

# Converting to Tékumel #1: The Sinister Secret of Saltmarsh (U-1 TSR)

By Brett Slocum

This adventure is based on **U1 The Sinister Secret of Saltmarsh**. It is a two-part adventure: The Haunted House and The Sea Ghost (p. 4).

The Sinister Secret of Saltmarsh is a great introductory adventure for AD&D published by TSR. It involves a mansion on a cliff by the sea that is haunted. The players investigate to help the town or look for treasure. There is also a D&D 5E version in **Ghosts of Saltmarsh** (WotC). I adapted it for Tekumel and ran it at U-Con 2021 and Con of the North 2024.

<https://preview.drivethrurpg.com/en/product/17069/u1-the-sinister-secret-of-saltmarsh-1e>

## The Haunted Villa of Penóm

### Adventure Intro

One of your clan's villas on the coast south of Penóm has been abandoned for 20 years after a clan elder and her husband were murdered there by raiding Mu'ugalavyáni Red Hats during the chaos of the Tsolyáni civil war. The clan elders would like to refurbish the villa. Villagers nearby have reported strange lights and noises coming from the estate. Servants were sent to clean it out, but they returned frightened, telling tales of ghosts. Your group has been sent to find out what's going on. The PCs are members of the Weeping Stone Clan, a clan of brewers, vintners, and distillers.

### Notes

This adventure could happen in many places, but I set it in Penóm because I often run convention games there. All you need is a coast: Jakalla, Tsamra, etc.

I didn't think the Ned Shakeshaft subplot was credible in a Tekumel game, so I didn't use him. The smugglers are not dealing weapons to the lizardfolk; they smuggle Zu'ur and other contraband. The ship drops it off, and Sanbále hiFesrengála and his henchmen give the goods to others smuggling them into Penom. Sanbále also takes goods from their Penom agents to send to the ship.

## NPC conversions for The Petal Hack

### Wizard Sanbále hiFesrengála (Male, 3rd level Sorcerer, Grugánu)

HD: 3d6

HP: 14

Armor: chlen skullcap

Spells (√ = Memorized)

0-level: Light, Phantasms, Telekinesis, √ **Heal Minor Wounds**

1st-level: Control Person, √ **Missile of Mettálja**, Cure Disease

2nd-level: √ **Apparitions**

### Equipment

Dagger (d4)

Staff (d4\*) \* = Advantage on damage if swung two-handed

**Jájgi Alchemist (Male, 5th level Jájgi Scholar-Priest, Sárku)**

**HD:** 5d8+10

**HP:** 30

**Armor:** chlen skullcap

**Immunities:** poison, mind control, half damage from slashing and thrusting weapons

**Darkvision**

**Magic Resistance:** Advantage on spell and magic saves.

**Attacks:** Can lob acid (Nearby, Far Away at Disadvantage), damage: 1d8+1. 4 vials. More in lab.

2x Claws do 2d4.

The alchemist's **Bag of Holding** is a **Chest of the Topaz God**.

The alchemist's **Spellbook** contains Clairvoyance, Detect Magic, Telekinesis, Curse/Bless, Disenchantment, Control Undead, Withering, and The Hands of Krá the Mighty.

## The Sea Ghost

### Adventure Intro

After investigating an abandoned clan villa on the seacoast of Penóm, the party will follow up with what they've discovered.

(Since I was writing intros for a convention booklet, I wrote this purposefully vague to avoid giving away the ending of the first adventure.)

### NPC conversions for The Petal Hack

#### **Pirate Captain (Male, 7th level pirate, Vimúhla)**

HD 7  
HP 39  
Armor 1

**Flourish:** +2 damage from fancy sword maneuvers

**Sea Legs:** ADV on resisting being knocked down

Pistol Crossbow: d4, range Nearby

Longsword: d8\*

Can shoot and swing in the same round

\* = Advantage on damage if swung two-handed

#### **Pirate Bosun (Male, 5th level pirate, Hru'u)**

HD 5  
HP 27  
Armor 1

**Cargo Hauler:** ADV on STR checks

**Sea Legs:** ADV on resisting being knocked down

Hammer (d4, range Nearby)

Hook: d8 and grappled

#### **Pirate First Mate (Female, 4th level pirate, Hrihayel)**

HD 4  
HP 21  
Armor 2

**Sea Legs:** ADV on resisting being knocked down

Longsword: d8\*, swings twice

\* = Advantage on damage if swung two-handed

**Pirate Deck Sorcerer (Female, 4th level sorcerer, Hrihayel)**

HD 4d6

HP 14

Armor 1

**Sea Legs:** ADV on resisting being knocked down**Eye of Non-Seeing** (Ud10): Makes 1d6 Close creatures invisible. Can fight while invisible. Lasts 3 turns.

