



THE PETAL HACK

Made using The Black Hack



Weird Realm Games

THE PETAL HACK

v1.0

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Weird Realm Games

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Table of Contents

What's This?.....	3	Pe Choi.....	12
The Core Mechanic.....	3	Pygny Folk.....	13
Tekumel Introduction.....	3	Shen	14
The Climate is Hot.....	3	Swamp Folk	15
Not Much Iron	4	Tinaliya	16
No Cavalry.....	4	Clans	17
Magic Exists	4	Classes	18
The Gods Exist.....	4	Agent	18
The Five Empires.....	5	Barbarian.....	19
Aliens Exist.....	5	Dilettante.....	20
Clan is Everything.....	5	Priest	21
Women	5	Shaman	22
Sex & Marriage.....	5	Sorcerer.....	23
Ethics	5	Warrior.....	24
Politics	6	Equipment.....	25
The Underworld	6	Usage Die.....	26
Adventuring	6	Spell List.....	27
Resources	6	Level 0 Spells	27
Characters	7	Level 1 Spells	27
Rolling Stats.....	7	Level 2 Spells	28
Choose a Race.....	7	Level 3 Spells	29
Roll a Clan	7	Rules of the Game	31
Choose a Deity	7	Armor Points.....	31
Choose a Class	7	Armor Proficiency	31
Buy Equipment	7	Encumbrance	31
Referee Limits.....	7	Time & Turns.....	31
Races.....	8	Movement & Distance	31
Human.....	8	Player's Turn	32
Ahoggya.....	9	Surprise	32
Hlaka.....	10	Initiative.....	32
Pachi Lei	11	Monster HD	32
		Attacking, Defending & Damage	32
		Class Weapons	32

Broken Weapons	32	Fresh Off the Boat.....	49
Two-Handed Weapons	33	Random Tribe Generator.....	50
Steel Weapons & Armor.....	33	Patrons	51
Critical Damage	33	Clan Missions	51
Death & Dying.....	33	Temple Missions	51
Powerful Opponents.....	33	Foreigner's Quarter Missions	51
Morale.....	34	Legion Missions.....	51
Healing.....	34	Ruins on Avanthé's Ample Bosom...	52
Resting	34	Setup	52
Divine Intervention	34	Dungeon Map	52
Experience	34	Dungeon Key	54
Gaining Levels	34	Wandering Monsters	54
Spellcasting.....	35	Random Tubeway Stations	55
Daily Dilettante Spells	35	Notes	57
Daily Sorcerer, Priest, & Shaman Spells.....	35		
Example Of Play	36		
Referee Section	37		
Random Encounters	37		
Creature Reactions	37		
Magic Items	37		
Converting Saves	37		
Bestiary	38		
Magic Items	43		
Eyes.....	43		
Amulets	45		
Magic Artifacts	46		
Map of Southwestern Tsolyánu....	48		
Tekumel Adventures	49		
Starting Points	49		
Clan.....	49		
Temple	49		
Legion	49		

WHAT'S THIS?

The Petal Hack is for Tékumel, M.A.R. Barker's fantastical sword and planet setting that was first published by TSR as *Empire of the Petal Throne* in 1975. It is a hack of *The Black Hack*, a streamlined, rules-light roleplaying game based on the Original Fantasy Roleplaying Game.

THE CORE MECHANIC

Everything a character might possibly attempt that could result in failure is resolved by testing attribute stats. In order to successfully test a stat, a player must roll *below* it on a d20.

Monsters don't make tests - a character must avoid their attacks by making a test. The only time a monster would roll is for damage.

ADVANTAGE & DISADVANTAGE

If a particular course of action or task has a higher or lower chance of success, the Referee may ask a player to roll an additional d20 when making a test - with **Advantage** the lower result is used and with **Disadvantage**, the higher.

TEKUMEL INTRODUCTION

60 millennia in our future, the vast Humanspace Empire discovered the planet Tékumel and its two hostile technological races, the Ssú and the Hlúss. After defeating these races and placing them on reservations defended by force fields, Humanity extensively terraformed Tékumel to reduce the hostile nature of the world. Tékumel

became a hub of trade and a resort for the rich and powerful. Humankind's nonhuman allies came to the reengineered world, as secretly did their enemies.

After a millennium of prosperity, a great cataclysm occurred, ripping Tékumel's star system out of space and plunging it into the darkness of a pocket dimension. Was this caused by some alien weapon, was it a side effect of the Empire's faster-than-light drive, or was this the scheme of some immensely powerful inter-dimensional being? From the global stresses of this event, earthquakes, volcanoes, tidal waves, and other disasters befell Tékumel, and without supplies from the Humanspace Empire, civilization fell hard. The Ssú and the Hlúss rejoiced as the force fields keeping them prisoner eventually failed.

In the intervening 30 millennia since the Time of Darkness, many empires have risen and fallen, and civilization has returned to a medieval level of technology. Examples of ancient technology can still be found, such as Eyes and the supersonic tubeways that run deep beneath the surface of the planet, but both these and other examples of ancient technology are still regarded as magical.

THE CLIMATE IS HOT

Tékumel is a hot planet. Temperatures in the northern regions where most campaigns are set are similar to Earth's equatorial zone. Daytime temperatures in the summer can reach 125° F; nighttime temperatures in the winter go as low as 70° F. It is much hotter at Tékumel's equator. Public nudity is common.

NOT MUCH IRON

The density of the planet is low, making iron in short supply. Iron has been replaced by chlén hide, an animal hide chemically treated to form a lightweight substance with the hardness of bronze.

NO CAVALRY

No riding beasts are known on Téकुmel and the only draft animal is the ponderously slow chlén. Most merchant caravans use slave bearers, trained to carry large loads on their backs. Armies have no cavalry.

MAGIC EXISTS

The veil between universes is thinner, allowing the mind to unleash power from between planes. Magical training is usually taught by the temples.

THE GODS EXIST

Over the millennia, contact was made with powerful interdimensional beings that have long since been worshipped as Gods. The pantheon of Tsolyánu consists of the Five Stability Gods and their Cohorts and the Five Change Gods and their Cohorts. The Cohorts are slightly less powerful than their God counterpart, acting as assistant gods, but also embodying what each god stands for. Stability and Change are roughly equal to Law and Chaos.

STABILITY GODS

Hnálla: Supreme Lord of Stability, Master of Light, maintainer of the order of things.

Drá: Hnálla's Cohort, Singer of the Hymns of the Gods, apathy.

Karakán: Lord of War, Master of Heroes, violence for the sake of society, courage.

Chegárra: Karakán's Cohort, Hero-King, Swordsman of Glory.

Thúmis: Lord of Wisdom, Sage of the Gods, Knower of Arts, knowledge for society's benefit, healing. *Keténgku:* Thúmis' Cohort, Many-Eyed, Knower of All, Master of Scrolls.

Avánthe: Mistress of Heaven, Maiden of Beauty, family, fertility, and nature.

Dilinála: Avánthe's Cohort, Lovely Maiden of the Emerald Crown, Aid of Lovers, Solace to the Weary.

Belkhánu: Lord of the Excellent Dead, Master of the Paradises of Teretané, and the afterlife.

Qón: Belkhánu's Cohort, Guardian of the Gates of Hell against Those Who Would Come Forth.

CHANGE GODS

Hrú'ú: Supreme Lord of Change, Dispenser of Calamities, and darkness.

Wurú: Hrú'ú's Cohort, He Who Appears Where Evil Dwells, the Many-Legged Serpent of Gloom.

Vimúhla: Lord of Fire, Power of Destruction and Red Ruin, war for the sake of self or Change.

Chiténg: Vimúhla's Cohort, Lord of Red Spouting Flame, Reaper of Cities.

Ksáruł: Ancient Lord of Secrets, Doomed Prince of the Blue Room, knowledge for selfish uses.

Grugánu: Ksáruł's Cohort, Knower of Spells, Black Sword of Doom.

Sárku: Five-Headed Lord of Worms, Master of the Undead, survival of the intellect after Death, tombs.

Durritlámish: Sárku's Cohort, Black Angel of the Putrescent Hand, He of the Rotted Face.

Dlamélish: Green-Eyed Lady of Sins, Mistress of Demons, hedonism.

Hriháyal: Dlamélish's Cohort, Dancing Maiden of Temptation, Whore of the Five Worlds.

Other countries have other deities. Three Pariah Gods also exist: The One Who Is, The One Other, and The Goddess of the Pale Bone. The worship of these entities has been banned throughout the Five Empires.

The Concordat, a treaty between the temples signed millennia ago during a period of extreme religious strife, imposes peace above ground to prevent a recurrence of violence. In the Underworlds though, anything goes.

THE FIVE EMPIRES

The Five Empires are on the order of the Roman Empire or Imperial China in size and bureaucracy. *Tsolyánu*, the default starting point for most campaigns, is a 2500-year old empire with an emperor who rules from his palace, never leaving it. To the southeast of *Tsolyánu*, *Salarvyá* spans the eastern half of the southern coast of the continent. It is a feudal monarchy and the current king is as mad as a Mihállí. To the north lies *Yán Kór*, once a loose collection of city-states. They have recently been united by Baron Áld, a former Milumanayáni tribesman, whose wife was killed in a siege by *Tsolyáni* forces. He swore revenge. To the west, *Mu'ugalavyá* is divided into four sections, ruled by a quadrumvirate of hereditary lords. *Livyánu* to the southwest worships a completely different set of deities, the mysterious Shadow Gods.

ALIENS EXIST

The insectoid *Pé Chói* and the asexual *Páchi Léi* live in the western forests of *Tsolyánu*, the reptilian *Shén* live south of *Livyánu*, the tiny *Tinaliya* live in northern *Livyánu*, the water-loving *Swamp Folk* live in southern

Mu'ugalavyá, the barrel-shaped *Ahoggyá* live in the swamps of *Salarvyá*, the flying *Hláka* live in the mountains to the east of *Tsolyánu*, and the diminutive *Pygmy Folk* live in northern *Yán Kór*.

CLAN IS EVERYTHING

The clans are the major unit of social organization in *Tsolyánu* and other empires of *Tékumel* to which nearly all citizens belong. Clans are large extended family groups. Clans are organized by status. To be without a clan is to be lower than a member of the lowest latrine-cleaning clan.

WOMEN

Women can choose to be a 'good clan girl' and let their clan take care of them in all things (including choosing a suitable husband), or they may go the local government office and declare themselves the legal equivalent of a male. These women are called 'Aridáni'.

SEX & MARRIAGE

In general, sex in *Tsolyánu* society is not exclusively between spouses, and sex before marriage is encouraged. Homosexuality and bisexuality are completely accepted. Polygyny and polyandry are both practiced. Some areas and countries are more conservative about these topics.

ETHICS

Ethics in *Tsolyánu* comes down to knowing one's place in society and 'noble' and 'ignoble' actions informed by that knowledge. This is best explained by an excerpt from *The Book of Ebon Bindings*, a *Tsolyáni* manual about dealings with demons:

When a man acts 'nobly,' he behaves in accordance with his Skein of Destiny, as he perceives it. He serves his God; he is loyal to those who think as he does; he is staunch in his courage; and he is forthright in his deeds.

Conversely, a man acts 'ignobly' when he ignores his own avowed principles, when he abandons his clan or his comrades, when he vacillates or is false or lazy, and when his deeds are small and niggling. The priestess of Lady Avánthe is 'noble' when she feeds the poor, assuages the pain of the aged and the sick, and supports the strictures of society. So also is the priest of Lord Vimúhla 'noble' when he goes forth to bloody battle, sacrifices the daily victims upon the altar of the Flame, and burns the cities of his enemies. The same is true of the devotee of Lord Sárku when he establishes the cities of the dead (the great graveyards and catacombs outside of most Tsolyáni cities), gives his offerings to the mouths of the Questing Worm, and strives ever to draw the living down into the eternal watchfulness of Death.

