monster (possibly closer to Terran crustaceans?) seizes a victim with its eight sucker-tipped legs and inserts a thin proboscis into the body through any opening it finds. The Ngrútha then sucks the blood and soft parts out of the victim, leaving an empty husk (this takes 3 combat rounds). At the same time the creature

fights off other attackers with its free arms. This creature is very agile for its size: it can run at great speed, climb walls, and even hold in to projections or cracks in a ceiling. The usual specimen measures 3 to 4.5 meters long and is about 2 meters in width.

Wandering: 80%, 1/1/1 Lair: 20%, 3/5/7

Ngrútha (13.5)

PHYS: 13 DEFT: 12 INST: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 3 ground, 3 water
Defenses: Melee: 3 Missile: 3 Magic: 1
Armor: 3/2 Hits: 28 Energy: 10

Attacks	Hit:	Dmg:	Other:
Grapple	15-	Proboscis	
Proboscis	-		Blood Suck (see below)
Claw	15-	6/8/10	

Other Abilities:
Stealth Skill: 16-
Listen Skill: 16-

Blood Suck: After grappling, for an action, roll 2d10 vs. 4 times the victim's armor coverage modifier. For example, light coverage yields a modifier of 2, so an 8+ is needed. If the roll succeeds, the Ngrútha finds an opening for its proboscis. It then sucks 7 damage, and 7 more per action thereafter, ignoring armor.

Wall Crawling

Ninínyal "the Pygmy Folk"

The one known enclave of this species is located in the far northeastern mountains of Yán Kór, close to Lake Parunál and the frontier of Chayákk.



These creatures stand only about .9 meters in height. The Yán Koryáni call them Nyénu "the Little Ones". They have grayish or blackish fur, sharp-nosed little rodent-like faces, sharp teeth, round ears that project upwards from their skulls, with large round ears, and large eyes set one of each side of their heads. They are bipeds, with two muscular rear legs, two upper limbs with three-fingered, claw-like hands, and a vestigial tail. Their sight, smell, and hearing are excellent. They see easily in pitch darkness and can hear faint sounds even through thick stone walls. The Pygmy Folk dwell in subterranean burrows of great size and extent, almost cities in themselves. Their family life is complex. There are three sexes: males (55%), females (15%), and hermaphrodites (30%), who dwell together with the others and participate in some unknown way with the family unit. This species has a reputation for being capricious, venal, greedy, devious, and violent, yet they are generally friendly to humankind. They make ferocious enemies and use most of the weapons employed by humankind, but they will avoid battle when outnumbered. The Yán Koryáni army makes considerable use of them as mercenaries. Their religious beliefs are unknown, though it is said that they possess a complex pantheon, have priests, and perform rituals. They join human temples when residing in the Five Empires, and their abilities as scholars and

sorcerers are passable. They are great traders, travelers, and bargainers. As the Tsolyáni proverb puts it: "To bargain with a Ninínyal is to throw away your purse."

Pygmy Folk PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:
Night Vision: +2
Acute Hearing: +2

Ninínyal, Civilian (.4)

PHYS: 8 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 0
Armor: 0/0 Hits: 5 Energy: 10

Attacks	Hit:	Dmg:	Other:
Cudgel	13-	2/1/2	

Ninínyal, Light/Skirmisher (.6)

PHYS: 8 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 0
Armor: 1/0 Hits: 5 Energy: 10

Attacks	Hit:	Dmg:	Other:
Light Spear	13-	2/3/4	

Ninínyal, Medium/Soldier (.8)

PHYS: 8 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 3 Missile: 3 Magic: 1
Armor: 2/1 Hits: 5 Energy: 10

Attacks	Hit:	Dmg:	Other:
Saber	15-	2/3/4	

Ninínyal, Heavy/Elite (2.6)

PHYS: 8 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 5 Missile: 5 Magic: 1
Armor: 3/2* Hits: 5 Energy: 10

Attacks	Hit:	Dmg:	Other:
Steel Wood Axe	14-	4/6/8	

*Steel armor

Ninínyal, Universal Spellcaster (1)

PHYS: 8 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 1
Armor: 1/0 Hits: 5 Energy: 50

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Stiletto	14-	2/1/2	

Ninínyal, Generic Spellcaster (2.2)

PHYS: 8 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: 1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 3
 Armor: 1/0 Hits: 5 Energy: 75

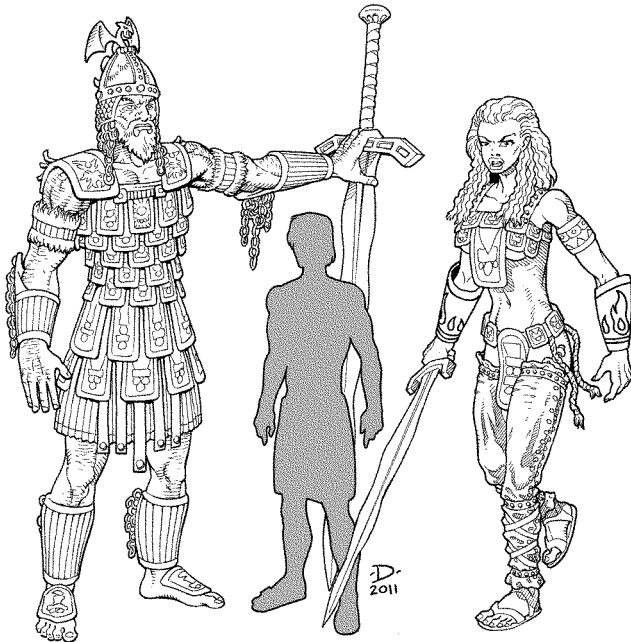
Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 15- 210 spell purchase points
 Baton 16- 1/1/2

Ninínyal, Temple Spellcaster (3.7)

PHYS: 8 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: 1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 3 Missile: 3 Magic: 6
 Armor: 1/0 Hits: 5 Energy: 112

Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 17- 360 spell purchase points
 Staff 16- 1/2/3

N'lüss "the Dragon Warriors"



The N'lüss are a human sub-species who dwell in a large, single region north of Mu'ugalavyá. This is broken into various tribal principalities, the largest of which is N'lüss itself.

These northern people are taller than their southern counterparts, ranging up to 2.1 meters in height. The males tend to have luxuriant beards, and their skin color is somewhat lighter and more golden than that prevailing in the south. The N'lüss live in complex tribal communities, with chieftains, bards, and various features reminiscent of the ancient Nordic peoples of old Earth. They are powerful warriors and often emerge to take employment as mercenaries, usually for Yán Kór or for Tsolyánu, with comparatively few going to Mu'ugalavyá. They prefer great two-handed swords of iron, bronze, or Chlén-hide, but also use spears, bows, and daggers. The N'lüss are patriarchal, with

special pronouns and terms of respect for their fathers. They claim to be descendants of the ancient dynasty of the Dragon Warriors and so worship the Flame Gods, Vimúhla and Chiténg. They are divided into bands, each ruled by a chieftain (Sáraq), and their feuds are long-standing and fierce, but with a code of chivalry "that only cowards break." The N'lüss are not often accepted into the clans, temples, and governments of the Five Empires because of their social differences, and they themselves show little interest in sorcery or scholarship. Related to the N'lüss are the sub-arctic Lorún tribes that range the tundra north of Yán Kór. These folk are also taller than their southern neighbors, and their tribal organization is similar to that of the N'lüss, though details differ.

N'lüss PC character generation guidelines are presented in section (3.9.3.1).

N'lüss, Civilian (.1)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 2 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: -2 Missile: -2 Magic: -2
 Armor: 0/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Light Mace 12- 1/2/2

N'lüss, Light/Skirmisher (1)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 2 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: -2
 Armor: 1/0 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Longbow 11- 5/7/9 30" range
 Cutlass 13- 2/4/6

N'lüss, Medium/Soldier (1.2)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 2 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: -1
 Armor: 2/1 Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Boar Spear 12- 5/7/9

N'lüss, Heavy/Elite (5.8)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 2 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 3 Missile: 3 Magic: -1
 Armor: 3/2* Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
 Greatsword 14- 6/9/12 steel weapon
 *Steel armor

N'lüss, Universal Spellcaster (.8)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: -1 Missile: -1 Magic: -1
 Armor: 1/0 Hits: 14 Energy: 50

Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 12- 60 spell purchase points
 Knife 14- 0/2/2

N'lüss, Generic Spellcaster (1.9)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 1
 Armor: 1/0 Hits: 14 Energy: 75

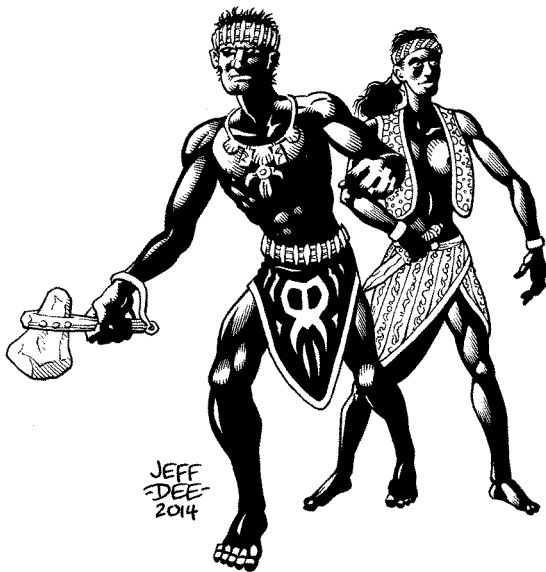
Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 15- 210 spell purchase points
 Baton 16- 1/1/2

N'lüss, Temple Spellcaster (3.4)

PHYS: 11 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: -1
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 4
 Armor: 1/0 Hits: 14 Energy: 112

Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 17- 360 spell purchase points
 Staff 16- 1/2/3

Nóm "the Sea People"



The Nóm are a human race of nomadic sailors on the great ocean east of Salarvyá. An island archipelago is located there, from whence the Nóm range the seas. Many islands are just coral atolls, but others are large enough to support half a hundred families.

The Nóm are not encountered anywhere in the Five Empires, but explorers who have ventured out to the far eastern ocean, Farisé Isle, Dréssa Isle, and the White Water Shoals report having met the black ships of these strange people. Racially, the Nóm are very distinct: they have almost jet-black skin, straight hair, and sharp, triangular faces with long, slightly slanted eyes. At times their eyes are a red-brown or even an amber gold in hue. They live in societies centered around their ships: the Captain is the ruler; under him is the warrior caste; there is a small and relatively powerless caste of priests and merchants; and at the bottom are the slaves. Each ship has a home island, where a fortress and "home crew" (replacements for the ship's personnel) live. Women accompany their men-folk to sea and have a powerful say in the society. The males ostensibly rule the women and marry wives in groups of three (a religious belief), but women may refuse such a marriage - or divorce the husband and leave, as they wish. Premarital sex is permitted, but extra-marital sex is frowned upon as "shameful." In some ways, thus, the Nóm are the most puritanical of Tékumel's many societies. Slaves seem to be a separate caste by choice also; they do not intermarry with the warrior caste and are quite proud of their status. These people are great warriors and fashion excellent weapons of bronze, bone, and obsidian. Amour is made of fish scales. There are always feuds and piratical raids to take goods, slaves, and treasure, and the life of a Nóm warrior is sometimes a short one. The Nóm have eight major deities: five males and three females; there are also minor gods, sacred islands, and a host of spirits and taboos. They are good at sorcery but have a very different concept of it: a Nóm sorcerer memorizes just one spell and becomes known for that alone. Literature, history, etc. are all "remembered" with the aid of spell-pictures, and a sorcerer may take his/her name from a particular spell. Thus, Chári-Nóm is the name of a person who is a "picture": a person who uses the picture-spell to create visible, three-dimensional pictures of places and events. Ká-Nóm is a dramatist and drama historian, who uses a similar spell to "recall" dramas and present them again. Dré-Nóm is an historian, whose recollections of past events are kept in pictorial form with the aid of a history-picture spell. An offensive sorcerer may be named "Flame-Strike" (Jóhtè-Nóm), or "Ship-Shield" (Myé-Nóm). Most sorcerers are concerned with such mundane matters as finding fish, avoiding storms, etc. The society of the Nóm is complex and deserves further investigation.

Use the generic Human statistics for non-spellcasting Nóm.

Nóm PC character generation guidelines are found in section (3.9.3.1).

Other Abilities:
Only one spell

Nóm, Beginning Spellcaster (.5)

PHYS: 10 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: 0
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 0
 Armor: 1/0 Hits: 10 Energy: 50

Attacks **Hit:** **Dmg:** **Other:**
 Sorcery 12- 60 spell purchase points
 Knife 14- 0/2/2

Nóm, Veteran Spellcaster (1.7)

PHYS: 10 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: 0
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 2
 Armor: 1/0 Hits: 10 Energy: 75

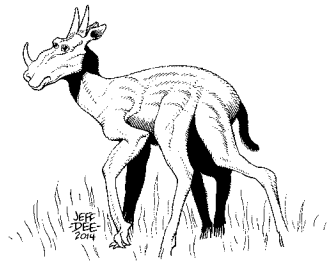
Attacks Hit: Dmg: Other:
 Sorcery 15- 210 spell purchase points
 Baton 16- 1/1/2

Nóm, Expert Spellcaster (3.2)

PHYS: 10 DEFT: 10 INTL: 10
 WILL: 10 PSYC: 10 Size Mod: 0
 Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 5
 Armor: 1/0 Hits: 10 Energy: 112

Attacks Hit: Dmg: Other:
 Sorcery 17- 360 spell purchase points
 Staff 16- 1/2/3

Nráishu "the Deer"



Forested areas throughout the Five Empires and north almost to the Pole.

A six-legged, deer-like herbivore, black or dark brown, with a long-snouted face. Its large eyes see well in the dark, and it is semi-nocturnal. Its front paws are armed with claws for

digging roots. If attacked it will flee, though it fights when cornered or wounded. A family herd consists of six to ten members. Its meat is edible but almost too sweet.

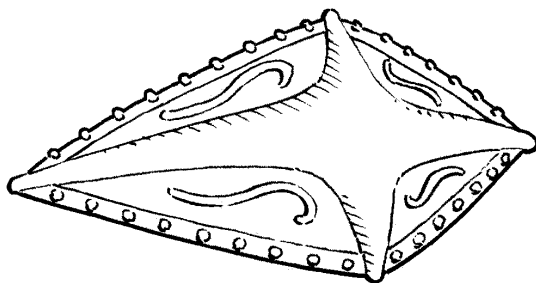
Wandering 75%, 1/3/5 Lair: 25%, 4/6/8

Nráishu (1.2)

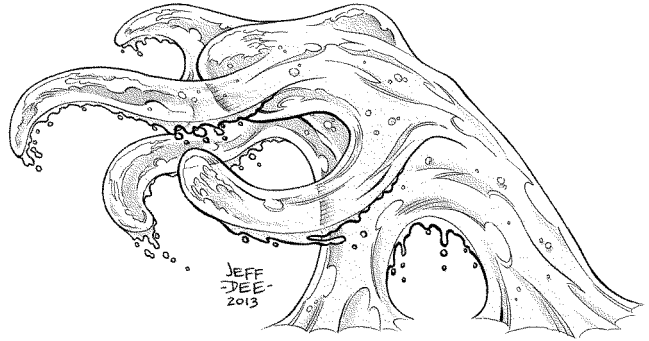
PHYS: 12 DEFT: 10 INST: 9
 WILL: 9 PSYC: 2 Size Mod: -1
 Initiative: 1/2/2 Movement: 13 ground
Defenses: Melee: 1 Missile: 1 Magic: -1
 Armor: 0/0 Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
 Claw 12- 3/5/7

Other Abilities:
Night Vision: +4



Nshé "the Flowing One"



Throughout the middle and deeper levels of an Underworlds, and occasionally in natural caverns as well.

This creature is a product of ancient sorcery. It is composed entirely of viscous, watery liquid. When confronting opponents it rises up in the form of a featureless, transparent shape – a seven-foot-tall humanoid, serpent, balls or sphere, flat sheet, etc. If this monster assumes a shape, it can be temporarily destroyed by edged or blunt weapons. If it remains fluid, it can flow around a victim's feet and draw him down into itself to crush and consume at leisure. One so trapped has an initial chance of leaping free, but thereafter this is impossible. A trapped victim is soon crushed, but can be freed by comrades if they manage to drive the creature away. In liquid form, this can only be done by forcing the Nshé to retreat. Fire is useful, as is the "the Amulet against the Iniquitous Nshé." Various calming spells are also effective. One whose limbs are crushed by a Nshé requires sorcerous healing in order to walk again. This being is probably the creation of the Lords of the Latter Times, who specialized in such oddities.

Wandering: 90%, 1/1/2 Lair: 10%, 2/1/2

Nshé (14.8)

PHYS: 12 DEFT: 12 INST: 10
 WILL: 10 PSYC: 2 Size Mod: 0
 Initiative: 1/2/3 Movement: 8 ground
Defenses: Melee: 4 Missile: 4 Magic: 3
 Armor: 3/2 Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
 Grapple 12- Crush Only when fluid. No escape.
 Crush - 2/4/6 Can crush in or out of shape.
 Punch 15- 7/10/13 Only when it has taken shape

Other Abilities:

Shape Shifting: The Nshé can be either solid or liquid. As liquid it can pass under doors, through cracks, etc. and cannot be harmed by normal physical weapons, though it may still grapple others. In solid form it cannot seep through cracks and is vulnerable to normal weapons, but it can punch.

Inescapable Grapple: One grappled by the Nshé is allowed one PHYS roll to break free, but thereafter they are completely engulfed and cannot escape by any normal means.

Limb Crush: A character who is knocked out by Nshé crushing damage has had their legs crushed. The damage can be healed normally, but restoring mobility requires magic healing.

Congelment: A Nshé that is defeated in solid form flows back together again in about an hour. A Nshé that is defeated in liquid form is permanently destroyed.

Phobia: Fire

Nyár "the Mound"

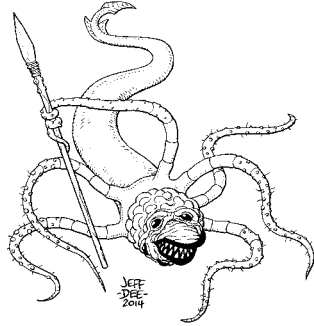
Plains and open woods. The largest varieties are found on the Plain of Towers.

This big, gentle, six-legged herbivore is related to the Tsí'íl. It is smaller, however, and not harmful, even if attacked. It has a sad, wistful, rather deer-like face, reddish fur, and a short stumpy tail. Its meat is gamey but tasty.

Nyaggá "the Dwellers Below"

Only beneath the waters of Lake Parunál to the northeast of Tsolyánu.

This aquatic race lives underwater and can only remain on shore for periods of an hour or less. A Nyaggá is shaped like a tapering cylinder, perhaps 2.6 meters in length, without fins or scales, of a sickly gray-white color, and ending in an eel-like tail.



The head is round and bulbous, soft and segmented, and rather like a human brain in appearance. At the upper end of this, a round, black-lipped mouth is surrounded by a ring of gleaming ebon eyes. At the junction of the body and the head is a ring of muscle from which six long tentacles emerge. These are retractable and covered with tiny suckers and cilia. Totally extended, a Nyaggá is about 4.6 meters long. They are warm-blooded and essentially mammalian, but the details of their reproductive processes are unknown. (There are rumors that these creatures can interbreed with humans: witness the vestigial gills and pallid appearance of some of the folk living in the cities of Ngakū and Prajnú.) Nyaggá are agile swimmers, but on land they must resort to pulling themselves along with their forearms, while coiling and extending their bodies, similar to certain serpents. They prefer to remain aloof and do not bother human shipping - unless it bothers them. They react hostilely to incursions into their watery realm, and their only contact with humankind is a kind of "silent barter," in which they bring up pieces and sculptures of valuable glass-coral and leave these on the beach. Human traders then leave items they believe the Nyaggá will want in return. In this way "business" is done. These creatures have occasionally raided shoreline villages, but the methods and purposes of these raids are not clear.

Other Abilities:

Amphibious: 1- hour time limit on land

Extra Limbs: 6 tentacles

Nyaggá, Civilian (.5)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 0/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Light Spear	11-	2/3/4	

Nyaggá, Light/Skirmisher (.9)

PHYS: 12	DEFT: 10	INTL: 10
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WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: 0	Missile: 0	Magic: -2
Armor: 0/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Trident	10-	5/7/9	

Nyaggá, Medium/Soldier (1.6)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 0/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Boar Spear	12-	5/7/9	

Nyaggá, Heavy/Elite (3.7)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: 3	Missile: 3	Magic: -1
Armor: 1/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Pike	13-	6/8/10	

Nyaggá, Universal Spellcaster (1)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 0/0	Hits: 20	Energy: 50	

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Knife	14-	0/2/2	

Nyaggá, Generic Spellcaster (2.3)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: 0	Missile: 0	Magic: 1
Armor: 0/0	Hits: 20	Energy: 75	

Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Javelins (x4)	14-	1/2/3	

Nyaggá, Temple Spellcaster (4)

PHYS: 12	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 4 ground, 10 swim		
Defenses:	Melee: 1	Missile: 1	Magic: 4
Armor: 0/0	Hits: 20	Energy: 112	

Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Light Spear	14-	2/3/4	

Nzi "the Honey Bug"

Warm, temperate areas, plains, and woods.

This black, bee-like insect makes honey. It is unrelated to the ancient Terran bee, however, but comes from one of the Pé Chói worlds. It does not sting but leaves a trail of poisonous substance causing rash and sometimes death, if allergic.

Okhíba "the Lump"

Found in open terrain, woods, and light forests throughout the Five Empires but most common in the states of the northeast.

A huge, fat, bumbling food-animal, rather like a dusty-grey sphere on four legs. It has only one defense, a very loud, croaking roar that can shock and deafen an attacker. It is diurnal but prefers shadowy copses and caves along a river-bank. Found throughout the Five Empires, but most common in remote regions and the states of the northeast. Its meat is prized as a delicacy.

Osó "the Tree Beetle"

Northern forested regions, primarily Yán Kór, Sa'á Allaqí, and Pijéna.

This dun-colored boring beetle lives in logs and wood in huge colonies.

Páchi Léi "the Forest Dwellers"



The thickly forested region of Pán Cháka in southwestern Tsolyánu and southeastern Mu'ugalavyá.

These four-legged, four armed creatures are a gray-green color, shading to dark green and almost black along the spine. Their pear-shaped, doughy-looking bodies are covered with

small knobs and protuberances that give them a knobbed, bulbous look. Páchi Léi range from about 1.5 meters to a little over 1.8 meters in height. They have two large, platter-shaped eyes which allow them to see well in the dark, and their massive, prognathous jaws are filled with teeth. In their Pán Chákan forests, these beings live in tree houses of carved and polished wood, maintain a dualistic religion (N'rg, who is like Hnálla and Thúmis, or A'ish, who resembles Ksárul and Hrű'ü), and spend much of their time with their families. In spite of their ferocious appearance, thus, this species is generally peaceful and gentle. Indeed, they are psychologically closer to humankind than many other, more humanoid species of Tékmel. They are loquacious and interested in politics and social interaction, and many of them have attained high posts in the priesthoods, the clans, and the government of Tsolyánu. They use human weapons with ease and are often found in the armies. They also have an atrophied sixth sense that permits them to see "wrongnesses": secret doors, ambushes, and traps. For historical reasons, the Páchi Léi hate their neighbors, the Mu'ugalavyáni. They make docile slaves and are frequently employed as chamberlains, clerks, etc. Most eventually desire to return to their Chákan home no matter how high a post they reach. One curious feature of Páchi Léi behavior is Biyúrh, a term translatable as "running berserk." This may happen to any individual at any time and for reasons unknown. A Páchi Léi suffering from Biyúrh begins

to quiver, shriek, and then runs amok killing everything in his path with whatever weapon is handy. Once an individual has returned to normal (usually within a few minutes), however, he is not punished, and nothing more is said of the incident. This species reproduces by budding: at certain times during a four-year cycle each individual exudes spore-like spermatozoa which fertilize the "egg-pods" on the bodies of other individuals. These lumps become pod-like extrusions, and in about 250 days these burst open to reveal a viable infant. The Páchi Léi have no families as such, although small "families" of six to eight individuals do live and work together.

Páchi Léi PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Danger Sense: 11-

'Wrongness' Sense: One INTL-based check is made (no Move or Action cost) when in LOS of a secret door or other structural anomaly. GM may apply difficulty modifiers.

Night Vision +2

Extra Limbs: 4 arms

Temper: Each individual NPC Páchi Léi has a 1% chance of undergoing Biyúrh each time it is encountered (roll 2- on 2d10)

Quirk: Dislike Mu'ugalavyáni

Quirk: Dignified, but friendly & generous

Páchi Léi, Civilian (.5)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 0/0	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Club	13-	0/2/2	

Páchi Léi, Light/Skirmisher (.8)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 1/0	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Spear	11-	4/6/8	

Páchi Léi, Medium/Soldier (1.4)

PHYS: 10	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 6 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 0
Armor: 2/1	Hits: 10	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Sword	13-	3/5/7	

Páchi Léi, Heavy/Elite (4.1)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/2 Movement: 6 ground
Defenses: Melee: 4 Missile: 4 Magic: 0
Armor: 3/2* Hits: 10 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Steel War Axe 13- 6/8/10
*Steel armor

Páchi Léi, Universal Spellcaster (1.1)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/2 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 0
Armor: 1/0 Hits: 10 Energy: 50

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 12-
Knife 14- 0/2/2 60 spell purchase points

Páchi Léi, Generic Spellcaster (2.2)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/2 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 2
Armor: 1/0 Hits: 10 Energy: 75

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 15-
Baton 16- 1/1/2 210 spell purchase points

Páchi Léi, Temple Spellcaster (3.8)

PHYS: 10 DEFT: 10 INTL: 10
WILL: 10 PSYC: 10 Size Mod: 0
Initiative: 1/2/2 Movement: 6 ground
Defenses: Melee: 2 Missile: 2 Magic: 5
Armor: 1/0 Hits: 10 Energy: 112

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 17-
Staff 16- 1/2/3 360 spell purchase points

Pállis or Pállis-marásh "the Cabbage"

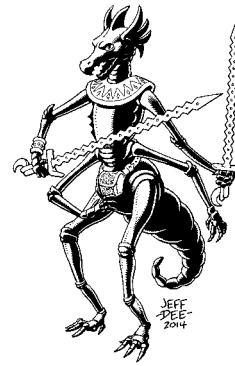
Swamps around Penóm and Púrdimal.

This blue-purple swamp plant has puffy, veined fronds that exude deadly contact poison. It moves very slowly and can attack a sleeping person within a foot or so of the ground. The victim takes 4 damage every minute (10 rounds), PHYS check at -2. It grows to 1.2 to 1.8 meters in diameter and resembles a great cabbage.



Pé Chói "the Listeners"

The forests of Dó Cháka, between Mu'ugalavyá and Tsolyánu. Other enclaves exist on islands in the southern oceans.



Of all the nonhuman species, these slender creatures are the most friendly to humankind. They range from 1.7 to over 1.8 meters tall, have two powerful rear legs, a segmented tail, and two sets of forelimbs, the uppermost of which is used for manipulating tools and weapons and for social purposes, while the central pair of limbs is employed for heavier work. Their heads are long and narrow, with two large green eyes, a tapering proboscis, and two fan-like ears at the rear of the skull. They thus resemble the seahorse of ancient Earth. They have two sets of "lungs," one in the torso, and the other in the abdomen. The breathing holes for the latter are located along the inner thighs, which gives rise to the Pé Chói's fear of wading or swimming in water deeper than .6 meters or so! There are three sexes: males (40%), females (35%), and neuters (25%). The chitin of the males is a gleaming jet black, while that of the females is bone-white. Neuters are black as well, but with a grayish tinge. Pé Chói have excellent vision and hearing, and they are psychic as well. They can detect the presence of other beings within about 2 meters of themselves, but are not telepathic (unless they have studied this art). They also sense whenever a fellow Pé Chói has been killed at distances up to several miles, and they then exact a terrible revenge if the deed was done unjustly (as they perceive justice). In the wilds of the Chákan forests, these creatures have their own intricate society, worship their own deities ("the Father of Nests," who embodies features of most of the Lords of Stability, and "the Black Old One," who encompasses the Lords of Change), and live in harmony with their forest environment. Those who come out into the Five Empires to live are fond of joining human organizations, however: they are found as priests, clansmen, bureaucrats, merchants, and soldiers - all walks of life. They copy human dress and customs, often becoming "more human than human." Because of their great sensitivity and psychic talent, they frequently join the scholarly contingents of human temples, where they become accomplished sorcerers. They serve in the armies of the Five Empires, too, and make good soldiers, fighting with javelins, jag-edged swords, and crossbows. In a military context, the deaths of others of their species does not seem to disturb them. All in all, Pé Chói sometimes seem a little too sophisticated and "delicate," but in general they are liked and respected by their human counterparts.