Staff (d4\*) \* = Advantage on damage if swung two-handed

**Spells***0th-level:* Sense Foes, Telekinesis, Levitate, ✓ **Phantasms***1st-level:* ✓ **Summon Creatures I**, Tranquility, ✓ **Heal Serious Wounds***2nd-level:* Create Well, ✓ **Telepathy****Creature Translations**

AD&D Version	5E Version	Tekumel Equivalent
Giant Ants		Giant Ants
Giant Centipedes	Giant Centipedes	Epéng Worms
Giant Rats		Kúrgha
Giant Snakes		Giant Snakes
Giant Spider	Swarm Of Spiders	Giant Spider
Giant Weasels	Giant Weasels	Kíte
Goblins		Nínin
Green Slime	Green Slime	Káyí
Gnolls	Hobgoblins	Shén
	Lizardfolk	Shén
Rot Grubs	Rot Grubs	Epéng Worms
Skeletons	Skeletons	Mrúr
	Skeleton Alchemist	Jájgi Alchemist
Stirges	Stirges	Káyí
Yellow Mold		Sagún or Káyí

**Pregenerated Characters**

I created a set of Level 2 pregens for The Petal Hack presented below.

# The Scholar

<b>Name</b>	Paluél (Female) or Visán (Male)	<b>Age</b>	27	<b>HD</b>	2d6
<b>Lineage Name</b>	hiTlélsu	<b>Gender</b>	choose	<b>HP</b>	8
<b>Clan (Status)</b>	Weeping Stone (Medium)	<b>Class</b>	Priest	<b>Armor</b>	0 Δ
<b>Clan Business</b>	Fermenting, Distilling	<b>Level</b>	2	<b>Attacks</b>	1
<b>Deity/Temple</b>	Belkhánu: Stability God of the Excellent Dead.	<b>Species</b>	Human	<b>Unarmed Damage</b>	1
<b>Background</b>	You were raised in Úrmish, joined the temple of Belkhánu, became a scholar-priest, got assigned to the Penóm temple, where you teach Engsvanyáli history and language in the temple school and research nexus points and planar travel.				

Δ = helmet

Attribute	Score
Strength	11
Dexterity	11
Constitution	7
Intelligence	15
Psychic Ability	13
Charisma	9

Languages	
Tsolyáni	Religious Thu'úsa
Engsvanyáli	Bednálljan Salarvyáni
Llyáni	Classical Mu'ugalavyáni
Species Abilities	
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.	
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.	

Class Abilities
<b>Priestly Talents:</b> They roll with Advantage: Belkhánu mythology, rituals, doctrine, aspects, and history, ancient and modern languages (verbal and written), and their <b>Academic Specialty:</b> nexus points and planar travel.
<b>Languages:</b> When rolling for starting languages, Priests roll twice for each attribute, potentially getting 6 languages. Priests can learn ancient languages at 1st Level.
<b>Spellcasting:</b> Once per day, a Priest can spend an hour memorizing a number of spells equal to their <b>Level</b> from spellbooks. A Priest can only memorize spells of half their current <b>Level</b> (round down). Memorized spells take a <b>Round</b> to cast; spells from spellbooks take a <b>Turn</b> . A <b>PSY</b> test + the level of the spell is required after casting to determine if the spell is still memorized. If the spell has been cast on the same day, this roll is at <b>Disadvantage</b> .