POLITICS

In recent years, a war with Yán Kór to the north ended when Prince Dhich'uné killed his father the Emperor and took the throne, while the other princes and princesses were away from the palace. A long civil war broke out between Dhich'uné and the other princes. Prince Mirusíya overthrew Dhich'uné and now sits on the Petal Throne. Salarvyá and Mu'ugalavyá took advantage of the turmoil to mount invasions, but they have been mostly pushed back. Relative peace has lasted a few years.

THE UNDERWORLD

Ditlána is an ancient practice where every 500 to 1000 years, cities are systematically demolished and rebuilt. This leaves cities sitting on a mound of the basements and sub-basements of the clan houses, temples, and other buildings. The oldest shrines of the temples are down in the layers, and the priests dig back down to reconnect with these shrines. Thus some underworlds of Tékumel are beneath the cities.

ADVENTURING

Most adventurers are average citizens called upon by their clan, temple, legion, or government to perform some important task. Temple guards, bureaucrats, priests, soldiers, agents of the Empire, and simple clansmen may all be sent on special missions. Foreigners may also be hired for dangerous tasks as they are expendable.

RESOURCES

The best introduction to Tékumel is [Empire of the Petal Throne](#) that inspired this game. You can find more in-depth descriptions of the world, society, magic, and creatures there. For an extensive summary of the background, [An Introduction to Tékumel](#) by Don Kaiser is a good start. The [official Tékumel website](#) has wonderful graphics and an extensive archive of materials. My blog, [The Eye of Joyful Sitting Amongst Friends](#), is where I discuss Tékumel and other Old School games. The [Tékumel mailing list](#), the [Facebook community](#), and the [Google+ community](#) are your social media choices.

CHARACTERS

ROLLING STATS

Stats are generated with 3d6 in the following order: **Strength (STR)**, **Dexterity (DEX)**, **Constitution (CON)**, **Intelligence (INT)**, **Psychic Ability (PSY)**, and **Charisma (CHA)**. If a stat of 15+ is rolled, the next must be rolled with 2d6 + 2, then continue with 3d6 until the end or another 15+ is rolled. Once all stats are generated two may be swapped around.

CHOOSE A RACE

There are nine choices: 1. Ahoggyá, 2. Hláka, 3. Páchi Léi, 4. Pé Chói, 5. Pygmy Folk, 6. Shén, 7. Swamp Folk, 8. Tinalíya, and 9. Human.

ROLL A CLAN

If you are human, you roll on the Clan Table. Your clan gives you a background ability that may come in useful.

CHOOSE A DEITY

Or roll randomly. There are the 20 choices: (**Gods** in Bold, and *Cohorts* in Italics. See *The Gods Exist*, p. 1).

1. **Hnálla**, 2. *Drá*,
3. **Karakán**, 4. *Chegárra*,
5. **Thúmis**, 6. *Keténgku*,
7. **Belkhánu**, 8. *Qón*,
9. **Avánthe**, 10. *Dilinála*,
11. **Hrű'ú**, 12. *Wurú*,
13. **Vimúhla**, 14. *Chiténg*,
15. **Ksárul**, 16. *Grugánu*,
17. **Sárku**, 18. *Durritlámish*,
19. **Dlamélísh**, and 20. *Hriháyal*.

CHOOSE A CLASS

There are seven choices: Agent, Barbarian, Dilettante, Priest, Shaman, Sorcerer, and Warrior. Your Class determines how much damage you do, your Hit Points, and unique abilities.

BUY EQUIPMENT

Every new character starts with 3d6 x 10 káitars with which to buy their equipment. They also start with a set of clothes and a one-handed weapon as allowed by their class. 1 gold káitar = 20 silver hlásh = 400 copper qirgál.

REFEREE LIMITS

The Referee may limit the choices available to players for Race, Clan, Deity, or Class. For instance, in a game where all players are from the same clan, there is no roll on the Clan table.

RACES

HUMAN

The Humanspace Empire was descended from peoples of the southern hemisphere of Earth who survived a nuclear war, so the humans of Tékumel are predominately dark-skinned and dark-haired. Humans with fair skin and blue or green eyes are not unknown, but are rare and considered to be unlucky.

RACIAL FEATURES

Luck: Can turn a failed test into a success once per day.

Language: Speaks native language.

Country	Language
Chayákku to western Mudállu	Aomórh
Ghatón	Ghatóni
Háida Pakála	Hijajái
Jánnu, Kilalámmu, Chaigári	Jannuyáni
Livyánu	Livyáni
Lorún	Lo'orúnankh
Mihállu	Tká Mihállí
Milumanayá	Milumanayáni
M'mórcha, Nmartúsha	Quó
Mu'ugalavyá	Mu'ugalavyáni
N'lússa	N'lússan
Nyémesel Isles	Pe'é
Pecháno	Pecháni
Pijéna	Pijénani
Rannálu	Rantiké
Saá Allaqí	Saá Allaqiyáni
Salarvyá	Salarvyáni
Tsoléi	Tsoléi'i
Tsolyánu	Tsolyáni
Yán Kór	Yán Koryáni

AHOGGYÁ

The swamp-dwelling *Ahoggyá* look like a furry barrel that has sprouted four arms and legs. They are gruff and rude by human standards, and they aren't very careful about whom they eat. Ahoggyá warriors and merchants can be found from Tsolyánu to points east.

RACIAL FEATURES

Barrel-Shaped Body: Because of their unusual body structure, Ahoggyá can attack in four directions at once with three extra attacks/round (four total at first level).

Bony Carapace: Ahoggyá have 4 AP. Armor stacks on top of this protection.

Powerful: Ahoggyá start with 2 extra HD at first level.

Poor Spellcasters: Subtract 2 from PSY for tests involving spellcasting.

Language: Speaks Ahoggyá.



HLÁKA

In their mountaintop eyries east of Tsolyánu are the skittish **Hláka**, flying mammalians of roughly human size. They are cowardly, yet curious, and their usefulness as military scouts is unsurpassed. Many an enemy has fled from their javelins.

RACIAL FEATURES

Flying: Hláka fly on large leathery wings. They can carry rocks weighing up to ten pounds to drop on enemies.

Tail Sword: Poisoned tail sword (d6) and CON test or OofA.

Skittish: Disadvantage on Morale rolls.

Language: Speaks Hláka.



PÁCHI LÉI

The Páchi Léi, four-legged forest dwellers, live in the coastal jungles of the Pán Chákan forests. They fit well into Tsolyáni society, being somewhat passive and friendly.

RACIAL FEATURES

Perceptive: Rolls with Advantage when searching for secret doors and traps.

Dark Vision: Can see Nearby in darkness.

Language: Speaks Páchi Léi.

PÉ CHÓI

To the north of the Páchi Léi in the forests of Dó Cháka live the ***Pé Chói***, beautiful insectoids with considerable magic talents. They easily join human society, rising nearly as high as humans within the bureaucratic, military, and temple hierarchies.

RACIAL FEATURES

Four Arms: Pé Chói have four arms and can make an extra attack/round.

Perceptive: Rolls with Advantage when searching for secret doors and traps or listening for noises.

Psychic: Once per hour, they can test PSY to use ESP.

Language: Speaks Pé Chói.



Pé Chói
"The Listeners"

PYGMY FOLK

In mountain enclaves within Yán Kór live the *Pygmy Folk* in their subterranean tunnels. These short, furry creatures have never been completely trusted for they have a reputation for being sly and devious. They can be very dangerous if cornered.

RACIAL FEATURES

Excellent Hearing: Rolls with Advantage to hear noises.

Dark Vision: Can see Nearby in darkness.

Pack Attack: Never check morale if another Pygmy Folk is on their side.

Small: Uses one lower size of HD and damage die for their class, minimum d4 (d8 becomes d6).

Language: Speaks Pygmy Folk.

SHÉN

The *Shén*, a powerful reptilian race, live on the southernmost tip of the continent, south of Livyánu, in a beastly hot mountainous region dotted with volcanos. They work as mercenaries or ply the oceans as merchants.

RACIAL FEATURES

Tough Hide: Shén have 2 AP.

Powerful: Shén start with 2 extra HD at first level.

Clubbed Tail: Tail (d6) + DEX test to knock an opponent behind them to the ground.

Poor Spellcasters: Subtract 2 from PSY for tests involving spellcasting.

Language: Speaks Shén.



SWAMP FOLK

Living in the low-lying swamps of Mu'ugalavyá, the *Swamp Folk* are natural sailors. They ply the sea lanes, selling their wares.

RACIAL FEATURES

Awareness: Rolls with Advantage to detect traps, dimensional portals, and changes in altitude or position.

Tough: Uses one larger size of HD (d8 becomes d6).

Non-Magical: Cannot be spellcasters.

Language: Speaks Swamp Folk.

TINALÍYA

The *Tinaliya* are a tiny four-legged race of scholars and mages, who live in the mountainous area in the north of Livyánu. They are totally literal-minded, not understanding human idioms and humor.

RACIAL FEATURES

Excellent Spellcasters: Add 1 to PSY for tests involving spellcasting.

Pack Attack: Never check morale if another Tinaliya is on their side.

Poisoned Weapons: They often use poisoned melee and ranged weapons (d4) + CON test or OofA.

Small: Uses one lower size of HD and damage die for their class, minimum d4 (d8 becomes d6).

Language: Speaks Tinaliya.

CLANS

Roll on this table to get your character's clan. There are nearly a thousand clans in Tsolyánu – this is only a sampling. Some clans are regional, some stretch into neighboring empires. All listed here are found throughout the Tsolyáni Empire.

Each clan has a Status (STA) of either Very Low, Low, Medium, High, Very High, or Imperial, preferred deities worshiped in the clan, a usage die for the clan's assistance to its members, and a Background, an area of expertise in which the PC can roll with Advantage. The deities include the Cohorts of the listed Gods. Use of 'Mostly' means other deities can be chosen.

The usage die for a PC's clan represents the clan's ability and desire to aid the PC. Those in higher status clans get a larger usage die, but other factors can also affect the usage die, like a wealthy clan that is also low status, such as the Collar of Bronze clan. Each time the PC asks for assistance (e.g. lawyers, swords, money), roll the usage die. When the d4 drops, they are no longer able to receive help. PCs can recharge their clan usage die by doing favors, contributing treasure, and gaining positive attention for the clan.

d20	CLAN	STA	DEITIES	USAGE DIE	BACKGROUND
1	Bright Sword	VL	Any deity	d4	Seduction and performing arts
2	Collar of Bronze	VL	Any deity	d6	Slavery
3	Flat Peak	L	Any deity	d6	Carpentry, masonry, and bricklaying
4	Open Hand	L	Any deity	d6	Farming and animal husbandry
5	Open Sepulcher	L	Belkhánu and Sárku	d6	Embalming and tomb guarding
6	Plume of White	L	Mostly Stability	d6	Bureaucracy, accounting, and calligraphy
7	Black Monolith	M	Mostly Hrú'ú, Ksárul, Sárku	d10	Buying and selling goods
8	Blazoned Sail	M	Any deity	d8	Sailing and maritime trade
9	Golden Lintel	M	Any deity	d10	Moneylending
10	Iron Fist	M	Karakán, Vimúhla	d8	Armory
11	Scroll of Wisdom	M	Any deity	d8	The law and legal system
12	Silver Lightning	M	Mostly Avánthe and Hnálla	d8	Jewelry and ornamental arts
13	Victorious Globe	M	Mostly Thúmis and Hnálla	d8	Paper, ink, and paint
14	Weeping Stone	M	Any deity	d8	Winemaking and liquors
15	Amber Cloak	H	Belkhánu, Thúmis	d10	Medical arts and apothecary
16	Great Stone	H	Mostly Ksárul and Hrú'ú	d10	Caravans and shipping
17	Purple Gem	H	Any deity	d10	Government administration
18	Standing Stone	H	Any deity	d10	Administering land and animal breeding
19	Blade Raised High	VH	Karakán	d12	Military and legions
20	Sea Blue	VH	Any deity	d12	High court etiquette

CLASSES

AGENT

This person might be an agent of the Tsolyáni Empire, a foreign power, a temple, a political faction, a secret society, or the Pariah Gods.

