



THE PETAL HACK

2nd Edition

by Brett Slocum

Made With



The Black Hack

Weird Realm Games

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THE PETAL THRONE

2nd Edition

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Author: Brett Slocum

Editor: pookie

Additional Material: George Hammond, Paul Hughes, James Maliszewski, and Sean Summers

Playtesters: David Ackerman, Neil Anderson, Simon Barns, Julian Bernick, Jon Carnes, Nigel Clarke, Jarrett Crader, John Czarnota, Krista Donnelly, Jeremy Duncan, Niall Gordon, George Hammond, Howard Hendrickson, David Johnston, Don Kaiser, Scott Kellogg, John Marron, James Neal, Michael Pfaff, Mr. Sean, Mark Siefert, Greg Skrivan, John Till, Tony Tucker, Corey Ryan Walden, and Neil Zuckerman.

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Weird Realm Games

DEDICATION

This book is dedicated to Professor M.A.R. "Phil" Barker who created a unique world that has been so enjoyable to inhabit over the 45 years since its publication.

THANK YOU

Thanks to Craig Smith and Tim Cox who refereed my first Tékumel experience in an offshoot of the Professor's game with humor and sadism, a campaign lasting two years. Thanks to Jeff Berry for service to the Petal Throne and interesting discussions of Tekumeláni trivia. Thanks to Gary and Dave; your creativity set us free. Thanks to David Black for creating The Black Hack and making it so simple to hack.

FOREWORD

It was 1975 in Minneapolis when my 15-year old self went looking for new Avalon Hill board games that my brother had hooked me on. We played those to death and I was looking for something new. I found the Little Tin Soldier Shoppe in the phone book under 'games', the only entry.

I took the bus to uptown from the burbs and walked into the long narrow storefront. Chaos. There was a table of tiny soldiers with felt terrain surrounded by numerous loud boys and men arguing over Napoleon. I started looking at the board games. More board games than I thought possible, but only AH games I had already. Near the board games was this little white box, smaller than the board game boxes. Dungeons and Dragons. I was a big reader of fantasy and science fiction with a growing Appendix N library. I was intrigued. I bought it.

A couple of friends and I experimented with this D&D thing. We played about two sessions, but the LBBs are not exactly easy for figuring out how the game is supposed to be played, so we started to lose interest.

The owner of the store pointed me to this expensive game, Empire of the Petal Throne. He knew the author, a local language professor at the University of Minnesota. Unlike D&D, EPT had a whole fantastic world with dozens of millennia of history, and weird gods, aliens, and religions. I bought it. The owner said that a couple of the Professor's players were going to run a campaign every Thursday and there was still room. I signed up on the spot. That moment changed my life.

Over the years I played with Phil many times at cons. The amazing and terrifying adventures I've had on Tékumel cemented my love of all roleplaying games. EPT is what addicted me to roleplaying, not D&D. I have never stopped playing in Tékumel.

These rules are a labor of love for a world that still surprises me 40+ years later. Welcome to this wonderful fantasy world. I hope you enjoy it as much as I have.

WHAT IS THIS?

Tékumel is M.A.R. Barker's fantastical sword and planet world that was first published as *Empire of the Petal Throne* (EPT) in 1975. EPT was the third professionally published role-playing game, the second published by TSR, and the first setting ever published.

The Petal Hack (TPH) is a tabletop roleplaying game played with paper, pencils and dice, and custom designed for Tékumel. The game is based on The Black Hack and has been designed to use a simple set of rules that are presented in a plain language.

How Does It Work?

The game is played in the joint imaginations of the people in the game. The Players create Characters to go on dangerous adventures within the imaginary world the Referee creates and presents.

What Do the Players Do?

The Players' roles in the game are straightforward but not easy! They will be presented with scenes in which they describe what their Characters do, rolling dice to determine the outcome of their Actions.

What Does the Referee Do?

The role of the Referee is different from the Players. They control the Movement and Actions of the Non-Player Characters (NPCs) and Monsters, presenting the world to the Players, helping them navigate it with fair rulings and dice rolls and describing the events that happen during play.

Playing a Game

You'll need some Players who will each control a Character and one person to act as the Referee who will control the Monsters, NPCs, and deliver a preplanned or impromptu world to explore.

The Players should create some Characters (see p.7) or introduce ones they have already. The Referee should start a session by setting the scene, explaining briefly where the Characters are and what they can see, then ask the question "What do you want to do next?"

The Players tell the Referee what their Characters' Actions are and then the Referee adjudicates the outcomes, asking dice to be rolled if there is a chance of failure – or by making consistent rulings.

Rolling the Dice

The Petal Hack uses polyhedral dice to impartially run the game. If you see d4, d6, d8, d10, d12, and d20 written in the rules, this refers to a die of that size, so a d20 is a twenty-sided die and a d6 is a normal six-sided die.

THE CORE MECHANIC

Attribute Tests

Everything a character might attempt that could result in failure is resolved by testing attributes. To successfully test an attribute, a player must roll **at or below** the value of the attribute on a d20. If they roll their attribute exactly, the test succeeds but with consequences. The player can decide if they want to take the consequences or fail the test. A rolled 1 is usually a critical success and a rolled 20 is usually a critical fail.

Attributes

Strength represents the character's physical power.

Dexterity is a combination of coordination, agility and quickness.

Constitution refers to the health and endurance of a character.

Intelligence represents IQ, reasoning, and understanding concepts.

Psychic Ability determines a PC's insight, perception, and good judgment.

Charisma refers to a character's leadership ability.

Advantage & Disadvantage

If an action or task has a higher or lower chance of success, the Referee may ask a player to roll "with Advantage" or "with Disadvantage". This means to roll an additional die of the same type when making a test, taking the best result for Advantage and taking the worst result for Disadvantage.

Player-Facing Rolls

Most rolls are made by the player. The only time the Referee rolls is for damage and for actions that don't affect the characters.

Usage Die

Any piece of equipment that is considered a consumable, limited item has a Usage Die (Ud). When such an item is used, roll the Usage Die the next Turn. If the roll is 1-2 then the usage die is downgraded to the next lower die in the following chain: **Ud30 > Ud20 > Ud12 > Ud10 > Ud8 > Ud6 > Ud4**.

When you roll a 1-2 on a Ud4, the item is expended, the character has no more of it left, or there are no more charges. In the case of torches and lanterns, the light lasts for one more round before extinguishing.