Weapon	Dmg	Notes
Staff	d4*	* = Advantage on damage if swung two-handed
Dagger	d4	Range: Nearby

Equipment		
Staff d4*	Backpack (+3 items)	
Dagger d4	Bedroll, blanket	
Helmet (sacrifice to stop a hit)	Preserved rations Ud6	
Sorcerer's Bag Ud12	Wineskin Ud6	
Notebook, pen, ink Ud8	Lantern + 5 oil Ud8	
Bag of 3d8 x 20 káitars	Tsurál buds Ud4	

### Background

You were raised in Úrmish, joined the temple of Belkhánu, became a scholar-priest, got assigned to the Penóm temple, where you teach Engsvanyáli history and language in the temple school and research nexus points and planar travel. You have the rank of 2nd Circle Scholar.

**Belkhánu:** Lord of the Excellent Dead, Master of the Paradises of Teretane, Opener of the Gates of Heaven. His sphere is not of this world but of the life after death: the journey onward to the farther Planes and the eventual goal of Hnalla's Perfect Light. 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 would contact the dead, those who fight against Change, and those who are attacked by Sarku's undead minions, an abomination to him. He has 67 known Aspects. Priests of Belkhanu 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.

Mem	Spells	Lvl	Type	Notes
	Ascertainment of Foes	0	P	Nearby hostile creatures and objects glow – 1 turn/level.
	Clairvoyance	0	P	Caster can see and hear through walls into Nearby areas. Caster can see in total darkness at level 4. 1 turn/level.
	ESP	0	P	Caster can detect surface thoughts of Nearby living creatures – 1 turn/level.
	Heal Minor Wounds	0	R	Caster heals 1d8 HP from a Close target.
	Telekinesis	0	P	Caster moves Nearby objects, 1 ounce/level. Test DEX to distract an enemy; at 4th level, do 1d6 damage, and at 7th level, do 2d6 damage.
	Summon Creatures I	1	R	Summons d3 HD of creatures (Max 1 HD each) to obey caster – 1 turn/level.
	Protection from Evil	1	R	Creates a Close zone around the caster and 1d6 allies preventing undead, demons, illusions, and Control Person spells from entering. They defend against Melee attacks with Advantage – 1 turn/level.

Mem = spell memorized. You can memorize a number of spells equal to your level.

## Magic Rules

- You can memorize 2 spells per day. Memorizing spells requires an hour of meditation after a Long Rest (6 hours).
- Memorized spells take 1 round to cast. Only movement to Close allowed.
- After casting a memorized spell, test PSY + spell level; if a pass, the spell is still memorized. Roll with Disadvantage if the spell has been cast since the last Long Rest.
- Any spell can be cast from a spellbook. They take 1 turn to cast. The effect occurs at the end of the turn.
- Psychic spells cast from memory do not require gestures, words, or sorcerer's bag to cast.
- Ritual spells require gestures, words, and a sorcerer's bag to cast. Roll the Usage Die of the Sorcerer's Bag each time it is used.
- Casting a spell from a spellbook, either Psychic or Ritual, is always treated as a Ritual spell.





# The Temple Bureaucrat

Name	Arimái (Female) or Adlár (Male)	Age	25	HD	2d6
Lineage Name	hiQúrrodu	Gender	choose	HP	10
Clan (Status)	Weeping Stone (Medium)	Class	Agent	Armor Die	1 Δ
Clan Business	Fermenting, Distilling	Level	2	Attacks	1
Deity/Temple	Ksárul: Change God of Magic and Secrets	Species	Human	Unarmed Damage	d6
Background	You are a lower-middle-level administrative priest in the Temple of Ksárul in Penóm, the 2nd Assistant Exalted Priest of Realty, in charge of the records for property owned by the Temple.				

@=shield/Δ=helm

Attribute	Score
Strength	11
Dexterity	16
Constitution	10
Intelligence	14
Psychic Ability	7
Charisma	11

Languages	
Tsolyáni (common)	Milumanayáni
Mu'ugalavyáni	Yán Koryáni

Species Abilities
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.