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: All Swords, All Bows, Daggers, Cloth, Leather, Small Shields

Attack Damage: 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Backstabbing: Rolls with Advantage when attacking from behind and deals 2d6 / 2d4 + the Agent's level damage.

Skills: Rolls with Advantage when performing delicate tasks, climbing, hearing sounds, moving silently, understanding written languages, wearing disguises, lying, and opening locks.

LEVELING UP

Roll to see if attributes increase, roll twice for **DEX** or **INT**.

BARBARIAN

Requirement: Foreigner.

A Barbarian comes from a tribal group from outside the Five Empires. To create a random tribe, use the Tribal tables in the Referee Section.

Starting HP: d10 + 4

HP Per Level/Resting: 1d10

Weapons & Armor: Any and All

Attack Damage: 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Wilderness Survival: In a natural environment, rolls with Advantage when tracking, moving silently, navigating, finding food, or calming wild animals.

Fighting Machine: As part of their action a Barbarian can make 1 attack per level.

Bare Toughness: If wearing no armor, rolls with Advantage when testing STR to avoid damage from melee attacks.

No Clan: Barbarians have no clan affiliation.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** or **CON**.

DILETTANTE

Requirement: Clan of at least High Status.

A Dilettante is a high status person that can afford tutors to teach them anything they desire. They can learn weapons and magic, though they aren't as good at either as a Warrior or Sorcerer.

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Any and All

Attack Damage: 1d6 / 1d4 Unarmed or Improvising

SPECIAL FEATURES

Spellcasting: Beginning at second level, Dilettantes can cast a number of Level 0 and 1 Spells per day, see the Spellcasting section.

Social Butterfly: Rolls with Advantage on seduction, diplomacy, bluffing, schmoozing, etiquette, carousing, and cajoling.

Martial Training: As part of their action a Dilettante can make 1 attack per 3 levels (i.e. 4th, 7th, and 10th).

LEVELING UP

Roll to see if attributes increase, roll twice for **CHA** or **INT**.

SPELLBOOK

Dilettantes start with a large spellbook containing a total of 1d4 spells from the Level 0 and 1 Spell lists.

PRIEST

A Priest is in the hierarchy of one of the temples. As they increase in level, they rise in the ranks of the priesthood.

Starting HP: d6 + 4

HP Per Level/Resting: 1d4

Weapons & Armor: Dagger, Staff

Attack Damage: 1d4 / 1 Unarmed or Improvising

SPECIAL FEATURES

Skills: Rolls with Advantage when dealing with ancient and modern languages (verbal and written), and the mythology, rituals, doctrine, aspects, and history of their religion. They may also choose an academic specialty: medicine, geology, administration, history, architecture, alchemy, metallurgy, literature, demonology, ancient devices, crop rotation, etc.

Spellcasting: Beginning at first level, Priests can cast a number of Spells per day, see the Spellcasting section.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **PSY**.

SPELLBOOK

Priests start with a large spellbook containing a total of 1d4+2 spells from the Level 0 and 1 Spell lists.

SHAMAN

Requirement: Foreigner.

A Shaman is a spellcaster from a tribal group outside of the Five Empires. To create a random tribe, use the Tribal tables in the Referee Section.

Starting HP: d6 + 4

HP Per Level/Resting: 1d6

Weapons & Armor: Clubs, Daggers, Hand Axes, Slings, Sickles, Staffs, Cloth, Leather.

Attack Damage: 1d4 / 1 Unarmed or Improvising.

SPECIAL FEATURES

Wilderness Survival: In a natural environment, rolls with Advantage when tracking, moving silently, navigating, finding food, or calming wild animals.

Spellcasting: Beginning at first level, Shamans can cast a number of Spells per day; see the Spellcasting section.

No Clan: Shaman have no clan affiliation.

LEVELING UP

Roll to see if attributes increase, roll twice for **PSY** or **CHA**.

SPELLBOOK

Shamans start with a large spellbook containing a total of 1d4+2 spells from the Level 0 and 1 Spell lists.

SORCERER

A Sorcerer is a spellcaster that has left the temple hierarchy for some reason. They often take employment with the rich and powerful, or work for their clan.

Starting HP: d6 + 4

HP Per Level/Resting: 1d4

Weapons & Armor: Dagger, Staff

Attack Damage: 1d4 / 1 Unarmed or Improvising

SPECIAL FEATURES

Magic Resistance: Roll with Advantage when avoiding damage or effects from spells or magical devices.

Spellcasting: Beginning at first level, Sorcerers can cast a number of Spells per day, see the Spellcasting section.

LEVELING UP

Roll to see if attributes increase, roll twice for **INT** or **PSY**.

SPELLBOOK

Sorcerers start with a large spellbook containing a total of 1d4+2 spells from the Level 0 and 1 Spell lists.

WARRIOR

A Warrior is a person trained in the military arts. They could be a caravan guard, a temple guard, a legionnaire, or other martial occupation.

Starting HP: d10 + 4

HP Per Level/Resting: 1d10

Weapons & Armor: Any and All

Attack Damage: 1d8 / 1d6 Unarmed or Improvising

SPECIAL FEATURES

Shrug It Off: Once per hour, while in combat, a Warrior can regain d8 lost HP.

Fighting Machine: As part of their action a Warrior can make 1 attack per level.

Splintered Shields: If a Warrior fails a **STR** or **DEX** test and would be dealt damage from an attack, they can opt to destroy their shield - if they have one equipped - and ignore the damage.

LEVELING UP

Roll to see if attributes increase, roll twice for **STR** *or* **DEX**.

EQUIPMENT

ITEM	COST	USAGE DIE	NOTES
Cloth armor	20	-	2 Armor points
Leather armor	30	-	4 Armor points
Chain Mail, chlén	40	-	5 Armor points
Chain Mail, steel	8,000	-	6 Armor points
Plate & Mail, chlén	50	-	7 Armor points
Plate & Mail, steel	10,000	-	8 Armor points
Shield, Small/Large	10/20	-	2/4 Armor points
Small weapon, chlén	5	-	-
1-handed Weapon, chlén	10	-	-
2-handed Weapon, chlén	15	-	-
Small weapon, steel	1,000	-	Test STR with Disadvantage to break a chlén-hide weapon
1-handed Weapon, steel	2,000	-	Test STR to break a chlén-hide weapon
2-handed Weapon, steel	3,000	-	Test STR with Advantage to break a chlén-hide weapon
Bow / Crossbow	40	-	-
Quiver of Arrows / Bolts	20	d10	-
Sling, spear, javelin	5	-	-
Backpack	5	-	Carry +2 extra items over CON
Flask of oil	1	d6	-
10 chlén spikes and hammer	5	-	-
Lantern	5	-	-
Blanket and bed mat	5	-	-
Handheld mirror	5	-	-
Paper, pens, ink	3	d8	-
Preserved Rations	15	d8	-
Fresh Rations	5	d4	-
Water compass	50	-	-
Astrolabe	100	-	-
Ephemerides	200	-	-
First aid kit	20	-	-
Physician's bag	50	-	-
Sorcerer's bag	50	-	-

Wooden chest	30	-	-
50' Rope	3	-	-
Small Sack	1	-	-
Large Sack	3	-	-
Flint & Steel	5	-	-
Torches (6)	1	d6	Each torch has a Usage Die
Wineskin	1	d6	-
Wine	1	-	-
Tsúral buds	2	d4	Aphrodisiac that also repels some creatures
Lisútl root	4	d4	Used for birth control
10' Pole	1	-	-
Chlén	100	-	Huge draft animal
One-chlén cart	75	-	Holds 1 ton
Two-chlén cart	150	-	Holds 4 tons
Small boat, 12'	150	-	-
Small merchant ship	15,000	-	-
Large merchant ship	30,000	-	-
Small warship	20,000	-	-
Medium warship	40,000	-	-
Large warship	80,000	-	-
Ballista, scorpion	400	-	Bolt-throwing siege engine
Small onager	1,000	-	Stone-throwing siege engine
Medium onager	1,500	-	Stone-throwing siege engine
Trebuchet	2,000	-	Stone-throwing siege engine

USAGE DIE

Any item listed in the equipment section that has a **Usage die** is considered a consumable, limited item. When that item is used the next **Minute** (turn) its **Usage die** is rolled. If the roll is 1-2 then the usage die is downgraded to the next lower die in the following chain:

d30 > d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left or there are no more charges.

The d30 is used for Eyes and other devices with many charges.

SPELL LIST

LEVEL 0 SPELLS

Clairvoyance: Can see and hear into an adjacent room - 2 turns.

Control of Self: Can control caster's body: hold breath, stop heartbeat, remember an event, maintain their hold on something, etc. Cannot perform impossible acts. Lasts until released or broken by 9+ HD creature.

Detect Evil: Everything Nearby that is evil glows - 2 turns.

ESP: Can detect surface thoughts of Nearby living creatures - 2 turns.

Heal Minor Wounds: Heal 1d8 HP to a Nearby target.

Illusion: Create an illusion Nearby. Test INT to do harm - 3 turns.

Light: Create dim light from a Nearby spot or object - 2 hr.

Medium: Ask a Nearby corpse 3 questions. Test CHA and get direct answers.

Telekinesis: Move Nearby objects, 1 ounce/level. Test DEX to stun - 1 round.

Telepathy: Can communicate telepathically to a Far Away person - 1 turn.

LEVEL 1 SPELLS

Calm: A wave of tranquility affects all Nearby. Storms, rioting mobs (levels 1-2), Walls of Water and Wind are calmed - 1 hr.

Create Food and Drink: Create food/water for 2d6 Nearby creatures for a day.

Creatures I: Summon 3 HD of creatures (Max. 1 HD) to serve caster - 3 turns.

Curse/Bless: 1d6 Nearby allies gain +1 to stats when making attacks, saves, and morale. Can also be reversed on 1d6 Nearby enemies - 1hr.

Detect Magic: Everything Nearby that is magic glows - 2 turns.

Dispel and Disbelieve: Dispels 1 Nearby illusion.

Dispel Evil: Removes a Nearby detrimental spell.

Door Control: A Nearby door or lock is held either open or closed - 3 turns.

Fear: Test PSY against a Nearby creatures, if a pass the target flees.

Heal Serious Wounds: Heal 3d8+3 HP to a Nearby target.

Levitate: Caster rises up to a maximum of 120 ft and returns safely - 2 turns.

Locate Gold and Gems: Sense direction to Nearby gold and gems - 2 turns.

Locate Object: Sense direction to a known object up to Distant - 5 turns.

Madness: Test PSY against a Nearby target, if a pass they become insane.

Plague: Test PSY for a Nearby target, if a pass they get a rotting disease that will put them OofA in 2 rounds.

Protection from Evil: Creates a Close Zone around the caster and 1d6 allies preventing undead, illusions, and Control Person spells from entering. They defend with Advantage - 2 turns.

Seeing Other Planes: See invisible things, dimensional portals, astral or ethereal beings - 2 turns.

Shadows: Creates darkness covering a Nearby area. Pass an PSY test and enemies within are blinded. Dispelled by Light spell - 3 turns.

LEVEL 2 SPELLS

Charm Creatures: Test PSY to force a Nearby animal or monster to obey commands. Test PSY each turn to see if the effect lasts.

Cold: Creates a blast of freezing cold in a line from the caster. On a passed DEX test, up to 3 Nearby creatures Close to that line take 5d6 damage. A fail causes half damage.

Control Person: Test PSY to force a Nearby person to obey commands. Test PSY each turn to see if the effect lasts.

Creatures II: Summons 6 HD of creatures (Max. 3 HD) to serve the caster - 3 turns.

Cure Disease: Cures a Nearby target of all diseases.

Dispel Magic: Removes a Nearby spell.

Extra-Vision: Can move the caster's point of view through solid walls to see events up to Far Away - 3 turns.

Invisibility: 1d6 Nearby creatures are made invisible until they attack.

Nature Control: Test PSY to control 2d6 Nearby animals and plants - 1 hr.

Necromancy: Control 2d6 Nearby undead (test PSY for 4+ HD undead) or create one undead from a Nearby body - 1 hr.

Neutralize Poison: Remove poison from a Nearby target.