Usage Dice are used for food, torches, device charges, ammunition, armor, and many other items.

THE WORLD OF TÉKUMEL

60 millennia in our future, the vast Humanspace Empire discovered the planet Téकुmel 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 Téकुmel to reduce the hostile nature of the world. Téकुmel became a hub of trade and a resort for the rich and powerful. Humankind's nonhuman allies came to the re-formed world, as secretly did their enemies.

After a millennium of prosperity, a great cataclysm occurred, ripping Téकुmel's star system out of space and plunging it into the darkness of a small pocket dimension. Was this caused by some alien weapon, 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 Téकुmel. Without supplies from the Empire, civilization fell hard. The Ssú and the Hlúss rejoiced as the force fields keeping them prisoner eventually failed.

In the intervening 30 to 50 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 are still found, such as Eyes and the supersonic tubeway cars 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

Téकुmel is a hot planet. Temperatures in the northern regions where most campaigns are set compare 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 and colder in the desert. It is much hotter at Téकुmel'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, animal hides chemically treated to form a lightweight substance with the hardness of bronze and the weight of fiberglass.

No Horses

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.

The Gods Exist

Over the millennia, humans contacted 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. Other countries have other deities.

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 Wary.

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

Hrű'ű: Supreme Lord of Change, Dispenser of Calamities, darkness.

Wurú: Hrű'ű'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.

Durrítłámish: 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.

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 the violence. In the Underworlds or wilderness though, anything goes.

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 Five Empires

The Five Empires are like the Roman Empire or Imperial China in size and bureaucratic complexity. *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 they come. To the north lies *Yán Kór*, once a loose collection of city-states. They have recently been united by Baron Áld, a former mercenary, 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 distinct set of deities, the mysterious Shadow Gods.

Magic Exists

The veil between universes is thinner, allowing the mind to unleash power from between planes. Spellcasters must be careful, since carrying more than 2 ounces of metal while casting spells can be dangerous and deadly.

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 *Tinalíya* 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.

Nexus Points

Nexus points are connections between distant points in space-time. They can be created by magic or can be naturally occurring. Some experts can tell where a nexus point leads, and some spells can reveal the destination as well.

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 have their clan take care of them in all things, or they may go the local government office and declare themselves 'Aridáni' with the same rights and responsibilities as a male member of society.

Sex & Marriage

In general, sex in Tsolyáni society is not exclusively between spouses, and sex before marriage is encouraged. Gay, lesbian, and bisexual orientations and transgender identity are accepted. There is no nudity taboo. The Tsolyáni practice plural marriage for both genders. Men with multiple wives and women with multiple husbands are both possible. Other countries are more conservative about these topics.

Ethics

Ethics in Tsolyánu about 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 too 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 the Emperor died suddenly, Prince Dchich'uné called the Kolumejálim to pick the next Emperor immediately while the other princes and princesses were far away from the Imperial palace, and he declared himself the winner. A civil war broke out between Dchich'uné and the other princes. Prince Mírusiya overthrew Dchich'uné and now sits on the Petal Throne. Salarvyá and Mu'ugalavyá took advantage of the turmoil to invade but have been pushed back. Relative peace has lasted several 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 deep down in the layers, and the priests dig back down to reconnect with these shrines. Thus, many underworlds of Tékumel are beneath the cities, and you might find a strange stairway down in your

basement. Numerous other ruins abound since civilization is so old.

Adventuring

Most adventurers are average citizens called upon by their clan, temple, legion, or government to perform some 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 since they are viewed as expendable.

Units of Measure

Time

Sivél: 4.5 seconds (20 per Yóm)
Yóm: 90 seconds (20 per Kirén)
Kirén: 30 minutes (6 per Ténmre)
Ténmre: 3 hours (8 per day)

Distance

Chóptse: 0.52 in. or 1.333 cm.
Hói: 5.25 in. or 13.333 cm.
Dháiba: 4.37 ft. or 1.333 m.
Tsán: 0.82 miles or 1.333 km.

Weight

Tnúng: 0.0066 oz. or 0.1875 g
Mló: 0.13 oz. or 3.75 g
Psé: 1.65 lbs. or 0.75 kg
Epú: 3307 lbs. or 1500 kg.

Resources

The best introduction to Tékumel is [Empire of the Petal Throne](#). You can find more details of the world, society, magic, and creatures there. The [official Tékumel website](#) has wonderful graphics and an extensive archive of materials. The [Tékumel Groups.io list](#), the [Facebook community](#), and the [MeWe community](#) are your social media choices. The Petalheads Discord server is another place to find Tékumel friends.

CHARACTER CREATION

1. Roll Attributes

Attributes are generated with 2d6+3 in the following order: **Strength (STR)**, **Dexterity (DEX)**, **Constitution (CON)**, **Intelligence (INT)**, **Psychic Ability (PSY)**, and **Charisma (CHA)**. Once generated, two attributes may be swapped.

2. Choose A Species

There are ten *Species* (p. 8): 1. Human, 2. Ahoggyá, 3. Hegléth, 4. Hlaka, 5. Ninín, 6. Páchi Léi, 7. Pé Chói, 8. Shén, 9. Tinalíya, and 10. Urunén.

3. Roll A Clan

If Human, roll for clan on the *Clan Table* (p. 19), which gives a clan ability.

4. Choose A Deity

Or roll randomly. There are 20 choices: (**Gods** in Bold, and *Cohorts* in Italics. See *The Gods Exist*, p. 3).

- | | |
|---------------------|-------------------------|
| 1. Hnálla | 11. <i>Drá</i> |
| 2. Karakán | 12. <i>Chegárra</i> |
| 3. Thúmis | 13. <i>Keténgku</i> |
| 4. Belkhánu | 14. <i>Qón</i> |
| 5. Avánthe | 15. <i>Dilinála</i> |
| 6. Hrü'ú | 16. <i>Wurú</i> |
| 7. Vimúhla | 17. <i>Chiténg</i> |
| 8. Ksáru | 18. <i>Grugánu</i> |
| 9. Sárku | 19. <i>Durritlámish</i> |
| 10. Dlamélsh | 20. <i>Hriháyal</i> |

5. Choose A Class

There are eight Classes (p. 21): Agent, Barbarian, Dilettante, Priest, Scout, Shaman, Sorcerer, and Warrior. Class determines available equipment, Hit Points, and unique abilities.