Class Abilities
<b>Skullduggery:</b> The Agent has <b>Advantage</b> when testing <b>CHA</b> to deceive others, whether through simple lies or complex deceptions, disguises, and/or forgeries.
<b>Stealth:</b> The Agent has <b>Advantage</b> on <b>DEX</b> tests to avoid notice, hide, move quietly, etc. If they sneak up on an opponent, they can make a sneak attack that automatically hits and deals an extra 1d6+1 points of damage for every odd <b>Level</b> (including Level 1). <i>Must wear light armor to use this feature.</i>
<b>Thievery:</b> The Agent has <b>Advantage</b> on tests involving delicate tasks like finding and disarming traps, climbing sheer surfaces, picking locks and pockets, hearing faint noises, eavesdropping on nearby conversations, etc.
<b>A Dagger for Every Occasion:</b> Regardless of what the Agent is carrying or how thoroughly searched, they can produce a small throwing knife (or lockpick) from somewhere about their person.
<b>Martial Arts Training:</b> Hu'ón is a martial art similar to kickboxing only taught in the temples of Ksárul and Grugánu. <ul style="list-style-type: none"> <li>The Character deals d6 when unarmed or using improvised weapons.</li> <li>If unarmed, they may test DEX when making melee attacks and defenses, and</li> </ul>

- They can perform one unarmed melee attack per Round per odd Level.

Weapon	Dmg	Ammo	Notes
Longsword	d8		
Pistol Crossbow	d4	Ud8	Max. Range: Nearby
Knife	d4	Ud∞	Max. Range: Nearby

Equipment		
Leather armor (stops 1 damage)	Backpack (+3 items)	Rations (Ud6)
Helmet (sacrifice to stop a hit)	Lantern and 4 oil (Ud8)	<i>Lockpicking tools (Ud10)</i>
Longsword d6	Bedroll and blanket	<i>Kévuk dice</i>
Pistol crossbow d4	Notebook, pen, and ink (Ud8)	
Knives d4 (Ud∞)	Wineskin (Ud6)	
3d8 x 20 káitars	Rope 50'	(italics means small item)

## Background

You are a lower-middle-level administrative priest in the Temple of Ksárul in Penóm, the 2nd Assistant Exalted Priest of Realty, in charge of the records for property owned by the Temple.

Your Background above is not a lie, but it's not the truth. Ksárul is the Change God of magic and secrecy. The temple is built on secrecy. Your 'official' position is as a low-level administrative priest of the temple, but your true position is as an agent for the **Refulgent Blue Curtain Society**, a secret society within the temple that keeps its wisdom secret until it can be used to return Lord Ksárul to supreme authority over the other gods. You are devoted to the cause.

**Ksárul:** Ancient Lord of Secrets, Doomed Prince of the Blue Room, Master of Magic and Sorcery. 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, if a society is to exist at all it must be for reasons of individual aggrandizement, and the ultimate final "good" is the victory of Ksárul. His godhead must continue even after the Final Change to be wrought by Hru. Magic, science, technology, and wisdom are all means to this end. Ksárul is shown as a young man of slender build with a smiling, yet emotionless 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. He has 62 Aspects. 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 that cannot be gone into here.

# Clan Guard

Name	Atín (female) or Balésh (male)	Age	24	HD	2d10
Lineage Name	hiTukéshmu	Gender	choose	HP	17
Clan (Status)	Weeping Stone (Medium)	Class	Warrior	Armor Die	2 @Δ
Clan Business	Fermenting, Distilling	Level	2	Damage Dice	2
Deity (Align)	Kárákan, Stability God of War	Species	Human	Unarmed Damage	d6
Background	Your devotion to Kárákan was noticed at an early age. You've always wanted to be a warrior. You joined the clan guards in Penóm.				

@=shield/Δ=helm

Attribute	Score
Strength	15
Dexterity	12
Constitution	9
Intelligence	13
Psychic Ability	7
Charisma	11

Languages	
Tsolyáni	
Mu'ugalavyáni	

Species Abilities
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.

Class Abilities
<b>Dealer of Death:</b> This Warrior has a pool of two d6 <b>Damage Dice</b> for any type of attack (armed, unarmed, or improvised weapons). These can be used in separate attacks or combined into a single 2d6 attack. The Player must make a narration of the attacks.
<b>Maneuvers:</b> Warriors can add a special maneuver to an attack. For instance, in addition to striking at the opponent, you wish to trip them. If the attack succeeds, the maneuver succeeds as well. Only one maneuver per round. The Player must make a narration of the maneuver.
<b>Shield Bash:</b> When defending with a shield and your defense roll is 1-5, the attacker takes damage equal to your level. Narrate it.