Paralysis: Test PSY to paralyze 1d4 Nearby targets. Test PSY each turn to see if the effect lasts.

Petrefaction: Turns a Nearby target into stone (or vice versa). Test PSY and target loses 1 HD permanently.

Remove Curse: Removes a detrimental spell from a Nearby target.

Sleep: Puts 4d6 HD of Nearby creatures (max. 5 HD) to sleep - 8hrs.

Slow/Haste: 2d6 Nearby allies can act twice per round. Or 2d6 enemies can be slowed to act every other turn - 3 turns.

The Hands of Krá the Mighty: Test DEX to squish a Nearby target with a telekinetic hand for 4d6 damage. On a fail they take half damage.

Transmutation: Transmutes a Nearby area of rock or earth to mud 10 ft deep. Reversible.

Vapor of Death: Fills a Nearby area with poison gas. Test CON to put all within OofA. Otherwise they all take 1d6 damage - 1 turn.

Withering: Test PSY to permanently shrivel a Nearby target's limb, randomly determined. A failed test still causes 2d6 damage.

Zoomorphy: Turn 1d6 Nearby targets into animals of the caster's choosing. Test PSY for the effect to be permanent.

LEVEL 3 SPELLS

Apparitions: Creates an illusion out to Far Away of up to three creatures. Test INT to deal damage (3d6) - 1 hr.

Change Self and Others: Test PSY to transform 1d6 Nearby creatures to have the appearance of another creature until dispelled with Remove Curse.

Control Terrain: Digs a Nearby tunnel (10 ft x 10 ft x 10 ft) or creates a Nearby stone obstacle the same size.

Control Underworld Creatures: Control 1d6 Nearby underworld creatures (test PSY for 4+ HD creatures) - 1 hr.

Creatures III: Summons 10 HD of creatures (Max. 5 HD) to serve the caster - 3 turns.

Doomkill: Creates an explosion up to Far Away. Test DEX for 2d6 creatures to be taken OofA. On a fail they take damage (2d6).

Enchant Weapons and Armor: Permanently enchants steel weapons or armor. Test PSY to get a +2, on a fail get +1.

Energy Bolt: Creates a bolt of energy in a line out to Far Away. On a passed DEX test, up to 2d6 creatures Close to that line are taken OofA. A fail causes 1d6 damage.

Fly: Allows 2 targets (or equivalent weight) to fly 60 ft/round - 3 turns.

Infernal Barrier: Creates a glittering bubble around caster. Advantage on defending against Ranged attacks, test PSY to stop Melee, cold, and water-based attacks - 3 turns.

Invulnerability: A Nearby target cannot be hurt by non-magical weapons and Doomkill, Silver Halo of Soul-Stealing, and Telekinesis spells - 2 turns.

Mind-Bar: Test PSY to command a Nearby person completely - 2 hrs.

Quest: Test PSY to force 2d6 Nearby persons on a quest of the caster's choice until completed or dispelled.

Raise the Dead: Raises 2d6 Nearby dead bodies as undead to serve the caster for 2 hrs.

Reincarnation: Revive Close dead body into new body. Test PSY, if pass caster chooses race or creature, if fail, random. Permanent until dispelled.

Research: Can research new spells at the referee's discretion.

Revivify: Return a Nearby target who has died within the last 7 days to life.

Sending of Evil: Test PSY to inflict 2d6 creatures out to Far Away with a horrible plague that takes them OofA in 2 turns.

Shield of Defense: Creates a Close Zone around the caster and 1d6 allies protecting them from all missiles, Energy Bolt, The Hands of Krá the Mighty, and Telekinesis. Creatures (3 HD or less) cannot pass - 2 turns.

Teleportation: Transports 2d6 Nearby targets to any place known to the caster up to Distant. If the distance is misjudged, test PSY. On a pass, successful arrival. On a fail, group is lost somewhere on Tékumel or another plane.

The Demon: Summons a Demon with 2 HD/level - 1 hr.

The Grey Hand: Test DEX to touch a person or object and turn them into dust.

The Silver Halo of Soul-Stealing: Test DEX to hit a Nearby person, removing their soul. Can be stopped by Dispel Evil or Invulnerability, (which might

deflect the missile to someone Close). A soulless person can be restored with a Remove Curse.

Wall of Fire/Ice: Wall covers Nearby area, test DEX to hit Close targets (3d6) - 1 turn.

Wall of Stone: Wall covers Nearby area, making it impassable - 1 hr.

Wall of Swords: Wall covers Nearby area, test DEX to hit Close targets (3d8) - 1 turn.

Wall of Tanglevines: Wall covers Nearby area, test DEX to entrap Close targets - 1 turn.

Wall of Water: Wall covers Nearby area, test DEX to sweep Close targets away - 1 turn.

Wall of Wind: Wall covers Nearby area, test DEX to knockdown Close targets - 1 turn.

Weather Control: Control the weather up to Distant to all extremes - 1 hr.

Wish: Change reality in a limited way or time. Can be cast once per week.



RULES OF THE GAME

ARMOR POINTS

Armor provides protection by reducing all incoming damage. Each type will reduce damage by a limited amount. **Armor Points** are regained after a character rests. Once the player or monster has used armor to absorb its maximum amount, they are too tired or wounded to make effective use of it again. They then begin taking full damage.

TYPE	POINTS
Cloth armor	2
Leather armor	4
Chain mail, chlén	5
Chain mail, steel	6
Plate & mail, chlén	7
Plate & mail, steel	8
Small shield	2
Large shield	4

Monsters have 1 point of armor for every **HD** above 1, to figure this out quickly simply subtract 1 from their **HD**. They can also carry shields to a maximum of 10 AP.

ARMOR PROFICIENCY

If a character wears armor that is not listed in their class, they add their total **Armor points** (despite how many they have used) to any rolls to **Attack** or **Avoid Damage**.

ENCUMBRANCE

A character can carry a number of items equal to their **CON** with no issues. Carrying over this amount means they are encumbered and all attribute tests are taken with

Disadvantage - you can also only ever move to somewhere **Nearby**. They simply cannot carry more than double their **STR**.

TIME & TURNS

There are 2 important types of tracked time - **Rounds** (1 minute) and **Turns** (10 minutes). **Rounds** are used during combat and fast paced scenes of danger and **Turns** are used when exploring and adventuring. A Referee may advance the clock as they need substituting **Turns** for **Hours**, **Days**, or even **Months** should the adventure require it.

MOVEMENT & DISTANCE

Rather than track precise numbers, TBH uses four abstract ranges for measuring distances. **Close**, **Nearby**, **Far-Away** and **Distant**. On their turn every character can move somewhere **Nearby** as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere **Far-Away** instead. Anything beyond **Far-Away** can be classified as **Distant** and would take 3 moves to get to.

This system is designed to support the narrative 'theatre of the mind' style of play, and is less concerned about tracking squares and fiddly distances. For converting existing movement rates or measures (for spells or areas of effect) use the following as a guide:

CLOSE	NEARBY	FAR AWAY
0 - 5ft	5 - 60ft	60 - 120ft

PLAYER'S TURN

During a player's turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, or cast a spell - interacting with the world is an action. Often they will test their attributes to determine the outcome.

SURPRISE

When two groups meet, there is a chance that each will surprise the other. If one side has surprise, they get one turn of action before the other side can react. One of the player's tests **DEX** to surprise the other group and tests **INT** to avoid being surprised. If both groups have surprise, proceed to **Initiative**.

INITIATIVE

When combat breaks out, everyone must be sorted into an order so they each get to act and react in turn. Every character tests their **DEX**, those that succeed, take their turn before their opponents, they must then act as a group - deciding their own order for actions. Those that fail their **DEX** tests, go after their opponents.

MONSTER HD

HD represents a monster's Level and the number of d8 rolled to determine its HP. To speed things up, the Referee can use 4 as the average HP per HD.

ATTACKING, DEFENDING & DAMAGE

When a character attacks a creature they must roll below their **STR** stat for a **Melee Attack** or **DEX** for a **Ranged Attack**. Likewise, when a creature attacks, the character must roll below their **STR** against a **Melee Attack** and **DEX** against a **Ranged Attack** to avoid taking damage.

The damage an attack deals is based on the character's Class or the number of **HD** a monster has.

To make a **Melee Attack** an opponent must be **Close**. **Ranged Attacks** against **Close** opponents are possible, but the attacker suffers a **Disadvantage**.

Monsters deal damage based on their **HD** - *refer to the following table*, but if you would prefer to use the damage stats listed in a module that you are playing, you can certainly do that instead.

CLASS WEAPONS

When using a weapon not listed in their class, combat tests have **Disadvantage**.

BROKEN WEAPONS

Broken weapons become **Improvised**. Use the **Improvised** damage listed for the Class.

MONSTER HD	DAMAGE
1	d4 (2)
2	d6 (3)
3	2d4 (4)
4	d10 (5)
5	d12 (6)
6	d6 + d8 (7)
7	2d8 (8)
8	3d6 (9)
9	2d10 (10)
10	d10 + d12 (11)

TWO-HANDED WEAPONS

Larger, more deadly weapons are handled simply by adding +2 to any dice rolled with them. They deal additional damage, but are also harder to hit with.

STEEL WEAPONS & ARMOR

Chlén-hide weapons and armor are about as hard as bronze and as light as fiber glass. Steel armor is worth an extra A.P. than chlén-hide. Steel weapons are likely to break chlén-hide weapons.

When attacking, test STR to break a chlén-hide weapon, giving Advantage to two-handed weapons, and Disadvantage to small weapons. When defending against steel weapons, test STR to resist the breaking of the PC's chlén-hide weapon, giving Disadvantage if defending from a two-handed weapon, and Advantage if defending against a small weapon.

CRITICAL DAMAGE

If a player making an attack rolls a 1, they double the result of the damage dice they roll. If they roll a 20 when avoiding an attack, they take double damage. **Armor Points** are used normally.

DEATH & DYING

When a character is reduced to zero **Hit Points (HP)** they are taken **Out of Action (OofA)** and are considered unconscious and cannot take any actions. When the fight is over or they are out of danger, a character who was taken **OofA** can roll on the following table to see what happens to them. **If they survive they gain 1d4 HP.**

OUT OF ACTION

- 1 KO'd - Just knocked out.
- 2 Fat Head - Disadvantage on all tests for the next hour.
- 3 Cracked Bones - STR, DEX and CON are temp. -2 for the next day.
- 4 Crippled - STR or DEX is permanently reduced by 2
- 5 Disfigured - CHA reduced to 4.
- 6 Dead - Not alive anymore.

If the characters lose the fight or are unable to recover the body of the character, they are lost forever!

POWERFUL OPPONENTS

For every **HD** above the character's level, add +1 to every roll the player makes for any attribute test that would determine the outcome of a

conflict between them and an NPC. -
*A level 3 character defending against
a HD 5 monsters attack would add
+2 to their roll.*

MORALE

If half of the enemies engaged in combat with the players are OofA, they are 'broken' and a Reaction roll should be made to determine their new attitude.

If a character can make a successful CHA test the broken opponents will attempt to flee the combat as quickly as possible. If they have a leader fighting amongst them, the CHA test is taken with Disadvantage. If the allies of the PCs lose morale, a CHA test will rally them back into fighting.

HEALING

Characters can gain Hit Points from Spells, Potions, and Abilities. They can never gain more than their maximum - and can never go below zero either. When healing a character who is OofA, just start at zero and count up. That character is now back on their feet and no longer OofA.

RESTING

When characters rest for about an hour, they regain the use of all their Armor points. Also once per day, after resting, they may roll a **Hit Die** associated with their class and regain that many **HP**.

DIVINE INTERVENTION

When in dire straits, a character may call upon their deity to save them. This requires that the character test PSY with Disadvantage to get their god's attention, make their

supplication, and test CHA. The Cohorts are a little easier to contact, so followers of Cohorts add 1 to their PSY for Divine Intervention tests. Priests add 1 to their PSY for this purpose.

The Referee decides what aid might be given and what sacrifices might be needed. A critical failure on either roll may invoke Divine Retribution. Have fun, Referees!