Pé Chói PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Amplified Sense: Hearing +2 vs. difficulty

Life Sense: Senses living things within 1" (this requires an INTL-based Perception check), and knows whenever a Pé Chói dies violently within a 9.5 kilometer area

Phobia: Water 2' deep or more

Oathbound: Vengeful of Pé Chói murders

Quirk: Aesthete

Pé Chóí, Civilian (.3)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 0 Missile: 0
Armor: 1/0 Hits: 10 Energy: 10
Magic: -1

Attacks **Hit:** **Dmg:** **Other:**
Club 14- 0/2/2

Pé Chóí, Light/Skirmisher (1.2)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 2 Missile: 2
Armor: 2/0 Hits: 10 Energy: 10
Magic: -1

Attacks **Hit:** **Dmg:** **Other:**
Spear 12- 4/6/8

Pé Chóí, Medium/Soldier (2.2)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 3 Missile: 3
Armor: 3/1 Hits: 10 Energy: 10
Magic: 0

Attacks **Hit:** **Dmg:** **Other:**
Sword 14- 3/5/7

Pé Chóí, Heavy/Elite (6.3)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 5 Missile: 5
Armor: 4/2* Hits: 10 Energy: 10
Magic: 0

Attacks **Hit:** **Dmg:** **Other:**
Steel War Axe 14- 6/8/10
*Steel armor

Pé Chóí, Universal Spellcaster (1)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 1 Missile: 1
Armor: 2/0 Hits: 10 Energy: 55
Magic: 0

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 13- 60 spell purchase points
Knife 15- 0/2/2

Pé Chóí, Generic Spellcaster (2.1)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 2 Missile: 2
Armor: 2/0 Hits: 10 Energy: 82
Magic: 2

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 16- 210 spell purchase points
Baton 17- 1/1/2

Pé Chóí, Temple Spellcaster (3.9)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 11 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 3 Missile: 3
Armor: 2/0 Hits: 10 Energy: 123
Magic: 5

Attacks **Hit:** **Dmg:** **Other:**
Sorcery 18- 360 spell purchase points
Staff 17- 1/2/3

Qáqtla "the Swamp Snake"



Marshy riverbanks or coastal flats, particularly along the coast near Penóm. A larger and more venomous variety is found in the Layóda Swamps and across the Deeps of Chanayága in the Flats of Gángá.

These beige or brownish snake-like creatures are covered with protective scale armor. They range up

to 3 meters in length and have a sort of whip of poisoned tentacles just behind their long, sharp, beak-like mouths. They are fearless fighters and will usually attack anything in their vicinity that moves. Their poison is relatively slow-acting; it can be cured either by sorcery or by potions of certain roots known to the inhabitants of the regions in which this monster occurs.

Wandering: 70%, 1/2/3 Lair: 30%, 3/5/7

Qáqtla (2.5)

PHYS: 10 DEFT: 12 INST: 10
WILL: 12 PSYC: 2 Size Mod: 0
Initiative: 2/4/6 Movement: 3 ground, 6 water
Defenses: Melee: 4 Missile: 4
Armor: 2/0 Hits: 10 Energy: 10
Magic: 1

Attacks **Hit:** **Dmg:** **Other:**
Beak 14- 3/5/7
Tentacle 15- contact poison

Other Abilities:

Slow-Acting Poison: This contact poison is delivered by the Qáqtla's tentacles. The victim takes 1 damage every minute (10 rounds), PHYS check at -8.

Qásu "the Vulture"

Almost all swamps and bogs.

This is the largest and most vicious of Téकुmel's many scavenger birds, growing .6 to .9 meters in height and with a wingspan of 3 to 5.5 meters. It is purple and black and is hence sacred to Lord Hrű'ű. It subsists on carrion, small animals, etc. but will attack a human being if annoyed. It is not edible.

Qól "the Serpent-Headed One"

Upper reaches of the Underworlds, particularly as guardians for the temples of Lords Ksáru and Grugánu, whose priests are said to have created them with the aid of protoplasm vats and gene-splicing devices.



The Qól are mutants from human stock. They are roughly humanoid except for a slender, scale-less, reptilian neck and a flat, diamond-shaped serpent head. In color, they range from dead white to a pale grey. They see well in darkness and fear light. They are intelligent enough to fight with poisoned weapons, including arrows and javelins, and also possess venomous fangs. The Qól will not attack, however, unless they outnumber their foes by a few beings, otherwise they will attempt to flee.

Wandering: 60%, 2/3/4 Lair: 40%, 12/16/20

Qól (1.7 unarmed or spear, 2.6 with bow)

PHYS: 11	DEFT: 11	SEMI: 11	
WILL: 9	PSYC: 2	Size Mod: 0	
Initiative: 1/2/2	Movement: 5 ground		
Defenses:	Melee: 3	Missile: 3	Magic: -1
Armor: 1/0	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Fang	15-	2/4/6	poisoned
Short Spear	16-	2/3/4	12" range, carries 3, poisoned
Bow	15-	3/5/7	24" range, 12 arrows, poisoned

Other Abilities:

Night Vision: +2 vs. darkness penalties

Phobia: Daylight

Poison: Their fangs and weapons carry an injected poison. Victims take 4 damage every 5 rounds, with a PHYS check at -5.

Qumqúm "the Thunderer"



Middle levels of the Underworlds, natural caverns, and a number of ruins: e.g. the City of Ngála, west of Jakálla, the city of Hmakuyál, sacred to Lords Ksáru and Hrü'ü, etc.

This spectral creature is invisible to humans but not to Pé Chói and others with special visual abilities. It can be heard coming, however, from a distance of 150 meters since it makes a terrible roaring noise as it moves. It can be driven off

by an "Eye of Detestation" or controlled by the "Incomparable Eye of Command" (resistance checks apply). The best way to defeat this creature is to use sorcery or fire, which it fears. Its actual appearance is unknown, and it is theorized that its invisibility probably stems from the fact that it

is just a bit "out-of-phase" with Téकुmel's plane. Legends state that this creature was imported into this dimension near the end of the Latter Times by the Brethren of the Scarlet Nail, a sub-sect worshipping a deity similar to Lord Sárku. These same patrons are said to have provided the Qumqúm with the odd, curved, double-bladed halberd with which it fights. Although dangerous, this being may ignore parties met in the Underworld.

Wandering: 90%, 1/1/1 Lair: 10%, 1/2/2

Qumqúm (6.8)

PHYS: 14	DEFT: 11	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 5
Armor: 3/2	Hits: 40	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Halberd	11-	7/10/13	metal weapon

Other Abilities:

Invisibility: Not vs. Pé Chói or any special vision ability

Noisy: Qumqúm can be heard coming from a distance of 76 inches.

Phobia: Qumqúm are afraid of fires larger than a single typical torch, presented aggressively.

Rényu "the Loyal Follower"

Forest and mountains.



These man-like "canine-oids" have long pointed snouts, sharp, up-curved ears, and blackish or brownish fur. They can speak in simple fashion and use specially designed weapons, although they cannot be trained as soldiers. Their paws are not suited for most human tools or devices. If subdued, they can be trained as servants by an animal trainer. They will then fight loyally for him. They can see in the dark and are good at scouting, tracking, and perceiving "wrongnesses": e.g. secret doors, dangerous packages, etc. It takes about three months to train a Rényu.

Wandering: 65%, 3/5/7 Lair: 35%, 7/10/13

Rényu (1.3 unarmed, 1.6 armed)

PHYS: 9	DEFT: 10	SEMI: 12	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 3	Missile: 3	Magic: -1
Armor: 1/0	Hits: 7	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	14-	2/4/6	
Weapon	14-	3/5/7	

Other Abilities:

Night Vision: +4 vs. darkness penalties

Tracking Skill: 14-

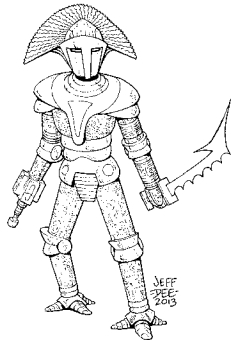
Wrongness Sense: Perceive secret doors, dangerous packages, etc. Skill: 14-

Riyúl "the Worm"

Every land area except near the two poles.

The generic word for many species of worms.

Ru'ún "the Demon of Bronze"



The deepest reaches of the Underworlds, particularly within those dating from before the Time of Darkness or shortly thereafter.

The commonest variety of these automatons stands some 2.1 meters tall. Other forms are found, including tiny service robots, large and dangerous guardian robots (who demand identification documents not seen on

Tékumel for millennia!), custodians, workers, etc. Some defend dimensional nexus points, or watch over treasures hidden by the Lords of the Latter Times (who still knew how to control these monsters). Most modern Tékumelyani have no idea that these devices exist far beneath the surface. Ru'ún are highly intelligent, although they cannot communicate with modern humans because of the extreme disparity between the languages of the Ancients and the Latter Times and the languages of the Five Empires, tens of thousands of years apart. The bodies of some varieties are covered with a fine network of hair-thin wires which impart a powerful electric shock. Others fight with a sword in one hand-like appendage and a kind of projectile device in the other which casts steel bolts 10 meters. Ru'ún obey only the "Incomparable Eye of Command" and the "Amulet of Ruling the Ru'ún," both of which were devised during the Latter Times and are now quite rare. Ru'ún can see with infra-red and ultra-violet light, and some are also built to perceive invisible (i.e. out-of-phase) planes and hear sounds inaudible even to a Pé Chóí.

Wandering: 90%, 1/2/3 Lair: 10%, 3/5/7

Ru'ún, Typical (sword: 10.6, energy field: 12.1, bolt-thrower: 10)

PHYS: 13	DEFT: 11	INTL: 11
WILL: 11	PSYC: 2	Size Mod: 0
Initiative: 2/3/4	Movement: 7 ground	
Defenses:	Melee: 3	Missile: 3 Magic: 4
Armor: 3/2	Hits: 28	Energy: 10

Attacks	Hit:	Dmg:	Other:
Punch	15-	3/5/7	Energy Field
Greatsword	12-	6/9/12	steel weapon
Bolt Thrower	13-	5/7/9	5" range

Other Abilities:

IR & UV Vision: Ru'ún are immune to darkness penalties, and can see differences in temperature.

Energy Field: Does 4/6/8 electrical energy damage to anything that touches or is touched by it

Sagún "the Fungus"

Damp areas in catacombs, natural caves, and sewers, as well as along the banks of subterranean lakes and streams.



This creature is a motile fungus developed by the Lords of the Latter Times as a guardian for underground storehouses. Standing about 2.4 meters tall, this convoluted, pale-bluish-grey, leafy-looking creature sways forward upon its mobile stalk to strike with woody appearing claws. It is minimally intelligent and mobile but moves very slowly. It also emits spores which are poisonous if breathed. Magical alleviation (Cure Disease) is the most effective cure, although medicament-sprays are known to the better apothecaries. The Eye of Healing is effective as well.

Wandering: 90%, 1/1/1 Lair: 10%, 1/2/3

Sagún (2.5)

PHYS: 12	DEFT: 9	INST: 8
WILL: 10	PSYC: 2	Size Mod: -1
Initiative: 1/2/3	Movement: 5 ground	
Defenses:	Melee: 0	Missile: 0 Magic: 0
Armor: 2/1	Hits: 20	Energy: 10

Attacks	Hit:	Dmg:	Other:
Claws	14-	4/6/8	
Spores	-	see below	3" area, centered on self

Other Abilities:

Spores: The Sagún emits spores instead of moving on a roll of 11- each turn. The spores fill an area 3" across, centered on the Sagún. Inhaled, these cause 7 damage every round, PHYS check at -2.

Sahulén "the Golden Bird"

Deep forest, especially northern Livyánu.

Alternately pronounced "Sahelún". This shy, golden-yellow game bird is edible. Its plumage is used by the Livyáni for costumes.

Sérudla "the Pale Murderer"



Deep forest throughout the Five Empires and north into Ghatón and the Lorún lands.

These huge creatures are like armored dragons, covered with iridescent, gleaming, green-gray scales. A Sérudla has six limbs, plus a pair of small arms just below its long neck and a massive, bony head. Ordinary Sérudla are about 4.5 meters in length, larger ones 7.6 meters, and very large ones about 10.7 meters long. The Sérudla is semi-

intelligent and fights with crude weapons. It may also spew terrible acidic spittle. This fluid is poisonous, and Sérudla-hunters invariably take a sorcerer along who is accomplished at the spell of Alleviation. The Sérudla is not invariably hostile, and it may decide to help a human party, attack it, etc. The people of Ghatóni domesticate the Sérudla by a secret process and use it in their army. No other nation has ever learned how to do this.

Wandering: 70%, 2/1/2 Lair: 30%, 3/5/7

Size (d100): 01-33 = Small, 34-67 = Medium, 68-00 = Large

Other Abilities:

Spittle: Area effect contact poison, 5" range, 3 uses per day, victim takes 6 damage every round, PHYS check at no modifier. Large Sérudla have a 3" diameter spit.

Sérudla, Small [15'] (5.7)

PHYS: 13	DEFT: 11	SEMI: 12	
WILL: 11	PSYC: 2	Size Mod: -2	
Initiative: 2/3/4	Movement: 7 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 2
Armor: 4/2	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Battle Mace	14-	4/6/8	
Spittle	12-	poison	5" range, 1" area

Sérudla, Medium [25'] (7.9)

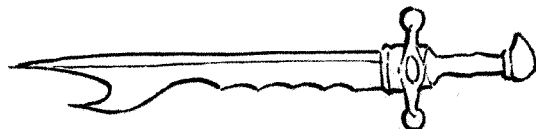
PHYS: 14	DEFT: 11	SEMI: 12	
WILL: 11	PSYC: 2	Size Mod: -3	
Initiative: 2/3/4	Movement: 7 ground		
Defenses:	Melee: 0	Missile: 0	Magic: 2
Armor: 4/2	Hits: 40	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Giant Club	13-	5/7/9	
Spittle	12-	poison	5" range, 1" area

Sérudla, Large [35'] (9.4)

PHYS: 15	DEFT: 11	SEMI: 12	
WILL: 11	PSYC: 2	Size Mod: -4	
Initiative: 2/3/4	Movement: 7 ground		
Defenses:	Melee: -1	Missile: -1	Magic: 2
Armor: 4/2	Hits: 57	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Giant Mace	13-	6/8/10	
Spittle	12-	poison	5" range, 1" area

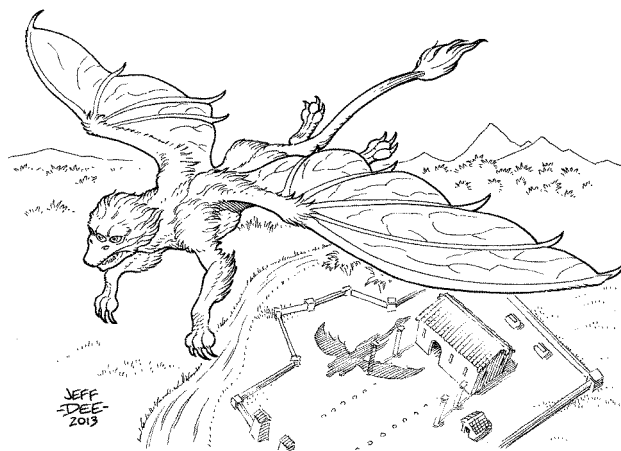


Sézhme "the Snake"

Almost every land area except some islands.

The generic word for innumerable varieties of snakes, some of which are Terran and some from the Shén worlds, plus a few snake-like but unrelated creatures from the Pé Chóí planets.

Shánu'u "the Flying Carnivore"



Forest and swamp.

These winged killers are warm-blooded and covered with grayish fur. They are relatives of the Hláka, and a Hláka in a party has a chance of controlling Shánu'u, if not surprised. This control lasts but a short time and cannot be renewed. Shánu'u are between 6 and 9 meters in length, including a long, tufted tail. There is a 50% chance that it will attack and a 50% chance it will flee. Their fangs often carry bacteria that cause inflammation and rotting diseases.

Wandering: 70%, 3/5/7 Lair: 30%, 8/11/14

Shánu'u (5.4)

PHYS: 13	DEFT: 11	INST: 11	
WILL: 10	PSYC: 2	Size Mod: -2	
Initiative: 1/2/3	Movement: 7 ground, 14 flight		
Defenses:	Melee: 1	Missile: 1	Magic: 0
Armor: 3/2	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bite	13-	7/10/13	carries disease

Other Abilities:

Hláka Relative: A Hláka character can control 2/3/4 Shánu'u for 2/3/4 rounds if the Hláka is not surprised and makes a WILL check. Once this control expires, it cannot be renewed.

Disease Carrier: If the Shánu'u's bite penetrates, the victim has a 20% chance of contracting a disease. The victim loses 1 point of DEFT tomorrow due to inflammation, and loses 1 hit point per day thereafter to rot. These effects are permanent until the victim is cured.

Shédra "the Eater of the Dead"

Upper and middle regions of the Underworlds, necropolises, and sanctuaries dedicated to Lords Sáрку, Hrű'ű, and Ksáruk.

These flesh-eating, undead humans are grey and shriveled almost beyond recognition. They wander ceaselessly in the Underworld seeking food. Shédra are more intelligent than Mrúr but much less so than Jájgi, who can appear to be very much alive – if they remember to breathe. Shédra fight with steel swords (supplied by their



patrons, it is supposed), and a person slain by one of these will become a Shédra unless sorcery is applied immediately.

Wandering: 80%, 1/3/5 Lair: 20%, 8/11/14

Other Abilities:

Pain Resistance: Remains conscious until Hits = 0.

Infectious: A person slain by one of these will himself become a Shédra unless a remove curse spell is applied within 2 combat rounds. Once a victim has become a Shédra, only a spell of Revivication (or divine intervention, or wish) can return him or her to the living.

Shédra, Unequipped (1)

PHYS: 11	DEFT: 10	SEMI: 9	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 3
Armor: 1/0	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Claw	14-	2/4/6	

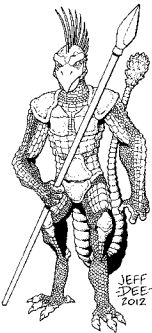
Shédra, Equipped (3)

PHYS: 11	DEFT: 10	SEMI: 9	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 3	Missile: 2	Magic: 3
Armor: 1/1*	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Claw	14-	2/4/6	
Longsword	15-	5/7/9	metal weapon

*leather armor & natural toughness

Shén "the Demon Warriors"



The Shén possess the closest thing to a human-style government, a large and well-organized army, and structured priesthoods. Even so, these reptilian creatures are interested mainly in defense and have little need or desire for expansion. Those that wander out to take employment in human domains are likely to return home after a few years of "wanderlust."

The largest Shén enclave is the nation-state of Shényu, on the tip of the continent between the Deeps of Chanayága and the Gulf of Teriyál. Between Shényu and the human nation of Livyánu to the north are several smaller Shén nations: Mmátugual, Shrúke'él, hNúga, Gopúri, Khákh, Qónu, Rá, and Gái. Other Shén enclaves are known, e.g. Shuggár on the southern continent to the southwest of Shényu. There is also an island in the southern ocean inhabited by Shén who have never seen a human being.

The reptilian Shén stand between 1.8 and 2.4 meters tall and are covered with gleaming scales. They are bipeds with two powerful back legs, two forearms ending in hands that have three fingers and an opposable thumb, and a powerful tail

with a horny, mace-like ball at the end which they use as a weapon. The curved, beak-like snout has powerful jaws filled with rows of needle-sharp teeth. Along the top of the skull is a crest of spines that normally lies flat but which rises when its owner is angry. There are three sexes: males, who are a gleaming black in color (40%); females, who are smaller and tinged with gray (35%), and "egg-fertilizers" who are also small and gray and whose task is to fertilize the eggs produced by the males and females (25%). Families consist of one male and one female, plus one or two egg-fertilizers. A number of families may make up an "egg-group": a genetically related unit that recognizes its kinship and considers other egg-groups to be outsiders. Some egg-groups are mutually friendly, others are neutral, and some are so hostile to one another that individuals bristle and fight on sight. In mating season members of different egg-groups are careful not to come in contact with one another because the instinct to fight still remains very strong. This is the reason for the existence of the smaller Shén states mentioned above: each of these is actually a separate egg-group, neutral or hostile to the others, and cooperation is thus limited. They are also almost automatically hostile towards the Ahoggyá, whom they blame for eating some Shén captives during the invasion of Salarvya by the Tsolyáni Emperor Hejjéka II "the Heretic," who ruled from 1,325 to 1,340 A.S. This hatred is probably actually based on some ancient genetic antipathy. Human generals never put a unit of Shén next to a unit of Ahoggyá on the battlefield. These two races do not instantly attack one another, of course, and individuals may sometimes get along when none others of their species are nearby, but groups of each race will usually begin making remarks and insulting one another, and this leads to violence. Shén are physically very powerful but have little patience with the "finer points" of courtesy and culture. Their society is boisterous, harsh, and somewhat crude, and contains features that are repugnant to humans: e.g. eating those of their young who are brash or mischievous! Shén value strength, ferocity, bravery, and endurance. They make indifferent sorcerers and scholars, and their religion consists of a straightforward dualism: "the One of Eggs" (Stability) versus "the One Who Rends" (Change). They prefer their baking hot lands near the equator and come north only to work as mercenaries or merchants for short periods, going home after a few years at most. They use short, heavy axe-swords, maces, halberds, and spears, and one typical weapon is the pistol-crossbow, which is so strong that humans have difficulty cocking it.

Shén PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Temper: Enemy egg groups & Ahoggyá

Quirk: rough manners

Shén, Civilian (-4)

PHYS: 11	DEFT: 10	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 1/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Mace Tail	10-	3/5/7	

Shén, Light/Skirmisher (1.1)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: -2
Armor: 2/0 Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
Pistol Xbow 13- 6/8/10
Mace Tail 11- 3/5/7

Shén, Medium/Soldier (2.3)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: -1
Armor: 3/1 Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
Longsword 13- 4/6/8
Mace Tail 12- 3/5/7

Shén, Heavy/Elite (6.7)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 2 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 3 Missile: 3 Magic: -1
Armor: 4/2* Hits: 20 Energy: 10

Attacks Hit: Dmg: Other:
Steel Great 13- 6/9/12
Axe
Mace Tail 13- 3/5/7
*Steel armor

Shén, Universal Spellcaster (1.3)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 9 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: -1 Missile: -1 Magic: -1
Armor: 2/0 Hits: 20 Energy: 45

Attacks Hit: Dmg: Other:
Sorcery 12- 60 spell purchase points
Mace Tail 11- 3/5/7

Shén, Generic Spellcaster (2.9)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 9 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 0 Missile: 0 Magic: 1
Armor: 2/0 Hits: 20 Energy: 67

Attacks Hit: Dmg: Other:
Sorcery 15- 210 spell purchase points
Mace Tail 12- 3/5/7

Shén, Temple Spellcaster (4.7)

PHYS: 11 DEFT: 10 INTL: 10
WILL: 10 PSYC: 9 Size Mod: -1
Initiative: 1/2/3 Movement: 6 ground
Defenses: Melee: 1 Missile: 1 Magic: 4
Armor: 2/0 Hits: 20 Energy: 101

Attacks Hit: Dmg: Other:
Sorcery 17- 360 spell purchase points
Quarterstaff 15- 2/4/6
Mace Tail 13- 3/5/7

Shivrái "the Drill-Bug"

Palmetto forests of the Tsechélnu Flats, the swamps of Penóm and Púrdimal, and along streams, lakeshores, etc.

This needle-thin, brown-green insect looks like a pointed twig 25 to 75 centimeters long. It has six legs that resemble thin sticks and add to its camouflage. Its flexible, round mouth has projecting spines that move in circular sequence, giving the effect of a hollow rotary drill-bit. With these it can bore a hole the size of a fist into its prey. Larger specimens are said to be able to drill a hole right through a Chléen-hide breastplate.

Wandering: 65%, 1/2/3 Lair: 35%, 3/5/7

Shivrái (.5)

PHYS: 8 DEFT: 11 INST: 8
WILL: 10 PSYC: 2 Size Mod: +2
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 5 Missile: 5 Magic: -1
Armor: 0/0 Hits: 5 Energy: 10

Attacks Hit: Dmg: Other:
Grapple 14- Spines
Bore Spines 12- 1/2/3 Perforation

Other Abilities:

Perforation: Once the Shivrái has grappled, any successful hit damages the target's armor by -1/-1 before dealing damage
Camouflage: Stealth skill 15-

Shqá "the Beetle"

Almost everywhere.

This beetle is black or dark brown, about 12mm in diameter. It is a borer and makes tunnels, rather like a dung-beetle.

Sikún "the Little Men"



Forest and woodlands, particularly in the states of the northeast, the Lorún lands, and northeastern Yán Kór.

These small mutants were probably created from human stock by the Lords of the Latter Times. They stand

about .6 meters tall, have four limbs, the back pair of which they use for locomotion and the front pair as hands, but there the resemblance to humanity ends. Their jaws project in a long snout, and their bodies are covered with rank, tan fur. They are about as intelligent as a dog, do not speak, and cannot be trained. They do not use weapons but hide in semi-subterranean lairs, where they accumulate all sorts of trash and artifacts. They are rather uncommon, except in Chayákku where colonies of two or three hundred individuals are found.

Wandering: 85%, 18/22/26 Lair: 15%, 100/110/120

Sikún (.8)

PHYS: 8	DEFT: 11	SEMI: 11	
WILL: 10	PSYC: 2	Size Mod: +2	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 5	Missile: 5	Magic: -1
Armor: 0/0	Hits: 5	Energy: 10	

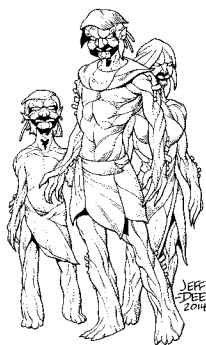
Attacks	Hit:	Dmg:	Other:
Bite	14-	2/4/6	

Srámuthu "the Jolly Strangers"

Upper levels of the Underworlds, city slums, ruins, and out-of-the-way villages.

These creatures are also "Under-people": an intelligent species that has no separate enclave of its own. The "sapient races" all have recognized homelands, and some are organized into states with armies, governments, etc. The "Under-people", however, remain solitary, aloof, sometimes hostile or neutral to the doings of the larger species, and unwilling to join in anything more than a loose union of "neutrals". The Srámuthu are an example of an ancient parasitical race that – they claim – co-existed on Earth with humankind long before space travel! In form, these creatures are dingy black, bipedal insects, with a forest of upper tentacles they twine into imitations of human arms. The Srámuthu operate in small family groups: two or three "men", an equal number of "women", and a few "children". Using a bodily secretion, they create an outer shell around themselves that looks like a human being in every detail, clothing and all. They mingle with humanity, particularly in crowded slums and in the Underworlds, where a missing vagrant, child, or recluse will not be missed, and when they get a victim alone, they drop their disguise and feed. In good light it is easy to identify one of these beings, but in semi-darkness they often succeed. One distinguishing feature is the thickness of their calves and ankles: they are unable to create a slender human ankle to hold their own lower extremities, and their feet thus look thick and stumpy. They are not numerous, but they are very dangerous. They can use human weapons and magical devices, but they prefer to surround a victim with a jolly, chattering "family" and then strike all at once.