Weapon	Dmg	Ammo	Notes
Broadsword	d8	--	
Light crossbow	d6	Ud10	Disadvantage at Far Away

Equipment		
Broadsword d8	Backpack (+3 items)	3d10 x 20 káitars
Light crossbow d6	6 torches (Ud6)	
Quiver (Ud10)	Bedroll and blanket	
Chainmail (stops 2 damage)	Preserved rations (Ud6)	
Helm (sacrifice to take a hit)	Kévuk dice	
Shield (sacrifice to take a hit)	Wineskin (Ud6)	

## Background

Your devotion to Kárákan was noticed at an early age. You've always wanted to be a warrior. You joined the clan guards in Penóm.

**Kárákan:** the Lord of War, Master of Heroes, and the Ultimate Warrior on the Final Day. He is shown as a youthful champion with a head rather like that of a hawk, winged, and armed with a shield and sword. He serves Stability through active change, but always change towards a more stable social order, war for the expression of courage, 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. He has 56 Aspects. Priests and Aridani warrior women of his sect wear red robes, armor, and tall golden helmets with fanciful scarlet crests. Other devotees attire themselves in scarlet garments and bear Karakan's emblem upon a breast amulet.

# The Legionnaire

Name	Shánü (Female) or Pí'ur (Male)	Age	32	HD	2d10
Lineage Name	hiTukéshmu	Gender	choose	HP	24
Clan (Status)	Weeping Stone (Medium)	Class	Warrior	Armor Die	2 @△
Clan Business	Fermenting, Distilling	Level	2	Damage Dice	2
Deity (Align)	Dlamélish, Change Goddess of Lust	Species	Human	Unarmed Damage	d6
Background	Grew up in Jakálla. Serves in the Legion of the Blue Peak, the 26th Imperial Heavy Infantry Legion based in Jakálla, reaching the rank of Tirrikámu (Corporal). The legion is devoted to Avanthé and Dlamélish and their cohorts. They are in Penóm for the summer on a training exercise and staying in the clanhouse.				

@=shield/△=helm

Attribute	Score
Strength	15
Dexterity	11
Constitution	10
Intelligence	11
Psychic Ability	7
Charisma	14

Languages	
Tsolyáni	
Yán Koryáni	

Species Abilities
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.

Class Abilities
<b>Dealer of Death:</b> This Warrior has a pool of two d6 <b>Damage Dice</b> for any type of attack (armed, unarmed, or improvised weapons). These can be used in separate attacks or combined into a single 2d6 attack. The Player must make a narration of the attacks.
<b>Maneuvers:</b> Warriors can add a special maneuver to an attack. For instance, in addition to striking at the opponent, you wish to trip them. If the attack succeeds, the maneuver succeeds as well. Only one maneuver per round. The Player must make a narration of the maneuver.
<b>Shield Bash:</b> When defending with a shield and your defense roll is 1-5, the attacker takes damage equal to your level. Narrate it.

Weapon	Dmg	Ammo	Notes
Sword-axe	d8	--	
Short sword	d6		
Daggers	d4	Ud4	Range: Nearby only.
Javelins	d6	Ud4	Range: Disadvantage at Distant

Equipment		
Sword-axe d8	Backpack (+3 items)	3d10 x 10 káitars
Short sword d6	Lantern and 5 oil (Ud8)	
Javelins d4 (quiver Ud4)	Bedroll and blanket	
Chainmail (stops 2)	Preserved rations (Ud6)	
Shield (sacrifice to stop a hit)	Wineskin (Ud6)	
Helmet (sacrifice to ignore a hit)	Rope, 50'	

### Background

Grew up in Jakállá. Served in the Legion of the Blue Peak, the 19th Imperial Heavy Infantry Legion based in Jakállá, reaching the rank of Tirrikámu (Corporal). The legion is mostly followers of Avanthé and Dlamélísh and their cohorts. In Penóm for the summer for training while staying in the clanhouse.