EXPERIENCE

Adventurers learn through defeating and overcoming obstacles. Killing one Chnéh won't bring a revelation of learning to someone. Surviving an underworld, completing a quest or simply living to tell the tale are the things that bring perspective and growth.

Characters gain a level when they have survived a number of sessions / underworld levels / quests / major events equal to their new level. A first level character goes up a level after surviving two major events.

The Referee will decide which events, and it's recommended that this decision remains more or less a constant throughout the campaign - and a Referee should be clear and upfront with the players so they know where the 'goalposts' are.

GAINING LEVELS

When a character levels up, their maximum **Hit Points** increase by rolling the **Hit Die** for the class. Also a player should roll a d20 for each **Stat**, if the result is higher - that **Stat** increases by 1.

SPELLCASTING

Sorcerers, Priests, Dilettantes, and Shaman have the ability to cast spells that are chosen from the spell lists on the following pages.

They can cast any spell they know by reading from their spellbook or they can memorize a number of spells equal to their **Level** and cast those without it.

They have a number of 'spell slots' they can cast each day - as shown in the two tables opposite. These represent a magic user's 'energy' and the taxing nature of casting spells over a long period. When they run out of spell slots, they cannot cast any more spells.

Once a spell is cast the caster must test their **PSY** - adding the spell's level to the roll. If they fail then they reduce the number of 'spell slots' corresponding to the spell level just cast by 1. When a memorized spell is cast it is not forgotten, but a **PSY** test must still be made to see if the spell slot is retained.

After roughly **8 hours rest**, the number of 'spell slots' a character has refreshes to its maximum.

If a spell from a traditional OSR or original era game calls for a creature to make a save, the character must test their **INT** or **PSY** - to see if the magic cast was powerful enough to overcome their defenses (remember the **Powerful Opponents** rule).

Level 0 spells are learned first, and are more likely able to be cast multiple times in a day.

DAILY DILETTANTE SPELLS

		Spell Slot Level			
		0	1	2	3
Character level	1	0	-	-	-
	2	1	-	-	-
	3	2	-	-	-
	4	2	-	-	-
	5	3	1	-	-
	6	3	1	-	-
	7	3	2	-	-
	8	3	2	-	-
	9	4	3	-	-
	10	4	3	-	-

DAILY SORCERER, PRIEST, and SHAMAN SPELLS

		Spell Slot Level			
		0	1	2	3
Character level	1	1	-	-	-
	2	2	-	-	-
	3	3	1	-	-
	4	3	2	-	-
	5	4	2	1	-
	6	4	3	2	-
	7	5	3	2	1
	8	5	3	3	2
	9	6	4	3	2
	10	6	5	4	3

EXAMPLE OF PLAY

DM: So you're in the sewer, knee deep in muck, it's dark and to the north there's a portcullis, what do you want to do?

Agent: Is the portcullis Nearby?

DM: Yeah.

Agent: I'll move to it and as my action I'll check it for traps.

Warrior: Assuming it's safe, I want to bend the bars.

Sorcerer: And I want to cast light on my staff.

DM: Ok, Agent, test your Wisdom by rolling a d20 under your WIS score - to check the portcullis for traps.

Agent: *rolls* Made it!

DM: You're confident it's free of anything designed to do you harm, Warrior, still want to bend the bars? If so test your Strength!

Warrior: *rolls* Piece of cake!

DM: Good stuff, now Sorcerer, you cast Light on your staff. That's a level 1 spell right?

Sorcerer: Yup.

DM: Ok, well test your Intelligence and add one to your d20 roll, if you fail you lose a level one spell slot for the rest of the day.

Sorcerer: *rolls* I need to roll under, not on it, right?

DM: That's right.

Sorcerer: Damn, I failed.

DM: Unlucky! Beyond the bent iron bars is a long dark sewer tunnel heading deep down. What do you want to do?

Warrior: Explore down the tunnel..?

Agent: Agreed! I'll sneak ahead.

Sorcerer: And I'll protect the rear!

DM: Ok Agent, you move down the sewer, still Nearby to your friends, please test your Dexterity to see how

quiet you are - remember you get Advantage on tests when sneaking, roll two d20's and choose the result you like.

Agent: *rolls* despite rolling two dice I've got a 17 and 19. What are the odds?

DM: Ouch. You're making so much noise being sneaky, a Yéleth hiding in the darkness close to you leaps and attacks!

Agent: Bugger!

DM: Initiative time! Everyone test their Dexterity, passing means you act before the Yéleth, failing means you go after. Agent you test with Disadvantage.

Warrior: I go before.

Sorcerer: I'm after.

DM: Agent?

Agent: How long was it to roll up a character again? I go after.

Warrior: I want to run down the sewer and smash the Yéleth with my Broadsword.

DM: Ok Warrior, you move Close to the Yéleth. Test your Strength to see if you hit it, you should add +2 to the roll, as the Yéleth's a powerful opponent.

Warrior: *rolls* Rolled a 7! *rolls again* So that's 8HP damage.

DM: Good hit! Now the Yéleth's turn. Agent test your Intelligence to try and resist the Yéleth's hypnotic gaze. Remember the +2.

Agent: *rolls* Ugh! 18.

DM: Oh dear. You feel a painful numbing sensation run through your body. The Yéleth paralyzes you.

DM: Yes. Sorcerer, you see the Agent fall rigid to the floor, what do you do?

Sorcerer: I'll start backing away slowly.

Agent: I'll get you in the next life you git!

REFEREE SECTION

RANDOM ENCOUNTERS

The Referee should roll a d6 every 15 minutes of real world play (you *are* paying attention, right?). A result of 1-2 means the players will encounter a randomly generated creature or distraction in the following **Minutes** (turn).

CREATURE REACTIONS

Some monsters and NPCs will have predetermined personalities and goals that will guide a Referee when choosing their actions and feelings towards the characters. Those that do not, such as randomly encountered creatures, make a **Reaction roll** on the following table.

ROLL	REACTION
1	Flee then roll again.
2	Avoid PCs entirely.
3	Trade with PCs.
4	Give the PCs aid.
5	Mistake the PCs for friends.
6	Trick the PCs (roll again).
7	Call for Reinforcements.
8	Capture/Kill/Eat the PCs.

MAGIC ITEMS

Magic weapons typically add +1 to any attribute being tested whilst using the weapon and +1 to each damage dice rolled. More powerful weapons can be found if the Referee includes them.

Magic Armor doubles the amount of AP armor would normally have, for example Magic Chain Mail has 12 **Armor Points**. They operate per the normal **Armor Points** rules.

CONVERTING SAVES

The Black Hack ignores saves and instead asks the player to roll attribute tests when any spell, trap or effect would impact them - using the following table as a guide.

Remember the advice in the **Powerful Opponents** section.

STR	DEX	CON
Physical Harm that cannot be dodged	Physical Harm that can be dodged	Poison, Disease or Death
INT	PSY	CHA
Deception and Illusions	Resisting Spells and Magic	Charming effects

BESTIARY

Creatures	HD	Actions and Specials
Chashkéri	1	This water creature looks like a woman in the water. 2d6 Nearby targets must pass PSY test or move toward it. Target drowns in 3 rounds once in the water unless rescued.
Chnélh	1	These white anthropoids with red crystalline eyes check morale if outnumbered. Use d6 for HP.
Chólokh	1	These flying octopoids can throw stones at Nearby targets. Uses d10 for HP.
Hláka	L	These intelligent flying mammals use weapons, poisoned tail sword (d6) + CON test or OofA. Can drop 10 lbs. stones. Disadvantage on Morale rolls.
Khéshchal	1	These colorful birds have plumage worth d20 x 100 káitars. Uses d6 for HP.
Kúni	1	These small raptors are trainable as hunters and spies. They speak and understand simple speech. Uses d4 for HP.
Kúrgha	1	These furry carrion eaters can be smelled from Nearby. Run away if outnumbered. Any room with recent corpses may have them.
Kurukú	1	These small creatures try to steal items. Test INT or lose an item. Ranged attacks on them are at Disadvantage. They always flee if confronted. Uses d6 for HP.
Qól	1	These serpentmen have a poisoned bite and use poisoned weapons. Pass a CON test or OofA in 1 round. They have dark vision, Disadvantage in daylight, and they flee if outnumbered. Uses d10 for HP.
Páchi Léi	L	These intelligent four-legged forest dwellers roll with Advantage on searching for secret doors and have dark vision.
Pygmy Folk	L	These small intelligent mammals have Advantage on hearing rolls, dark vision, and never check Morale. Uses d6 for HP.
Swamp Folk	L	These intelligent rubbery swamp dwellers have Advantage to detect traps, dimensional portals, and changes in altitude or position. Uses d10 for HP.
Tinaliya	L	These small intelligent four-legged nonhumans never check morale. They use poisoned weapons

		(d4) + CON test or OofA and often have magic items and spells. Uses d6 for HP.
Hlúss	2	These large intelligent aquatic scorpoids use weapons (d6), bite (d6), tail sting (d6) + CON test or paralyzed. 2 attacks/round. Often have magic items or a bejeweled carapace.
Hlutrgú	2	These small intelligent frog-like swamp dwellers never check morale. They hate everything.
Mrúr	2	These undead warriors regenerate after death in 2 turns unless burned.
Nenyélu	2	These eel-like aquatic creatures have 2 claws (d4), Poisonous bite (d6) + CON test or OofA in 2 rounds. Can throw stones at Nearby targets.
Pé Chói	L+1	These tall intelligent insectoids have 2 attacks/round, Advantage on searching for secret doors and traps, and dark vision.
Rényu	2	These canoids are very trainable as loyal servants/hunters. They have Advantage on searching for secret doors, dark vision, and they speak and understand simple speech.
Shédra	2	These ghoulish undead recover d8 HP by eating a corpse. A person killed by a Shédra will become one in 2 turns.
Shunned Ones	2	These intelligent aliens have a repellent odor detectable Far Away, causing a Morale test. They can use magic items and spells.
Ahoggyá	L+2	These intelligent barrel-shaped aliens can attack four directions at once. 4 attacks/round at 1 st level.
Chlén	3	These enormous triceratopoids are prodigiously slow. They fight only if attacked.
Dlaqó	3/6/9	These large carrion-eating insects only attack if they have surprise or outnumber targets. Any room with recent corpses may have them.
Gerednyá	3	This flying worm has a poisonous tail striker (1d6) + CON test or OofA. Wings worth 100 káitars each.
Gíriku	3	These flying reptiles have thick hide - 6 AP (+4 AP).
Hurú'u	3	These screaming undead can be heard from Far Away. Deafens all Close targets. Flees from fire. Chlén hide weapons do half damage.