6. Background

Write one sentence about your character, including more specifics about who they are, their origin, or reason for adventuring (e.g. "Hársan was struck by lightning as a small boy, and his nerve endings are particularly sensitive, which led him to join the priesthood of Dlamélsh.").

7. Roll Languages

Everyone starts with their native language. Test INT, PSY, and CHA – each pass grants an extra language to the character. Priests roll twice for each attribute, potentially getting 6 languages. Only Priests and Sorcerers can take ancient languages at first level; others must learn them during play. See p. 18.

8. Buy Equipment

Every new character may take a one preset pack of equipment (p. 29). Alternatively, they may start with a set of clothes and a one-handed weapon as allowed by their class, plus 3d6 x 10 káitars with which to buy equipment. 1 gold káitar = 20 silver hlásh = 400 copper qirgál.

9. Choose A Name

Or roll randomly on the name tables on p. 33 for your gender or species.

Referee Limits

The Referee may limit the choices available to players for Species, 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.

species

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 or blue eyes are not unknown but are rare and often considered to be unlucky. Human height ranges from 4'8" to 6'3" with 5'4" as the average.

Species Abilities

Attribute Adjustments: Humans can add +1 to an attribute of their choice.

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

Clan: Your clan gives Advantage in the clan business or interests. Your Clan Die can be used to get resources from the clan. See Clans (p. 19).

Language: Speaks native language.

subspecies

N'lúss

This Human subspecies of extremely tall barbarians comes from an area north of Mu'ugalavyá called N'lússa. Add 1 foot to the height of N'lúss characters.

Species Abilities

Attribute Adjustments: N'lúss roll initial STR with Advantage and subtract 2 from DEX and INT.

Luck: N'lúss can turn a failed test into a success once per day.

Ahoggyá

The swamp-dwelling *Ahoggyá* look like a furry barrel that has sprouted four arms and legs with eyes on four sides. Ahoggyá mercenaries and merchants can be found from Tsolyánu to points east. They are gruff and rude by human standards, and they don't integrate with human society well.

Species Abilities

Attribute Adjustments: Initial STR and CON are rolled with Advantage, DEX and PSY are rolled with Disadvantage.

Barrel-Shaped Body: Because of their unusual body structure, Ahoggyá can attack in four directions at once with up to three extra attacks/round (four total attacks at first level). Based on the situation, the Referee may limit how many of these bonus attacks can be used.

Carapace: Ahoggyá have a bony carapace (Ud6 armor). Armor stacks on top of this protection, though it must be custom made (4 x cost).

Powerful: Ahoggyá start with 2 extra HD at first level. They use one larger die size for HD for their class, maximum d12 (e.g. d8 becomes d10).

Poor Spellcasters: Rolls with Disadvantage on spellcasting PSY tests. Maximum spell level: 1.

Slow Advancement: 1 additional major event is required to level up.

Language: Speaks Ahoggyáni.



Hegléth

Also called Swamp Folk. Living in the low-lying swamps of Mu'ugalavyá, the **Hegléth** are natural sailors. They ply the sea lanes, selling their wares. They are friendly and integrate well with human societies.

Species Abilities

Attribute Adjustments: Initial CON is rolled with Advantage.

Natural Skills: Roll with Advantage to detect traps, nexus points, or changes in altitude or position, as well as when boating, sailing, fishing, or swimming.

Tough: Use one larger die size for HD to a maximum of d10 (e.g. d6 becomes d8).

Non-Psychic: Cannot be spellcasters.

Language: Speaks Heglethyáni.



Hláka

In their mountaintop eyries east of Tsolyánu are the skittish **Hláka**, flying mammals 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 and rocks.

Species Abilities

Attribute Adjustments: Initial DEX is rolled with Advantage, STR is rolled with Disadvantage.

Flying: Hláka fly on large leathery wings. They can carry up to fifteen pounds of cargo.

Tail Sword: Tail sword (d6) that they sometimes (2-in-6) poison. Pass a CON test or OofA.

Skittish: Roll with Disadvantage on all Morale tests.

Language: Speaks Hlá kayani.



Ninín

Also known as Pygmy Folk. In mountain enclaves within Yán Kór live the *Ninín* in their subterranean tunnels. They excel at tunneling and are well-suited for underground exploration. They are also good climbers and natural swimmers. These short, furry creatures have never been completely trusted for they have a reputation for being sly and devious. They can be dangerous if cornered.

Species Abilities

Attribute Adjustments: Initial DEX is rolled with Advantage, STR with Disadvantage.

Excellent Hearing: Roll with Advantage when listening.

Dark Vision: Can see Nearby in darkness.

Pack Attack: Never check morale if another Ninín is on their side. If they are the only Ninín in a fight, they test morale with Disadvantage.

Small: Uses one lower size of HD for their class, minimum d4 (d8 becomes d6). They cannot wield two-handed weapons. They also defend with Advantage in melee against opponents of larger than human size.

Language: Speaks Nininyáni.



Pygmy Folk
"The Little Ones"
or
"Nininyáni"

Páchi Léi

The ***Páchi Léi*** are a four-legged arboreal species that lives in the jungles of Pán Cháka, a southwestern province of Tsolyánu. They are good climbers and jungle experts. They fit well into Tsolyáni society, being rather passive and friendly.

Species Abilities

Four Arms and Legs: Páchi Léi have four arms and legs, and they roll with Advantage to avoid being knocked down and when grappling.

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

Dark Vision: Can see Nearby in darkness.

Slow Advancement: 1 additional major event is required to level up.

Language: Speaks Páchi Leiyáni.



Páchi Léi
"The Forest Dwellers"

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.

Species Abilities

Attribute Adjustments: Initial DEX and PSY are rolled with Advantage.

Four Arms: Pé Chói have four arms and can make an extra attack/round. This stacks with other extra attacks from class abilities.

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

Psychic: Once per hour, they can test PSY to use the ESP spell – 1 turn. They know when another Pé Chói dies within 3 miles.

Susceptible to Water: They can drown in three feet of water, because their breathing holes are in their lower abdomen. Pé Chói are severely frightened of drowning and water travel.

Slow Advancement: 1 additional major event is required to level up.

Language: Speaks Pé Choiyáni.



Shén

The **Shén**, a powerful reptilian Species, 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.

Species Abilities

Attribute Adjustments: Initial STR is rolled with Advantage, DEX and PSY are rolled with Disadvantage.