Wandering: 65%, 1/1/1 Lair: 35%, 8/11/14



Srámuthu (4.2)

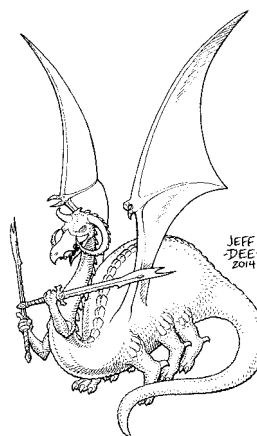
PHYS: 12	DEFT: 11	SEMI: 11	
WILL: 11	PSYC: 2	Size Mod: 0	
Initiative: 2/3/4	Movement: 7 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 3
Armor: 2/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Tentacles	14-	4/6/8	

Other Abilities:

Disguise: 12-, +4 in semi-darkness

Sró "the Dragon-King"



High mountains, the Plain of Towers, the far northeastern states. Also found in caverns in ruins and the Underworlds, but always with access to the out-of-doors.

These mutants from some ancient reptilian stock can walk, swim, and fly. They are probably related to the Sérudla and the Gacháya, but they are larger – perhaps the largest land animal on Tékumel. Like so many of Tékumel's fauna,

they are six-legged, with a pair of small arms just beneath their long, dragon-like heads. They are semi-intelligent and are known to wield huge broadswords in each hand (probably supplied by one of the inimical species, such as the Hlüss) in each hand. They also bite with their jagged-toothed beaks. Small specimens 4.5 - 6 meters long are common, with larger individuals 7.6 - 9 meters long somewhat less so, and the really large ones 12.2 – 18.3 meters in length are rather rare. A Sró is intelligent enough to gather treasure, and it may be dissuaded from attacking by offering it jewelry or glittery objects.

Wandering: 75%, 1/1/2 Lair: 25%, 2/1/2

Size (d100): 01-50 = Small, 51-85 = Medium, 86-00 = Large

Other Abilities:

Ambidexterity

Quirk: Avaricious

Sró, Small [15' -20'] (Unarmed: 7.6, Armed: 8)

PHYS: 15	DEFT: 10	SEMI: 12	
WILL: 11	PSYC: 2	Size Mod: -2	
Initiative: 2/3/4	Movement: 6 swim, 4 ground, 12 flying		
Defenses:	Melee: 0	Missile: 0	Magic: 4
Armor: 4/2	Hits: 57	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Beak	13-	4/6/8	
Giant Sword	12-	7/10/13	dual wield, ambidexterity

Sró, Mdm [25'-30'] (Unarmed: 11, Armed: 12)

PHYS: 16 DEFT: 10 SEMI: 12
WILL: 11 PSYC: 2 Size Mod: -3
Initiative: 2/3/4 Movement: 6 swim, 4 ground, 12 flying
Defenses: Melee: -1 Missile: -1 Magic: 4
Armor: 4/2 Hits: 80 Energy: 10

Attacks	Hit:	Dmg:	Other:
Beak	13-	5/7/9	
Huge Sword	13-	7/10/13	dual wield, ambidexterity

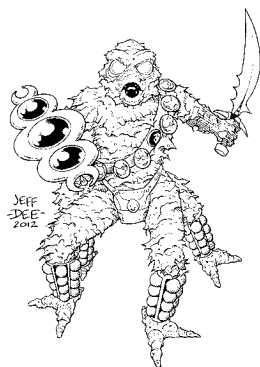
Sró, Lg [40'-60'] (Unarmed: 12.2, Armed: 18.2)

PHYS: 17 DEFT: 9 SEMI: 12
WILL: 11 PSYC: 2 Size Mod: -4
Initiative: 2/3/4 Movement: 5 swim, 4 ground, 10 flying
Defenses: Melee: -3 Missile: -3 Magic: 4
Armor: 4/2 Hits: 113 Energy: 10

Attacks	Hit:	Dmg:	Other:
Beak	12-	6/8/10	
Titan Sword	12-	9/12/15	dual wield, ambidexterity

Ssú "the Enemies of Man"

Ssuyál, the homeland of this race, lies just north of Pecháno, the small human state at the northwest corner of Salarvyá. The Ssú yearn to regain their ancient capital of Ssuganá, the ruins of which lie inside Pecháno. Other enclaves exist on two of the southern continents, and a larger sub-species, the "Black Ssú," dwells on an island at the very western tip of the continent, beyond the Tané Peninsula.



The Ssú and the Hlöss, the two aboriginal races of Tékmel, were defeated, decimated, and placed on reservations by the early human settlers. After the Time of Darkness, the Ssú emerged again, though slowly, to reoccupy regions nearest them. There are two sub-species of Ssú: the smaller Grey Ssú, and the larger, deadlier Black Ssú. These are essentially the same in appearance: a torso centrally set on four equally-spaced, bowed legs, with two upper arms ending in three-fingered hands, the largest "finger" of which functions as a thumb. The head has two large eyes, small nostril slits, and a mouth shaped like a vertical oval. The Ssú's outer integument is wrapped around its limbs like paper on a roll, and the loose ends of this "skin" keep pulling away in ragged swatches, giving the Ssú the appearance of a tattered mummy. A Ssú can rear up on its back legs to fight, and it sometimes uses its middle pair of limbs to hold a shield or another weapon (although only the Black Ssú are adept at this). Grey Ssú range between 1.5 and 1.7 meters in height, while the Black Ssú stand between 1.7 and 2 meters tall. The Black Ssú are more technologically-inclined, wear elaborate armor, and are generally more intelligent than their smaller brothers. All Ssú are distinguished by an odor rather like musty cinnamon (a spice the Tsolyáni call Máughá); this smell is enough to send humans who have seen the results of Ssú raids into paroxysms of fear. Their language sounds like a sweet, high chiming,

tinkling up and down the scale like a chorus of bells. Their writing is a series of small dots, circles, and depressions pressed into wood, stone, or a kind of paper. They see well in the darkness and prefer a dim, blue light in their subterranean nest-cities. Indeed, they often carry blue lanterns when they travel. The Ssú are excellent sorcerers and scholars, and they range over Tékmel via the ancient tubeway car system in search of metals, devices, and raw materials. They also possess a limited hypnotic power, which can immobilize humans or cause them to turn and fight their comrades. They fight with oddly-designed, one-handed swords, short thrusting spears, crossbows, and daggers. Ssú are friendly to their cousins, the Hlöss, occasionally amicable to the Hláka, and neutral to the Shunned Ones. They hate humankind and its allies. They have three sexes: female "spawners" (5%), males who function as "drone/leaders" (15%), and worker-fighters (80%).

The Ssú lantern is a simple clear globe made of transparent material, (not glass) with a lid of bronze or coppery looking metal on top. The lid has holes for exhaust and air intake, and a metal loop allowing it to be attached to hooks on poles or walls. The flame within the globe produces a blue light. It is speculated that these lamps may burn an oil extracted from some food of the Ssú.

Other Abilities:

Hypnosis: 12- [INTL+2] to hit vs. Magic Defense. On a critical hit the target fights their allies, on a normal hit they are simply immobilized. Make a Resist Sorcery skill check each round to recover. An extra recovery check is allowed each time the victim is injured.

Night Vision: +2

Fearful Odor: scent perception check to detect, with a +3 bonus but minus range penalties. Humans who see their handiwork must make a WILL check to avoid acquiring a Phobia of this smell

Grey Ssú, Civilian (.7)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod:
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 0 Missile: 0 Magic: -1
Armor: 0/0 Hits: 10 Energy: 10

Attacks	Hit:	Dmg:	Other:
Club	14-	0/2/2	

Grey Ssú, Light/Skirmisher (1.4)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 2 Missile: 2 Magic: -1
Armor: 0/0 Hits: 10 Energy: 10

Attacks	Hit:	Dmg:	Other:
Spear	12-	4/6/8	

Grey Ssú, Medium/Soldier (1.8)

PHYS: 10 DEFT: 11 INTL: 10
WILL: 10 PSYC: 2 Size Mod: 0
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 3 Missile: 3 Magic: 0
Armor: 1/0 Hits: 10 Energy: 10

Attacks	Hit:	Dmg:	Other:
Sword	14-	3/5/7	

Grey Ssú, Heavy/Elite (5.9)

PHYS: 10	DEFT: 11	INTL: 10	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 5	Missile: 5	Magic: 0
Armor: 2/1	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Steel Bstrd Swd	15-	6/8/10	

Grey Ssú, Universal Spellcaster (1.4)

PHYS: 10	DEFT: 11	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 0
Armor: 0/0	Hits: 10	Energy: 50	

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Knife	15-	0/2/2	

Grey Ssú, Generic Spellcaster (2.5)

PHYS: 10	DEFT: 11	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 2
Armor: 0/0	Hits: 10	Energy: 75	

Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Baton	17-	1/1/2	

Grey Ssú, Temple Spellcaster (4.2)

PHYS: 10	DEFT: 11	INTL: 10	
WILL: 10	PSYC: 10	Size Mod: 0	
Initiative: 1/2/3	Movement: 7 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 5
Armor: 0/0	Hits: 10	Energy: 112	

Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Staff	17-	1/2/3	

Ssu (Black)

Other Abilities:

Hypnosis: 12- [INTL+2] to hit, target must make a Resist Sorcery check or be immobilized. On a fumble, victim fights his allies. Make 1 recovery check per turn, and each time injured.

Night Vision: +2

Extra Limbs: manipulative feet

Fearful Odor: scent perception check to detect, with a +3 bonus but minus range penalties. Humans who see their handiwork must make a WILL check to avoid acquiring a Phobia of this smell

Black Ssú, Civilian (1)

PHYS: 12	DEFT: 10	INTL: 11
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WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -2	Missile: -2	Magic: -2
Armor: 0/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Light Axe	10-	2/4/6	

Black Ssú, Light/Skirmisher (1.5)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: -2
Armor: 1/0	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Flail	12-	3/5/7	

Black Ssú, Medium/Soldier (2.4)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: -1
Armor: 2/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Bastard Sword	12-	5/7/9	

Black Ssú, Heavy/Elite (6.2)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 3	Missile: 3	Magic: -1
Armor: 3/2*	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Steel	13-	7/10/13	
Claymore			
*Steel armor			

Black Ssú, Universal Spellcaster (1.7)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: -1	Missile: -1	Magic: -1
Armor: 1/0	Hits: 20	Energy: 50	

Attacks	Hit:	Dmg:	Other:
Sorcery	12-		60 spell purchase points
Light Spear	12-	2/3/4	

Black Ssú, Generic Spellcaster (3.5)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 0	Missile: 0	Magic: 1

Armor: 1/0	Hits: 20	Energy: 75	
Attacks	Hit:	Dmg:	Other:
Sorcery	15-		210 spell purchase points
Quarterstaff	14-	2/4/6	

Black Ssú, Temple Spellcaster (5.7)

PHYS: 12	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 10	Size Mod: -1	
Initiative: 1/2/3	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 4
Armor: 1/0	Hits: 20	Energy: 112	

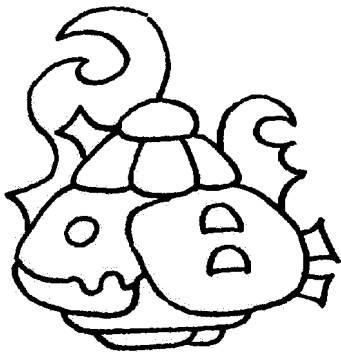
Attacks	Hit:	Dmg:	Other:
Sorcery	17-		360 spell purchase points
Bronze Staff	14-	4/6/8	

Ssúmani or Mánikh hiSsúyal "the Food of the Ssú"

Wet lowlands, swamps, fens, bogs, palmetto forest, and deep jungle throughout Téकुमel.

This vegetation was native to Téकुमel before the arrival of humankind and the subsequent terraforming of the planet. There are many species: large, acid-filled bluish globes, purple tendrils, thick-leaved red-brown vines, virulent-green and yellow-spotted tubers, fist-sized black ovoids, grape-like clusters of stinking, dark red juice - all containing toxins lethal to humankind. Just touching any of these poisonous growths causes 4 damage every round, with a PHYS check at -5.

It is against Tsolyáni law to grow these plants, or even to allow them to live. Patches of the Food of the Ssú are thus encountered only in remote areas. No one knows whether the Ssú actually eat these plants - or which ones - but they do seem to cultivate them, and those who have ventured near the Ssú homeland in Ssuyál say that the forests and bog-lands there are covered with these species - and others larger and even more toxic!

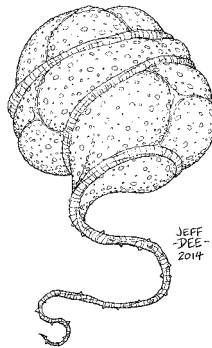


Syúsyu "the Climber"

Stony areas, mountains, and ruins.

The common wall-lizard, 15-30 centimeters long. This creature is a quadruped, originally from the Shén worlds. It is edible but awful, and some varieties are mildly poisonous.

Teqéqmu "the Flying Fungus"



Low mountains, forest, and swamp.

This spongy, khaki-colored, shapeless bag of noxious gases floats on the wind. When it sees a victim, it drops down and exudes poisonous gas. A fallen Teqéqmu must be burned in order to ensure that it is really dead. Teqéqmu range from .3 meters in diameter, to 1.2m for the

middle-sized variety, and up to 3m in diameter for rather rare specimens. The creature is not very intelligent and can often be brought down with missiles or spears. Should it fall, however, its residual gases may kill the party within seconds.

Wandering: 90%, 1/1/2 Lair: 10%, 3/5/7

Size (d100): 01-40 = Small, 41-80 = Medium, 81-00 = Large

Other Abilities:

Regeneration: Recovers 1 hit point per combat round while resting. Cannot regenerate fire damage.

Poison Gas Cloud: Fills an area with poison gas, centered on itself. Small Teqéqmu emit a 1" diameter cloud, medium ones make a 3" cloud, and large ones release a 5" diameter cloud. This takes an Action, and each one can only do it once per battle. Causes 3 damage and unconsciousness, PHYS check every 3 rounds to awaken and halt the damage. The gas is also emitted if the creature falls to the ground.

Teqéqmu, Small [1' -2'] (1.3)

PHYS: 10	DEFT: 8	INST: 8	
WILL: 10	PSYC: 2	Size Mod: +2	
Initiative: 1/2/3	Movement: 3 ground, 8 floating		
Defenses:	Melee: 2	Missile: 2	Magic: 1
Armor: 3/1	Hits: 10	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Tentacle Lash	11-	2/3/4	

Teqéqmu, Medium [3' -5'] (1.8)

PHYS: 11	DEFT: 8	INST: 8	
WILL: 10	PSYC: 2	Size Mod: +1	
Initiative: 1/2/3	Movement: 3 ground, 8 floating		
Defenses:	Melee: 1	Missile: 1	Magic: 1
Armor: 3/1	Hits: 14	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Tentacle Lash	11-	2/4/6	

Teqéqmu, Large [8' -10'] (2.9)

PHYS: 12	DEFT: 8	INST: 8	
WILL: 10	PSYC: 2	Size Mod: -1	
Initiative: 1/2/3	Movement: 3 ground, 8 floating		
Defenses:	Melee: -1	Missile: -1	Magic: 0
Armor: 3/1	Hits: 20	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Tentacle Lash	11-	6/8/10	

Thúnru'u "the Eater of Eyes"

Upper and middle levels of the Underworlds, many ruins, towers and citadels belonging to mighty mages, and some natural caverns.

Thúnru'u are relatively common creatures since the Lords of the Latter Times found them useful. The Thúnru'u is humanoid but is about 2.1 – 3 meters tall. It is usually a mottled grey, and its skin looks moist, doughy, and blubbery. It possesses two saucer-like eyes, a greyish-yellow beak, and rolls of skin which hang down from its heavy, muscular limbs like billows of flesh. It is not fast, but it is surprisingly agile for a being so huge and unwieldy-looking. Thúnru'u can be domesticated and are used by mages and various temples as servitors. They can be controlled by certain spells and magical devices, and they are repelled by *Tsúral*-buds (which also function as a mild aphrodisiac for humans). Thúnru'u live comfortably in dark, dank places, eating small animals and insects. They thus make excellent treasure - and tomb - guardians. For unknown reasons, Thúnru'u have a taste for small watery spheres and hence hunt and kill the Káyí (q.v.), humans, and other animals in order to eat their eyeballs. It is thought that this species originated in some other star system and was brought to Tékumel as powerful slaves.



Wandering: 80%, 1/2/3 Lair: 20%, 3/5/7

Thúnru'u (5)

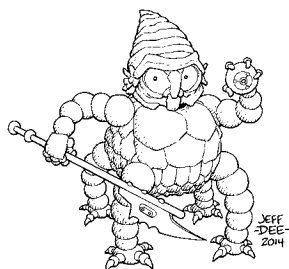
PHYS: 13	DEFT: 10	SEMI: 12	
WILL: 12	PSYC: 2	Size Mod: -1	
Initiative: 2/4/6	Movement: 6 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 4
Armor: 2/1	Hits: 28	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Unarmed	14-	7/10/13	

Other Abilities:

Phobia: Tsural Buds

Tinaliya "the Gnomes"



This species lives in one known enclave, south of the Tlášhte Mountains in northern Livyánu.

Tinaliya are small: adults usually stand about .6 meters in height. They follow the pattern of so many other interstellar species: four short, outward-bowed

legs; a spherical abdomen, upon which the torso is centrally placed; two long arms ending in claw-like, three-fingered hands with an opposable thumb; and a back-sloping head with huge eyes; and vaguely humanoid features. The body is divided into small, bulbous segments and is covered all over with a brownish, russet, or tan horny integument. Their limbs thus resemble strings of brown beads. They are intensely

curious, learned, materialistic, generous, and friendly. Their most annoying trait is their absolute literal-mindedness. They are completely unable to comprehend exaggerations, metaphors, similes, or jokes. They live in communal underground cities and emerge mostly to seek knowledge and to "see the world." They are noted for their sorcerous talents and their skill with the devices of the ancients. They are even able to repair a few of the simpler "Eyes," etc. They believe in an odd, monotheistic deity, whom they claim has no interest in this universe whatsoever. They are aware of the existence of the other-planar beings humans call "Gods," however, and they often join human priesthods for purely pragmatic reasons: to learn magic and other subjects. They are doughty fighters, and the Livyáni field several legions of these creatures to serve as a defense for their region. They use long, hooked halberds, needle-pointed rapiers, and thrusting spears. Tinaliya have three sexes: males (10%), females (5%), and neuters (85%). It is mostly the neuters and a few of the females who venture out into the Five Empires to trade, explore, and satisfy their curiosity. Almost all of these travelers eventually return home.

Tinaliya PC character generation guidelines are found in section (3.9.3.2).

Other Abilities:

Rational: +1

Quirk: literal – minded

Tinaliya, Civilian (.05)

PHYS: 7	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: 2	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 1	Missile: 1	Magic: 1
Armor: 1/0	Hits: 3	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Mace	12-	1/2/3	

Tinaliya, Light/Skirmisher (.1)

PHYS: 7	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: 2	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 1
Armor: 2/0	Hits: 3	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Light Spear	13-	2/3/4	

Tinaliya, Medium/Soldier (.5)

PHYS: 7	DEFT: 10	INTL: 11	
WILL: 10	PSYC: 2	Size Mod: 2	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 4	Missile: 4	Magic: 2
Armor: 3/1	Hits: 3	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Cutlass	14-	2/4/6	

Tinaliya, Elite/Heavy (3.3)

PHYS: 8 DEFT: 10 INTL: 11
WILL: 10 PSYC: 2 Size Mod: 2
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 6 Missile: 6 Magic: 2
Armor: 4/2* Hits: 4 Energy: 10

Attacks Hit: Dmg: Other:
Steel Light Axe 15- 3/5/7
*Steel armor

Tinaliya, Universal Spellcaster (.6)

PHYS: 7 DEFT: 10 INTL: 11
WILL: 10 PSYC: 11 Size Mod: 2
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 2 Missile: 2 Magic: 2
Armor: 2/0 Hits: 3 Energy: 55

Attacks Hit: Dmg: Other:
Sorcery 13- 60 spell purchase points
Knife 14- 0/2/2

Tinaliya, Generic Spellcaster (1.7)

PHYS: 7 DEFT: 10 INTL: 11
WILL: 10 PSYC: 11 Size Mod: 2
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 3 Missile: 3 Magic: 4
Armor: 2/0 Hits: 3 Energy: 82

Attacks Hit: Dmg: Other:
Sorcery 16- 210 spell purchase points
Baton 16- 1/1/2

Tinaliya, Temple Spellcaster (3.1)

PHYS: 7 DEFT: 10 INTL: 11
WILL: 10 PSYC: 11 Size Mod: 2
Initiative: 1/2/3 Movement: 4 ground
Defenses: Melee: 4 Missile: 4 Magic: 7
Armor: 2/0 Hits: 3 Energy: 123

Attacks Hit: Dmg: Other:
Sorcery 18- 360 spell purchase points
Light Mace 15- 1/2/2

Tiúni "the Cat"

Domesticated and found everywhere.

Terran cat; rare in Tsolyánu but popular in Ghatón and the north; many sub-species.

Tlékku "the Dog"



Domesticated and found everywhere.

Terran dog; less common on Tékumel than on old Earth but still sometimes found; various sub-species. A bitch is called Tlékkul.

Wandering: 50%, 5/7/9
Lair: 50%, 11/14/17

Tlékku (.6)

PHYS: 8 DEFT: 11 INST: 12
WILL: 10 PSYC: 2 Size Mod: +1
Initiative: 1/2/3 Movement: 7 ground
Defenses: Melee: 4 Missile: 4 Magic: -2
Armor: 1/0 Hits: 5 Energy: 10

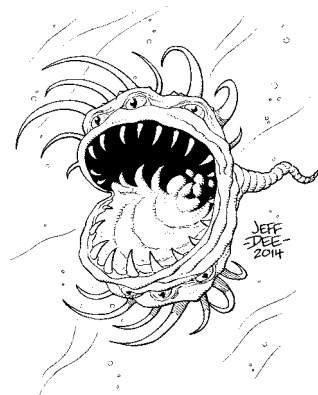
Attacks Hit: Dmg: Other:
Bite 14- 2/4/6

Other Abilities:

Tracking Skill: 14- , Listen Skill: 14-

Tletlákha "the Mouth with Eyes"

Lakes, bogs, and marshes. A larger variety is found in the swamps around Púrdimal, and a small but deadly water-dwelling sub-species exists in Msúmtel Bay.



The Tletlákha is little more than a fanged mouth surrounded by six eyes, with an expandable, reddish brown stomach sac and a tiny tail behind. The ridge protecting the eyes is covered with barbed spines, which penetrate the victim's flesh and cannot be removed without surgery. Once attached, the creature gnaws upon its prey, unless forcibly pried loose. The spines must then be removed carefully from the victim's flesh. Hitting the Tletlákha is relatively easy, but stopping it once it is attached and chewing on its prey is difficult. Chlén-hide armor gives almost no protection, and even steel is sometimes useless, so powerful are the Tletlákha's jaws.

Wandering: 65%, 3/5/7 Lair: 35%, 18/22/26

Tletlákha, Typical (.9)

PHYS: 6 DEFT: 12 INST: 8
WILL: 10 PSYC: 2 Size Mod: +1
Initiative: 1/2/3 Movement: 6 swimming
Defenses: Melee: 5 Missile: 5 Magic: -4
Armor: 0/0 Hits: 3 Energy: 10

Attacks Hit: Dmg: Other:
Grapple 15- Gnaw Spines

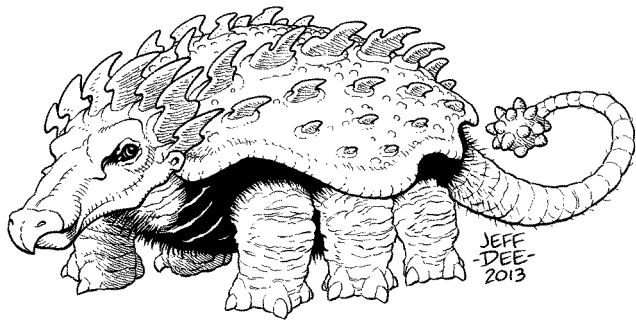
Gnaw - 1/2/3 Armor Piercing

Other Abilities:

Spines: When the Tietlákha grapples, its victim takes 1/2/3 damage (Armor Piercing: see below) from its spines. This damage cannot be healed except through surgery to remove the spines. The spines improve the strength of the Tietlákha's grapple to 1/2/3.

Armor Piercing: Chlén-hide armor worn by the victim of a Tietlákha provides only ½ of its normal protection (round down).

Tsi'il "the Giant Herbivore"



Open forest and special game preserves.

These passive, gentle, six-legged herbivores are harmless unless attacked. Their bodies contain a gland, however, which is 80% effective as a repellant for the Haqél, the Tietlákha, and certain other marine creatures. This gland can be sold for up to 4,000 Káitars. The Tsi'il has a horny carapace, with a spiked crest, and rows of jagged spiky growths upon its back. It fights with a spiked mace-like ball at the end of its prehensile tail. Tsi'il are not domesticable but are used for food. They are raised in 'parks' and are also found in woods, forests, etc. outside of cities and thickly settled rural areas

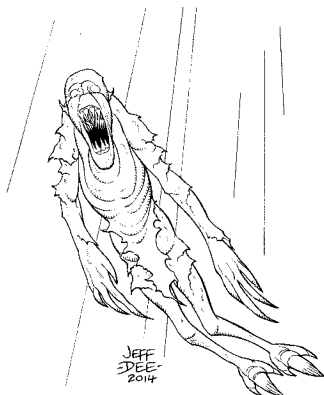
Wandering: 60%, 2/3/4 Lair: 40%, 3/5/7

Tsi'il (2.6)

PHYS: 13	DEFT: 8	INST: 8
WILL: 8	PSYC: 2	Size Mod: -2
Initiative: 0/2/2	Movement: 4 ground	
Defenses:	Melee: -2	Missile: -2
Armor: 4/2	Hits: 28	Energy: 10
		Magic: -2

Attacks	Hit:	Dmg:	Other:
Mace Tail	12-	6/9/12	

Tsóggu "the Drowned One"



The shallow seas around the Tsoléi Archipelago, the waters off the coast of Háida Pakála, and the Tutáita Shallows of Yan Kor. It is rare elsewhere.

This tan-colored, vaguely humanoid creature is so named because of its resemblance, both in appearance and in odor, to a corpse which has been several days in the water. It employs its pupilless, white

eyes to hypnotize and paralyze its victims. Sailors say that looking into a Tsóggu's eyes is to lose one's soul. The Tsóggu does not paralyze itself, if shown itself in a mirror.

Wandering: 90%, 1/1/1 Lair: 10%, 1/3/5

Tsóggu (2.6)

PHYS: 10	DEFT: 11	INST: 11
WILL: 11	PSYC: 2	Size Mod: 0
Initiative: 2/3/4	Movement: 5 water, 5 ground	
Defenses:	Melee: 3	Missile: 3
Armor: 1/0	Hits: 10	Energy: 10
		Magic: 0

Attacks	Hit:	Dmg:	Other:
Claw/Bite	14-	4/6/8	

Other Abilities:

Paralysis Gaze: Takes an Action. Affects the nearest 1/3/5 opponents. Each is allowed a Resistance check. Treat the Tsóggu as if it has Invisibility against any opponents who attempt to fight it while avoiding its gaze. Only sorcerous healing cures the paralysis.

Tsú'uru "the Illusion-Master"

Middle levels of many catacombs and Underworlds. Less frequently encountered in ruins and natural caverns.

These treasure guardians, created by the sages of the Latter Times, are related to the Marashyálu. The Tsú'uru appears as anything it wishes, using telepathy and mild hypnosis to determine what its foes are most likely to believe. It maintains its illusion until it has slain its foes, whereupon it reverts to its own form - a 1.8 meter long bundle of ropy, lumpy, blackish tentacles with a globular central brain ganglion. This creature is completely resistant to telepathy, clairvoyance, and other identifying spells. A Tsú'uru may thus appear as a Ru'un, a friend known to the party, etc., and only after it has been slain does its true form appear. It is intelligent enough to dissimulate and pretend to be friendly. It can copy a victim's gait and behavior, moreover, but it can utter only a few short sentences, picked from a victim's mind.