Kruá	3/8/16	These giant crustaceans have 2 pincers (d8), if both hit, bite (d8). They are immune to ordinary and +1 missiles. Dives to lair if it has grabbed a body.
Mnór	3	These semi-intelligent insectoids check morale, if hit for 4+ HP.
Mu'ágh	3/6/15	This gelatinous creature has an acid attack that makes a body area hit unusable. Metal objects that touch it melt the next round.
Ngrútha	3	These giant arachnoids, they have Advantage on surprise and cannot be surprised. 8 sucker-legs can entrap, then drain d8 CON/round. At CON=0, victim dies.
Shánu'u	3	These large flying mammals are related to the Hláka. A Hláka can control 1d6 Nearby Shanu'u for 3 rounds on a CHA test.
Shén	L+2	These tall reptilians use weapons, tail club (d6) + DEX test or fall down.
Ssú	3	These intelligent aliens are innate magic users - 2 spells each. Can hypnotize 1d3 Nearby targets; must pass PSY test or obey commands.
Tsóggu	3	These drowned undead can freeze 1d6 Nearby targets, CON test on eye contact or be paralyzed. Disadvantage to attack them while avoiding their eyes. Their power doesn't reflect.
Yéleth	3	These pale androids of the Ancients can hypnotize 1d6 Nearby targets; pass PSY test or obey commands or be permanently paralyzed.
Biridlú	4	These muscular flying mantles cannot be hurt by chlén-hide weapons. Suffocation damage is 1d6 the 1st round, then 2d6, then 3d6. Regenerates after death in 3 turns unless burned.
Dnélu	4	These animals leap from concealment. Attacking them gives Disadvantage on surprise.
Hyahyú'u	4	These spiked carnivores only fight if they outnumber by 6+. They flee from Páchi Léi.
Káyi	4	These flying gas bags with a single large eye have entangling tentacles. Drains a Level the round after dealing damage. Vulnerable to fire: double damage.
Lrí	4	These flying scorpoids are related to the Hlúss. CON test or paralyzed the round after dealing damage.
Marashyálu	4	These shape-changing tomb guardians fool parties and infiltrate them. 1d6 Nearby targets must pass

		PSY test or obey commands. Can change form in a round.
Ngáyu	4	These insectoids have 2 claws (d8), shoot acid at Nearby metal objects, which melt the next round.
Tletlákha	4	These aquatic creatures are mostly mouth and teeth. DEX test after first successful attack to see if it attaches. Leaves d4 barbed spines that do d6 damage when removed, unless done by a physician.
Voródla	4	These flying undead drain a Level the round after dealing damage. Regenerates after death in 2 turns unless burned. Disadvantage in daylight.
Vringálu	4	These flying feathered serpents have a poisonous bite (1d10) + CON test or OofA in 3 turns. Curable with Tsúral buds or Cure Disease. Wings worth 100 káitars each.
Feshénga	5	These many-legged carnivores can bite with a 25% chance of poison, CON test or OofA within 5 turns.
Haqél	5/10/15	This aquatic eel-like creature has a mouth full of teeth. Bite (d12), tail (d6), Advantage on surprise.
Qáqtla	5	These swamp snakes have poisonous tentacles (d6) + CON test or OofA in 5 turns.
Sérudla	5/12/18	These large semi-intelligent lizards can use 2 weapons, spit acid - d4+2 nearby targets (4d6) test CON for 1d6 damage. d4 usage die daily for acid.
Sró	5/9/13	These large semi-intelligent flying reptiles can use 2 weapons and bite.
Thúnru'u	5	These large rubbery bipeds are repelled by Tsúral buds. Some sorcerers use them as guards.
Akhó	6/10/16	These huge water creatures have 20 tentacles (0) to grapple to pull victim to maw. Test CON or +1d6/round acid damage in maw. Can attack ship hulls.
Aqáa	6/12/18	These giant burrowing worms swallow their prey whole, 2 rounds to digest, Tail (3d6) - a DEX test or fall down.
Dlákolel	6	These semi-intelligent insects have large powerful mandibles, Advantage on damage rolls.
Teqéqmu	6/8/10	These flying fungoid creatures can exude poison gas at d6 Nearby targets, requiring CON test or OofA.

Tsi'íl	6	These large herbivorous saurians fight only if attacked. They have a gland repellent to many water creatures - d6 usage die. Worth 2d20 x 100 káitars.
Tsú'uru	6	These shape-changing tomb guardians fool parties and infiltrate them. They are immune to magic spells. Can change form in a round.
Zrné	6	These animals are immune to ordinary missiles. Bite is poisonous - CON test or OofA in 2 rounds.
Dzór	7	These gentle forest giants fight only if attacked. Disadvantage in daylight.
Hrá	7	These undead regenerate after death in 2 turns unless touched by Amulet of the Good God. Disadvantage in daylight. With an INT test, a Ksárlu priest can control d6 Nearby Hrá for 3 turns.
Ghár	8	These aquatic creatures can extend their three jaws ten feet. 3 bites (2d6), tail (d6). Their shell is worth 1d20 x 100 káitars.
Hli'ír	8	These undead are so hideous that when seen test INT (at Disadvantage if surprised) or become insane. They cannot be hurt by chlén hide weapons.
Qumqúm	9	These tomb guardians are invisible, except to Pé Chói. Heavy poleaxe (2d6). Their thundering roars can be heard Far Away. Repelled by fire.
Nshé	10	These aqueous creatures can flow under doors. While liquid, DEX test to avoid crushed feet and ankles. They take a round to assume humanoid form. Fire and the Calm spell can drive them away.
Sagún	10	These mobile plants have 2 claws (d8). Pass an INT test to avoiding breathing their deadly spores, or pass a CON test to avoid death in 2 rounds.
Ru'ún	11	These golden automatons perceive dimensional portals and faint sounds, and cannot be surprised. They can touch for 2d6 electric shock. They wield a +1 steel sword (2d6) and bolt thrower (1d8).
Ngóro	16	These flat creatures mimic flooring. Pass a DEX test or up to d20 Nearby targets can be rolled up like a rug. Their muscular bodies can crush for 2d6 damage. They also can have small magic items. If subdued, they will offer a magic item for its life.

All creatures with 3 HD values come in small, medium, and large sizes. If a random size is needed, roll a d6: 1-2 = small, 3-5 = medium, 6 = large. L = Level, for nonhuman races.

MAGIC ITEMS

Eyes are small techno-magical devices about the size of a human eyeball with an aperture on one side and a button on the other. Eyes and other magic items with charges found in the Underworld start with a d30 usage die, while those owned by the clans, temples, or individuals or otherwise have been in circulation start with a d20 usage die. The Thoroughly Useful Eye can recharge Eyes and other charged magic items.

Magic Artifacts are usually unique items; the description tells how many exist. When unique artifacts are discovered, they should be removed from the list of possible treasure. New artifacts can be devised to replace those found.

eyes

1. **Abominable Eye of Detestation:** Test PSY to make 2d6 Nearby creatures and flee in terror 1 turn. Test with Advantage against undead.
2. **Excellent Ruby Eye:** Test DEX to put 1d6 Nearby creatures into time stasis. Another charge releases them. Those affected have a reddish glow.
3. **Eye of Advancing through Portals:** Blasts a 10 ft x 10 ft x 10 ft hole in a Close wall of solid rock. Test DEX to put a Close creature OofA.
4. **Eye of Aerial Excellence:** Allows 2d6 Close allies to fly 120 ft every round for 4 turns.
5. **Eye of All-Seeing Wonder:** Projects a beam in a line away from the user to Far Away that reveals invisible and astral things as well as nexus points. It also provides light - 1 turn.
6. **Eye of Being an Unimpeachable Shield against Foes:** Makes d4 Close allies invulnerable to all melee weapons - 2 turns.
7. **Eye of Bestowing Life:** Revivify a Close body that died within 3 weeks.
8. **Eye of Calling Forth an Unconquerable Army:** Summons d100 mechanical men to fight for the caster. These have 3 HD, one-handed sword, and 10 AP - 2 turns.
9. **Eye of the Creeping Fog of Doom:** Fills a Nearby area with poison gas. Test DEX to put all within OofA.
10. **Eye of Departing in Safety:** Transports 2d6 Close allies to a preset location up to Distant. Half-pressing the stud sets the location. Twisting the stud unsets the location.
11. **Eye of Exquisite Power over Maidens:** Test PSY to make a Nearby person of the user's sexual preference adore them until released by another charge.
12. **Eye of Frigid Breath:** Creates a blast of freezing cold in a straight line. On a DEX test, up to 2d6 Nearby creatures Close to that line are taken OofA.
13. **Eye of Hastening Destiny:** 3 Close allies can act twice per round - 2 hrs.
14. **Eye of Illuminating Glory:** As torchlight; doesn't negate surprise - 2 hrs.
15. **Eye of Incomparable Understanding:** User can understand and speak to all Nearby speakers - 4 turns.
16. **Eye of Indefinable Apprehension:** Test PSY to make 1d100 Nearby 3 HD, 1d6 4-7 HD, and 1 8+ HD persons or animals flee in terror - 3 turns.

17. **Eye of Insubstantial Visioning:** Creates hideous illusions. Does not affect undead nor androids. Test INT to attack Nearby creatures of 5 HD or less (1d8 damage).
18. **Eye of Joyful Sitting Amongst Friends:** Test PSY to make 1d4 enemies into allies - 4 turns.
19. **Eye of Madness:** Test PSY to make 2d6 creatures permanently insane. Curable with *Heal Serious Wounds* and *Remove Curse* spells or an Ineluctable Eye of Healing.
20. **Eye of Non-Seeing:** Makes 1d6 Close creatures invisible. Can fight while invisible - 3 turns.
21. **Eye of Opening the Way:** Opens all Nearby secret doors, and buzzes when Close to a trap - 2 turns.
22. **Eye of Raising an Infernal Barrier:** Wall covers a Nearby area, test DEX to attack Close creatures (3d6) - 2 turns.
23. **Eye of Regeneration:** Regenerates a limb on a Close person - 2 turns.
24. **Eye of Retaining All Things:** Pulls up to 300 lbs. of Close things into a pocket dimension. Twisting the stud releases the contents.
25. **Eye of Retarding Destiny:** Test PSY so that up to 2d6 Nearby creatures must act every other round - 2 turns.
26. **Eye of Returning unto Darkness:** Surrounds 1d6+1 Nearby creatures in darkness.
27. **Eye of Rising Above All:** Allows the user and up to 1000 lbs. to float up to 180 ft straight up - 5 turns.
28. **Eye of Ruling as a King in Glory:** Test INT to command 10d100 persons (2 HD or less) up to Far Away - 2 hrs.
29. **Eye of Strengthening the Majesty of Weapons:** Enchants a steel weapon or armor with +1 to a maximum of +3 for edged weapons and +2 for everything else.
30. **Eye of Transformation:** Changes a Close person from a follower of Change to Stability or vice versa.
31. **Eye of Triumphant Passage through Infernos:** Protects the user from all fires and flame damage, including Wall of Fire, Infernal Barrier, and the Eye of Raising an Infernal Barrier - 2 turns.
32. **Incomparable Eye of Command:** Test PSY to command 2d6 Nearby creatures - 2 turns.
33. **Ineluctable Eye of Healing:** Heals 2d6 HP from a Close target. Can be used to automatically pass a poison or disease CON test.
34. **Splendid Eye of Krá the Mighty:** Moves Close objects (up to 1000 lb.), breaks walls and doors (up to 3 ft. thick), and on a DEX test can do 4d6 damage to a Close creature.
35. **Terrible Eye of Raging Power:** Creates a bolt of electricity in a line from the caster out to Far Away. On a passed DEX test, up to 2d6 creatures Close to that line take 4d6 damage.
36. **Thoroughly Useful Eye:** Can increase the usage die on any other Eye it touches, once per day per Eye. It also works on some amulets and other magic artifacts.

AMULETS

Some amulets have charges, and those that do are rechargeable with the Thoroughly Useful Eye.

1. **Amulet against the Iniquitous Nshé:** This bronze medallion in the shaped of a heart with an inscription in Tsáqw. Once activated by reading the inscription, an Nshé in liquid form cannot come Close to the user.
2. **Amulet of Finding Treasure in the Underworld:** When placed on the floor and activated, this black volcanic glass beetle amulet will crawl to the closest treasure trove up to Distant and then disintegrate.
3. **Amulet of Invincible Steel:** This rusty metal bar shields the wearer's metal equipment from the corrosive spittle of the Ngáyu and other acid. Always on.
4. **Amulet of Mastery over Rényu:** Test PSY with this fuzzy pine cone medallion and d3 Rényu will permanently serve the user loyally.
5. **Amulet of Peace amongst the Servers of Ksáru:** This small purple gem causes Nearby Hrá, Mrúr, and Qól will stop fighting the user's allies. Test INT for Biridlú, Marashyálu, and Tsú'uru to stop fighting - 3 turns. Has d30 usage die.
6. **Amulet of Perceiving the Scintillation of Metals:** When activated, this base metal arrow pendant points toward the largest Nearby amount of metal - 2 turns. Has d30 usage die.
7. **Amulet of Power Over the Undead:** When the Bednálljan Salarvyáni inscription on this small blue terracotta mummy is spoken, test PSY with Advantage to make Nearby undead move away from the user - usable once on any group.
8. **Amulet of Protection against the Grey Hand:** This small bronze circle set with a red gem protects the user from The Grey Hand spell. Once worn, it won't work for anyone else until the user dies.
9. **Amulet of Ruling the Ru'ún:** Speak the Llyáni inscription on this small green metal disk pendant and test PSY to control d4 Nearby Ru'ún - 2 turns.
10. **Amulet of Safety amidst Putrefaction:** This carved ivory ball allows the user and 1d6 allies to be unnoticed by Shunned Ones - 4 turns. Has a d30 usage die.
11. **Amulet of the Good God:** Test PSY with this blue stone amulet carved in the oval symbol of Lord Hnálla to make Nearby undead retreat from the user (Test with Advantage against the Hrá) - 4 turns. Also puts creatures that regenerate to rest permanently. If touched by a follower of Change, they take 4d6 damage.
12. **Amulet of Warding off the Thunrú'u:** This small copper cone, inscribed in Ancient Mihállí, makes 1d6 Nearby Thunrú'u flee from the user. Usable once on any group. Inscription does not need to be spoken.