Tough Hide: Shén have thick leathery hide (Ud4 armor). Armor stacks on top of this protection, though it must be custom made (double cost).

Powerful: Shén start with 2 extra HD at first level. They use one larger die size for HD for their class, maximum d12 (e.g. d8 becomes d10).

Clubbed Tail: Tail (d4 damage) + DEX test to knock an opponent behind them to the ground.

Poor Spellcasters: Rolls with Disadvantage on spellcasting PSY tests. Maximum spell level: 1.

Slow Advancement: 1 additional major event is required to level up.

Language: Speaks Shenyáni.



Tinalíya

The ***Tinalíya*** are a tiny four-legged species of scholars and mages, who live in the mountainous area in the north of Livyánu. Intelligent and curious, they are skilled in magic and machines. They are totally literal-minded, not understanding human idioms and humor. Even so, they fit well into human societies.

Species Abilities

Attribute Adjustments: Initial DEX and PSY are rolled with Advantage, STR is rolled with Disadvantage.

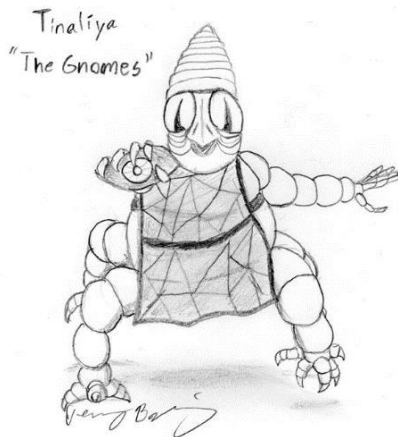
Natural Skills: Roll with Advantage when performing delicate tasks, disarming traps, understanding devices, and engineering.

Pack Attack: They never check morale if another Tinalíya is on their side.

Small: Uses one lower size of HD for their class, minimum d4 (d8 becomes d6). They cannot wield two-handed weapons. They also defend with Advantage in melee against opponents of larger than human size (greater than eight feet).

Socially Inept: Tinalíya are totally literal. They do not understand idioms, puns, euphemisms, or humor. Roll with Disadvantage on social tests.

Language: Speaks Tinaliyáni.



Urunén

The *Urunén* are from the southern polar region of Tékumel. Humankind has had no other contact with the Urunén since the Latter Times. They were contacted through the tubeway car network. They have short, brownish fur and a long tail, which is not prehensile. Their triangular heads are long-snouted with two large eyes set wide apart on each side of the head.

Species Abilities

Attribute Adjustment: The initial INT attribute get a +1 bonus, and CON gets a -1 penalty.

Expanded Field of Vision: Because of the arrangement of their eyes, Urunén have an expanded visual field, but no binocular vision. DEX tests to sneak past an Urunén are at Disadvantage. Sneak Attacks lose Advantage. Urunén roll with Disadvantage when making ranged attacks (target Defends with Advantage).

Cold Resistance: Rolls with Advantage to avoid the damage and effects of cold weather.

Language: Speaks Urunenyáni.



LANGUAGES

All modern and ancient languages listed for reference. Major languages are **BOLD**.

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

| Ancient Languages | Country |
|---------------------------------|-----------------------------------|
| Ai Ché | Worship of The One Other |
| Ancient N'lússa | Dragon Warriors |
| Bednálljan | First Imperium |
| Salarvyáni | |
| Classical Mu'ugalavyáni | Mu'ugalavyá |
| Classical Tsolyáni | Tsolyánu |
| Duruób | Livyánu |
| Engsvanyáli | Éngsvan hlá Gánga |
| Llyáni | Llyán Empire |
| Mihállí | Mihállí |
| Sunúz | Temple of The One Other |
| Thu'úsa | Stability temple argot |
| Tongue of the Lord of Worms | Temples of Sáрку and Durritlámish |
| Tongue of the Priests of Ksáruł | Temples of Ksáruł and Grugánu |
| Tsáqw | Yán Kór |

CLANS

Humans from Tsolyánu roll on this table to get their clan. There are nearly a thousand clans in Tsolyánu. Some clans are regional, some stretch into neighboring empires. All listed here are found throughout Tsolyánu.

Each clan has a Status (STA) of either Very Low, Low, Medium, High, Very High, or Imperial, preferred deities worshiped, a Clan Die for the clan's assistance to its members, and a Business, 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 Clan Die from 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, devices of the ancients, money, etc.), roll the Clan Die afterward. When the d4 drops, they are no longer able to receive their clan's help. PCs can recharge their Clan Die by doing favors, contributing money, and gaining positive attention for the clan.

| d100 | CLAN | STA | DEITIES | CLAN DIE | BUSINESS |
|-------|--------------------------|-----|---------------------------|----------|-------------------------------|
| 01-02 | Wicker Image | VL | Any deity | Ud4 | Cleaning and sewers |
| 03-04 | Collar of Bronze | VL | Any deity | Ud6 | Slavery and slaves |
| 05-06 | Granite Lintel | VL | Hnálla, Thúmis, Avánthe | Ud4 | Cooking |
| 07-08 | Scarlet Planet of Knives | VL | Karakán | Ud4 | Hunting and butchering |
| 09-10 | Bright Sword | VL | Any deity | Ud4 | Seduction and performing arts |
| 11-12 | Eye of Flame | L | Vimúhla | Ud6 | Barbering |
| 13-14 | Flowering Life | L | Avánthe and Hnálla mostly | Ud6 | Fishing, rope and nets |
| 15-16 | Green Opal | L | Dlamélish mostly | Ud6 | Weaving and dying |
| 17-18 | High Tower | L | Any deity | Ud6 | Chlén and tanning |
| 19-20 | Flat Peak | L | Any deity | Ud6 | Construction trades |
| 21-23 | Open Hand | L | Any deity | Ud6 | Farming |
| 24-26 | Plume of White | L | Stability mostly | Ud6 | Accounting and calligraphy |
| 27-29 | Open Sepulcher | L | Belkhánu and Sárku | Ud6 | Embalming and guarding tombs |
| 30-33 | Iron Fist | M | Karakán, Vimúhla | Ud8 | Armory and blacksmithing |
| 34-37 | Broken Reed | M | Any deity | Ud8 | Farming and art |