**Dlamélísh:** Greed-Eyed Lady of Fleshly Joys, Mistress of Demons, and Obsidian Princess of the Damned. In many ways, this Goddess is the antithesis of Sárku. She seeks the existential reality of the Now; changes as they occur at every moment, and the pleasures and pains of sense perception. 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. Only the self matters, and although she follows Hru'u in seeking ultimate Change, yet she must savour every moment along the way. 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 consists of an emerald green drop falling into a silver oval. Dlamélísh 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. She has 101 Aspects, plus some others which are known only to the inner Circles of her temple, it is said. 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.



# Temple Guard

Name	Balané (Female) or Omél (Male)	Age	29	HD	2d10
Lineage Name	hiTlakán	Gender	choose	HP	16
Clan (Status)	Weeping Stone (Medium)	Class	Warrior	Armor	2 @Δ
Clan Business	Fermenting, Distilling	Level	2	Attacks	2
Deity (Align)	Hnálla: Supreme God of Stability, Master of Light	Species	Human	Unarmed Damage	d6
Background	Grew up in Penóm. You left to serve as Heréksa (Sergeant) in the temple guard of the Temple of Hnálla. You have been recognized for your bravery.				

@=shield/Δ=helm

Attribute	Score
Strength	15
Dexterity	13
Constitution	10
Intelligence	11
Psychic Ability	9
Charisma	12

Languages	
Tsolyáni	Mu'ugalavyáni

Species Abilities
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.

Class Abilities
<b>Dealer of Death:</b> This Warrior has a pool of two d6 <b>Damage Dice</b> for any type of attack (armed, unarmed, or improvised weapons). These can be used in separate attacks or combined into a single 2d6 attack. The Player must make a narration of the attacks.
<b>Maneuvers:</b> Warriors can add a special maneuver to an attack. For instance, in addition to striking at the opponent, you wish to trip them. If the attack succeeds, the maneuver succeeds as well. Only one maneuver per round. The Player must make a narration of the maneuver.
<b>Shield Bash:</b> When defending with a shield and your defense roll is 1-5, the attacker takes damage equal to your level. Narrate it.



Weapon	Dmg	Ammo	Notes
Broadsword	d8	--	
Daggers	d4	Ud4	Throwable: Nearby.
Light crossbow	d6	Ud10	Disadvantage at Distant range

Equipment		
Broadsword d8	Helmet (sacrifice to stop a hit)	Flint & steel
Dagger d4	Kévuk dice	3d6 káitars
Crossbow (d8)	Bedroll and blanket	<b>Torchbearer:</b> backpack: 2x ud6 food, 2x water ud6, lantern and 4 oil (Ud8), extra clothing, flint & steel, tsural buds, rope 50', chlen spikes, hammer
Quiver (Ud10)	Preserved rations (Ud6)	
Chain Mail (stop 2 damage)	Wineskin (Ud6)	
Shield (sacrifice to stop a hit)	Backpack (+3 items)	

### Background

Grew up in Penóm. You left to serve as Heréksa (Sergeant) in the temple guard of the Temple of Hnálla. You have been recognized for your bravery.

**Hnálla:** the Supreme Principle of Stability, the Lord Whose True Name May Not Be Known, Master of Light, and Foe of Change. He seeks light without darkness and the ultimate presence of Changeless Radiance throughout the cosmos. He is the final goal towards which the other Lords of Stability strive, each in his or her own fashion. Hnalla 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. He has 51 known Aspects. His priests and priestesses wear white robes and silver skullcaps.

# The Ritual Priest

Name	Tlayésa (Female) or Túrisan (Male)	Age	31	HD	2d6
Lineage Name	hiQúrrodu	Gender	choose	HP	8
Clan (Status)	Weeping Stone (Medium)	Class	Priest	Armor Die	0 Δ
Clan Business	Fermenting, Distilling	Level	2	Attacks	1
Deity (Align)	Vimúhla, Change God of Flame and Destruction	Species	Human	Unarmed Damage	1
Background	You grew up in Béy Sú but moved to Penóm when your clan-mother was transferred within the Temple of Vimúhla. You are the chief ritual priest for The Brightest Gaze, a noonday ritual, in the Temple in Penóm.				

Δ=helm

Attribute	Score
Strength	11
Dexterity	11
Constitution	8
Intelligence	15
Psychic Ability	13
Charisma	9

Languages	
Tsolyáni	Duruób (Ancient Livyáni)
Engsvanyáli	Classical Mu'ugalavyáni
Ancient N'lússan	
Species Abilities	
<b>Luck:</b> Humans can turn a failed test into a success with a clever narration once per session.	
<b>Clan:</b> Your clan gives you Advantage in the clan business or interests.	