MAGIC ARTIFACTS

Some magic artifacts have charges, and those that are marked 'Rechargeable' can be recharged with the Thoroughly Useful Eye.

1. **The Alluring Maiden of Ngá:** This beautiful, feminine android assassin of the ancients can silently stalk her owner's enemies and kill using garrote, poison, or dagger as needed. 6 HD and 12 AP. May also have d3 Eyes. Pursues target until dead. Cannot socially interact. Test INT with Advantage to send on a mission; on a fail, she attacks the user. Has d8 usage die. Two are known to exist.
2. **The Boots of Changéla:** These elaborate leather boots allow the wearer (and up to 250 lbs.) to walk on water. This item is unique.
3. **The Chariot of the Gods:** These ancient air cars seats 7 and flies 250 ft/round. Impervious to normal Ranged weapons smaller than a catapult stone. Has a d30 usage die. Rechargeable. Several are known, including a stable of five under Tsámra, the capital of Livyánu.
4. **The Clockwork Automaton of Qiyór:** This combat automaton has 10 HD, 12 AP, and twin broadswords, usable every turn. Every turn of fighting requires a round of rewinding. Ten were originally created.
5. **The Crystal Claw of Kúrutesh:** This crystalline four-taloned claw allows the user to communicate with and control all animals out to Far Away - 3 turns. Has d30 usage die. Rechargeable. This item is unique.
6. **The Cup of Súbadim the Sorcerer:** This gem-covered silver cup shoots a stream of any liquid desired on a Close target - 1 round. Has a d30 usage die. This item is unique.
7. **The Emerald of Hagárr of Paránta:** This large green gem controls all Nearby water creatures - 1 turn. Has d30 usage die. This item is unique.
8. **The Glorious Cloak of Many Eyes:** This fancy cloak with many embroidered eyes can project the user's astral body to see and hear events in a Distant location. Has a d30 usage die. Rechargeable. Rumors say there are three of these cloaks.
9. **The Gloves of Chirené:** These embellished leather gloves enhance the wearer's STR. Roll with Advantage on all STR rolls and all damage is critical. Has d30 usage die. Rechargeable. This item is unique.
10. **The Hammer of Pendárte of Khéiris:** This ornate war hammer is +2 STR in melee and +3 damage. Automatically returns to the user's hand when thrown. The only known specimen was last seen in Yán Kór.
11. **The Helmet of the Three-Pointed Star:** This black and silver helm restores life to any being killed within 1 day. Has d30 usage die. Ten are rumored to exist.
12. **The Jade Bowl of the God-King of Purdánim:** This green stone bowl lets the user test PSY to switch minds with a Far Away person - 24 hours. Has a d30 usage die. Legend has it that two were made.
13. **The Ladder of Mríddu the Magician:** This palm-sized device extends into a 50 ft. ladder that holds 6 persons (or 1500 lbs.). Attaches firmly at user's mental command. Three are rumored to exist.

14. **The Lightning Bringer:** This ancient wheeled cannon the size of a wagon can shoot targets 500 ft away and does 10d6 damage. Can destroy a 20 ft section of wall six feet thick. Moves at human walking speed. Has d30 usage die. Rechargeable. Fifteen are known.
15. **The Little House of Tranquil Dwelling:** If the stud on this strange mirrored cube is pressed, the user is drawn inside, safe from anything outside. Inside can be stocked with food to last a lifetime. A similar stud on the inside will return the occupant to the current location of the cube. It was found in a glass crater with a skeleton inside. The occupant had spent their life inside rather than die in the atomic waste outside.
16. **The Magical Chest of the Topaz God:** This ordinary-looking bronze chest will hold anything that a corner of which can be fit into the 6 inch opening. The contents can be emptied by opening and shaking the box. At least five or six exist.
17. **The Mallet of Inimitable Fealty:** This small shiny hammer can cast a Mind-Bar when touched to a target. Test PSY with Advantage to make them go on a quest, become completely loyal, forget something, etc. - 1 month. Has a d30 usage die. Rechargeable. At least 15 are known.
18. **The Mighty Wall of Thúmis:** When activated, this bronze plaque creates a bronze wall that covers a Nearby area, making it impassable - 2 turns. Has a d30 usage die. Rechargeable. Seven or eight exist.
19. **The Music Box of Nekkutháne:** This bejeweled box plays a melody. Test PSY to command a Nearby Ngoro - 1 turn. Has d30 usage die. Rechargeable. This item is unique
20. **The Silver Serpent of Nayári of the Silken Thighs:** The user specifies a place and this small shiny snake will move there and bite any creatures there. Test PSY with Advantage and the targets never see it. Test DEX to take the targets OofA. If fought, it has 2 HD, 10 AP, and attacks against it have Disadvantage because of its speed and size. Returns to owner. Has a d30 usage die. This artifact is unique.
21. **The Skullcap of Girigámish:** This brass cap makes the wearer immune to ESP and telepathy of any kind - 1 day. Has a d30 usage die. Rechargeable. Several are rumored to exist.
22. **The Speaker to Heaven:** This small ruby-encrusted gold statue to an unknown deity gives Advantage (thus canceling the normal Disadvantage for this roll) when testing PSY for Divine Intervention. Has a d30 usage die.
23. **The Trumpet of Mettálja:** This shiny bronze horn summons any Nearby automaton or android to serve the user - 2 turns. Has a d30 usage die.
24. **The Wondrous Enhancer of Jewels:** This decorated box is a gem cutter and polisher that multiplies by ten the value of jewels placed inside. Has a d30 usage die. Rechargeable. At least ten of these exist.

MAP OF SOUTHWESTERN TSOLYĀNU



TEKUMEL ADVENTURES

STARTING PLACES

CLAN

All of the characters are from the same clan. The Referee picks the clan, so no need to roll clan. Missions revolve around clan business or clan members.

TEMPLE

All of the characters work for the same temple. The Referee picks the temple, so when rolling the clan, reroll if the chosen temple isn't on the list of clan deities. Missions revolve around temple business or doctrine.

LEGION

Characters are members of a legion. The Referee picks a legion. If the legion has a clan or religious restriction, reroll the clan roll if the result doesn't match the legion specifics. Missions are either military or take place between battles.

FRESH OFF THE BOAT

The characters are barbarians from across the sea. They are fleeing their homeland because of a disaster that struck, killing many in their tribe. Everyone packed up their belongings and took the first ship that would take them all to Tsolyánu. They had heard of the Empire of the Petal Throne from passing sailors.

Players can choose the Barbarian or Shaman classes. Use the *Random Tribe Generator* that follows to roll or pick aspects of the tribe. Also, the group of players should describe the deity, deities, or other spirits they worship. The money they have is in their own

currency, so money changers will be needed once they arrive in Jakállá or Penóm. A map of the area around Penóm follows.

The tribe will get rudimentary instruction in Tsolyáni as they travel. Until they have been in Tsolyánu for 3 months, all INT tests to understand will have Disadvantage. There may be encounters or adventures while on-board ship before they reach port.

Traveling through the city to the Foreigner's Quarter takes several hours and there is more opportunity for encounters. Money changing must happen, since you don't have the currency. If a Tsolyáni citizen is offended by the foreigners (perhaps because of not understanding the language well), they might end up on the end of an impaling stake. Once in the Quarter, housing must be found. There are several hostels for travelers, varying in social status, cost, and quality. Other arrangements may be needed. Perhaps a vacant warehouse.

Once the tribe is situated, they'll need a patron. Roll a d6 each day; on a 1, roll on the *Patrons* table and on the *Foreigner's Quarter Missions* table. This should get things started. If a character dies, another tribe member can be rolled up to replace them.

A good resource for this game is the *Welcome to Jakállá* scenario from [The Eye of All-Seeing Wonder #1](#), an excellent fanzine from the 1990s. It's available from the Tekumel.com website. It also includes a patron mission.

RANDOM TRIBE GENERATOR

Start by rolling a d4, d6, d8, d10, and a d12.

d8	Homeland Terrain
1	Swamp
2	Desert
3	Jungle
4	Forest
5	Plains
6	Mountains
7	Islands
8	Roll twice

d4	Main Food Source
1	Hunting-gathering
2	Herding
3	Farming
4	Fishing

d6	Gender Power
1-3	Patriarchal
4-5	Matriarchal
6	Egalitarian

d10	Marriage Structure
1-4	Monogamy
5-8	Plural marriage If <i>Patriarchal</i> , multiple wives. If <i>Matriarchal</i> , multiple husbands. If <i>Egalitarian</i> , multiple wives and husbands.
9-10	No marriage structure

d12	Why did the tribe leave?
1	Fire
2	Earthquake
3	Invasion
4	Famine
5	Disease
6	Demons
7	Floods
8	Volcano
9	Landslide
10	Tsunami
11	Insects
12	Drought

FAMILY CREATION

Parents:

Monogamy: 2

Polygynous/Polyandrous: 1+d4

Group marriage: 2d4

Siblings: 2d6-2

If 4 parents or more, add +2.

d8	Spouses (optional)
1-4	Not married
5-6	1
7	2 (+1 on Child roll)
8	3 (+2 on Child roll)

-2 if person is 20 or less

+1 if person is 31 or more.

Maximum of 1 spouse, if tribe is monogamous.

Children: d6-3

-2 if person is 20 or less

+2 if person is 31 or more

PATRONS

d10	PATRON
1	Foreigner (ambassador, spy, merchant) + d6 guards, random country (use native language table)
2	Imperial agent + 2d6 guards
3	Merchants (1d6) + 2d6 guards
4	Noble + 2d6 guards
5	Nonhumans (2d6), random race (d8)
6-7	Priest + d6 guards, random deity (d20)
8	Scholar, alone
9	Military officer/general + 2d6 soldiers
10	Sorcerer + d6 guards

CLAN MISSIONS

d10	MISSION
1	Guard a clan elder on a trip
2	Defend the clan house during food riots
3	Take or retrieve something from a distant clan house
4	Hunting party to clan estate
5	Make sure that all the right people come to our party
5	Meet with our patron clan and find out what the problem is
6	Search for a specific person or object
8	Rescue a clansman in another country
9	Caravan to distant city
10	Underworld expedition in basement of clan house

LEGION MISSIONS

d10	MISSION	d10	MISSION
1	Take a hill/fort/tower/wall	6	Defend a hill/fort/tower/wall
2	Patrol the area, report enemy moves	7	Investigate a weird occurrence in a remote province.
3	Foraging and water	8	Properly represent our legion at a re-enactment of a major battle.
4	Qadárni – small ritualistic battle	9	Secret mission for the Empire
5	Travel to new posting	10	Underworld expedition

TEMPLE MISSIONS

d10	MISSION
1	Guard a temple priest on a trip
2	Take or retrieve an artifact from temple in another city
3	Intrigue against a temple faction
4	Find the intruders who desecrated our shrine and bring them here for questioning.
5	Ensure this year's festival draws more donations than last year
5	Sea voyage
6	Search for a specific person or object
8	Ensure our procession at the festival is the most memorable.
9	Secret mission for the Empire
10	Underworld expedition

FOREIGNER'S QUARTER MISSIONS

d10	MISSION
1	Bodyguard
2	Champion in Hirilákte arena
3	Feud, intrigue, assassination, duel
4	Hunting party
5	Raiding party to distant part of Empire
5	Sea voyage
6	Search for a specific person or object
8	Trading party (random destination)
9	Secret mission for the Empire
10	Underworld expedition

THE RUINS ON AVÁNTHE'S AMPLE BOSOM

Avánthe's Ample Bosom is a round hill with a short tower sticking up like a nipple in an otherwise flat region. The hill is visible from the Sákbe road tower, and, sure enough, it looks like a breast. It's near enough to the Sákbe road that exploring in a day or so is reasonable. After days of dull travel on the road, the characters might be ready for a little outing.