| d100 | CLAN | STA | DEITIES | CLAN DIE | BUSINESS |
|-------|-------------------------|-----|-----------------------------------|-------------|--------------------------------|
| 38-41 | Black Monolith | M | Hrǫ́ú, Ksárul, Sárku mostly | Ud8 | Buying and selling goods |
| 42-45 | Victorious Globe | M | Thúmis and Hnálla mostly | Ud8 | Paper, ink, and paint |
| 46-49 | Weeping Stone | M | Any deity | Ud8 | Alcohol production |
| 50-53 | Scroll of Wisdom | M | Any deity | Ud8 | The law and legal system |
| 54-57 | Silver Lightning | M | Avánthe and Hnálla mostly | Ud8 | Jewelry and ornamental arts |
| 58-61 | Golden Lintel | M | Any deity | Ud10 | Moneylending and finances |
| 62-65 | Golden Dawn | M | Stability | Ud8 | Farming and administration |
| 66-69 | Black Stone | M | Change | Ud8 | Calligraphy |
| 70-73 | Blue Kirtle | M | Avánthe | Ud8 | Pottery and wine |
| 74-77 | Green Bough | M | Any deity | Ud8 | Farming |
| 78-80 | Staff of Beneficence | H | Thúmis mostly | Ud10 | Medical arts and apothecary |
| 81-83 | High Pinnacle | H | Any deity | Ud10 | Military and bureaucracy |
| 84-86 | White Crystal | H | Any deity | Ud10 | Bureaucracy and priesthood |
| 87-89 | Amber Cloak | H | Belkhánu, Thúmis | Ud10 | Medical arts and apothecary |
| 90-91 | Emerald Girdle | H | Hnálla, Thúmis, Avánthe mostly | Ud10 | Farming |
| 92-93 | Purple Gem | H | Any deity | Ud10 | Bureaucracy |
| 94-95 | White Stone | H | Dlamélish and Avánthe mostly | Ud10 | Military and administration |
| 96 | Blade Raised High | VH | Karakán | Ud12 | Military and legions |
| 97 | Jade Diadem | VH | Dlamélish | Ud12 | Bureaucracy |
| 98 | Golden Bough | VH | Any deity | Ud12 | Military and bureaucracy |
| 99 | Sea Blue | VH | Any deity | Ud12 | High court etiquette |
| 100 | Tlakotáni | I | Any deity | Ud20 | Arrogance |

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 Hit Points (HP): 6

Starting Hit Dice (HD): 1d6

Weapons & Armor: Any d6 melee or ranged weapons, armor up to Ud6, small shields, and helmets.

Unarmed Damage: 1d4 if unarmed or improvised attacks.

Equipment

Every Agent starts with a Disguise of their choice and either A or B below:

- **A** – Leather armor (Ud6 armor), two one-handed weapons, 3d6 káitars, and sealed orders.
- **B** – Cloth armor (Ud4 armor), one-handed weapon, bow and arrows (Ud8 quiver), and 3d8 káitars.

Class Abilities

Agent Skills: Rolls with Advantage when performing delicate tasks, climbing, listening and eavesdropping, moving silently and unseen, understanding written languages and cyphers, wearing disguises, lying, and finding hidden things.

Sneak Attack: Rolls with Advantage when attacking unnoticed (melee or ranged) and deals 2d6 + the Agent's level damage.

A Dagger For Every Occasion: Regardless of what the Agent is carrying, they can produce a small throwing knife from somewhere about their person.

Pick One:

- **Imperial Authority:** The Agent can give orders in the name of the Empire once per day. Can only be taken by intelligence agents of a government.
- **Special Equipment:** The Agent has a piece of special equipment, a magic item, scroll, weapon, armor, or device of the ancients.
- **Martial Arts Training:** Unarmed Damage is increased to d6. Once per session, an Agent who succeeds on their Unarmed attack roll may deal Critical Damage. Must be either a worshipper of Thúmis or Ksárul or a foreigner.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **DEX** or **INT**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.

Barbarian

Barbarians come from a human or nonhuman tribal group from outside the Five Empires. They are toughened by hardships of living in the wild but have no formal military training. To create a random human tribe, use the Tribe tables in the Referee Section.

Requirement: Foreigner

Starting Hit Points (HP): 10

Starting Hit Dice (HD): 1d10

Weapons & Armor: Any weapon, Ud6 armor, shields, and helmets.

Unarmed Damage: 1d6 if unarmed or improvised attacks.

Equipment

Every Barbarian starts with their choice of either A or B below:

- **A** – Loin cloth and leather bracers or leather bikini (Ud6 armor), large shield, one-handed weapon, a small gem worth 2d6 káitars, and good luck charm (Advantage on one die roll, then it crumbles).
- **B** – Loin cloth and leather bracers or leather bikini (Ud6 armor), leather helmet, two-handed weapon, 2 small gems worth 2d6 káitars each, and a spirit totem (ask a question once per day: test PSY and get an answer).

Class Abilities

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

Fighting Machine: Barbarians gain an extra attack every odd level to a maximum of 5 attacks at level 9. Only one attack roll is needed per target. For each target, the player makes an exciting narration of the attack.

Bare Toughness: If wearing no armor, roll with Advantage on Defend rolls. Shields and helmets are allowed.

No Clan: Human barbarians have no clan affiliation and no clan die.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **STR** or **CON**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.

Dilettante

Dilettantes are high status persons 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.

Requirement: Clan of at least High Status.

Starting Hit Points (HP): 6

Starting Hit Dice (HD): 1d6

Weapons & Armor: Any d8 weapons, Ud6 armor up to medium, shields, and helmets.

Unarmed Damage: 1d4 if unarmed or improvised attacks.

Equipment

Dilettantes start with a Spellbook containing 1d4 spells chosen from spell levels 0 and 1. Also choose either A or B below:

- **A** – Fine stylish clothing, usable weapon, shield, dagger, and jewelry worth 100 káitars.
- **B** – Fancy robes, usable weapon, sacrificial dagger, armor (Ud6), and jewelry worth 100 káitars.

Class Abilities

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

Spellcasting: Beginning at 2nd level, a Dilettante can spend an hour memorizing a number of spells equal to half their Level, from scrolls and books. A Dilettante can only memorize spells of level 0 or 1. Memorized spells take a Round to cast; spells from books or scrolls take a Turn. A PSY test + the level of the spell is required after casting to determine if the spell is still memorized. See Spellcasting (p. 51).