Class Abilities
<b>Priestly Talents:</b> They roll with Advantage: Vimúhla mythology, rituals, doctrine, aspects, and history; ancient and modern languages (verbal and written); <b>Academic Specialty:</b> devices of the ancients
<b>Languages:</b> When rolling for starting languages, they roll twice for each attribute, potentially getting 6 languages. They can select ancient languages at 1 <sup>st</sup> level.
<b>Spellcasting:</b> Once per day, a Priest can spend an hour memorizing a number of spells equal to their Level, from spellbooks. A Priest can only memorize spells of half their current Level (round down). Memorized spells take a Round to cast; spells from spellbooks take a Turn. A PSY test + the level of the spell is required after casting to determine if the spell is still memorized. If the spell has been cast on the same day, the roll is at Disadvantage.

Weapon	Dmg	Notes
Staff	d4*	* = Adv on damage if swung two-handed
Dagger	d4	Range: Nearby

Equipment		
Staff d4*	Backpack (+3 items)	Notebook, pen, ink Ud8
Dagger d4	Preserved rations Ud6	
Helmet (sacrifice to avoid 1 hit)	Wineskin Ud6	
Sorcerer's Bag 2xUd10	Bedroll, blanket	
Bag of 3d8 x 20 káitars	Lantern + 5 oil Ud8	

## Background

You grew up in Béy Sú but moved to Penóm when your clan-mother was transferred within the Temple of Vimúhla. You are a Junior Priest (Su'umél) for The Brightest Gaze, a noonday ritual, in the Temple in Penóm. You also study the devices of the ancients: Eyes, aircars, tube-way cars, yéleth, ru'un, amulets, etc.

**Vimúhla:** Lord of Fire, Power of Destruction and Red Ruin, Maker of Thunders, All-Consuming One. 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 Hrū'ü decrees. True victory is to be but an ephemeral, scintillating spark in the heart of the Inferno, then to know no more save the terrible burning joy of unity through annihilation. 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 lightning. 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. Vimúhla possesses 87 Aspects. His priests wear flame-orange robes, armor, and headdresses crowned with lacquered Chlen 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.

Mem	Spells	Lvl	Type	Notes
	Control of Self	0	P	Caster can control their body: stop breathing, stop their heartbeat, remember a witnessed event, maintain their hold on something, etc. Cannot perform impossible acts. Lasts until released or broken by 9+ HD creature.
	ESP	0	P	Caster can detect surface thoughts of Nearby living creatures – 1 turn/level.
	Light and Darkness	0	R	Caster creates an area of dim light (or shadow) on a Nearby spot or object – 2 hr.; if area is full sunlight (or utter darkness) – 1 hr.
	Levitate	0	P	Caster rises in the air to a maximum of 200 ft and returns safely at end of duration – 1 turn/level.
	Telekinesis	0	P	Caster moves Nearby objects, 1 ounce/level. Test DEX to distract or do 1d6 damage (at 4th level).
	Fear	1	P	Causes a Nearby creature to flee with a PSY test – 1 turn/level.
	Heal Serious Wounds	1	R	Caster heals 3d8+3 HP from a Close target.

Mem = spell memorized. You can memorize a number of spells equal to your level.

### Magic Rules

- You can memorize 2 spells per day. Memorizing spells requires an hour of meditation after a Long Rest (6 hours).
- Memorized spells take 1 round to cast. Only movement to Close allowed.
- After casting a memorized spell, test PSY + spell level; if a pass, the spell is still memorized. Roll with Disadvantage if the spell has been cast since the last Long Rest.
- Any spell can be cast from a spellbook. They take 1 turn to cast. The effect occurs at the end of the turn.
- Psychic spells cast from memory do not require gestures, words, or sorcerer's bag to cast.
- Ritual spells require gestures, words, and a sorcerer's bag to cast. Roll the Usage Die of the Sorcerer's Bag each time it is used.
- Casting a spell from a spellbook, either Psychic or Ritual, is always treated as a Ritual spell.