PLAYERS: DO NOT READ BEYOND THIS POINT!

SETUP

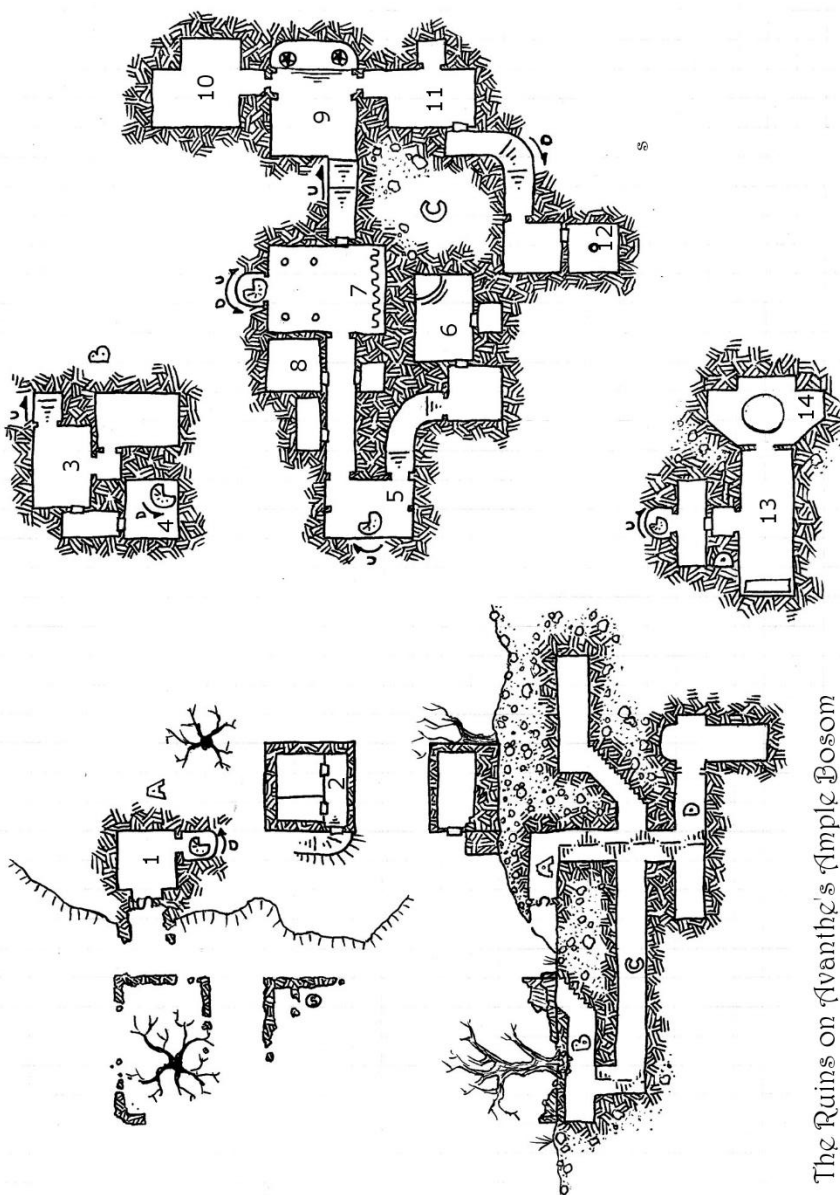
The scenario can be set practically anywhere in any terrain; desert, plains, forest, mountain, or swamp are all possible. Replace the Sákbe road with a passing ship stopping for water and foraging, and this could take place on an ocean island.

The hill is within a couple hours walk of the Sákbe road running through the area. If you want desert, this could be set in the Desert of Eyági on the way to Fasíltum. For plains, you might pick one of the routes to Béy Su, perhaps from Thráya, Haumá, or Tsurú. For mountains, try Thri'il. Nothing says swamps like Púrdimal, and the forests near Butrús would be a nice place for it as well.

Any of the *Starting Points* could be used for this adventure. A clan-based or temple-based group could be on business to the distant city. A military group could be traveling to their next posting. 'Fresh off the Boat' barbarians could be guarding a caravan. They stop at this Sákbe tower for a day or two. Perhaps, the caravan leader wants to visit a local shrine to make religious observances. Maybe the bearer-slaves or chlén need rest and water after crossing rough terrain or desert. The party might be waiting for travelers that are lagging behind. But for whatever reason, they have a day or two to explore.

The road guards could recommend it for a day's jaunt. "Go see Avánthe's Ample Bosom. Maybe She'll reward your curiosity with a lover when you come back." The PCs may see it from the road tower or hear a rumor from a road companion or passerby.

When the group arrives at the location, they find some ruined foundations and short walls in the flat area right in front of the hill. A large tree grows out of one building. Half of a small walled room is built into the hillside, perhaps a pantry. On top of the hill, the short tower is largely intact, though quite worn from weathering. A stairway leads up to the door of the tower.



The Ruins on Avanth's Ample Bosom

DUNGEON KEY

1. Pit trap with stakes: test DEX to avoid 2d6 falling and spike damage. Secret safety lock in spiral stair room.
2. 3 Feshénga (or other animal, see *Note 1* below): 5 HD: 20, 17, 12.
3. Rotted corpse and charred bodies of 6 Shédra: Hnálla female warrior, shiny silver-washed steel plate & mail, Amulet of the Good God, +2 steel sword (Stability, INT 17, speaks Tsolyáni, Classic Mu'ugalavyáni, Engsvanyáli, spells: Dispel Evil, Paralysis, and Energy Bolt, d6 spell usage die per day), roll d6, **1**: 1 Dláoqo (3 HD: 9), **2-3**: 3 Kúrga (1 HD: 4, 3, 2), **4-6**: nothing.
4. 9 Shédra (2 HD: 2, 6, 7, 5, 11, 3, 9, 9, 4), 3000 cp, 2000 gp, Eye of Illuminating Glory, d20 usage die
5. Mu'ágh (6 HD: 28)
6. Destroyed shrine of Goddess of Pale Bone, 14 Qól (1 HD [d10]: 2, 9, 8, 10, 8, 3, 4, 9, 10). Rubble of statues, defaced murals and mosaics, piles of ashes
7. Temple of Chiténg entrance: statues of four of Chiténg's aspects, tapestry of Chiténg's deeds in the Battle of Dórmoron Plain, miraculously preserved.
8. 4 Káyí (4 HD: 24, 21, 17, 13), 1000 gp with decayed corpse in corner.
9. Temple of Chiténg main area, statues of two more aspects of Chiténg. Altar with rose-gold tools worth 2000 gp. The statues will animate if the temple is desecrated. 8 HD: 42, 36.
10. Refectory and kitchen, long-decayed food, dinnerware, 6 Pygmy Folk adventurers (1 HD: 3, 3, 6, 4, 6, 2), pistol crossbows, an Eye of Joyful Sitting Amongst Friends (d10 usage die).
11. Priest's dormitory, 12 Mrúr (2 HD: 13, 7, 13, 8, 10, 8, 9, 7, 5, 10, 13, 11).
12. Well room, chest with trapped lock (poison needle, CON test or OofA) and trapped lid (poison gas, CON test or OofA), 6000 cp, 2000 gp, rose-gold crown in shape of flames worth 3000 gp.
13. Traveler's lounge: ticket counter, chairs decayed, decorations moldering. Gold travel disk on counter hold ten destinations. Worth 3500 gp each.
14. Tubeway station: a round hole with a clear 1 foot panel is in the center of the room. Pressing the panel on the floor starts a light blinking above the panel and summons the tubeway car, which will arrive in d3 turns. The far side of the hole has a metal ladder descending into the darkness. Use the *Random Tubeway Stations* tables (p. 53) for random destinations.

Note 1: Feshénga in forest, jungle, or swamp, Dnélu in plains, Hyahyú'u in plains, forest, or mountains, or Mnór in plains or desert.

WANDERING MONSTERS

Outside: Use wilderness encounters by terrain.

Level B: d6: 1-3: Kúrga, 4: Dláoqo, 5-6: Shédra.

Level C-D: d6: 1-2: d3 Káyí, 3-4: d4 Pygmy Folk, 5-6: d6 Mrúr

RANDOM TUBEWAY STATIONS

Tubeway stations are ancient subterranean remnants of the Humanspace Empire's global transportation network. The cars travel at supersonic speeds, and can reach anywhere on Tékumel in 24 hours or less. Four-inch golden disks hold destination codes for ten locations. Each car has ten buttons on the control panel.

This random generator will create a random tubeway station. When a section mentions a die, use the existing roll for that die from the other section.

Roll d4, d6, d8, d10, d12, and d20

d4	LEVELS BELOW SURFACE
1	2
2-3	3
4	3 + d6

d6	STATION SIZE
1, 3, 5	1 tube
2	2-3 tubes
4	4-6 tubes
6	d8 + d20 tubes

d8	AGE OF LEVEL NEAR STATION
1	Time of No Kings
2	Engsvanyáli Empire
3	Bednálljan Dynasties
4	The Fishermen Kings
5	The Dragon Warriors
6	Three States of the Triangle
7	Llyáni Empire
8	The Latter Times

SURFACE LOCATION				
d10	d8			
	1,8	2,7	3,6	4,5
1	Livyánu			Shényu
2	Tsolyánu			Milumanayá
3	Salarvyá			Háida Pakála
4	Yán Kór			Sa'á Allaqí
5	Mu'ugalavyá			N'lóss
6	Mihállu	Nuru'un	Rannálu	Plain of Glass
7	Kilálammu	Pecháno	Jánnu	Ssuyál
8	Tsoléi	M'mórcha	Tané	Desert of Gálai
9	Black Ssú enclave	City of the Red-Tiled Roofs	South Pole	Hlössyál
10	Referee's Special			

TEMPLE BETWEEN STATION AND SURFACE		
d12	d20	
	Even	Odd
1	Hnálla	Drá
2	Karakán	Chegárra
3	Thúmis	Keténgku
4	Belkhánu	Qón
5	Avánthe	Dilinála
6	Hrü'ú	Wurú
7	Vimúhla	Chiténg
8	Ksárul	Grugánu
9	Sárku	Durritlámish
10	Dlamélish	Hriháyal
11	The One Other	The One Who Is
12	Goddess of the Pale Bone	Hfsh (or pick a local deity)

d20	ENCOUNTER	d20	ENCOUNTER
1	Warriors (d8)	11	Ngóro
2	Priests (d6)	12	Káyi (d6)
3	Hlúss (d4)	13	Qól (d6+d12)
4	Ssú (d6)	14	Biridlú (d6)
5	Shunned Ones (d4)	15	Tsú'uru (d6)
6	Pé Chói (d8)	16	Thúnru'u (d4)
7	Shén (d6)	17	Ru'ún (d6)
8	Ahoggyá (d4)	18	Sagún (d4)
9	Mrúr (d8+d6)	19	Nexus points (d12)
10	Shédra (d8+d4)	20	2 Encounters: d12 and d8+12

NOTES

[illegible]

[illegible]

WHAT IS TÉKUMEL?

Tékumel is a place with the politics and intrigue of the Roman Empire, the religions of ancient India and pre-Columbian Mesoamerica, the magic of the Arabian Nights, the monsters and demons of the Cthulhu mythos, plus ancient ruins containing the technology of a good space opera thrown in just to keep things interesting.

The Petal Hack strips the rules down to a minimum so you can focus on character and setting.

Experience the exotic adventure of Tékumel.