Martial Training: Dilettantes gain an extra attack at 5th and 9th Levels (3 attacks maximum). Only one attack roll is needed per target. For each target, the player makes an exciting narration of the attack.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **STR** or **PSY**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.
- Every even level, learn a new spell of level 0 or 1.

Priest

Priests are in the hierarchies of the temples. As they increase in level, they rise in the ranks of the priesthood. There are three branches in the priesthood: Administrative-Priests, Ritual-Priests, and Scholar-Priests.

Starting Hit Points (HP): 6

Starting Hit Die (HD): 1d6

Weapons & Armor: d4 weapons, staff, Ud4 armor. Priests of Karakán or Vimúhla or their cohorts add d6 weapons to the list.

Unarmed Damage: 1 if unarmed or improvised attacks.

Equipment

Priests start with a Spellbook containing 1d4+2 spells chosen from spell levels 0 and 1. Also choose either A or B below:

- **A** – Heavy robes (Ud4), ceremonial staff, dagger, and a book in your Academic Specialty.
- **B** – Ceremonial headdress (counts as helmet), usable weapon, sacrificial dagger, tools for your Academic Specialty.

Class Abilities

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: administration, alchemy, ancient devices, architecture, botany, crop rotation, demonology, geology, history, literature, medicine, metallurgy, zoology, nexus points, etc. The Academic Specialty gives Advantage on rolls in the field.

Languages: At character creation, Priests roll twice for each attribute, possibly getting 6 languages, and they can learn ancient languages at 1st level.

Spellcasting: Once per day, a Priest can spend an hour memorizing a number of spells equal to their Level, from scrolls and books. A Priest can only memorize spells of level less than their current Level. Memorized spells take a Round to cast; spells from books or scrolls take a Turn. A PSY test + the level of the spell is required after casting to determine if the spell is still memorized. See Spellcasting (p. 51).

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **INT** or **PSY**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.
- Learn a new spell with spell level less than your new Level.
- When reaching levels 4, 7, and 10, gain another Academic Specialty.

Scout

Scouts can move silently through terrain and strike from concealment. Legions and hunting parties may use them. Tribal characters can also be Scouts.

Starting Hit Points (HP): 8

Starting Hit Dice (HD): 1d8

Weapons & Armor: Any d8 weapons, all ranged weapons, Ud6 armor, small shields, and helmets.

Unarmed Damage: 1d4 if unarmed or improvised attacks.

Equipment

Every Scout starts with their choice of either A or B below:

- **A** – Light leather armor (Ud4), small shield, one-handed weapon, bow and arrows (Ud8), 3d6 káitars, and unopened orders.
- **B** – Thick leather armor (Ud6), two-handed weapon, crossbow and bolts (Ud8), 2d6 káitars.

Class Abilities

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

Traps: Scouts can set traps, deadfalls, pit traps, trip lines, and more. They also roll with Advantage when finding traps or avoiding damage or effects of traps.

Sharpshooter: Scouts gain an extra ranged attack every odd level to a maximum of 5 attacks at level 9. Only one roll is needed per target. For each target, the player makes an exciting narration of the attack.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **DEX** or **INT**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.

Shaman

Shamans are spellcasters from tribal groups outside of the Five Empires. To create a random tribe, use the Tribal tables in the Referee Section.

Requirement: Foreigner.

Starting Hit Points (HP): 6

Starting Hit Die (HD): 1d6

Weapons & Armor: Any Small weapons, staff, and Ud4 armor.

Unarmed Damage: 1 if unarmed or improvised attacks.

Equipment

Shamans start with spell talismans containing 1d4+2 spells chosen from spell levels 0 and 1. Also choose either A or B below:

- **A** – Cloth robes (Ud4 armor), ceremonial staff, dagger, 2d6 káitars, animal familiar, and purse.
- **B** – Ceremonial headdress (counts as a helmet), angry shrunken head, sacrificial dagger, 2d6 káitars, and purse.

Class Abilities

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

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

Spellcasting: Once per day, a Shaman can spend an hour memorizing a number of spells equal to their Level, from spell talismans made from natural materials.

A Shaman can only memorize spells of level less than their current Level.

Memorized spells take a Round to cast; spells cast from spell talismans take a Turn. A PSY test + the level of the spell is required after casting to determine if the spell is still memorized. See Spellcasting (p. 51).

No Clan: Shaman have no clan affiliation and no clan die.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **PSY** or **CHA**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.
- Learn a spell with a spell level less than your new Level.

Sorcerer

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

Starting Hit Points (HP): 6

Starting Hit Die (HD): 1d6

Weapons & Armor: Any Small weapons, staff, Ud4 armor. Priests of Karakán or Vimúhla or their cohorts can use one-handed melee weapons and Ud6 armor.

Unarmed Damage: 1 if unarmed or improvised attacks.

Equipment

Sorcerers start with a Spellbook containing 1d4+2 spells chosen from spell levels 0 and 1. Also choose either A or B below:

- **A** – Cloth robes (Ud4 armor), ceremonial staff, dagger, 2d8 káitars, and purse.
- **B** – Ceremonial headdress (counts as a helmet), deity symbol, dagger, 4d6 káitars, and purse.

Class Abilities

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

Languages: Sorcerers can learn ancient languages at 1st Level.

Spellcasting: Once per day, a Sorcerer can spend an hour memorizing a number of spells equal to their Level, from scrolls and books. A Sorcerer can only memorize spells of level less than their current Level. Memorized spells take a Round to cast; spells from books or scrolls take a Turn. A PSY test + the level of the spell is required after casting to determine if the spell is still memorized. See Spellcasting (p. 51). The player narrates the casting of the spell based on the type of spell.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **INT** or **PSY**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.
- Learn a spell with a spell level less than your new Level.

Warrior

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

Starting Hit Points (HP): 10

Hit Die (HD): 1d10

Weapons & Armor: Any weapon, armor, shields, or helmets.

Unarmed Damage: 1d6 if unarmed or improvised attacks.

Equipment

Every Warrior starts with their choice of either A or B below:

- **A** – Chlén-hide scale tunic (Ud6), one-handed weapon, large decorated shield, 3d6 káitars, and unopened orders.
- **B** – Thick leather armor (Ud6), chlén-hide helm, two-handed weapon, 4d6 káitars, book of grudges.

Class Abilities

Resilient: When rolling Armor Dice before combat, a Warrior may reroll results of 1.

Shield Bash: When defending from a melee attack with a shield and your roll to Defend is 1-5, the attacker takes damage equal to your level.