Wandering: 90%, 1/1/2 Lair: 10%, 1/2/3

Tsú'uru (3.4)

PHYS: 11	DEFT: 11	INTL: 10
WILL: 11	PSYC: 2	Size Mod: 0
Initiative: 2/3/4	Movement: 7 ground	
Defenses:	Melee: 3	Missile: 3
Armor: 1/0	Hits: 14	Energy: 10
		Magic: 4

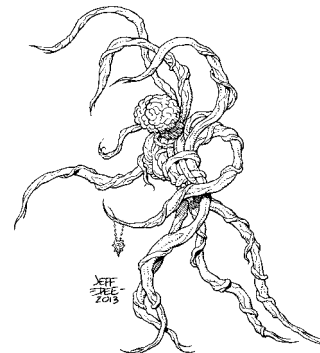
Attacks	Hit:	Dmg:	Other:
Grapple	14-	Tentacle	
Tentacle	-	3/5/7	

Other Abilities:

Disguise: A critically successful perception check is required to detect the Tsú'uru illusion.

Convince Skill: 15- [+2]

Immune to Detection: Tsú'uru are immune to telepathy, clairvoyance, and other identifying spells.



Urunén "the Cold-Dwellers"



The sub-polar regions around the South Pole. One small continent and several islands there are the only enclave known for this species.

The Urunén have only recently been contacted via the underground tubeway car system. They have had no other contact

with humankind since the Latter Times, although they knew of humankind through artifacts and inscriptions. Urunén are a little taller than humans (1.7 to 1.8 meters); they are humanoid, bipedal, and have two human-like arms ending in four-digitated hands with an opposable thumb. There the resemblance ends. This species is covered with short brownish fur, almost like a nap of velvet. They have a long tail, which is not prehensile, and their heads are long-snouted, triangular in shape (somewhat resembling a moose), with the brain-case at the back, two big eyes set wide apart on each side of the head, and a moist, mobile nose. They have a society comparable to those of the Five Empires, with rulers, administrators, priesthoods, etc. Their religion revolves around three deities, each of whom has a different theological role or purpose. There are also "small gods": nature spirits, house spirits, etc. They are a self-centered, inward-looking race, good scholars and sorcerers, and their abilities appear to be much on a par with humankind. There are two sexes: males (35%), and females (65%). Urunén families are strong, and most of their unions are polygamous. This species seems ready to be friendly toward humankind, but if they are betrayed or mistreated, they will be fearsome foes. They have no natural enemies on their island-continent, but they have had civil wars, and their skill with scallop-edged long swords, double-ended halberds, crossbows, and javelins would make them a force to be reckoned with. Their distance from humankind's enclaves naturally prevents any serious threat from either side.

Urunén NPCs use the same Bestiary statistics as Humans. Urunén PC character generation guidelines are found in section (3.9.3.2).

Utánakh "the Sand Barb"

All deserts except the Dry Bay of Ssu'úm.

A round, bald-looking, blackish, ugly lump of a creature that buries itself near water in the sand. It grows to about ¾ meters in diameter and is harmless unless some animal steps upon its hiding place. When this happens, it thrusts a bony, barbed, spear-like extension violently up through the soil and into the victim from beneath, usually killing it. It then sucks the animal's bodily fluids down into its hiding place. A nomad can recognize the peculiarly glassy look of the sand above an Utánakh and avoid it. This creature is inedible and harmless if dug out of its burrow.



Wandering 0% Lair: 100%, 2/1/4

Utánakh (.4)

PHYS: 9	DEFT: 10	INST: 8
WILL: 10	PSYC: 2	Size Mod: +1
Initiative: 1/2/3	Movement: 4 ground	
Defenses:	Melee: 3	Missile: 3
Armor: 1/0	Hits: 7	Energy: 10
		Magic: -1

Attacks	Hit:	Dmg:	Other:
Barb	12-	6/8/10	

Other Abilities:

Stealth Skill: 12-

Hidden Lair: When emerging from its burrow, the Utánakh gains a +4 bonus to Stealth skill for purposes of achieving surprise. This bonus only applies against normal senses.

Slow Attacks: It takes an Action for the Utánakh to retract its barb after each attack. It cannot make multiple attacks on a single Turn.

Vlëshgaya "the Shunned Ones"



The only known enclave of this strange race is located just northwest of the Jánnu Range in Yán Kór.

These hideous, inimical humanoids are rarely seen outside their sealed, semi-subterranean, domed cities. They are tall (1.7 to almost 2.1 meters), gangling, skeletal bipeds, with extremely long, bony limbs. The face is withered and puckered-looking, rather like

a rotted fruit, and the only discernible facial feature is a pair of round, black, pupilless eyes. These creatures wrap themselves in voluminous, flapping robes of dust-brown or night-black, which gives them a horrifying, spectral look. The most unpleasant thing about them is their terrible stench, which can be detected by humans at a range of nearly 60 meters! The Yán Koryáni name them Bláshagh. This species is skilled with sorcery, uses (but does not manufacture) ancient technological devices, and they are renowned fighters. The Shunned Ones rarely leave their domed cities; their air is some type of corrosive, yellow gas, in which humans can function at full strength for no more than half an hour. Thereafter, a victim begins to cough, gasps for breath, and dies within another 30-45 minutes. Little is known about the society of the Shunned Ones. Specimens exhibit at least five types of organs which may be reproductive; these may represent different sexes, or they may be developmental stages in the life-cycle of one sex. This species is irrevocably hostile to humankind and its allies. Their weapons are long metal-tipped spears, two-handed swords and maces, pole arms, and various shorter swords and daggers. They also use the spear-thrower (the Aztec atlatl: +1 to hit, 2/4/6 damage, PHYS 9, 14" range), which gives them a considerable range for their barbed darts. Parties of Shunned Ones venture into the Underworlds via the ancient tubeway car system to seek magical and technological devices, rather than gold or gems; if encountered, they will fight to the death. Overcome by the stench - and the dread these beings evoke - humans may panic. It takes a very brave person to confront these clever, murderous, utterly alien creatures!

Other Abilities:

Stench: scent perception check to detect, with a +5 bonus but minus range penalties

Vlëshgaya, Civilian (1.7)

PHYS: 10	DEFT: 10	INTL: 10
WILL: 10	PSYC: 10	Size Mod: 0
Initiative: 1/2/3	Movement: 6 ground	
Defenses:	Melee: -1	Missile: -1
Armor: 0/0	Hits: 10	Energy: 75
		Magic: 2

Attacks	Hit:	Dmg:	Other:
Generic	15-		210 spell purchase points
Sorcery			
Club	13-	0/2/2	

Vlëshgaya, Light/Skirmisher (2.3)

PHYS: 10	DEFT: 10	INTL: 10
WILL: 10	PSYC: 10	Size Mod: 0
Initiative: 1/2/3	Movement: 6 ground	
Defenses:	Melee: 1	Missile: 1
Armor: 1/0	Hits: 10	Energy: 75
		Magic: 2

Attacks	Hit:	Dmg:	Other:
Generic	15-		210 spell purchase points
Sorcery			
Atlatl	12-	2/4/6	14" range

Vlëshgaya, Medium/Soldier (2.6)

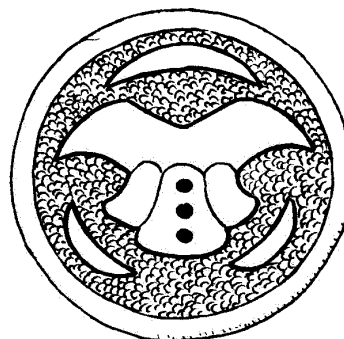
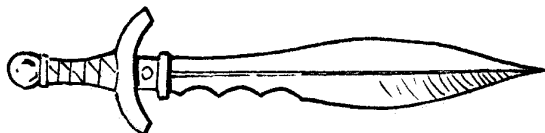
PHYS: 10	DEFT: 10	INTL: 10
WILL: 10	PSYC: 10	Size Mod: 0
Initiative: 1/2/3	Movement: 6 ground	
Defenses:	Melee: 2	Missile: 2
Armor: 2/1	Hits: 10	Energy: 75
		Magic: 3

Attacks	Hit:	Dmg:	Other:
Generic	15-		210 spell purchase points
Sorcery			
Flail	13-	3/5/7	

Vlëshgaya, Heavy/Elite (6.8)

PHYS: 10	DEFT: 10	INTL: 10
WILL: 10	PSYC: 10	Size Mod: 0
Initiative: 1/2/3	Movement: 6 ground	
Defenses:	Melee: 4	Missile: 4
Armor: 3/2*	Hits: 10	Energy: 75
		Magic: 3

Attacks	Hit:	Dmg:	Other:
Generic	15-		210 spell purchase points
Sorcery			
Steel Spear	14-	5/7/9	
*Steel armor			



Vorodlá "the Flying Undead"

Shrines, tombs, and temples dedicated to Lords Ksáru, Grugánu, Sárku or Duritlámish. Occasionally they are met with elsewhere in the Underworlds and in lonely ruins as well.



These dingy, blackish creatures are the reanimated and restructured bodies of ancient warriors created as defenders of the sanctuaries of Lord Ksáru and other sects friendly to his. The mages of the Latter Times were skilled with gene-restructuring devices, and some of these processes are maintained even to this day, although the operation and theories behind the great protoplasm vats are poorly understood and have become ritual. The Vorodlá is essentially a human being, but it has been given broad, leathery wings and other skeletal modifications. It fights fearlessly, battling on until it is cut to pieces. The body of a Vorodlá must be burned since its magical "life" is difficult to extinguish. These creatures employ swords coated with a numbing poison that causes memory loss and a slow lowering of vitality. Sorcerous healing is the best cure for this.

Wandering: 80%, 1/2/3 Lair: 20%, 7/10/13

Vorodlá (8.7)

PHYS: 12	DEFT: 11	INTL: 12
WILL: 12	PSYC: 2	Size Mod: 0
Initiative: 2/4/6	Movement: 3 ground, 14 flying	
Defenses:	Melee: 3	Missile: 3
Armor: 2/0	Hits: 20	Energy: 10
		Magic: 6

Attacks	Hit:	Dmg:	Other:
Bastard Sword	14-	5/7/9	poisoned (see below)

Other Abilities:

Regeneration: 1 per round, can't regenerate fire damage.

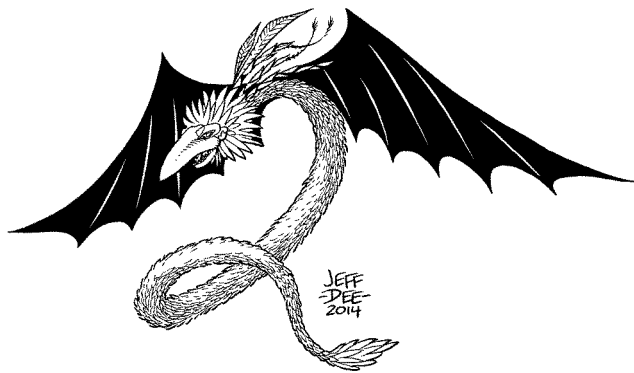
Total Pain Resistance: only defeated (and slain) when reduced to negative their starting Hits.

Camouflage: +1 Defense, Stealth, etc. in darkness or dim light.

Heal From Death: the Vorodlá's healing abilities continue to work even after it has been 'killed'.

Poison: Attribute Drain, PHYS check at +4 or lose 1 point in a random attribute (PHYS, DEFT, INTL, or WILL) until healed. Non-magical healing of this effect is difficult, suffering a -4 penalty on its chances of success.

Vringálu "the Flying Snake"



Low mountains and dense forest.

This ropy, blue-black, feathered, snake-like creature attacks viciously and fearlessly. Its teeth contain poison which produces a hideous rotting gangrene, and the victim of a Vringálu must apply Tsúral-buds or use sorcerous healing quickly. Vringálu poison is also dangerous to the touch. The wings of these creatures are used by tanners to make excellent leather for armor, boots, etc. A tanner will pay 100 Káitars per wing.

Wandering: 90%, 3/5/7 Lair: 10%, 18/22/26

Vringálu (6)

PHYS: 11	DEFT: 11	INST: 10
WILL: 12	PSYC: 2	Size Mod: 0
Initiative: 2/4/6	Movement: 3 ground, 14 flying	
Defenses:	Melee: 3	Missile: 3 Magic: 2
Armor: 3/1	Hits: 14	Energy: 10

Attacks	Hit:	Dmg:	Other:
Bite	14-	7/10/13	

Other Abilities:

Contact Poison: The Vringálu's bite carries a contact poison, which deals 3 damage every 3 rounds (PHYS check at -8). Those handling the victim or their equipment must make a DEFT check and avoid a fumble or be affected as well.

Vúr "the Fruit Bat"

Deep forest and coastal jungle.

This is a large, nocturnal, sooty-black, bat-like flying creature, which grows to .9 or 1.2 meters in length and has a much larger wingspan. It has three eyes, like the Shánu'u, to which it is related. It lives off fruit, vegetables, and small rodents but its bite can be painful - and possibly dangerous because of infection.

Yéleth "the Angel of Doom"



Middle levels of the Underworlds, and less commonly near ruins and in natural caverns.

Yéleth are androids created to look like beautiful maidens or handsome youths. The Lords of the Latter Times used them as slaves, entertainers, and guardians, but they have since become independent and

developed their talents to suit themselves. Now they acknowledge no master. These creatures have paper white skin, pupilless jet-black eyes, and hair the color of polished ebony. They use powerful hypnosis as their primary weapon and can dominate up to five or six persons at one time. A Yéleth may order a hypnotized victim to fight against his own party, or the creature may simply paralyze him forever. Magical healing is the only way to return such a victim to normality.

Wandering: 90%, 1/1/2 Lair: 10%, 2/3/4

Yéleth (12.9 unarmed, 14.9 armed)

PHYS: 13	DEFT: 12	INTL: 11
WILL: 11	PSYC: 2	Size Mod: 0
Initiative: 2/3/4	Movement: 6 ground	
Defenses:	Melee: 4	Missile: 4 Magic: 4
Armor: 1/0	Hits: 28	Energy: 10

Attacks	Hit:	Dmg:	Other:
Punch	16-	5/7/9	
Greatsword	16-	6/8/10	

Other Abilities:

Hypnosis: 3" diameter area, 12" range. Attempting this takes an action. Each target is allowed a Resistance Check. If this fails, they will do anything for the Yéleth short of taking their own life (though they will not resist having it taken by the android). Control is permanent until magically broken.

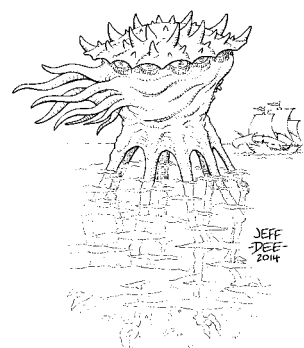
Yuál "the Biped"

The Desert of Sighs, the Desert of Eyági, and the Dry Bay of Ssu'úm.

This creature eaten as a food staple by the Milumanayáni nomads. The Yuál is a small, spherical creature, tan or buff in color. It has two legs, no arms, and two big yellow eyes. It sits on carrion to eat, taking food in through the same orifice it uses as an anus. The Yuál is very fast, scuttles about making tiny burping sounds, and is quite harmless.

Zo'óra "the God of the Deep"

Seacoast from Jakálla all the way east to northern Livyánu. An even larger variety is found along the coast of Msúmtel Bay in Háida Pakála, and eastward through the Nyémesel Isles, the southern coasts of Salarvyá, and the Ahoggyá enclave of Ónmu Tlé Hléktis.



This octopoid leviathan is rarely seen, fortunately for shipping. It is bluish-white, grows up to 17 meters in length, and has eight stilted limbs that end in clawed pincers. Beneath its spiny carapace, a row of eyes goes all the way around its globular body, just above its tentacled, purple-red maw. They usually remain far out to sea, but occasionally enter coastal waters to feed on small boats and clam-harvesters, who believe the monster to be a malevolent deity. The Zo'óra probably originates on one of the Ahoggyá worlds. These nonhumans have an affinity with it and can persuade it to depart without violence.

Wandering: 90%, 1/1/2 Lair: 10%, 2/1/2

Zo'óra (21.9)

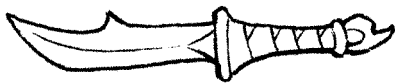
PHYS: 16 DEFT: 9 INST: 9
WILL: 10 PSYC: 2 Size Mod: -5
Initiative: 1/2/3 Movement: 6 swimming
Defenses: Melee: -4 Missile: -4 Magic: 0
Armor: 5/3 Hits: 80 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Tentacle 12- 12/16/20

Other Abilities:

360 Degree Vision

Ahoggyá Relative: An Ahoggyá character can persuade a Zo'óra to go away by making a WILL check at +2. Only one check is allowed per Zo'óra per Ahoggyá.



Zrné "the Barbed One"



Deep forest, jungle, and mountain foothills. A larger sub-species is found in the highlands of Jánnu and Kilálámmu.

This beast has six legs, the back pair of which is used to leap over obstacles as high as 3 meters (1 ½"). Its hide is practically impervious to ordinary missiles, and its monstrous jaws are lined

with rows of needle-pointed barbed teeth. These teeth come out easily and remain fixed in a victim's flesh, where they inject a deadly poison. The Zrné is about 3 meters in length, a muddy grey color, and fights fearlessly to the death. It is a favorite totem animal of the shamans of Rannálu.

Wandering: 40%, 2/3/4 Lair: 60%, 8/11/14

Zrné (4.7)

PHYS: 11 DEFT: 12 INST: 11
WILL: 12 PSYC: 2 Size Mod: -1
Initiative: 2/4/6 Movement: 8 ground
Defenses: Melee: 4 Missile: 4 Magic: 1
Armor: 2/1* Hits: 14 Energy: 10

Attacks **Hit:** **Dmg:** **Other:**
Bite 16- 3/5/7 Poisoned Teeth

Other Abilities:

Poisoned Teeth: 4 damage are inflicted every 5 rounds (30 seconds), PHYS check at -8. A Physician skill check at +2 is required, taking 1 minute per attempt, to remove all of the teeth.

***Impervious to Missiles:** Armor +5/+0 against any non-magical projectiles

17.0 Treasure

When a party defeats a foe or loots a treasure, the following charts are used to determine what treasure is found. The GM may amend these results according to the scenario.

Each treasure chart begins with a sub-table of special results. Roll d100, and apply the instructions (if any) while performing the following steps.

To determine the treasure found, find the enemy group's total 'danger rating' (16.1.1.2) on the treasure chart which best describes them. Then roll 1d10:

d10	Treasure Adjustment
1	Move 2 steps higher on the table
2-3	Move 1 step higher
4-7	No adjustment
8-9	Move 1 step lower
10	Move 2 steps lower

Example: The PCs have just slaughtered a band of 14 Chnéhl (half armed, half unarmed). These are semi-intelligent creatures (Chart B), with a total 'danger rating' of 17.5. The d10 roll results in a 2, so the GM moves up one step on Chart B, which reads "d5-2 gems; d100+20 Káitars; d5-3 weapons (10% metal); d5-2 armor (10% metal)".

Roll dice to determine the exact amounts of different treasure items. A d5 is a d10 divided by 2, rounded up. A d2 is a d10, where odd results = 1 and even results = 2. Final results of less than 0 are treated as 0.

Example: After rolling for each treasure item, the Chnéhl pack from the previous example may wind up with this result: 1 gem and 47 Káitars.

Chart A: Animals, Unintelligent Creatures, Etc.*	
d100 Roll	Special Result
01-02	Switch to Chart B
03-90	None
91-00	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 injected with poison. Causes 4 damage every round, PHYS check at -5. Proceed to determine the composition of the treasure.
Power	Items
70.1+	d5 weapons (15% metal); d10-2 armor (15% metal); d5-1 gems; 1d100 Káitars; d5-3 Odds & Ends; d5-3 Amulets
51.1-70	d5-1 weapons (10% metal); d10-2 armor (10% metal); d5-2 gems; d10 Káitars
30.1-50	d5-2 weapons (5% metal); d5 armor (5% metal); d2-1 gems; 2d10-10 Káitars
20.1-30	d2-1 weapons; d5-1 armor; 1d10-5 Káitars; d5-3 gems
15.1-20	d2-1 weapons; d5-2 armor; d5-2 Káitars
10.1-15	d5-3 weapons; d2-1 armor; d5-2 Káitars
6.1-10	d2-1 Káitars
4.1-6	Junk
2.1-4	Junk
2 or less	Junk

*Unintelligent creatures do not typically carry valuables. Any loot belonging to them will be found in their lair, which the PCs will need to search for – and where more of the creatures may be encountered.

Chart B: Semi-Intelligent Creatures	
d100 Roll	Special Result
01-02	Switch to Chart C
03-90	None
91-00	Parasites! As per Chart A
Power	Items
70.1+	d10 gems; d100x10 Káitars; d2-1 Eyes; d5-1 armor (20% metal); d2-1 weapons (20% metal); d5-2 amulets; d5-2 Odds & Ends
51.1-70	d5 gems; d100x5 Káitars; d5-3 Eyes; d5-3 weapons (20% metal); d5-2 armor (20% metal); d2-1 amulets; d2-1 Odds & Ends
30.1-50	d5-1 gems; d100x2 Káitars; d2-1 scrolls; d5-3 weapons (15% metal); d5-2 armor (15% metal); d5-3 amulets
20.1-30	d5-2 gems; d100+20 Káitars; d5-3 weapons (10% metal); d5-2 armor (10% metal)
15.1-20	d2-1 gems; d100 Káitars; d5-3 weapons (5% metal); d5-2 armor (5% metal)
10.1-15	d5-3 gems; d100 Káitars; d5-3 weapons (5% metal); d2-1 armor (5% metal)
6.1-10	d5-3 weapons (5% metal); d2-1 armor (5% metal); 2d10 Káitars
4.1-6	d5-3 armor (5% metal); d10 Káitars
2.1-4	d5+1 Káitars
2 or less	d5-1 Káitars

Chart C: Intelligent Creatures	
d100 Roll	Special Result
01-02	Switch to Chart D
03-99	None
100	Parasites! As per Chart A
Power	Items
70.1+	d5 jewelry; 2d10 gems; d100x10 Káitars; d5-2 Eyes; d5-1 armor (30% metal); d2-1 weapons (30% metal); d5-2 amulets; d2-1 scrolls; d2 Odds & Ends
51.1-70	d5-1 jewelry; d10 gems; d100x5 Káitars; d2-1 Eyes; d5-2 armor (20% metal); d5-3 weapons (20% metal); d2-1 amulets; d2-1 Odds & Ends; d5-3 scrolls
30.1-50	d5-2 jewelry; d5 gems; d100x3 Káitars; d5-3 amulets; d5-2 armor (20% metal); d5-3 weapons (20% metal); d5-3 Eyes; d5-3 Odds & Ends; d5-3 scrolls
20.1-30	1d5-1 gems; d5-3 jewelry; 1d100 Káitars; d5-2 armor (20% metal); d5-3 weapons (20% metal)
15.1-20	4d10 Káitars; d5-2 gems; d100 Káitars; d5-3 weapons (20% metal); d2-1 armor (20% metal)
10.1-15	2d10 Káitars; d5-3 gems; d5-3 weapons (15% metal); d2-1 armor (15% metal)
6.1-10	d10 Káitars; d5-3 weapons (10% metal); d2-1 armor (10% metal)
4.1-6	d5+1 Káitars; d5-3 armor (10% metal)
2.1-4	d5-1 Káitars
2 or less	d5-2 Káitars

Chart D: Treasure Guardians*	
d100 Roll	Special Result
01-99	None
100	Parasites! As per Chart A
Power	Items
70.1+	2d10 jewelry; d10x3 gems; d10x2,000 Káitars; d5-1 Eyes; d5 metal armor; 1d2 metal weapons; d5-1 amulets; d5-1 scrolls; d5-2 miscellaneous magic items; d5-2 books, d5 Odds & Ends
51.1-70	d10 jewelry; d10x2 gems; d10x1,500 Káitars; d5-2

	Eyes; d5-2 metal shields; d5-1 metal armor; d5-2 metal weapons; d5-2 amulets; d5-2 scrolls; d2-1 miscellaneous magic items; d2-1 book, d5-1 Odds & Ends
30.1-50	d5+1 jewelry; d10x2 gems; d10x1,000 Káitars; d5-2 Eyes; d5-1 metal armor; d2-1 metal weapons; d2-1 amulets; d2-1 scrolls; d5-3 books, d2 Odds & Ends; d5-3 miscellaneous magic items
20.1-30	d5 jewelry; d10x2 gems; d10x500 Káitars; d2-1 Eyes; d5-1 metal armor; d2-1 metal weapons; d2-1 amulets; d2-1 Odds & Ends; d5-3 scrolls
15.1-20	d5-1 jewelry; d10 gems; d10x200 Káitars; d2-1 Eyes; d5-3 metal weapons; d5-2 metal armor; d5-3 amulets; d5-3 Odds & Ends
10.1-15	d2 jewelry; d5+1 gems; d100x100 Káitars; d5-3 Eyes; d5-3 metal weapons; d2-1 metal armor
6.1-10	d2-1 jewelry; d5 gems; d10x50 Káitars; d5-3 metal weapons; d2-1 metal armor
4.1-6	d5-3 jewelry; d2 gems; d10x10 Káitars; d5-3 metal armor
2.1-4	d5-2 gems; d10 Káitars
2 or less	1 Káitar

*Creatures that are specifically set to guard a treasure hoard do not typically carry valuables. The treasure they guard will be found in the treasure chamber, which the PCs will need to search for – and where more guardians may be encountered. The final treasure will be based on the total Power of all the creatures which have been set to guard it (see 17.0.1).