Fighting Machine: Warriors gain an extra attack every odd level to a maximum of 5 attacks at level 9. Only one attack roll is needed per target. For each target, the player makes an exciting narration of the attack.

Leveling Up

- Roll a Test on each attribute. Roll with Disadvantage for **STR** or **DEX**. If the test fails, increase the attribute by one.
- Add a **Hit Die** and reroll all of them. Take the new total for your **Hit Points** if it is greater than your previous total. If it doesn't exceed your previous total, add 1 to the previous total.

EQUIPMENT

Take one Pack. Additional Packs cost 120 káitars or one favor from your clan.
Or take 3d6 x 10 káitars and buy equipment from the Equipment list.

The Military Pack

Armor up to Ud8
Two weapons
Shield or extra weapon
Preserved rations (Ud6)
Wineskin (Ud6)
Kévuk dice or Dénden board
Sack
3d6 káitars

The Overland Pack

Armor up to Ud8
Weapon
Shield or extra weapon
Tools
Lantern and oil (Ud8)
Bedroll and blanket
Preserved rations (Ud6)
Backpack (+2 items)
3d6 káitars

The Delving Pack

Armor up to Ud8
Weapon
Notebook, pen, ink (Ud8)
Tsúral buds (Ud4)
6 Torches (Ud6)
Rope, 50'
Preserved rations (Ud6)
Bedroll, blanket
Backpack (+2 items)
3d6 káitars

| EQUIPMENT | COST (K) | USAGE DIE | NOTES |
|--------------------------|----------|-----------|--------------------------------------------------------|
| Cloth armor | 25 | Ud4 | Thin leather or heavy cloth |
| Light armor | 50 | Ud6 | Hardened leather |
| Medium armor, chlén | 100 | Ud8 | Chain mail |
| Heavy armor, chlén | 200 | Ud10 | Plate and mail |
| Medium armor, steel | 10,000 | Ud8 | Advantage on Armor Die |
| Heavy armor, steel | 20,000 | Ud10 | Advantage on Armor Die |
| Shield or helmet | 15 | - | Shield and Helmet Sundering |
| Shield or helmet, steel | 1,500 | - | Shield and Helmet Sundering |
| Small weapon, chlén | 5 | - | dagger, hatchet, baton |
| 1-handed Weapon, chlén | 10 | - | sword, ax, mace, morning star |
| 2-handed Weapon, chlén | 20 | - | two-hand sword, battleax, polearm, flail |
| Small weapon, steel | 1,000 | - | dagger, hatchet, baton |
| 1-handed Weapon, steel | 2,000 | - | sword, ax, mace, morning star |
| 2-handed Weapon, steel | 5,000 | - | two-hand sword, battleax, polearm, flail |
| Bow / Lt. Crossbow | 40 | - | Cranking counts as movement |
| Heavy Crossbow | 80 | - | Cranking counts as an action and movement |
| Quiver of Arrows / Bolts | 20 | Ud10 | - |
| Sling/javelin/spear | 5 | - | - |
| Backpack | 5 | - | Carry +2 items over STR. Doesn't count in encumbrance. |
| Flask of oil | 1 | Ud8 | Flaming oil does 1d4/round Ud4 |
| Chlén spikes | 2 | Ud8 | Keep doors open or closed. |
| Hammer | 3 | - | Improvised weapon |
| Lantern | 5 | - | - |
| 50' Rope | 3 | - | - |
| Blanket and bed mat | 5 | - | - |
| Handheld mirror | 5 | - | - |
| Paper, pens, ink | 3 | Ud8 | - |
| Paint box and brushes | 3 | Ud8 | - |
| Preserved Rations | 15 | Ud8 | - |
| Fresh Rations | 5 | Ud4 | - |
| Water compass | 50 | - | Used for navigation. |
| Astrolabe | 100 | - | Used for navigation. |
| Ephemerides | 200 | - | Used for navigation. |

| EQUIPMENT | COST | USAGE DIE | NOTES |
|----------------------------|------------------|--------------|----------------------------------------------------------|
| Wooden chest | 30 | - | - |
| Spellbook | 50 | - | Has 100 pages. |
| Sorcerer's bag | 50 | Ud10 | Required for casting from a spellbook. |
| Recharge Sorcerer's Bag | 3d6 | - | To step up the Usage Die. |
| Leather pouch | 2 | - | Holds 50 coins |
| Small Sack | 1 | - | - |
| Large Sack | 3 | - | - |
| Flint & Steel | 5 | - | - |
| Torches (6) | 1 | Ud6 | Each torch has a usage die |
| Wineskin | 1 | Ud6 | - |
| Wine | 1 | - | - |
| Tsúral buds | 2 | Ud6 | Aphrodisiac that also repels or attracts some creatures. |
| Lisútl root | 4 | Ud6 | Morning-after birth control |
| 10' Pole | 1 | - | - |
| Chlén | 100 | - | Huge draft animal |
| One-chlén cart | 75 | - | Holds 1 ton |
| Two-chlén cart | 150 | - | Holds 4 tons |
| Sailboat, 12' | 150 | - | 1 crew, 3 tons cargo |
| Small merchant ship | 15,000 | - | 10-40 crew, 15-70 tons cargo |
| Large merchant ship | 30,000 | - | 45-90 crew, 200-600 tons cargo |
| War galley | 15,000 | - | 50 oar, 20 marines, 3 crew |
| Bireme warship | 20,000 | - | 75 oar, 30 marines, 5 crew |
| Trireme warship | 40,000 | - | 150 oar, 60 marines, 8-10 crew |
| Quinquereme warship | 80,000 | - | 300 oar, 150 marines, 10 crew |
| Ballista, scorpion | 400 | - | Bolt-throwing siege engine |
| Catapult | 1,000 | - | Stone-throwing siege engine |
| Trebuchet | 2,000 | - | Stone-throwing siege engine |
| Slave: servant boy or girl | 150 | - | - |
| Slave: unskilled labor | 200 | - | Torchbearer, porter |
| Slave: skilled | 2,000- 10,000 | - | - |
| Slave: overseer | 8000 | - | - |
| Slave: courtesan / dancer | 20,000 | - | High charisma. |
| Slave: nonhuman | 15,000 | - | Friendly races only |