Chart E: Adventurers, Soldiers, Bandits, Pirates, Etc.	
d100 Roll	Special Result
01	Switch to Chart F
02-99	None
100	One party member (randomly selected) pricks himself on a poisoned weapon/pin/etc. while searching. Poisoned individual suffers 2 damage every round, PHYS check at -7. Proceed to determine the composition of the treasure.
Power	Items
70.1+	d10-2 jewelry; d10+1 gems; d10x25 Káitars; d5-1 Eyes; d5-1 metal weapons; d5 metal armor; d5-2 amulets; d5-1 scrolls; d2-1 miscellaneous magic items; d5-1 Odds & Ends
51.1-70	d5 jewelry; d10 gems; d10x20 Káitars; d2-1 Eyes; d5-1 metal armor; d2-1 amulets; d5-2 scrolls; d5-3 miscellaneous magic items; d5-2 Odds & Ends
30.1-50	d5-1 jewelry; d10-1 gems; d10x15 Káitars; d5-3 Eyes; d2-1 metal weapons; d5-1 metal armor; d5-3 amulets; d5-2 scrolls; d2-1 Odds & Ends
20.1-30	d5-2 jewelry; d5+1 gems; d10x15 Káitars; d2-1 metal weapons; d5-1 metal armor; d2-1 scrolls; d5-3 Odds & Ends
15.1-20	d5 gems; d10x15 Káitars; d2-1 metal weapons; d2-1 metal shields; d2-1 scrolls
10.1-15	d5-1 gems; d10x10 Káitars; d2-1 metal weapons; d5-3 scrolls
6.1-10	d5-2 gems; d10x10 Káitars
4.1-6	d2-1 gems; d10x5 Káitars
2.1-4	d5-2 gems
2 or less	Junk

Chart F: Bandit Lair, Pirate Stronghold, Etc.*	
d100 Roll	Special Result
01	Switch to Chart G
02-99	None
100	One character (roll randomly) triggers a trap! Roll a d10: 1-3 = no effect; 4-5 = 2/3/4 damage; 6-7 = 5/7/9 damage; 8-9 = 7/10/13 damage; 10 =

	Poisoned (causes 2 damage every round, PHYS check at -7). Proceed to determine the composition of the treasure.
Power	Items
70.1+	d5+1 jewelry; 2d10 gems; d10x800 Káitars; d5-1 Eyes; d5-1 metal weapons; d10-2 metal armor; d5-2 amulets; d5-2 scrolls; d2-1 books; d2-1 miscellaneous magic items; 2d10x1,000 Káitars in goods; (d10-1)x10 captives or slaves (roll for each: 01-60 male, 61-95 female, 96-100 nonhuman), d5-2 Odds & Ends
51.1-70	d5-1 jewelry; d10+2 gems; d5x1,200 Káitars; d5-2 Eyes; d5-2 metal weapons; d5 metal armor; d2-1 amulets; d5-2 scrolls; d5-3 books; d5-3 miscellaneous magic items; d10x1,200 Káitars in goods; d5x10 captives or slaves (roll gender/species as above), d2-1 Odds & Ends
30.1-50	d5-1 jewelry; 1d10 gems; d10x400 Káitars; d2-1 Eyes; d5-2 metal weapons; d5-1 metal armor; d5-3 amulets; d2-1 scrolls; d10x1,000 Káitars in goods; 2d10 captives or slaves (roll gender/species as above), d5-3 Odds & Ends
20.1-30	d5-2 jewelry; d10-1 gems; d10x200 Káitars; d2-1 Eyes; d2-1 metal weapons; d5-2 metal armor; d5-3 amulets; d5-3 scrolls; d10x800 Káitars in goods; d10-1 captives or slaves (roll gender/species as above)
15.1-20	d5-3 jewelry; d10-2 gems; d10x100 Káitars; d5-3 Eyes; d2-1 metal weapons; d5-2 metal armor; d10x500 Káitars in goods; d10-1 captives (roll gender/species as above)
10.1-15	d5 gems; d10x50 Káitars; d5-3 metal weapons; d2-1 metal armor; d10x200 Káitars in goods; d10-3 captives (roll gender/species as above)
6.1-10	d5-1 gems; d10x30 Káitars; d10x50 Káitars in goods; d5-1 captives (roll gender/species as above)
4.1-6	d5-2 gems; d10x20 Káitars; d10x30 Káitars in goods; d5-2 captives (roll gender/species as above)
2.1-4	d2-1 gems; d10x10 Káitars; d2-1 captives (roll gender/species as above)
2 or less	d5-3 gems

*Bandits, pirates, and similar characters also carry Chart E treasure upon their persons.

Chart G: Persons of Import (Merchants, Nobles, etc.)*	
d100 Roll	Special Result
01	Switch to Chart H
02-99	None
100	The PCs have unwittingly robbed/slain Imperial officials on the Emperor's business. If caught, their trial will be short and their ride high. Proceed to determine the composition of the treasure, but all of the money is in the form of uncashable writs.
Power	Items
70.1+	2d10 jewelry; d10x5 gems; d10x200 Káitars; d5-1 Eyes; d5-2 metal weapons; d5 metal armor; d5-2 amulets; d2-1 scrolls; d100x1,000 Káitars in goods, d5-2 Odds & Ends
51.1-70	d10 jewelry; d10x3 gems; d10x150 Káitars; d5-2 Eyes; d5-2 metal weapons; d5-1 metal armor; d2-1 amulets; d5-3 scrolls; d100x500 Káitars in goods, d2-1 Odds & Ends
30.1-50	d5 jewelry; d10x2 gems; d10x100 Káitars; d2-1 Eyes; d2-1 metal weapons; d5-1 metal armor; d5-3 amulets; d100x300 Káitars in goods, d5-3 Odds

	& Ends
20.1-30	d5-1 jewelry; 2d10+2 gems; d10x80 Káitars; d5-3 Eyes; d2-1 metal weapons; d5-1 metal armor; 2d10x1,000 Káitars in goods
15.1-20	d2 jewelry; d10x2 gems; d10x50 Káitars; d2-1 metal weapons; d5-2 metal armor; 2d10x1,000 Káitars in goods
10.1-15	d5-2 jewelry; d10+1 gems; d10x30 Káitars; d5-3 metal weapons; d2-1 metal armor; d10x500 Káitars in goods
6.1-10	d2-1 jewelry; d10 gems; d10x20 Káitars; d10x200 Káitars in goods
4.1-6	d5-3 jewelry; d5 gems; d10x10 Káitars
2.1-4	d5-1 gems; d100 Káitars
2 or less	d10 Káitars; d2-1 gems

*Their bodyguards also carry Chart E treasure upon their persons.

Chart H: Caravans*	
d100 Roll	Special Result
01-99	None
100	Among the bodies is found the corpse of a cousin of one of PCs, who was traveling with these people on clan business. Roll again to check for treasure, but it all belongs to that PC's own clan! The PC is honor-bound to see the merchandise to its destination, return the profits, and pay Shámtla (compensation) to the families of the victims.
Power	Items
70.1+	2d10 jewelry; d10x5 gems; d10x1,500 Káitars; d5-1 Eyes; d2 metal weapons; d5 metal armor; d2 amulets; d2-1 scrolls; d2-1 miscellaneous magic items; d100x1,500 Káitars in goods, d5-1 Odds & Ends
51.1-70	2d10 jewelry; d10x3 gems; d10x1,000 Káitars; d5-2 Eyes; d5-2 metal weapons; d5-1 metal armor; d5-2 amulets; d5-3 scrolls; d5-3 miscellaneous magic items; d100x1,000 Káitars in goods, d5-2 Odds & Ends
30.1-50	d10 jewelry; d10x2 gems; d10x500 Káitars; d2-1 Eyes; d2-1 metal weapons; d5-1 metal armor; d2-1 amulets; d100x500 Káitars in goods, d2-1 Odds & Ends
20.1-30	d5 jewelry; d10x2 gems; d10x300 Káitars; d2-1 Eyes; d2-1 metal weapons; d5-1 metal armor; d5-3 amulets; d100x300 Káitars in goods
15.1-20	d5-1 jewelry; d10x2 gems; d10x100 Káitars; d5-3 Eyes; d2-1 metal weapons; d5-1 metal armor; 2d10x1,000 Káitars in goods
10.1-15	d5-2 jewelry; 2d10-2 gems; d10x80 Káitars; d5-3 Eyes; d2-1 metal weapons; d5-2 metal armor; 2d10x1,000 Káitars in goods
6.1-10	d2-1 jewelry; d10 gems; d10x50 Káitars; d5-3 metal weapons; d5-3 metal armor; d10x1,000 Káitars in goods
4.1-6	d5-3 jewelry; d5 gems; d10x20 Káitars; d10x500 Káitars in goods
2.1-4	d5-2 gems; d100 Káitars
2 or less	d2-1 gems; d10 Káitars

*Caravan guards also carry Chart E treasure upon their persons.

17.0.1 Larger Treasure Hordes

Treasure chests and other treasure hordes are stocked using danger ratings assigned by the GM to any traps the PCs must overcome to reach the treasure. Creatures encountered on

the way to a major treasure may also have their danger ratings added to the contents of the horde, instead of carrying the treasure themselves or keeping it in their own lair.



17.1 Treasure Specifics

Once the general composition of the treasure has been determined, roll for each item to determine its exact identity, using the appropriate following tables.

17.2 Gems & Jewelry

A "gem" may be anything from a poorly cut piece of quartz or lump of glass to a blue-white diamond.

17.2.1 Gem Table

Roll d100 to determine the gem type. Then roll as indicated to find the gem's size in carats, and its quality in Káitars per carat. Multiply those two numbers together to determine the gem's final value in Káitars.

d100	Type	Carats	K/Carat
01-12	Amber	2d10	d10/2
13-24	Garnet	2d10	d10/2
25-36	Tourmaline	2d10	d10/2
37-48	Alexandrite	d10/2	d10+7
49-60	Malachite	d100/2	d10/4
61-63	Lapis Lazuli	d100/2	d10/3
64-66	Chrysoberyl	d10	2d10
67-69	Topaz	2d10	d10
70-72	Aquamarine	2d10	d10+1
73-74	Coral	d100	d10/4
75-76	Glass Coral	d100	d10/4
77-78	Nha Shell	d10x10	d10/4
79-80	Pearl	d10/2	2d10x3
81-82	Black pearl	d10/2	2d10x3
83-84	Opal	2d10	d10x1.5
85-86	Nephrite	d100	d10/3
87-88	Zircon	d100/2	d10/3
89-90	Red/Orange Sapphire	d10/2	2d10x5
91-92	Obsidian	2d10x10	d10/4
93	Blue sapphire	d10/2	2d10x10
94	Turquoise	d100x2	d10/2
95	Ivory	d100x5	d10/4
96	Black opal	d10	2d10x15
97	Diamond	d10	2d10x20
98	Ruby	d10	2d10x20
99	Chet'u Shell	d10/2	2d10x40
00	01-20 Emerald	d10	2d10x25
	21-40 Jadeite	d100	2d10+20
	41-60 Black Star Sapphire	d10	2d10x40
	61-80 Blue Diamond	d10	2d10x50
	81-00 Flame Opal	2d10	2d10x30

Example: Elára has found a gem. The first d100 roll is a 16, indicating that it is a garnet. Garnets roll 2d10 for Carats; the result is a 17. Garnets are worth 1d10/2 Káitars per Carat; the roll is an 8, so Elára's garnet is worth 17 x 4 = 68k.

17.2.2 Jewelry Table

Roll d100 to determine the jewelry type, then roll d100 again to determine the metal type. Cross-index the jewelry and metal type to find the jewelry's default value in Káitars. Re-roll to determine the metal type if the first roll is 00:

d100 for Jewelry Type	Jewelry Type	d100 for Jewelry Metal					
		01-44	45-81	82-99	00 (roll again)		
		copper	silver	gold	01-40 electrum	41-90 platinum	91-00 iron/steel
01-10	belt plaque	0.625	6.25	125	87.5	5000	9375
11-25	ring	1.25	12.5	250	175	10000	18750
26-35	brooch	1.25	12.5	250	175	10000	18750
36-45	pendant	1.25	12.5	250	175	10000	18750
46-52	hairpin	1.25	12.5	250	175	10000	18750
53-62	bracelet	1.5	15	300	210	12000	22500
63-67	anklet	2	20	400	280	16000	30000
68-77	necklace	3	30	600	420	24000	45000
78-84	armlet	3.5	35	700	490	28000	52500
85-88	tiara	3.75	37.5	750	525	30000	56250
89-91	collar	3.75	37.5	750	525	30000	56250
92-94	plaque belt	3.75	37.5	750	525	30000	56250
95	headdress	6.25	62.5	1250	875	50000	93750
96-00	statue	7.5	75	1500	1050	60000	112500

After determining the jewelry's default value, roll 1d10: on a roll of 6-10, it is gem-encrusted. Double the value of gem-encrusted jewelry.

Finally, roll 1d10 to determine the jewelry's overall quality. This represents workmanship, metal purity, damage, and gem quality if it has gems. Multiply the jewelry's final value by the number given:

d10	Jewelry Quality Multiplier
1	.33
2-3	.67
4-7	1
8-9	1.33
10	1.67

Example: Griggadáshu has found a piece of jewelry. The first d100 roll is a 79, indicating that it is an armlet. The second d100 roll is a 71, indicating that it is made of silver. Silver armlets have a base value of 35 Káitars. Then a d10 is rolled to determine whether the item is gem-encrusted; a 6 indicates that this is so, doubling the armlet's value to 70k. Finally, a d10 is rolled to determine its quality; a 10 indicates that it is of high quality, and its value is multiplied by 1.67 for a total value of 116.9k. The decimal place can be rounded off, or converted to an equivalent value in silver Hlášh or copper Qirgál.

17.3 Armor & Weapons

17.3.1 Metal Armor & Weapons

Metal weapons, armor, helmets, and shields are typically made of steel, or else the specially hardened copper employed by the temples of Sárku and Duritlámish. Rarely, armor made of such materials as sorcerous crystal, glass, gold, etc. are also found.

When a metal item is found, a check must be made to determine what type of metal it is made of. Roll d100 on the table below:

d100	Material Type												
01-90	Steel												
91-99	Copper												
100	<table> <tr> <th>d100</th><th>Material Type</th></tr> <tr> <td>01-33</td><td>Bone or Chitin*</td></tr> <tr> <td>34-60</td><td>Crystal</td></tr> <tr> <td>61-80</td><td>Hokún Glass</td></tr> <tr> <td>81-93</td><td>Gold</td></tr> <tr> <td>94-00</td><td>Other</td></tr> </table>	d100	Material Type	01-33	Bone or Chitin*	34-60	Crystal	61-80	Hokún Glass	81-93	Gold	94-00	Other
d100	Material Type												
01-33	Bone or Chitin*												
34-60	Crystal												
61-80	Hokún Glass												
81-93	Gold												
94-00	Other												

*Weapons and armor made of bone or chitin are no better than Chlén-hide, and do not receive any inherent bonuses. They may, however, be enchanted by shamans of their culture of origin.

17.3.2 Type of Armor Found

Armor must be checked to see which type of armor it is. Roll on the table below.

d100	Armor Type
01-33	Helmet
34-67	Shield
68-00	Body Armor

17.3.2.1 Body Armor Size

d10	Wearer's Intended PHYS Score*
1	re-roll, subtracting 3 PHYS from the result (cumulative)
2	8
3-4	9
5-6	10
7-8	11
9	12
10	re-roll, adding 3 PHYS to the result (cumulative)

*Adjust this appropriately if the armor turns out to be of nonhuman manufacture (see below).

17.3.2.2 Armor Coverage & Shield Size

d100	Armor Coverage	Helm Type	Shield Size
01-30	Light	Cap	Small
31-80	Medium	Helmet	Medium
81-00	Heavy	Full Helm	Large

The item's DEFT Limit (for armor) or PHYS Requirement (for shields) defaults to the statistics given for its type in the Equipment section (4.4 – 4.6).

17.3.2.3 Nonhuman Armor

Most armor is clearly associated with a previous owner e.g. a shield found next to a human skeleton in an underground labyrinth is almost certainly a human-manufactured weapon. Lone items are not always so unambiguous: they may have been left or lost by any species. A d10 is rolled: 1-2 = the armor is of nonhuman origin; 3-10 = it is of human manufacture. To determine which nonhuman species made an unassociated piece of armor, the following table is used.

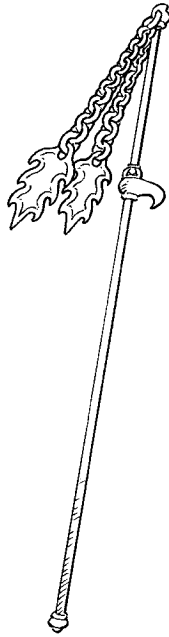
d100	Nonhuman Race
01-10	Hlöss
11-25	Pé Chói
26-33	Ahoggyá
34-40	Páchi Léi
41-45	Pygmy Folk
46-50	Shén
51-65	Shunned Ones
66-90	Ssú
91-99	Tinalíya
100	Other (E.G. Urunén)

Armor and helmets have only a 12% chance of being adjustable for use by members of another race. Shields, however, have a 50% chance of being usable by other species.

Example: Khariháya has found a piece of metal armor. The first d100 roll of 27 establishes that it is made of steel. The second d100 roll of 13 shows that it is a helmet. A d10 roll of 7 indicates that it is sized to fit a character of 11 PHYS. A final d10 roll of 8 reveals that it is of human manufacture.

17.3.2.4 Check for Magic

Non Chlén-hide helmets, shields, and body armor must also be checked to see if they are magically enchanted. Roll a d10; a result of 1 indicates that the item is enchanted. There are separate tables for determining the enchantments on armor and shields (17.11).



17.3.3 Type of Weapon Found

Weapons must be checked to see which type of weapon they are. Roll on the table below.

d100	Weapon Type
01-17	Axe
18-34	Blade
35-51	Bludgeon
52-67	Flail
68-83	Staff
84-00	Spear

Roll 2d10-1 to determine the PHYS requirement of the weapon, and find the closest match on the table for that weapon type (4.1). If the result falls between two different weapons, select the weapon that has a PHYS requirement closest to 10.

17.3.3.1 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: 1-2 = the weapon is of nonhuman origin; 3-10 = it is of human manufacture. To determine which nonhuman species made an unassociated weapon, the following table is used.

d100	Nonhuman Race
01-10	Hlöss
11-25	Pé Chói
26-29	Ahoggyá
30-36	Páchi Léi
37-41	Pygmy Folk
42-46	Shén
47-61	Shunned Ones
62-86	Ssú
87-95	Tinalíya
96-00	Other (e.g. Urunén), Chíma, etc.

Weapons have only a 25% chance of being usable by members of another race: the hilt may not fit the other's hand; the balance is wrong, etc.

Example: A d100 roll of 35 indicates steel, a d100 roll of 59 indicates a flail, and a 2d10-1 roll of 13 indicates a 12 PHYS requirement. That falls between a Heavy Flail (11) and a War Flail (13), so we select the Heavy Flail. Then a d10 roll of 2 indicates that the weapon is of nonhuman manufacture; a further d100 roll of 12 reveals that it is a weapon of the Pé Chói.

17.3.3.2 Check for Magic

Non Chlén-hide weapons must also be checked to see if they are magically enchanted. Roll a d10; a result of 1 indicates that the weapon is enchanted. See (17.10) to determine the enchantments on weapons.

17.4 Odds & Ends

These are minor artifacts of interest, some magical, some related to more powerful items. Roll d100:

d100 Name of the Item and Description

01-12 Mundane Item

The GM should select a common everyday item from Téकुmel, possibly from the Equipment section (4.0).

13-22 Ssú Lantern

This provides a blue chemical light equivalent to a human lantern (4.7), but it lasts for several weeks before growing dim. A hood attachment covers its light when needed.

23-32 Treasure Map

There is a 75% that it dates from modern times, and a 25% chance that it is ancient. Roll for a suitable random language (17.8.1). There is no guarantee that the treasure it leads to is still there, or ever was.

33-41 Damaged or Fake Magic Item

The item is inoperative – or possibly malfunction! Roll 1d100: 01-20 = Eye, 21-45 = Amulet, 46-50 = Miscellaneous Magical Item, 51-75 = Scroll, 76-80 = Magical Book, 81-90 = Magical Weapon, 91-00 = Magical Armor or Shield.

42-50 Ball of Immediate Eventuation

Roll d10: 1-4 = purple, 5-7 = silver, 8-9 = gold, 10 = blue. See the Mihállí entry in the Bestiary section (p. 191) for more information on this device.

51-58 Ancient Mundane Item

The GM should randomly select a mundane modern-day item (a toy, telephone, windshield ice scraper, lamp, container, folding chair, etc.), and present the players with its mysterious, technologically advanced equivalent.

59-65 Object in Stasis

From an Excellent Ruby Eye (17.5 #3). There is a 50% chance that the object is a person or creature (roll for a random encounter), otherwise it is an item (and if so, there is a 50% chance that the item is magical).

66-71 Image Cube

From the Eye of Retaining the Past Forever (17.5 #33), showing a random scene.

72-76 Object in Stasis

From an Eye of the Gleeful Stone Gaze (17.5 #36). There is a 50% chance that the object was a person or creature (roll for a random encounter), otherwise it was an item (and if so, there is a 50% chance that the item was magical). The object has long since turned to dust within its stasis field.

77-79 Damaged / Inoperative Automaton

Roll a d10 to determine which type of automaton: 1-6 = Ru'un, 7-9 = Yeleth, 10 = Other. This unwieldy wreckage may be sold to collectors of artifacts or to sorcerers seeking spare parts (for use with book #20, The Exquisite Codicil of Srá, for example), for up to d100 x 100 kaitars.

80-84 Large Battery

For a Chariot of the Gods (17.7 #3) or Lightning Bringer (17.7 #15). It is a foot-long cylinder of jet black substance.

85-89 Small Battery

For the Questing Bird of Qindánu (17.7 #21). A 50mm long jet black cylinder.

90-92 Viewer for Image Cubes

From the Eye of Retaining the Past Forever (17.5 #33).

93-95 High Cartography Device

Similar to a Globe of Instruction (below), but not in halves, this device of the Ancients informs the user of geographical information. The information may be wildly out of date, but it may also reveal the location of now-buried archaeological sites.

96-97 Globe of Instruction

This device comes in two halves, which must be re-combined in order to operate it. There is a 50% chance that only one half is found, and if so there is only a 20% chance that it will match another "half" found nearby (2% chance to match a half found elsewhere). The Ancients used these devices to store information. When used, the information is transferred directly into the user's brain. There is a 20% chance that the information is accompanied by the equivalent of a random spell effect, which affects the user when the information is accessed.

98-99 Translation Ball

These creations of the early (and more technological) Latter Times are about the size of a small marble and made of golden metal. Put inside one's cheek, they telepathically translate audible foreign speech into the user's own tongue - and the user's words into something understandable by listeners. Fully fluent language ability is thus granted, though they don't work on automatons or on nonhuman languages.

00 Discharged Magic Item

The item will still work if it is recharged. Roll 1d10: 1-8 = Eye, 9-10 = Miscellaneous Magical Item. Roll below to determine the specific item, but re-roll if the selected item does not use charges.

17.5 Eyes

Tékumel abounds with devices that have survived from the ancient and glorious days of high technology. Most of these had delicate parts or were made of perishable substances, and so are useless today. Eyes (small, round, eye-shaped non-metallic devices with an iris on one side and a firing stud on the other) are the commonest of the ancient devices which have survived. Each contains d100 charges (randomly rolled by the GM). One charge is used each time an Eye is

activated. When empty, it is useless. About 50% have inscriptions that indicate their function, 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 ancient numerals 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 (17.13.2). 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. (Rumors persist, of course...)

17.5.1 Eye Determination

Eyes produce effects similar to those of spells. The effects of an Eye are treated as the spells of a 20th-level sorcerer. If the user has the Eye in his/her hand it requires an Action to use, and one charge may be fired per combat round. It takes an Action to extract an Eye from a cluttered pouch, or just 1" of movement to wield a prepared Eye. The effects of Eyes which affect distant targets (i.e. targets not within touch range) manifest themselves as a colored 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 1") or else range is irrelevant. When checks are required against some attribute (e.g. DEFT), any relevant difficulty modifier is specified.

If an Eye is found, the GM 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 Name of the Eye and Description

1-2 1. The Abominable Eye of Detestation

Beings within the area of effect are caused to flee in horror and revulsion directly away from the user (or as the GM decides) unless they make a Resistance Check. This Eye is especially effective against the Undead: subtract 4 from Resistance Checks by the Undead. Diam: 3"; Ran: 6"; Dur: 10 rounds

3-4 2. The Eye of the Glorious Lord of Worms

This Eye infests all horizontal surfaces (and all characters who fail to make a Resistance Check) within the area of effect 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. Anyone who enters the area of effect must make a DEFT or Acrobatics check at +2 in every space they pass through in order to avoid infestation. Diam: 3"; Ran: 6"; Dur: 5 minutes.

5-7 3. The Excellent Ruby Eye

A target who fails to resist is put slightly "out of phase" with this plane. He/she 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/she cannot be contacted

telepathically, or communicate with the outside world. Objects attached to the target are included in this stasis, and it is impossible to remove them from a backpack or belt, or touch them, or harm them in any way. The effect does not affix the target to adjacent floors, walls, etc. This Eye's effect lasts until another charge is used to release the target. Diam: 1 target; Ran: 12"

8-9 4. The Eye of Advancing Through Portals

This Eye projects a 11/14/17 burst of damaging force (strong enough to blast a hole up to 1" wide and 1" long through solid rock). A living target is not attacked directly but instead must leap clear of the area of effect (9.6.1). No Resistance Check is allowed. Although this device may seem to be an excellent weapon, its short range renders it dangerous to the user as well as the intended target. This Eye will not affect masonry protected by the 72B variant of Warding. Diam: 1"; Ran: 3"

10-11 5. The Eye of Aerial Excellence

The user and other targets within the circle of effect are able to rise to a height of 12" and fly at a rate of 12" per combat round. A Resistance Check is allowed to those who do not wish to fly. Targets may melee or fire missiles normally, although passengers must stay within the circle of effect (centered 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 600 kilograms can be lifted. Diam: 3"; Dur: 30 minutes.

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. Resistance Checks are futile against this effect. A target thus made visible becomes invisible again upon leaving the area of effect. Diam: 1"; Ran: 12"; Dur: 10 minutes

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. No Resistance Check is allowed. 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/her with impunity. Once inside, the opponent has the same combat advantages as those already in the sphere. Diam: 3"; Dur: 10 minutes

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! A Resistance Check is allowed for targets who do not wish to be revived. 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 target

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. A d10 roll is made to determine the Eye's initial setting: 1-5 = nerve gas (as per the Hr'ü version of spell 70A Vapor of Death); 6-9 = contact poisonous gas (as per the Sárku version of The Vapor of Death); 10 = a harmless gas (e.g. oxygen). The gas travels away from the Eye at a rate of 3" per round, unless the wind blows it in another direction; it fills an open area 5" in diameter (or 19 movement spaces, flowing around obstacles) and 2" 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. Dur: 4 minutes

21-22 10. The Eye of Departing in Safety

This Eye transports the user and other objects or beings within the circle of effect (up to a total of 1000 kilograms) to a predetermined location within 2 kilometers. 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). Those who do not wish to be transported are allowed a Resistance Check. 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: 5"

23-24 11. The Eye of Exquisite Power Over Maidens

This Eye employs delicate illusions to increase the user's beauty and desirability. 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! Since "beauty is in the eye of the beholder," this is determined by rolling a d10: 1 = The ancient owner's standards of beauty were virtually the same as those of modern Téकुmel: Attractive +5 (see p. 33); 2-3 = The ancient owner's standards were slightly different: Attractive +3; 4-7 = The ancient owner's standards were considerably different: Attractive +2; 8-9 = The ancient owner's standards were completely different: Unattractive -1; 10 = the previous owner was a nonhuman (the GM's discretion as to species and sex!): Unattractive -4. The GM 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 Appearance as perceived by males. The target is allowed to resist using its Magic Defense. Diam: 1 target; Dur: 2d10 hours

25-28 12. The Eye of Frigid Breath

This device emits a cone-shaped beam of freezing cold, instantly slaying targets within the circle of effect who fail their Resistance Check and dealing 4/6/8 energy damage to those who succeed. Diam: 3"; Ran: 12"

29-31 13. The Eye of Hastening Destiny

The speed of targets within the circle of effect is tripled. The target becomes a blur. Their movement is multiplied by 3, and all of their DEFT-based abilities gain a bonus of +4. This effect cannot be terminated until the Eye's duration expires, but a Resistance Check is allowed for those who do not wish to be "hastened". 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/she suffers 8/11/14 damage during the first round; in the next round he/she becomes unconscious for 2/3/4 turns. Diam.: 3"; Ran: 6"; Dur: 5 minutes

32-34 14. The Eye of Illuminating Glory

This Eye emits a soft, whitish light all around itself. This light negates all normal darkness penalties within the area of effect. Resistance Checks are irrelevant. 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: 5"; Dur: 10 minutes

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:

d10	Meteor Size	Area Effect	Damage
1	Speck	1 target	2/3/4
2-4	Fingernail	1 target	4/6/8
5-7	Fist	1" diameter	6/9/12
8	Head	1" diameter	9/12/15
9	Human	3" diameter	12/15/18
10	Too big to fit through the Eye's iris. No stone emerges. The Eye overheats and must be set down to cool for 3/5/7 rounds		

No Resistance Check is allowed; to avoid these missiles each target within the area of effect must make a Dodge skill check to escape the area of effect (see 9.6), at an additional penalty of -4. The "damage" column indicates the damage taken by the primary target. Other targets within the area of effect who don't escape take 3 points less. The magical bonus of enchanted armor and shields applies against this damage, but otherwise armor has no effect. Ran: 24"

36 16. The Eye of Immediate Encapsulation

This device transfers the target into one of the smaller planes of the Planes Beyond: a spherical universe 3" (6m) in diameter. The target is allowed to resist using its Magic Defense. 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 ½" (1m) in front of the Eye. The GM 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 target; Ran: 6"

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: 3"; Ran: 3"; Dur: 30 minutes

40-41 18. The Eye of Indefinable Apprehension

Targets within the effect area of this Eye flee in terror away from the user, or toward a safe refuge, as determined by the GM. 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 INTL check at -1 (one check only for the highest INTL in the target group), they can try to dispel it with the 5C variant of Disenchantment before it arrives. If this defense fails and they fail their magic resistance checks, they run away, blindly and precipitously. This device does not affect the Undead, other-planar creatures, Thûnru'u, or, for unknown reasons, human women. Diam. 5"; Ran: 12"; Dur: 10 minutes

42-44 19. The Eye of Infallible Returning

This Eye infallibly guides the user back along his/her previous route to his/her starting place. The user focuses the Eye upon the starting point (using no charges) and then may travel up to 2 kilometers. When the user then presses the stud, a thin, 1-meter-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 minutes, 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/her original path by more than 2" during his return trip, the "trail-marker" beam goes out, and he/she must return to the last place where the indicator appeared to continue his/her journey. If the user travels more than 2 kilometers from his/her starting place before activating the trail-marker, the Eye does not function unless he/she comes back within range. Dur: 30 minutes



45-47 20. The Eye of Insubstantial Visioning

This Eye projects illusory apparitions of 5/7/9 human-size creatures of any type the user wishes within the circle of effect. These phantasms fight with claws, teeth, or weapons, as appropriate. They have no spells or magical weapons, but they do have armor (if in the form of intelligent beings) or tough hide (if in the form of animals):

Vision of the Eye (9.4)

PHYS: 12	DEFT: 12	INST: 12
WILL: 12	PSYC: 2	Size Mod: 0
Initiative: 2/4/6	Movement: 4 ground	
Defenses:	Melee: 4	Missile: 4
Armor: 1/0	Hits: 20	Energy: 10
Attacks	Hit:	Dmg:
Variable	17-	5/7/9
		Other:

A successful perception check at -3 is needed to see through these apparitions and disbelieve them. One who has seen through these illusions is no longer affected by them. Diam: 5"; Ran: 12"; Dur: 3 minutes

48-49 21. The Eye of Joyful Sitting Amongst Friends

This device causes targets within the circle of effect who fail their Resistance Check 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 nor a wish to aid the user, nor does it immobilize the targets and leave them open to attack. Diam: 3"; Ran: 6"; Dur: 10 minutes

50-51 22. The Slaver Llérge's Little Eye of Irresistible Tranquility

This strange device causes beings within its circle of effect who fail a Resistance Check to lose courage and/or physical strength for 8/11/14 minutes. 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 armor and weapons become limp and as soft as cheese for 2/3/4 combat rounds; 5-6 = the target loses 2 points from his/her PHYS for the duration of the Eye's effect; 7-8 = the target loses both PHYS 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: 3"; Ran: 12"

52-53 23. The Eye of Madness

Targets within the area of effect who fail a Resistance Check (humans, nonhumans, and animals, but not automatons, androids, or undead) fall into fits of gibbering insanity. This Eye is useless against any being who has already cast a Control of Self spell of the 4A or 4B varieties upon himself/herself. Madness is permanent unless the victim is cured by the Ineluctable Eye of Healing or the 5C variant of Disenchantment. Diam: 5"; Ran: 12"

54-56 24. The Eye of Non-Seeing

The user and others within the circle of effect are put slightly out of synchronization with this Plane and become invisible (9.2.5), even in broad daylight, for the duration of the effect. The effect moves with the Eye. 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 the area of effect. No Resistance Check is allowed. This Eye does not affect sound: footsteps, armor clanking, etc. can still be heard. Diameter: 3" area; Duration: 30 minutes.

57-58 25. The Eye of Opening the Way

The user sees into any physical object within the target area to a depth of 1 meter (1/2"), perceiving opaque shapes inside, much like an X-ray device. Resistance Checks do not apply. 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 recognize: a square book looks the same as 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 traps 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: 3"; Ran: 6"; Dur: 5 minutes.

59-60 26. The Eye of Raging Power

This Eye projects a beam of electricity, electrocuting targets within the area of effect who fail a Resistance Check. Their possessions are destroyed, and only arms and armor 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/her, ricochet off nearby iron objects, etc. Diam: 3"; Ran: 12"

61 27. The Splendid Eye of Seeking Far Adventure

The user and other beings within the circle of effect are unceremoniously hurled into another plane, as selected by

the GM. These planes are never instantly fatal (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. A Resistance Check is allowed to anyone who does not wish to be transported. 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. 3"; Ran: 3"

62-63 28. The Eye of Raising an Infernal Barrier

This Eye raises a wall of flame 6" (12m) long and 2" (4m) 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). See 10.4.2 for rules regarding areas of flame. If this Eye is used as a weapon against a being by the firer, the target must make a Dodge skill check at -1 (see 9.6). If this fails, he/she takes full damage. If the target succeeds, he/she takes half damage but gets away. Ran: 3"; Dur: 2 minutes

64-65 29. The Eye of Regeneration

This Eye heals 2/4/6 hit points, and restores one lost limb or seriously injured body area, permanently and without scarring, with every use. It also repairs lost eyesight, hearing, and other injuries or defects caused by wounds or hostile magic. It does not act upon genetic defects, nor can it revive the dead, 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. The target is allowed to resist using its Magic Defense. Ran 1", Diam: 1 target

66-68 30. The Eye of Retaining All Things

This Eye opens a door approximately 75mm 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 survive in it. A Resistance Check is thus allowed to anyone who does not wish to be 'retained'. 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 the aperture, and that it is not permanently attached to any larger object (e.g. a wall, floor etc.).

69-71 31. The Eye of Retarding Destiny

This Eye slows the targets' perception of time. An affected being moves at half of his normal speed, and its melee and missile defenses and all of its ability checks suffer a penalty of -2. This Eye affects living creatures and the undead, but not androids, automatons, creatures created by sorcery, or demons. Diameter: 3"; Range: 24"; Duration: 5 minutes

72-73 32. The Eye of Returning To Darkness

This Eye creates a sphere of darkness. 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 5B or 5C variant of the spell of Disenchantment. Diam: 3"; Ran: 12"; Dur: 20 minutes

74-75 33. The Eye of Retaining the Past Forever

Each charge from this device produces a three dimensional cube 25mm square that contains a colored image of an area 3" (6 meters) 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 GM decides; 9-10 = the user himself/herself loses 1 hit point temporarily, and 0/0/1 hit points permanently. Diam: 3"; Ran: 6"

76-77 34. The Eye of Rising Above All

This device raises the user (plus up to 16kg x his/her PHYS Value in cargo) to a height of 48" at a rate of 6" per combat round. The user controls the height to which he/she rises. He/she can drift laterally up to 1" (2 meters), but remains almost directly above the spot from which he/she fired the Eye. The user can fight with melee weapons or throw objects (with a -2 penalty to his/her chance to hit), and he/she can cast psychic (but not ritual) spells. If he/she is unencumbered, he/she can lift one other human-sized being instead. Diam: 1"; Dur: 20 minutes

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: +5 to WILL-based interpersonal skill checks; 2-3 = the ancient owner's standards were slightly different: +3 bonus; 4-7 = the ancient owner's standards were somewhat different: +2 bonus; 8-9 = the ancient owner's leadership standards were very different: -1 penalty; 10 = the previous owner was a nonhuman or alien: -4 penalty. The user has no idea of his success until he/she attempts an interpersonal skill check. At the GM's discretion, a negative result can be interpreted as a positive result in a different culture. The target is allowed to resist using its Magic Defense. Diam: 1 target; Dur: 30 minutes

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 (unless a Resistance Check is made). After 3/5/7 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 GM decides what percentage of the target is destroyed. Lost body parts can only be restored by the Eye of Regeneration or the 10C variant of the spell of Healing. The target is allowed to resist using its Magic Defense. Diam: 1 target; Ran: 6"

81-82 37. The Eye of Strengthening the Majesty of Weapons

When fired at a steel helmet, breastplate, shield, or sword, or at arms or armor made of Lord Sárku's specially consecrated copper (see spell 135E), this Eye permanently improves the quality of the material. The item becomes enchanted for +1 physical and energy protection if it is a helmet or suit of armor, +1 damage level if it is a weapon, or +2 hits if it is a shield. This Eye has no effect upon other substances, and it can only be used once on any given object. There is no Resistance Check. Diam: 1 target

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 if they fail a Resistance Check. 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 +2 modifier is applied to the user's WILL-based interpersonal skill checks. Diam: 1 target; Ran: 6"; Dur: 30 minutes

86-87 39. The Eye of Triumphant Passage Through Infernos

This Eye protects targets within the circle of effect from non-sorcerous fire or heat. Targets only take 1/4 the usual damage (rounded down) from flames or heat (see 10.4). 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: 3"; Ran: 3"; Dur: 3 minutes

88 40. The Eye of Inimitable Psychic Nullity

This device causes beings within its circle of effect who fail a Resistance Check to lose all psychic NRG points. An affected target cannot cast spells (and loses their Resist Sorcery skill) until it regains a positive NRG score. These points can be regained only through sleep or rest (see 12.5). Furthermore, any Azure Scarab (created by spell #126) is destroyed, and its owner takes 5/7/9 mental damage. Diam: 3"; Ran: 12"

89 41. The Eye of Voluminous Translocation

This Eye surrounds targets in its area of effect who fail their Resistance Check with an inertia-less, 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/she 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. cannot be moved. Since a target has no inertia, it cannot be hurled: instead, it drops straight down when the 6 seconds expire. Diam: 1"; Ran: 6"; Dur: 1 round

90-92 42. The Incomparable Eye of Command

This device gives the user crude control over targets who fail their Resistance Check. 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: 5"; Ran: 24"; Dur: 10 minutes

93-96 43. The Ineluctable Eye of Healing

This Eye heals all physical damage sustained by one target from wounds or hostile magic. It does not act upon genetic defects or deformities or restore lost body parts, 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 target

97-99 44. The Splendid Eye of Krá the Mighty

Targets in the area of effect are seized by an invisible vice of psychic force, as though by great pincers. Affected targets suffer 8/11/14 damage, with no armor protection. Secondary targets who successfully resist still take damage but their armor applies. This Eye also performs actions requiring a single burst of great strength: e.g. smash open a stout door, break down a wall, etc. Inanimate targets get only ½ the normal benefit of their Material Strength (round down; see 10.5) if partially affected, none if fully affected. Diam: 1"; Ran: 12"

100 45. The Thoroughly Useful Eye

This Eye is capable of recharging Eyes and certain other ancient devices: one charge can be restored to one device

per day. Both items are placed iris to iris, and the Thoroughly Useful Eye's firing stud is depressed. One charge is immediately restored; another is regained each day by leaving the two items together. 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 GM rolls a d10 as a confirming roll: 1-8 = the GM must re-roll or choose another Eye; 9-10 = a Thoroughly Useful Eye is indeed found.

17.6 Amulets

Another common type of device is the amulet: a small sculpture or plaque of some substance carved or inscribed with the diagram 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 (see the spell of Inscription, no. 11A in the spell list): power is drawn through from the Planes Beyond, molded, 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 allow its target a resistance check unless specifically mentioned. The effects of amulets have a range of 6" 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 5C spell of Disenchantment. Some common amulets are:

d100 Name of the Amulet and Description

1-4 1. The Amulet Against the Iniquitous Nshé

This small heart-shaped bronze amulet is inscribed with a charm in the crawling, convoluted script of Tsáqw (ancient Yán Koryáni). The inscription must be read aloud to operate. If this is done in front of a Nshé within 6" 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 Nshé 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 4" between the amulet and the creature. If the Nshé has taken on its man-like form before the amulet is used, the amulet has no effect upon the creature.

5-7 2. The Amulet of Finding Treasure in the Underworld

In form, this amulet is a small obsidian beetle. It is activated by the user's telepathic command but it can be used only once. It then crumbles to dust. It infallibly guides the user to the largest treasure hoard in the Underworld, within a circle 61" in diameter centered around the user.

8-12 3. The Amulet of the Good God

This amulet is a small sparkling blue stone in the shape of the Sacred Double Oval of Lord Hnálla, Master of Light. It repels the terrible Hrá from a 13" diameter centered on the user. There is a 90% chance that a Hrá will retreat, unless mealed 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/she suffers 2/4/6 energy damage. After 4 combat rounds another check is needed to determine whether it continues to work upon its target(s).

13-17 4. The Amulet of Invincible Steel

This amulet is a square bar of some dull, corroded-looking steel-like metal. It offers protection to its wearer and his/her possessions against the steel-destroying secretions of the Ngáyu.

18-20 5. The Amulet of Mastery Over the Rényu

This device looks like a small furry pine cone of some indeterminate brownish substance. It gives the wearer the power to take control of a Rényu within 6". A Rényu thus controlled serves the holder of this amulet loyally as long as it lives. No animal trainer is needed. After each Rényu thus controlled, roll d100: 01-50 = no change, 51-100 = no further Rényu may be controlled by that user.

21-23 6. The Amulet of Perceiving the Scintillation of Metals

This device is a 25mm-long arrow of greyish metal. It points to the largest hoard of metal of any kind within its 13" area of effect. 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 2/3/4 energy damage.

24-26 7. The Amulet of Peace Among the Servitors of Lord Ksáru

This device is a diamond-shaped purplish gem. It causes an Underworld creature created by the ancient Priests of Ksáru to cease hostility against the user. It has a range of 6", and affects specifically the Hrá, the Mrúr, and the Qól. The Birdlú, 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 minutes 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; 99-00 = 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 Tsógggu, the Hrá, the Hurú'u, the Mrúr, and the Shédra all have an 80% chance of retreating if they come within 6" of 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 tried 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 center, 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 the Ru'ún, the mighty bronze demons of the Underworld, for up to 2 minutes. Its maximum area is 13", and a Ru'ún that leaves this circle is no longer under the wearer's control and cannot be controlled again. After each Ru'ún is thus controlled, roll d100: 01-67 = no change, 68-00 = no further Ru'ún may be controlled at this time.

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 comrades within the area of effect to move unharmed among the Shunned Ones. If the user or his/her comrades attack the Shunned Ones, however, the amulet loses its power at once. Its effects last just four minutes, however, and it can only be activated (by touching its carved symbols)

once per day. It affects an area 3" in diameter around the user and his/her 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 Mihállí. It may be used by anyone, however. It causes 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 6", affects an area 3" in diameter, and its effects last two minutes. It may only be used once per hour.

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 aquatic creature will attack the wearer within the correct type of waters. 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 6" 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 2/3/4 turns; 10 = it does not work, unbeknownst to the wearer. Roll only once for each new Pariah-related thing that is encountered by the user.

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 gains a Resistance Check of 18-. It always operates correctly until 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 1/2/3 energy damage.

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 gains a Resistance Check of 18- against the spell of Domination (#6, 39, 134).

63-67 17. The Amulet of the Ever-Vigilant Watcher

This amulet is shaped like a pyramid of blue-green glass. The bearer gains a Resistance Check of 18- against the Soporiferousness spell (#19). If the bearer fails to resist this spell, the pyramid has a 20% chance of bursting noiselessly, dealing the bearer 2/3/4 physical damage.

68-71 18. The Excellent Amulet of Aerial Invisibility

This amulet is composed of two 75mm long metal Vringálu wings; the presence of this metal prevents a sorcerer from wearing or carrying this device if he/she also wishes to cast spells. The bearer is invisible to all creatures flying more than 2" (4 meters) off the ground. This protection only applies to one who is moving slower than 4" per turn. 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 Téकुmel's northern regions. Some insects on the southern continent are rumored to be attracted to this amulet, however. This amulet has an

inscription in Bednálljan, and the bearer must be able to read this language in order 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/she wears it around his/her neck. If this amulet is worn for more than 10 months (in total), however, the bearer will look 10 years older than his/her actual age if he/she 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 adds +2 to WILL-based influence checks upon audiences who do not know he/she is wearing it; +1 if they do. A priest of Chegárra who wears this also receives the power of adding +4 to the morale of d100 comrades. That ability lasts 3 minutes, and may only be used once per month.

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 an entire storm system within the wearer's line of sight for 4-8 hours, after which time the storm returns unless the weather pattern has changed. This device can only be used once 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 his/her body cannot be turned into an undead creature. No paralyzing or decaying spells of Lords Sáрку or Durritámish affect him/her, but should he/she die, he/she is harder to revive since his/her 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/she fails (and he/she may only try once), he/she is unrevivifiable by any means.

90-94 24. Amulet 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 checks by followers, servitors, and demons of that specific god by +2. Conversely, these amulets disturb worshippers of opposing deities and give their worshippers a -1 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. Roll randomly for deity.

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 1" (2 meters) 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

other beings within a 5" diameter area of effect to an uninhabited world covered with tall, green grass, trees, harmless herbivores, and gentle breezes. The travelers 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 GM; 5-7 = they travel to a region of Tékumel 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.



17.7 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 GM 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 check (17.12.3), usually based on INTL (sometimes averaged with DEFT, if the GM so decides). The difficulty modifier varies from +2 for an item that needs only to be stroked or "thought at" to activate, to -6 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 utilize a tubeway car. Since he has used similar cars many times before, he checks as though it were the same device,

even though the difficulty would be -6 for an inexperienced person. If Harkúz tries to program a Ru'ún, however - something he has never done - he must start at -6 difficulty again.

The GM may pick a miscellaneous magical item from the list below, roll d100 to determine which it is, or devise a new one.

d100 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.

Alluring Maiden (67.4)

PHYS: 17	DEFT: 11	INST: 11	
WILL: 11	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 3	Missile: 3	Magic: 7
Armor: 3/2	Hits: 113	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Noose	16-	squeeze	6/8/10 strangulation
Long Knife	23-	1/2/3	steel weapon

Other Abilities:

Eyes: see above

Malfunctions: 25% chance (see below)

Poison Droplets: An ingested poison, added to food or dripped into sleeping victim's mouth, causes 10 damage every round, PHYS check at no modifier.

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, and she may be recharged with the Thoroughly Useful Eye. Each mission requires 10 charges: thus, a score of 97 permits her owner to send her on nine missions. There is also a possibility that she may turn upon her owner: at the beginning of each mission he/she must score 75 or less on d100; if he/she fails, she attacks him/her 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 6". 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 2 km per hour, or if there are waves or whitecaps higher than 30cm. These boots never require recharging or activation and have no distance limitation. The wearer can carry a load of up to 115kg 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 up to 6 people and flies up to 180" per combat round, requiring 1 charge per 130km (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 large batteries (see 17.4). 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/she must make an averaged DEFT/INTL check at -6 difficulty. If he/she succeeds, all further checks are made at -1. There are rumors 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 fighting robot made of steel.

Clockwork Automaton (43.3)

PHYS: 18	DEFT: 11	INST: 7	
WILL: 10	PSYC: 2	Size Mod: 0	
Initiative: 1/2/3	Movement: 4 ground		
Defenses:	Melee: 2	Missile: 2	Magic: 7
Armor: 4/2	Hits: 160	Energy: 10	

Attacks	Hit:	Dmg:	Other:
Huge Sword	13-	8/10/12	two weapon combat

Other Abilities:

Rewind: 10 round time limit with a 1 turn rewind time

Ambidexterity: 2 arms

It fights for 10 combat rounds and then requires one turn to rewind. 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 animals, including fliers and aquatic beasts, within a 49" area around the user. 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 minutes. As each animal is thus controlled, roll d100: 01-89 = no change, 90-100 = no further animals may be controlled at this time. 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 PSYC score of at least 5 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 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, flammable 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 favorite 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 Dodge skill check at -6. If this check fails, tears flow from the target's eyes, mucus from his nose, saliva from his/her mouth, perspiration from his/her 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 20 centimeter long device are checked with d100, and it can be recharged with a Thoroughly Useful Eye. It is theorized 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: 6"; Dur: 10 minutes

25-27 8. The Emerald of Hagárr of Paránta

Constructed by an ancient craftsman for this famous buccaneer-wizard, this gem gives power over one aquatic being for one minute per charge. It has a range of 12" 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 aquatic beast can resist this device. One of these gems is rumored 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 minutes

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/her invisible self up to 60" and thus see and hear all that transpires there. He/she 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 minutes

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, increasing his/her carrying capacity and unarmed damage levels by two (and allowing him/her to wield heavier weapons). 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 +4 on its chances to hit and deals 5/7/9 damage. 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 Pendárte 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 rolling 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 Chákán 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 24" range. If the target wishes to resist the exchange, a casting check is needed, and the target is allowed a Resistance Check. The mind exchange lasts for 24 hours. If the user is slain while in the exchangee's body, he/she is dead and cannot return to his/her 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 10" 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 Tlášte Heights in north-eastern Livyánu.

47-49 15. The Lightning Bringer

This is an ancient, self-propelled artillery weapon. Consisting of a projector and large tube on wheels, it deals 11/14/17 energy damage to its primary target and 7/10/13 energy damage to secondary targets in the 5" diameter blast. It has a range of 200". It has d100 charges, 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 12" 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 check at -6 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 15cm 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 15cm-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 Jakállá.

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. The mallet has a bonus of +7 to hit, but the wielder must strike around the target's armor in order for it to work. 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 2" (4m) high, 6" (12m) wide, and 1" (2m) thick per charge. The Wall fits into a smaller area perfectly, but without added thickness or height. This barrier lasts two minutes. 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 Páya 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 minute per charge within the 5" 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 2km 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 50mm-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'ugalavýá, 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 6" range must make a Dodge skill check at -3 to evade it, and if the check fails, a Resistance Check at -2 is allowed to resist the effect. A victim (human only) is transported to the Paradise of the Goddess Dlamélsh, where he/she undergoes instant and unendurable ecstasy. He/she is then instantaneously returned to his/her own Plane, with no passage of time, but in a piteously dazed and exhausted condition. All of his/her strength and psychic powers are at zero. He/she can regain these only through a period (2/3/4 days, randomly rolled) of bed-rest. The Ring's charges are checked with d100, and it is rechargeable 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 Dlamélsh 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 15cm in length.

Silvery Serpent (14.3)

PHYS: 11	DEFT: 11	INST: 11	
WILL: 12	PSYC: 2	Size Mod: 3	
Initiative: 2/4/6	Movement: 1 ground		
Defenses:	Melee: 7	Missile: 7	Magic: 5
Armor: 2/1	Hits: 14	Energy: 10	
Attacks	Hit:	Dmg:	Other:
Bite	14-	3/5/7	poison, often surprise attack

Other Abilities:

Poison: The Silvery Serpent's bite carries an injected poison which causes 7 damage every round, PHYS check at -8.

Stealth Skill: 17-

There is a good chance that a victim will not see it, no matter how keen-eyed he/she may be. The Serpent's charges are checked with d100, and there is a charge indicator in the Bednálljan script just behind its head. It is rechargeable 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. 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 a 2cm-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 Ksárl 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 22cm high, set with rubies. It aids in communicating with the Gods and their Cohorts: add +2 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 12cm 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 GM 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 Salarvya. Blowing a note on it summons any android or automaton within a 25" diameter area 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 PHYS of 13 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 25cm 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 2/3/4 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/she "died" during his/her 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 behavior does not measure up: a user makes a d100 roll, and a score of 80-100 = a potentially lethal response. This deadly feature is concealed, and an INTL check at -6 difficulty is needed to figure it out. Only one check 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 Savadáno the Slayer

This strangely shaped sword (+1, 3/5/7) is made of dingy-looking black metal with a hilt that appears to be silver-filigreed iron. It ignores the target's armor completely. The Scimitar can also shoot its blade like an arrow at a target within a 6" range; Thrown Weapon [Blades] skill is used to hit. 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). 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.

17.8 Scrolls

A magic scroll is a leaf of parchment or Tlésa paper with one or more spells written on it. Spells on parchment scrolls may be cast once, and then they become blank and useless. Spells on Tlésa paper have a 50% chance of remaining after each use. There is a 50% chance that a scroll found in treasure is on Tlésa paper. 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 favoring 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 2/4/6 energy damage to a prohibited person who tries to read it: this is left to the GM).

Spells cast from scrolls always take 2 extra rounds of preparation time.

17.8.1 Languages of Scrolls

There is a 75% chance that a scroll found among treasure 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 GM may modify the tables for scrolls found in other lands or to add one or more of the rarer languages.

d100	Modern Language
01-60	Tsolyáni
61-70	Mu'ugalavyáni
71-80	Livyáni
81-85	Salarvyáni
86-90	Yán Koryáni
91-92	Ghatóni
93-94	Milumanayáni
95-96	Saá Allaqiáyáni
97	Pecháni
98	Háida Pakaláni
99	Aómorh
100	Tká Mihállí

d100	Ancient Language
01-25	Classical Tsolyáni
26-60	Engsvanyáli
61-85	Bednálljan
86-90	Ancient N'lüssa
91-93	Duruób
94-96	Llyáni
97	Tsáqgw
98	Aiché
99	Mihállí
100	Sunúz

The GM next rolls d100 to ascertain the number and level of spells contained in a scroll. These spells are then randomly selected from the lists of spells given in the sorcery section.

d100	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.

17.8.2 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 a 3" area centered on the reader are affected as follows:

d100	Result Of A Cursed Scroll
01-30	All affected targets suffer 1/2/3 mental damage.
31-50	An Underworld being of the GM's choice appears.
51-65	All affected are struck with a rotting plague which is fatal within two rounds if a Alleviation spell or the Eye of Healing is not applied.
66-80	All affected are transformed into creatures of the GM's choice.
86-90	All affected are paralyzed for d100 rounds.
91-95	All affected are slain. No targeting roll is needed, but revivification is possible.
96-100	The hideous demon, Kurligásh the Eater, appears in the midst of the party. He is 4.3 meters tall, is shaped like a ragged tent, and has four tentacles (i.e. four chances to hit per combat round). See below. He always attacks. He cannot be slain; when defeated he disappears, leaving a huge, 100 carat emerald worth 50,000 Káitars.

Kurligásh the Eater (48.1)

PHYS: 16	DEFT: 12	INTL: 12
WILL: 12	PSYC: 2	Size Mod: -2
Initiative: 2/4/6	Movement: 8 ground	
Defenses:	Melee: 2	Missile: 2
Armor: 3/1	Hits: 80	Energy: 10
		Magic: 8

Attacks	Hit:	Dmg:	Other:
Tentacle	15-	8/11/14	multiple attacks

Other Abilities:

Four Tentacles

Ambidexterity: 2 limbs

Spell Resistance: Kurligásh is immune to being subdued or driven off by spells

Speed Matching: Kurligásh automatically gains speed equal to any Acceleration spell, Eye of Hastening Destiny, etc. used by opponents against him

17.9 Magical Books

While books of Category I (17.12.1) 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 to get the same benefit or penalty again. If he discovers a second copy, however, he can indeed read and use that - again, once only. This is because such books are hand-made, containing unique insights as well as margin notes by other readers in each copy. A few books do exist which can be read over and over; these are specified in the descriptions which follow.

Reading a magical book requires a reading check as explained for Category 1 items. A book may be even more difficult to read because of its script, damage to the manuscript, or other reasons, as decided by the GM. 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 Tekumeláni 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 Ksáru by devotees of Change. The Priests charge a fee for identifying a book: d100 x 20 Káitars. They may wish to buy the book, offering d100 x 100/300/500, as the GM decides. Occasionally they will refuse to help for religious, political, or even personal reasons! The GM 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 Tékuemel.

An NPC 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 GM may dupe the NPC (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 hiSáyánu, when it is really a cursed scroll written by the dreaded Livyáni sorcerer, Harkúz Chi'úna.

The GM may choose a book from the following list, roll d100 to select it randomly, or devise a new title.

d100 Title And Description

1-3 1. Korúnkoi hiQiyór: "The Book of Qiyór"

This treatise, translated into modern Tsolyáni, consists of spells and incantations devised by the wizard Qiyór. Upon reading it, a sorcerer devoted to Stability gains 2 points of experience in Sorcery skill. A sorcerer devoted to Change also gains 2 EPs in Sorcery but suffers 1/2/3 mental damage. 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.

4-6 2. Korúnkoi hiSsánu hiMissúm: "The Book of the Dance of Death"

This book is written in modern Tsolyáni. It is dedicated to Lord Hrū'ū, the Supreme Principle of Change, and a sorcerer devoted to Change who reads it gains 2 experience points in Sorcery skill. A sorcerer devoted to Stability loses 2 Sorcery EPs, including 20 spell points (and may need to give up spells he/she can no longer afford, chosen at random). A non-sorcerer suffers 3/5/7 mental damage 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 Tsolyáni.

7-9 3. Korúnkoi hiKhéshdu hiMrúrgayal: "The Book of Sending Forth the Hated Undead"

This treatise, in modern Tsolyáni, can be read by a priest who serves Change and has at least 10 experience in Rituals. It is dedicated to Lord Ksáru, the Doomed Prince of the Blue Room. The book adds +1 to the damage dealt by the reader for 4 hours after reading the book. If the priest is also a sorcerer, he/she gains +1 for 4 hours on his chances of affecting undead beings with his spells (their Resistance is reduced by 1). It also gives him/her control over 2/4/6 undead beings for 5 minutes 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 2/4/6 mental damage. 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 Ksáru. 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.

10-12 4. Korúnkoi hiSsyúsayal: "The Book of Mighty Swords"

This volume in modern Tsolyáni can only be read by warriors. A fighter with at least 10 experience in one weapon gains a +1 Talent bonus with that weapon skill. 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, grants a sorcerer who serves Stability, and who has 20 or more EPs in sorcery skill, 3 additional EPs in Sorcery. A sorcerer of Change of any level suffers 2/4/6 mental damage. Other persons remain unaffected. This book can only be used once, after which an individual cannot benefit from it or a similar 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 2/4/6 mental damage with no gain! These counterfeits are cleverly made 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 gains 5 EPs in Sorcery (including 50 points with which to purchase spells), while any other sorcerers who serve Stability gain 3 Sorcery EPs. 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 GM 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 (d10xd10 Power), at the GM'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 Métlunel 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 experience in Tactics. It grants the reader a +1 Talent bonus with one Tactics skill which he already knows. It also adds a +1 Talent bonus to one 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 tlaSsúgayal: "The Striking of the Hated Ssú"

This book, in modern Tsolyáni, is usable by any reader who has 1 or more EPs in any weapon skill. It permanently adds +1 to the damage inflicted by any successful blow struck against a Ssú. 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 Chégarra, 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 that work are uncertain.

29-31 10. Hengánikh hiZhálmigan: "The Splendor of Decay"

This book, in modern Tsolyáni, is dedicated to Sárku, the Five-Headed Lord of Worms. It permanently adds +1 to the hit chances of any blow, and +1 to the melee damage caused by sorcerers who serve Sárku or Hrű'ü or their Cohorts, and who are of Sorcery level 10 or higher. A sorcerer who serves

any other deity must check Resistance at -2; 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 Durrilámish, but their exact number and locations are kept secret by the priesthoods.

32-34 11. Li'ób Miffánsa Missrábchi'i MikKsárukchi: "The Book of Sending Forth the Servant of Great Ksáru"

This book, in modern Livyáni, calls forth the demon Origób, a hideous creature 100 meters (50") tall with six sucker-tipped mouths.

Origób (99.4)

PHYS: 20	DEFT: 12	INTL: 13
WILL: 13	PSYC: 2	Size Mod: -10
Initiative: 3/5/7	Movement: 40 ground	
Defenses:	Melee: -6	Missile: -6 Magic: 13
Armor: 4/2	Hits: 320	Energy: 10

Attacks	Hit:	Dmg:	Other:
Suckers	15-	11/14/17	24" reach, multi-attack, poisonous

Other Abilities:

Six Sucker Mouths

Ambidexterity: 2 mouths usable without off-hand penalties

Poison: Blows struck by Origób carry a contact poison which causes 4 damage every 2 rounds, PHYS check at -8.

Origób remains for only two minutes, (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 must make a Sorcery skill check at -7. If this check fails, Origób attacks his would-be "master." Fighters and non-humans cannot use this book or even recognize 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 +1 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 Diitlúmri: "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 4" per turn for two minutes; (b) the power to paralyze hostile beings (if they fail their resistance checks) at a range of 6" within a circle of effect of 3"; (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: 48", diameter of the circle of effect: 3"; 6/9/12 energy damage); 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 (d), 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. Jnéshltaq Kéq Yóssu: "The Tome of Black Mold"

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 2/4/6 mental damage. 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 Mold for one minute. This tomb is filled with ancient treasures, and the visitor must collect as many as he can physically carry. The GM rolls for the equivalent of two Type H treasures (d10xd10 Power each), 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 they will hold in one minute. At the end of the minute, 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'ugalavyáni border city of Nrótlu. The other, written as an inscription on stone, is rumored to exist in the depths of the labyrinths below the N'lüss city of Edlún.

44-49 15. Guppishsha Hrákkuq Mazhzhátl: "The Book of the Fragrant Garden"

This manuscript, in modern Salarvyáni, is readable only by sorcerers of level 5 or higher. Warriors and others suffer 0/2/2 mental damage. A sorcerer of the appropriate level rolls d100: a score of 01-25 = the reader is slain by a hideous fungus (no resistance check is possible); 26-50 = he receives 3 Sorcery EPs; 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 Search skill check at +2, and the power to grow or shrink to any size he desires for one minute (this last ability can be used 3 times only); 76-92 = he receives the power to detect a person's alignment (Stability or Change), and the power to detect shifting walls and passageways on a Search skill check at +2, and the ability to transport himself and beings within a 3" area 72" (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 their companions within a 5" area (up to 1500kg) to any destination on Tékmel 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 rumored to exist somewhere in Tsolyánu.

53-55 17. Jurrúmra Miye'éklun Tlakotáni: "The Scroll of the Scarlet Brotherhood"

This text is written in Engsvanyáli. Any person who knows this language can read it. The reader has a 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 - Dlamélis, etc. unless they make a Resistance Check. A victim may keep this change a secret,

even from his closest companions. Interestingly enough, a target whose resistance check succeeds receives the power to enchant normal steel weapons and armor. A weapon gains +1 damage level, a suit of armor or helmet gains +1 physical and energy protection, and a shield gains +2 hits. He can use this ability just once a week, however, only once per item, and the spell requires one full day to perform. A nonhuman reading this book gets no benefit from it, and it takes 2/4/6 mental damage. 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 minutes. Sorcerers of level 7 or higher are only affected on a roll of 18- , and are allowed a Resistance Check. One copy has been noted in Pelesár, another in Sunráya, and another in the antique collection of Sírukel hiTuritlano 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 2/4/6 Eyes. The GM rolls randomly for the number of these, then determines them by rolling randomly on the list given previously (see 17.5). 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 memorized. 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'avtúlgü in Salarvyá, 1 in Ch'óchi in Mu'ugalavyá, 1 in the hands Gíj and Sons, who deal in antiquities near Dláš 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 creation 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 Páya Gupá. Others are rumored 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 3/5/7 mental damage, while warriors and others are unable to identify or use this book. This treatise contains 5/7/9 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-Khmishu, 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 Torúuna: "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 Ksáru. It instantly slays sorcerers who worship Stability (revivification is possible), while Warriors and others cannot even open this book. Sorcerers of Ksáru receive 5 Sorcery EPs (and the accompanying 50 spell purchase points), and sorcerers of the other Gods and Cohorts of Change receive 3 Sorcery EPs. Sorcerers of Ksáru are also given the power of creating 2/4/6 Mrúr or 2/4/6 Yéleth. The construction of these beings requires the sacrifice of an equal number of humans to Ksáru. 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 Jakállá.

78-80 23. Mi'ithúrish 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 GM 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 +1 to their Resistance Check against any hostile spell; 67-83 = the reader receives a permanent +1 added to his damage 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 GM chooses; 93-100 = the reader receives +1 PHYS 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 Znamrúshsha 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 25 experience or more in one weapon. It calls forth a God or Cohort himself to aid the character. A d10 is rolled: 1 = Hnálla / Drá; 2 = Karakán / Chegárta; 3 = Thúmis / Keténgku; 4 = Avánthe / Dilinála; 5 = Belkhánu / Qón; 6 = Hrú'ú / Wurú; 7 = Vimúhla / Chiténg; 8 = Ksáru / Grugánu; 9 = Sáru / Duritlámish; 10 = Dlamélis / Hríháyal. A second d10 roll is then made, with 1-5 indicating the god and 6-10 indicating their cohort. A God or Cohort can thus be made to serve the worshiper of another religion, though only for two minutes. The deity then returns whence He, She, or It came. The GM considers the orientation of the deity summoned, the religious attitude of the worshipper, 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 (re-roll the result). Only one copy is said to exist; its whereabouts are unknown.

85-88 25. Chaghadárh Ne Ghú'akh Khánú: "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 Sáru and Duritlámish. 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 Sáru, etc. If read by the proper person, it animates a corpse who has been dead less than 3,000 years to Jájgi status. The Jájgi 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 Jájgi 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 resistance checks, however: Ran: 12"; Diam. 3". The first spell is effective against servitors of Stability, the second against followers of Change, the third against the undead, the fourth against nonhumans of any species, and the fifth against Ru'un, 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 Mrelú, 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 Tláshthe 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-colored and elaborately calligraphed text of this work bears a perfume that puts all others who try to read it to sleep for 2/3/4 minutes, after which they awake refreshed. A legitimate reader receives the power to erect a transparent shell 3" (6 meters) in diameter and 1" (2 meters) high that exists outside Tékmel'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 minutes. This book takes 1 minute 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 Sū.

94-95 28. Nôm Völa Shrúttá: "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 Ái Ché, rather than modern Aómorh. Anyone with a PSYC of 11 or above can use this work by tracing the convoluted glyphs with a fingertip. If this is successfully done (by making a DEFT check at -3), the reader and companions within a 3" 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 9.5 kilometers, 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 Tékmel 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 infrequent. 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 Mzhenggú: "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 colors 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 minutes: 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 Míshatfnea 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 and 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 (see 20.3).

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 leaf of this book as old paper, torn fragments, scribbled notes, etc. A legitimate reader 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 Eylóa's house in the Tláshite 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.

17.10 Magical Weapons

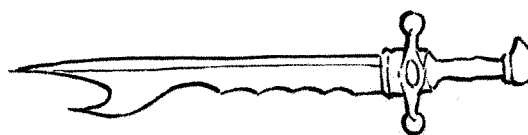
All magical weapons are not created equal. Indeed, most are recent, minor enchantments that give the weapon no greater power than that of doing slightly greater damage.

When a magical weapon is found, the GM may devise its characteristics himself or use the following tables to ascertain its powers, alignment, and bonuses.

17.10.1 Weapon Enchantment Potency

d100	Weapon's Potency
01-75	Minor Magical Weapon (+1 damage level)*
76-95	Demon-Possessed Magical Weapon
96-00	GM Special Weapon

*A minor magical weapon has no special abilities and requires no special control: the owner wields it like any other weapon.



17.10.2 Demon Weapons

While a few modern savants can enchant weapons to give them spells and some special abilities (e.g. hatred for a specific enemies), no one now knows how to bind "Demons" or the great powers into a sword, mace, etc. Such highly charged items can be found, however, in the ruins of the ancient cities and in the treasure-houses of the temples and governments.

Rules for determining the allegiance of "Demon" items, and the difficulty and risks of attempting to control such items, are found in section 17.11.2.

17.10.2.1 Demon Weapon Bonuses

Magical weapon bonuses to hit and damage are cumulative with the standard values of their weapon type, including any bonuses for the material from which they are made. Roll d100 once on each of the following tables:

d100	Bonus To Hit
01-50	+1
51-70	+2
71-85	+3
86-95	+4
96-00	+5

d100	Damage Bonus*
01-21	none
22-51	+1 Level
52-74	+2 Levels
75-98	+3 Levels
99-00	+4 Levels

*Increase the weapon's damage roll by the number of levels indicated, using the table in 3.8. For example, a weapon which normally deals 0/2/2 damage deals 2/3/4 damage if it receives a damage bonus of +3 levels.

17.10.2.2 Demon Weapon Intelligence & Language

"Demon" weapons have a living being bound inside them: perhaps a being who annoyed the creator of the item, or who volunteered to donate their personality, courage, etc. to the weapon.

Roll on the table below to determine the intelligence level of a "Demon" weapon.

d100	INTL	Communication Ability
01-50	INST 10	Cannot communicate
51-60	SEMI 10	Empathic communication with wielder, no language ability
61-70	INTL 8	Telepathic with its wielder, shared language not needed
71-80	INTL 10	Can speak aloud; 1 language**
81-90	INTL 12*	Speaks aloud; 2 languages**
91-00	INTL 14*	Speaks aloud; 3 languages**

*May have specific enemies; see below.

**Includes the ability to speak telepathically with its wielder, without sharing a language.

A weapon's first language, if any, is determined by the culture of its allegiance (see 17.11.2.1 Demon-Possessed Arms & Armor), though there is a 67% chance that it speaks an archaic form of that language. Any additional languages are rolled randomly on the tables on section 17.8.1 (Languages of Scrolls). Weapons which speak an archaic language roll for additional languages on the Ancient Language table; those which speak a modern form roll on the Modern Language table.

17.10.2.3 Demon Weapon Specific Enemies

"Demon" weapons with an INTL score of 12 or higher may have 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 weapon receives its standard bonuses against most opponents, and an additional +1 to hit and +2 damage levels against its specific foes. Roll on the table below to find the weapon's specific enemy (if any).

d100	Specific Enemy
01-60	None
61-64	The Undead
65-68	Priests of Opposite Alignment
69-72	Nonhumans Inimical to its Creators' Race
73-76	Sorcerers of Opposite Alignment
77-80	Flying Creatures
81-84	Creatures of the Underworld
85-88	Warriors (Any)
89-92	Forest Creatures
93-96	Water Creatures
97-00	Sérudla

17.10.2.4 Demon Weapon Spells

Certain Demon weapons may also possess their own magical spells. Each of these may be used once per day by the weapon at its wielder's discretion – assuming that the Demon does not dominate him or her and use its spells to its own satisfaction!

The weapon can cast its spell(s) with a Sorcery skill of 18. Roll d10 to find the phylum of each spell: 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 (see 17.11.2). The Inscription spell is not allowed.

d100	Weapon's Total Plusses*			
	1-2	3-4	5-6	7+
01-29	no spells	no spells	no spells	no spells
30-39	no spells	no spells	no spells	no spells
40-49	no spells	no spells	no spells	no spells
50-59	no spells	no spells	no spells	1 spell
60-69	no spells	no spells	1 spell	2 spells
70-79	no spells	1 spell	2 spells	3 spells
80-00	1 spell	2 spells	3 spells	4 spells

*Total plusses = magical bonus to hit + damage bonus levels

Example: Múru has found a demon-possessed weapon. A d100 roll of 75 indicates that it has an additional bonus of +3 to hit. A further d100 roll of 58 shows that it has an additional +2 level damage bonus. A d100 roll of 84 grants the weapon an INTL score of 12; it can speak 2 languages, and a follow-up d100 roll of 91 reveals that it has a special hatred of forest creatures. A roll of 67 on d100 tells us that it knows 1 spell; a d10 roll of 10 identifies it as a Temple spell. Jumping ahead to the Allegiance of Possessed Items tables (17.11.2.1), we discover that the weapon is devoted to the Tsolyáni Cohort Grugánu, and so we roll randomly to select a spell from his Temple; resulting in spell 174C Mighty Arrows II.

17.10.3 GM Special Weapons

The GM may wish to introduce weapons with unique abilities and personalities. Here are a few examples:

- This weapon does variable damage. A low damage result is increased by 1 level, a medium damage result is increased by 3 levels, and a high damage result is increased by 6 levels.
- This weapon drains 6/8/12 hit points from any target upon which it scores a hit, even if no further damage is done. A victim reduced to 0 hit points or less in this manner dies instantly. There is a 25% chance that no revivification is possible for the victim. Only time can replace drained points: 1 hit point is gained back for each day of adventuring; 2 points if a day is spent with no fighting or traveling; 3 points for a day spent resting at a clan house or temple with attendants, physicians, servants, etc.
- This weapon penetrates non-metal armor 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 any 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 2d10 to determine how much time has elapsed since his entry: 2-9 = 1-10 combat rounds; 10-12 = 1-10 minutes; 13-16 = 1-10 hours; 17-18 = 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 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.

17.11 Magical Armor, Helmets & Shields

When magical armor is found, the GM may devise its characteristics himself or use the following tables to ascertain its powers, alignment, and bonuses.

17.11.1 Armor Enchantment Potency

Magical armor, helms and shields start with all of the normal characteristics of a non-magical item of their type and material. Magic bonuses apply on top of the standard characteristics for metal armor.

Magical armor may be enchanted to a greater degree, or receive special bonuses. When an enchanted suit of armor or shield is found, the following table is consulted.

d100	All	Armor or Helm Protection****		Shield
	Potency	Physical	Energy	Hits
01-75	Minor*	+1	+1	+2
76-83	Possessed**	+d10/5	+d10/5	+3
84-89	Possessed**	+d10/3.4	+d10/3.4	+4
90-93	Possessed**	+d10/2.5	+d10/2.5	+5
94-95	Possessed**	+d10/1.7	+d10/1.7	+6
96-00	Special***	variable	variable	variable

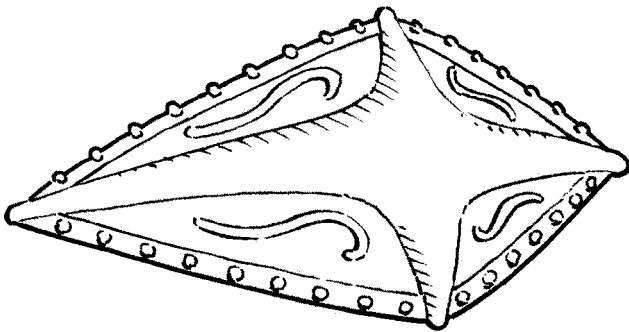
*A minor magical armor, helmet, or shield has no special abilities and requires no special control: the owner simply uses it in the normal fashion.

**The item is possessed by a "Demon" or other spirit, and thus may have intelligence (roll on table 17.10.2.2), with allegiances, requiring a control check (see below).

***Rare & Very Special Magical Armor (GM's Choice). See 17.10.3, above.

****Round up all decimals.

Example: Khariháya has found an enchanted helmet. A d100 roll of 83 tells us that it is possessed. A d10 roll of 3 (divided by 5 and rounded up) grants it a bonus of +1 to its physical protection, and a d10 roll of 9 (divided by 5, rounded up) gives it a bonus of +2 to its energy protection. Its Intelligence (17.10.2.2) remains to be determined.



17.11.2 Demon Item Allegiance & Control

Magical weapons, as well as armor and shields, can be found which contain extra-planar beings. These "demons" are servitors of various gods or cohorts, not all of which are familiar to modern Tékumel. A friendly demon weapon may be able to aid its wielder with various offensive and defensive powers,

including special bound spells, while a hostile one (e.g. a sword containing a powerful "Demon" who serves Stability found by a worshipper of Sárku) can cause all sorts of problems.

17.11.2.1 Allegiance of Possessed Items

d100	Item's Allegiance*
01-73	Devoted to one of the Deities of the Country in which the Weapon is Found
74-89	Devoted to a Foreign Deity (GM's Choice of Country)
90-00	Devoted to one of the Pariah Deities

*If it is a nonhuman weapon, it is devoted to a deity of that nonhuman race (17.11.2.5). Do not roll randomly.

17.11.2.2 Tsolyáni Deity of Allegiance

If an item is allied to one of the Tsolyáni deities, the following table is used. A d10 is first rolled to determine whether the item 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, armor, or shields are dedicated to the Lord of Apathy!

d100	Deity	Cohort
01-02	Avánthe	Dilinála
03-10	Belkhánu	Qón
11-12	Dlamélísh	Hríháyal
13-20	Hnálla	Drá (re-roll)
21-28	Hrű'ű	Wurú
29-52	Karakán	Chegára
53-65	Ksárul	Grugánu
66-78	Sárku	Durritlámish
79-82	Thúmis	Keténgku
83-100	Vímúhla	Chiténg

17.11.2.3 Foreign Deities

A foreign god may have a Tsolyáni counterpart whose creed and objectives are close enough to be acceptable to the inhabitant of a "Demon" item. A d100 is rolled to determine if a Tsolyáni counterpart exists; otherwise the item is hostile to all foreigners. If a counterpart is indicated, roll on the preceding table to find which deity it is.

d100	Deity Served
01-85	A Tsolyáni Counterpart Exists
86-100	No Counterpart Exists

17.11.2.4 Pariah Deities

"Demon" items devoted to the Pariah Gods are hostile to everyone except their own devotees. Roll d100 on the following table to identify the Pariah God.

d100	Pariah Deity Served
01-33	The Goddess of the Pale Bone
34-67	The One Other
68-00	The One Who Is

17.11.2.5 Nonhuman Deities

If a character wields a nonhuman 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.

17.11.3 Demon Item Control Checks

Weapons, armor, helmets, and even shields inhabited by "Demons" require a WILL-based control check. If the item is of the same religion as the wielder, there is a difficulty modifier of +4. If the weapon serves a cohort of the wielder's deity (or vice-versa), the modifier is +2. If the item is of a different deity of the same alignment (i.e. neutral to the user), difficulty is -1. An item dedicated to a hostile god has a difficulty modifier of -6.

17.11.3.1 Failed Demon Item Control Checks

Failure on a check to control a "friendly" weapon, suit of armor, or shield either results in it functioning only as a normal item (without revealing its true nature), or else demanding to be passed on to someone "more worthy".

Failing a check 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 check to use a neutral shield or suit of armor causes the item to offer no protection (again unknown until the user tries it).

Failure to control a hostile weapon, suit of armor, or shield is more serious. The item may completely possess the would-be user (the GM controls the victim's actions), or cause the owner to attack in a berserk fashion, or do reverse damage (i.e. give the user's foe hit points, heal his wounds, etc. instead of harming him), etc. Each separate Demon's choice is made by the GM. Only death or a successful 5C Dispel Temple spell can remove the demon's control. The "Demon" itself is not disenchanting by this, but its control over the wielder is lost.

17.12 Magical Item Operations

There are three basic types of magical items:

17.12.1 Category 1: Items that Always Function as Designed

These include non-demoniac magical weapons and suits of armor, and the majority of amulets, shields, scrolls, and books. No die roll is needed to use these; they always work if their owner wields, wears, or reads them properly.

If the user has to read the item (a book, scroll, or an inscription on an object), they must first be able to read that language. A pronunciation check may also be required; the difficulty is shown in the table below.

17.12.1.1 INTL Check to Read Inscriptions, Etc.

Language Skill	Check Required
Spell Of Comprehension; Native Ability	None
Accented	INTL +3
Broken	INTL -3
No Skill	No Chance Of Success

Category 1 items can be disenchanting by a sorcerer of Sorcery Level 20 or above. Whenever an item has a spell-like effect, it functions like the spells of a 20th Level sorcerer (12.2.3) 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.

17.12.2 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 meter?). Their uses can only be puzzled out through trial and error.

Magical items of Category 2 cannot be disenchanting, but they may malfunction or perform erratically.

A Category 2 device functions like a 20th-level sorcerer's spell. If the item is aimed at a target, a check is made against the target's Magic Defense, as described in the rules dealing with magical combat. Whenever such an item is employed, a fumble roll of 20 denotes a malfunction. A d100 roll is then made to determine the scope of the disaster:

17.12.2.1 Category 2 Items: Failure Results Table

d100	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 7/10/13 energy damage; all within 1 space take 5/7/9 energy damage; all within 2 spaces take 2/4/6 energy damage; and all within 4 spaces take 1/2/2 energy damage. Since this is non-magical damage it will not enter or leave a Warding spell.

Secondary functions, such as the lights on an air car, are not tested. The power used by these is too minimal to strain the battery or cause a malfunction.

17.12.3 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 willpower. Any magical item that does not fall into either category 1 or 2 is included here. Subcategories include: demoniac weapons; powered technological or magical devices, and special magical books.

Category 3 items require either a WILL check (if force of will is relevant to the specific item) or an INTL-based skill check in a relevant subject (Sorcery, certain Scholar specializations, etc.).

Such items which require an INTL-based check suffer an initial -4 difficulty penalty to activate. As an item is used repeatedly it becomes easier for the user to activate and control. After

each successful attempt, the initial difficulty is reduced by 1. If an identical item has been previously mastered, the new item is tested at the same reduced level of difficulty.

If an INTL-based check results in a fumble, the character activates the device in a manner other than that which the designer intended. A fumble roll of 18+ destroys the device in the same manner as an exploding Category 2 device. Demon weapons and armor have their own rules for this (17.11.2).

17.13 Purchasing 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. There are always bidders and buyers for such valuable instruments, however.

17.13.1 Scroll Prices

Scrolls are occasionally found for sale at various Temples. 1/0/2 scrolls of each particular spell are available at each temple each week. Prices are: spell NRG x 6 Káitars for a scroll containing one Universal spell, spell NRG x 12 for a Generic spell, and spell NRG x 24 Káitars for a Temple spell. There is a 20% chance that any scroll for sale is on Tlésa paper. Double the price of scrolls on Tlésa paper. Cursed Scrolls are not openly sold.

17.13.2 Eye & Amulet Prices

There is a 10% chance of 0/1/2 random Amulets being offered for sale each week in any large town or small city. The same odds apply to Eyes – which will have 1 to 99 charges apiece (roll 1d10 twice, reading the lower roll as the 10's digit and the higher roll as the 1's). An Eye of Bestowing Life or a Thoroughly Useful Eye offered for sale may well attract 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!

Odds*	Eye Price**	Amulet Price***
Up to 1	10,000 x Charges	25,000/50,000/75,000
2-3	1,000 x Charges	2,500/5,000/7,500
4-5	100 x Charges	625/1,250/1,875

*This is the % chance of rolling the item on the appropriate table. For example, there is a 4% chance of rolling an Amulet of the Good God on the Amulets table.

**This is the price of an Eye in Káitars. If the actual number of charges is not known, roll 1d100 and average the result with the actual number of charges to determine the number of charges it is *believed* to possess (50 if unknown).

***Roll 1d10 for low/medium/high to determine the price of an Amulet in Káitars.

17.13.3 Book & Miscellaneous Magic Prices

Magical Books and Miscellaneous Magic Items are almost never found for sale, although fakes and frauds are common. The GM 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.

17.13.4 Magical Weapon & Armor Prices

Non-demonic enchanted weapons and armor can sometimes be purchased in the market, at a temple, or from other sources. There is a 20% chance per week that 0/1/2 weapons are available, and a further 20% chance of 2/1/3 pieces of armor. Roll for type and metal randomly. 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.

To determine the price of enchanted weapons and armor, start with the price of an un-enchanted steel version of the item, and multiply the item's price by 5.

Example: A steel sword costs 3,750 Káitars. If it is enchanted for +1 damage, it costs 18,750 Káitars.



18.0 Character Advancement

18.1 Experience Points

At the end of each game session, the GM awards the participating PCs with experience points (EPs). The minimum EP award is 1 per session, but the GM may award up to 3 EPs depending on how well the players role-played and how 'nobly' (3.3) their characters behaved. Whether or not they successfully overcame the challenges encountered during that session is not really the issue, as far as EP awards are concerned.

EPs are spent to purchase or improve skills as outlined in Section 3.10.

18.2 Advantage Points

At the end of any game session, the GM may award each of the participating PCs with an Advantage Point (AP). An AP should only be awarded at the end of a truly major episode (at the conclusion of a multi-session adventure, after an especially grueling session, etc.).

APs may be used to buy new Advantages or to eliminate Disadvantages (3.9), subject to GM approval. The GM should disallow Advantage purchases and Disadvantage removals that do not make sense within the context of the game. When an attribute score rises due to a new Advantage (or due to the elimination of a Disadvantage), skills that are based on it also rise automatically.

18.3 Professional Rank or Circle

New player characters begin at Rank 1 (also known as "1st Circle") in any profession they desire (and for which they are minimally qualified). The Ranks/Circles of the various professions are as follows:

Circle:*	Title by Temple Branch:		
	Ritual:	Administrative:	Scholarly:
0	Acolyte	Acolyte	Acolyte
1	Priest	Priest	Priest
2-4	Junior Priest	Junior Priest	Scholar
5-6			Senior Scholar
7			Ranking Scholar
8	Chief Ritual Priest	Temple Commandant	
9			Licentiate
10	High Priest	District Commandant	
11			Proctor
12-14	Grand High Priest	Senior Commandant	
15	Ritual Preceptor	Administrative Preceptor	
16-18		Patriarch	Great Proctor
19		Lord Adept	
20+		Grand Adept	

*The highest Circle known in any temple is the 30th

Circle:	Title by Profession:		
	Sorcery:*	Military:	Clan/Tradesman:
0	Apprentice	Recruit	Hobbyist
1		Soldier	Apprentice
2	Minor Spell-Caster	Elite Soldier**	Journeyman
3	Illusionist		Craftsman
4		Subaltern (Sergeant)	
5	Seer		Master Craftsman
6		High Subaltern (Lieutenant)	
7	Higher Spell-Caster		High Master Craftsman
8			
9	Caster of Enchantments and Controls		Senior Master Craftsman
10		Captain	
11	Commander of Energies and Powers		Clan Elder***
12		Officer (Major)	
13			Clan Head***
14		High Officer (Colonel)	
15			
16	Great Wizard		
17-20		General	
21-25	Necromancer and Master of Demons	Senior General	
26+	High Adept o the Powers		

*A priest who also practice sorcery may be referred to by either their priestly title or their sorcery title.

**Troops of the elite heavy infantry units outrank other troop types, but have no command authority over them.

***One cannot simply 'promote' into these elected positions, but the Circle ratings given are roughly appropriate for game purposes.

Circle:	Title by Profession:	
	Self-Employed:*	Administrator:**
0	Hobbyist	Rural Headman
1	Beginner	Scribe
2		
3	Tradesman	Petty Clerk
4		
5	Master Tradesman	Clerk
6		
7	High Master Tradesman	Supervisor
8		Overseer
9	Senior Tradesman	Aide or Attaché
10		Local Department Head or Village Mayor
11		Rural Fief Administrator
12		District Prefect or Town Mayor
13		Governor's Aide
14		City Mayor
15		District Palace Chief
16		Provincial HQ Senior Advisor
17		Legate or Ambassador
18		Provincial Palace Head
19		Governor
20		High Avanthár Functionary
21-24		Courtier of the Purple Robes
25+		Provost of the High Chancery, Prefect of the Servitors of the Exalted

*Bodyguards, Gladiators and other non-military "warriors for hire" can advance in rank as Tradesmen if they hire out for pay.

**Bureaucratic titles vary greatly, depending on the character's post. The titles listed here are applied only to those actually assigned to the specified post.

A character who actively pursues a professional career receives one automatic check per year to see if they're promoted. For characters holding salaried positions within an established hierarchy (the priesthood, the military, the Imperial bureaucracy, etc.) this represents actual promotion within that hierarchy. For self-employed characters, this represents building up a public reputation that commands higher freelance pay. This check is typically made at the end of each calendar year.

Additional checks, up to once per month, may be awarded by the GM if the character has performed deeds worthy of the special consideration of their superiors, or worthy of widespread fame if they are self-employed.

18.3.1 Promotion Checks

To check whether the character promotes by 1 rank (or "Circle"), roll 2d10 vs. the character's score in their main career skill. For example, a ritual priest would check against ritual skill, a soldier would check against a weapon, command, or tactics skill, etc. The following modifiers apply:

18.3.1.1 Current Circle/Rank

Subtract the next Circle number from the character's chance of promoting. For example, if the scholarly priest Zú'ine is attempting to promote from 4th circle Scholar to 5th Circle Senior Scholar, the penalty on their promotion check is -5.

18.3.1.2 Clan Level

The character's Clan Level may affect their chance of promotion (except within the clan's hierarchy itself). Consult the following table:

Clan Level:	Modifier:*
Nakomé (Clanless)	-4
Very Low	-2
Low	-1
High	+2
Very High	+4
Imperial	+6

*Add 1 per point of High Lineage, and subtract 1 per point of Low Lineage.

18.3.1.3 Secondary Attribute

Apply the character's INTL or WILL Modifier (3.8), whichever is higher.

18.3.1.4 Complimentary Skill

The character may attempt to employ a complimentary skill, to increase their chances of promotion. See 8.0.5.

18.3.1.5 Inducements

Gain a bonus of +1 for every (Target Rank x 1000) Káitars paid in "inducements". If attempting a multi-Rank promotion (see below), you must pay for every Rank between your current rank and the target rank.

18.3.1.6 Multi-Rank Promotion

Characters normally only promote by 1 Rank at a time. To attempt multi-Rank promotion, subtract all intervening Ranks from the character's chance of promotion.

Example: Heavy Infantry legions are comprised entirely of Elite Soldiers (2nd Circle). To gain admittance into a Heavy Infantry legion, a Recruit (0 Circle) must promote directly to 2nd Circle, at a total penalty of -3.

18.3.2 Demotion Checks

Demotion can occur when characters attract the displeasure of their organization, or when self-employed characters become widely known for their incompetence. The character must make a skill check to retain their current rank. All of the previously stated modifiers still apply. If the check fails, the character demotes 1 Rank. If the check fumbles, the character is expelled from the organization.

19.0 Income & Expenditures

People on Téकुmel hold jobs, receive salaries, make purchases, and live normal lives. This section lists salaries and likely earnings from professional 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 characters may become unrealistically wealthy. One cannot go on amassing money and "treasure" without a corresponding rise in expenditures!

19.1 Income

Income differs widely on Téकुmel, as might be expected. Various occupational groups are listed. If no precisely appropriate category is given, the GM may extrapolate.

19.1.1 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. See 19.3.2.

19.1.2 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.

19.1.3 Skilled Employees

Tradesmen are paid according to the social status of their skills (3.10.2) and their professional Circle rank (18.3). The following chart gives salaries for skilled workers, based upon the status of the skill (Low, Medium, or High). Skills classified as suitable for "Any" status use the character's Clan Level (Very Low clan level characters use the Low column, Very High and Imperial characters use the High column). Any character may negotiate for higher pay by demonstrating their actual level of skill directly to the employer (roll as if attempting promotion; if successful the employer pays the character at that higher Circle for the duration of their employment). Wages may vary further according to locale and the employer's status. Soldiers, merchants, officials, and priests are dealt with later.

Circle	Job Status, And Wages/Month		
	Low	Middle	High
0-1	4k	8k	13k
2-3	8k	15k	25k
4-6	23k	45k	75k
7-10	45k	90k	150k
11-15	75k	150k	250k
16+	135k	270k	450k

Dancers, singers, musicians, courtesans, panderers, and other "independent entertainers" use the rules under the Performer skill to determine their income from individual performances (p. 45).

Artists have their own rules for determining the base sale price of their artwork, under the Art skill description (p. 40).

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 GM. For example: fishing; transport by Chlén-cart or boat, the flower season (for perfumes); local festivals, the wine-making season, etc.

19.1.4 Officials & Priests

These functionaries are paid according to their Circle within the hierarchy (18.3). 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 include 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 jewelry, 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.

Official Priestly monthly salaries are shown on the following table:

Circle	Salary	Circle	Salary	Circle	Salary
1	10k	9	150k	17	1500k
2	15k	10	200k	18	1800k
3	20k	11	300k	19	1900k
4	30k	12	500k	20	2000k
5	50k	13	700k	21	3000k
6	70k	14	900k	22	5000k
7	90k	15	1000k	23	7000k
8	110k	16	1200k	24+	10000k

19.1.5 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.

19.1.5.1 Military Wages by Rank

Circle Rank	Rank Title	Monthly Wage
0	Recruit	8k
1	Soldier	15k
2-3	Elite Soldier	20k
4-5	Subaltern (Sergeant)	30k
6-9	High Subaltern (Lieutenant)	70k
10-11	Captain (Captain)	200k
12-13	Officer (Major)	500k
14-16	High Officer (Colonel)	800k
17-20	General	1500k
21+	High General	2500k

19.2 Investment

Administration skills (Merchant, Moneylender, Ship Captain, etc.) and a few other skills such as Lawyer, Mining, Slaver, and others at the GM's discretion provide a chance for investment income. A player declares the amount of money invested in a given venture. The player then makes their skill check at -2. If the check succeeds, the venture makes money. If it fails, the investor loses money. After making this first roll, the player rolls d10 again to determine the percentage of the invested sum that is made or lost. If the skill check was critical, 1 point is added to this die roll. This makes for higher gains or losses.

19.2.1 Investment Income/Loss

d10:	Money Lender, Lawyer:	Merchant, Miner, Slaver, Ship Captain:
1	1%	3%
2-3	2%	5%
4-7	8%	10%
8-9	15%	20%
10+	20%	30%

19.3 Expenditures

Characters are responsible for their monthly personal expenses.

19.3.1 Taxes

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

19.3.2 Employees' Salaries

Hired retainers are paid according to the foregoing tables, and slaves require 3% of their original purchase prices for maintenance per month.

19.3.3 Living Expenses

A character's monthly living expenses are determined as a percentage of their monthly income. Only regular income is counted for the determination of expenses: treasure, investments, gifts, etc. are exempted. Living in a temple, barracks, or clanhouse is cheaper because clanhouses, 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.

To determine a character's household expenditures per month, a d100 roll is made on one of the following tables. Five points are added to the roll for each spouse and adult dependent (age 15 and up). One point is added for each child under the age of 15.

Use the chart which best matches the living conditions of the character and their household. If the character is living apart from his usual household entourage, then expenses are determined at the more expensive rate. It costs more to live alone!

19.3.3.1 Lifestyle & Income Ranges in Káitars

Private Housing:*	d100 Scores and Percentage of Income Spent in a Given Month:						
	20%	30%	50%	70%	90%	100%	150%
1-100	01-05	06-20	21-50	51-80	81-90	91-95	96-100+
101-500	01-08	09-25	26-70	71-90	91-95	96-97	98-100+
501-1000	01-10	11-30	31-75	76-95	96-97	98-99	100+
1001-2000	01-15	16-35	36-80	81-97	98-99	100+	
2001+	01-20	21-40	41-85	86-97	98-99	100+	

Clanhouse*	d100 Scores and Percentage of Income Spent in a Given Month:						
	20%	30%	50%	70%	90%	100%	150%
1-100	01-10	11-30	31-60	61-85	86-95	96-99	99-100+
101-500	01-15	16-35	36-65	66-90	91-97	98-99	100+
501-1000	01-20	21-40	41-70	71-95	96-97	98-99	100+
1001-2000	01-25	26-45	46-75	76-97	98-99	100+	
2001+	01-30	31-50	51-80	81-98	99	100+	

Army, Temple, Barracks or Camp:*	d100 Scores and Percentage of Income Spent in a Given Month:						
	20%	30%	50%	70%	90%	100%	150%
1-100	01-15	16-35	36-65	66-90	91-97	98-99	100+
101-500	01-20	21-40	41-70	71-95	96-98	99	100+
501-1000	01-25	26-45	46-75	76-97	98-99	100+	
1001-2000	01-30	31-50	51-80	81-98	99	100+	100+
2001+	01-35	36-55	56-85	86-98	99	100+	

*Find the number of individuals in the character's household in this column.

The GM must enforce the payment of living expenses; not only does too much money unbalance the game, but debtors are often sold as slaves! Moneylenders 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.



20.0 Appendix

20.1 Further Reading

Join the forums on <http://www.bethorm.com> for news, errata, rules expansions, and to chat with other Bethorm players! The website also has links to other Tékumel sites where you can read, download or purchase tons of additional Tékumel source material to inspire your Bethorm campaign for years to come.

Post your questions, complaints, and suggestions on the [bethorm.com](http://www.bethorm.com) forums or email them to:

unigames@prismnet.com

20.2 Key to the Map of Katalál

The map of Katalál included with this book offers the following numbered buildings and locations:

1. The Palace of the Most Puissant Lord, Daséshmu hiMriyatláku, the Governor of Katalál.
2. The Palace of the Realm: Governmental Offices, Courts, Bureaus
3. The Palace of Foreign Lands: Offices for External Affairs
4. The Palace of War: Military Offices
5. The Palace of the Priesthood: Offices for Religious Affairs, Temple Lands, Tithes, etc.
6. The Temple of Karakán, Lord of Glorious War.
7. The Temple of Thúmis, Lord of Wisdom.
8. The Temple of Ksáru, the Ancient Lord of Secrets.
9. The Temple of Sáru, the Master of the Undead.
10. The Temple of Vimúhla, the Lord of Fire.
11. The Temple of Dlamélis, the Green-Eyed Lady of Fleshly Joys.
12. The Temple of Belkhánu, Opener of the Gates of Heaven.
13. The Temple of Hnálla, the Supreme Principle of Stability.
14. The Temple of Hrü'ü, the Supreme Principle of Change.
15. The Temple of Avánthe, the Mother of Devotion. The fountain here is renowned throughout the Empire.
16. The Temple of Dilinála, the Lovely Maiden of the Turquoise Crown, Cohort of Avánthe.
17. The Temple of Wurú the Many-Legged Serpent of Doom, Cohort of Hrü'ü.
18. The Temple of Keténgku, Knower of All, Cohort of Thúmis.
19. The Temple of Qón, Guardian of the Gates of Hell Against Those Who Would Come Forth, Cohort of Belkhánu.

20. The Temple of Drá, the Singer of the Hymns of the Gods, Cohort of Hnálla.
21. The Temple of Durritámish, the Black Angel of the Putrescent Hand, Cohort of Sárku.
22. The Temple of Grugánu, the Knower of Spells, Cohort of Ksáru.
23. The Temple of Hriháyal, the Dancing Maiden of Temptation, Cohort of Dlamélis.
24. The Temple of Chiténg, the Reaper of Cities, Cohort of Vimúhla.
25. The Temple of Chegárta, the Hero-King, Cohort of Karakán.
26. The Garden of Suffering: Prison for Crimes Against the Empire.
27. Barracks of the Forces of Lord Ga'ánish of Katalál, 23rd Imperial Medium Infantry
28. The Kiosk of the Five Clans, Resthouse for Foreigners and Visitors of Very High Status.
29. Hall of Hlugálu, Resthouse for Foreigners and Visitors of High Status.
30. Hospice of the Blue Kirtle, Resthouse for Foreigners and Visitors of Middle Status.
31. Inn of Forest Shade, Resthouse for Foreigners and Visitors of Low Status.
32. The Granite Chamber, Resthouse for Foreigners and Visitors of Very Low Status.
33. The Residence of Akkéme the Yán Koryáni, Resthouse for Poor and Indigent Foreigners of No Status.
34. Prison of Inanition: Prison for Debtors and Clanless Persons.
35. Chaigáva River Docks.
36. Barracks of the City Guard.
37. Barracks of the Slayers of Cities, 5th Imperial Sappers.
38. Barracks of the Prison Guards.
39. Ssáma Slave Market.
40. Communal Clan Common House: Offices of All Clans and Councils of Trade, etc.
41. Hirilákte Arena.
42. Blade Raised High Clanhouse
43. Devisors of Soft-Clinging Beauty Clanhouse [A small clan, produces the best Thésun gauze in the Empire.]
44. Black Monolith Clanhouse
45. Rising Sun-Disk Clanhouse
46. Black Stone Clanhouse
47. Unseen Visitors Clanhouse [Former assassins' clan, now abandoned.]
48. Beginning of the Sákbe road South to Úrmish
49. Beginning of the Sákbe road North to Mekú and Haumá
50. Beginning of the Sákbe road Northwest to Tumissa
51. Old Bednálljan Fort [Abandoned.]
52. Armory of Túnatsu of Béy Sú
53. Armory of the Bright Helm
54. Armory of Morú of Hekéllu
55. Armory and Smithy of Kirúmir, the Eye of Awareness
56. Armory of Chégan of Tléku
57. Armory and Outfitter of Zúrus the Pecháni
58. Shu'urúna Bridge
59. Bridge of the Usurper. [Construction begin under Emperor Kánmi'yel Nikúma II; claimed and completed by Targholél Nikúma.]
60. The Great Square of the Seven Heroes
61. Ruined barracks of the Legion of the Sun-Bright Sword
62. Tomb Police Headquarters
63. Crypt of Governor Néngiri hiMrékka [Appointed by Emperor Hejjéka IV in 1504 AS.]
64. Crypt of Lord General Zurmorkhúru hiSrúcha [Pacified Katalál and conquered the Kúrt Hills region on behalf of Emperor Kurshétl Nikúma I in 590 AS.]
65. The Tower of Túkareb the Seer. [Abandoned and ruined for centuries since the death of its previous occupant, the Livyani sorcerer Túkareb. It was recently appropriated and refurbished by a dashing young sorcerer named Meshétsu - who is rumored to have had great success as an investigator of ancient ruins.]
66. The Gallery of Delights, a branch of the temple of Dlamélis
67. Tlakotáni Clanhouse
68. Golden Bough Clanhouse
69. Sword of Fire Clanhouse
70. Red Sword Clanhouse
71. Purple Gem Clanhouse
72. Great Stone Clanhouse
73. Amber Cloak Clanhouse
74. Standing Stone Clanhouse

75. Grey Wand Clanhouse
76. Association of Relievers from Life Clanhouse
77. Green Bough Clanhouse
78. Blue Kirtle Clanhouse
79. Ripened Sheaf Clanhouse
80. Green Kirtle Clanhouse
81. Blue Stream Clanhouse
82. Victorious Globe Clanhouse
83. Plume of White Clanhouse
84. Open Hand Clanhouse
85. Eye of Flame Clanhouse
86. Nighted Tower Clanhouse
87. Flat Rock Clanhouse
88. Scarlet Planet of Knives Clanhouse
89. Turning Wheel Clanhouse
90. Artificers of Iron Clanhouse
91. Eternal Sky Clanhouse
92. Balanced Stone Clanhouse
93. Barracks of the Legion of Mórúsaí the Chieftain, 40th Imperial Medium Infantry
94. Standing Reed Clanhouse
95. Wicker Image Clanhouse
96. Shrine of the Salarvyáni goddess Shiringgáyí
97. Shrine of the Mu'ugalavyáni god Hfsh
98. Temple of the Pariah God "the One Other" (Sealed)
99. Tiny Crypt of Governor Sóresh hiSarélke [1978-2023 AS. Worshipper of Drá the Uncaring, emptied the treasury to upgrade Drá's temple and the Prison of Inanition during the Time of Many Emperors.]

20.3 Tékumel & Béthorm Products

Official products from M.A.R. Barker's World of Tékumel are available as PDFs through DriveThruRPG:

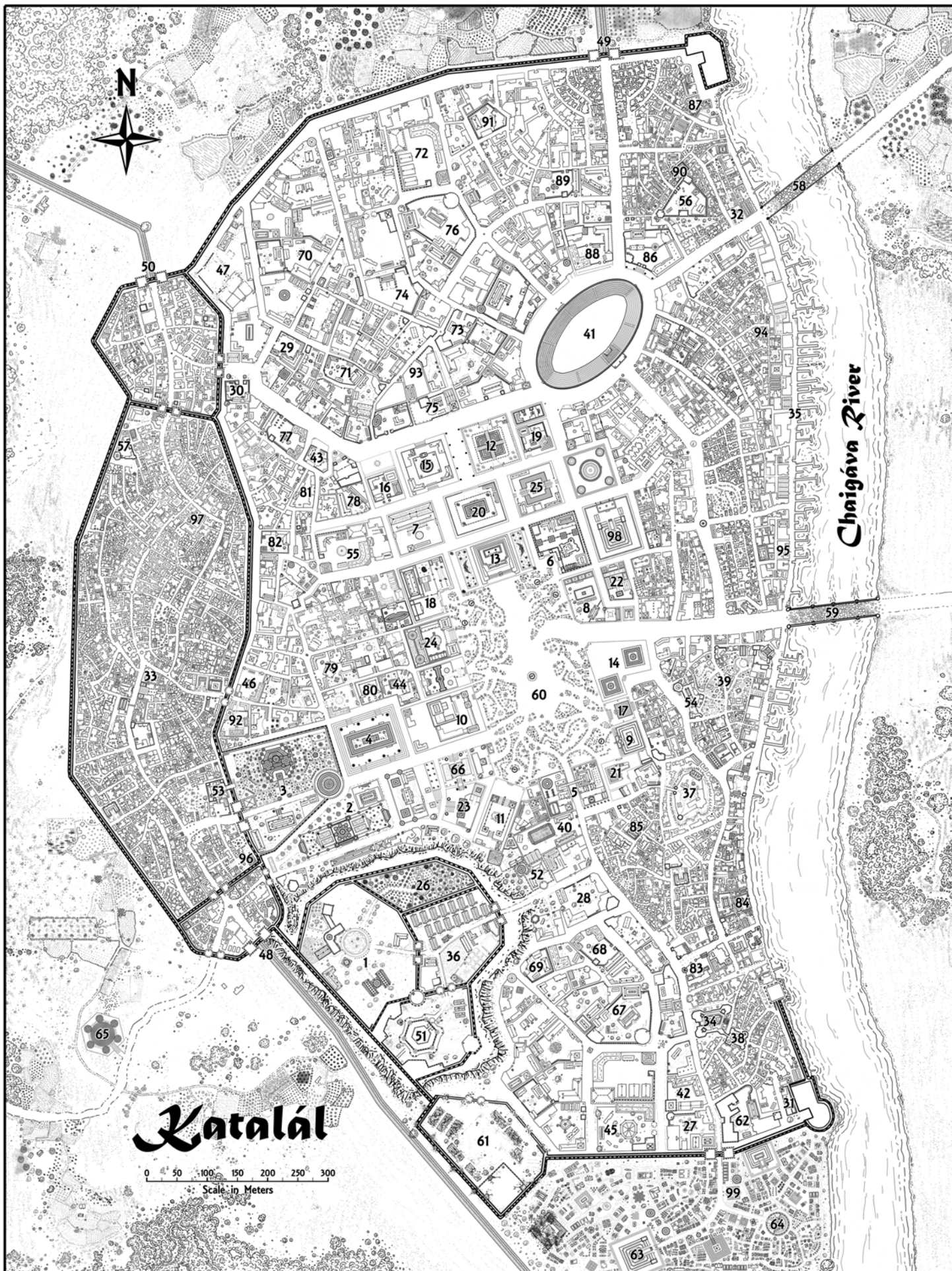
http://rpg.drivethrustuff.com/browse.php?manufacturers_id=57

UNlgames' line of Béthorm products are available as PDFs through RPGNow, and in print through Lulu:

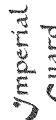
http://www.rpgnow.com/browse.php?cPath=271_20228

http://www.lulu.com/spotlight/uni_games





KEY



Béthorn™

Katalál was created by
Prof. M.A.R. Barker

Map designed by Jeff Dee

Artwork by Talzhemir

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Not yet approved for Tékumel

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7 tsan $\approx$ 9 km or 6 mi

Plain of Mists

The Beautiful Region of Katalál
in the Magnificent Empire of Tsolyánu

Tsori

Forest of
Goru'á

Kashmu'ú

Tamáganyel

Chagáya River

School
of
Calligraphy

Qunú

Mishábar

Ruined
Castle

Tsárraya

Katalál

Mu'galaváni
Earthworks

Zigáyu
Swamp

Chijéndai
Grove

Lake
Tsúrún

Kiriga's
Tomb

Kómu

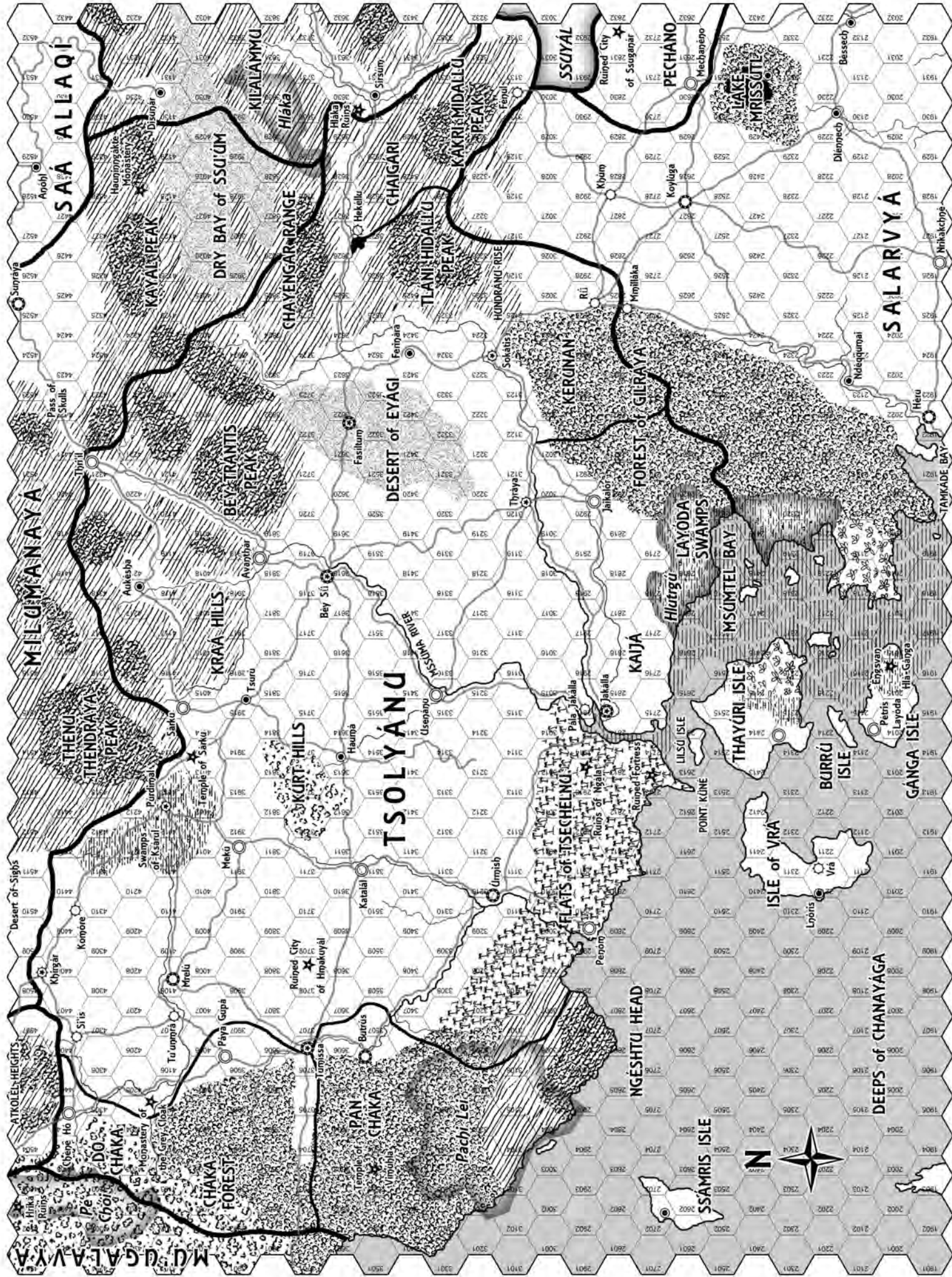
Chichamá
Forest

Ba'alán
Shrine

Tsór

Fort
Asú

Mgetlón Kádai
Castle



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Campaign				Bethorm™ Entourage Record Sheet												Character			
Name	Age	Gndr	Race / Job	P	D	I	W	Ps	Weapon	Damage	Me	Mi	Mg	Shield	Helm	Armor	Hits	Move	Initiative
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Other Information																			
Name	Age	Gndr	Race / Job	P	D	I	W	Ps	Weapon	Damage	Me	Mi	Mg	Shield	Helm	Armor	Hits	Move	Initiative
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Name	Age	Gndr	Race / Job	P	D	I	W	Ps	Weapon	Damage	Me	Mi	Mg	Shield	Helm	Armor	Hits	Move	Initiative
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