| WEAPON | DMG | NOTES |
|------------------------|-----|------------------------------------------------------|
| Small weapon, chlén | d4 | Dagger, hatchet, baton |
| Short weapon, chlén | d6 | Short sword, hammer, club, staff |
| Long weapon, chlén | d8 | Sword, ax, mace, morning star |
| 2-Handed weapon, chlén | d10 | Two-hand sword, battleax, polearm, flail |
| Small weapon, steel | d4 | Advantage on damage |
| Short weapon, steel | d6 | Advantage on damage |
| Long weapon, steel | d8 | Advantage on damage |
| 2-Handed weapon, steel | d10 | Advantage on damage |
| Sling | d4 | Disadvantage at Far Away |
| Short Bow | d4 | Disadvantage at Far Away |
| Pistol crossbow | d4 | Max range: Nearby |
| Light Crossbow | d6 | Disadvantage at Far Away, Cocking counts as movement |
| Longbow | d8 | Disadvantage at Distant |
| Heavy Crossbow | d10 | Disadvantage at Distant, Cocking counts as an action |
| Javelin | d4 | Disadvantage at Far Away |
| Spear | d6 | Disadvantage at Distant |
| Thrown knife, ax, rock | d4 | Max range: Nearby |

HUMAN NAMES

Male Given Names (d100/2)

| | | | | |
|-------------|---------------|-------------|--------------|---------------|
| 1. Achán | 11. Gámalu | 21. Kánkolu | 31. Nirún | 41. Shémek |
| 2. Adlár | 12. Gayán | 22. Kémuel | 32. No'ómu | 42. Tákodai |
| 3. Ajái | 13. Gúsha | 23. Kotáru | 33. Núromen | 43. Treshélmú |
| 4. Arkháne | 14. Hárisu | 24. Marján | 34. Omél | 44. Tsodlán |
| 5. Bálesh | 15. Héttukeng | 25. Mígor | 35. Osumétlu | 45. Túrisan |
| 6. Chúrisan | 16. Hóru | 26. Mízhotl | 36. Pí'ur | 46. Visán |
| 7. Dlamúz | 17. Jesékh | 27. Mnéktu | 37. Qárras | 47. Vorússa |
| 8. Drakóhl | 18. Jijékmú | 28. Mórúsaí | 38. Qurén | 48. Zagár |
| 9. Ekuné | 19. Jugár | 29. Mottán | 39. Réshmel | 49. Zhurák |
| 10. Fíru | 20. Kágesh | 30. Mridók | 40. Sánjesh | 50. Znayáshu |

Female Given Names (d100/2)

| | | | | |
|-------------|-------------|-------------|--------------|--------------|
| 1. A'én | 11. Dzái | 21. Liyása | 31. Qiláin | 41. Srúdhál |
| 2. Arimái | 12. Elulén | 22. Mára | 32. Raisákka | 42. Ta'ána |
| 3. Asháne | 13. Gayéshe | 23. Mikúsa | 33. Rayána | 43. Talía |
| 4. Atín | 14. Halé | 24. Mísa | 34. Réluen | 44. Tálodel |
| 5. Balané | 15. Hlákhra | 25. Nélel | 35. Sáyi | 45. Tlayéshe |
| 6. Biyún | 16. Isúra | 26. Ngáya | 36. Senértha | 46. Tsolísha |
| 7. Chaikúra | 17. Jashána | 27. Odusúna | 37. Shánü | 47. Umá |
| 8. Chashána | 18. Ke'él | 28. Osuré | 38. Shekkára | 48. Visháya |
| 9. Dijáya | 19. Layéth | 29. Paluél | 39. Sherésa | 49. Zhána |
| 10. Dirúla | 20. Linátla | 30. Puruméi | 40. Sídla | 50. Ziyá |

Lingage Names (d100)

| | | | |
|------------------|-----------------|------------------|-----------------|
| 1. hiAmiyála | 26. hiKarélsa | 51. hiReretlésa | 76. hiTlekólmü |
| 2. hiArusá | 27. hiKétkolel | 52. hiRi'inyússa | 77. hiTlélsu |
| 3. hiBarrégga | 28. hiKhanúma | 53. hiSáika | 78. hiTukún |
| 4. hiBashúvra | 29. hiKhorsán | 54. hiSanyél | 79. hiTsúnkai |
| 5. hiBeshyéne | 30. hiKoródu | 55. hiSayúncha | 80. hiTukéshmu |
| 6. hiBurusá | 31. hiKurúshma | 56. hiSénkolum | 81. hiTukkolén |
| 7. hiChagotlékka | 32. hiKutonyál | 57. hiShálane | 82. hiTuplángte |
| 8. hiCháimira | 33. hiMaróda | 58. hiShanátl | 83. hiUséna |
| 9. hiChaishyáni | 34. hiMirkétme | 59. hiSharítla | 84. hiVáika |
| 10. hiChakrésa | 35. hiMmórsa | 60. hiShétla | 85. hiVaisonér |
| 11. hiChánkolel | 36. hiMorúne | 61. hiSorúna | 86. hiVaisúra |
| 12. hiChársha | 37. hiMraktiné | 62. hiSrášhar | 87. hiValúro |
| 13. hiChiggéne | 38. hiMrékka | 63. hiSrúnél | 88. hiVárchal |
| 14. hiChorúkka | 39. hiMritlékka | 64. hiSsaívra | 89. hiVasháka |
| 15. hiChunúr | 40. hiMriyén | 65. hiSsánkoral | 90. hiVayéshtu |
| 16. hiDelashái | 41. hiNáshomai | 66. hiSsánmirin | 91. hiVessúma |
| 17. hiDulumésa | 42. hiNemuné | 67. hiSsanyúsa | 92. hiViridáme |
| 18. hiFa'ásu | 43. hiNezár | 68. hiTáika | 93. hiVírídu |
| 19. hiFershéna | 44. hiNrashkému | 69. hiTánkolel | 94. hiVoruséka |
| 20. hiFesrengála | 45. hiPagártra | 70. hiTessukén | 95. hiVorússa |
| 21. hiGaján | 46. hiPakáillu | 71. hiTigál | 96. hiVrázhimü |
| 22. hiGurúma | 47. hiQolyélmü | 72. hiTikéshmu | 97. hiVriyón |
| 23. hiHyáguru | 48. hiQorisú | 73. hiTishkólen | 98. hiVu'ürtesh |
| 24. hiJalchéma | 49. hiQúrrodu | 74. hiTlakán | 99. hiZhayárvu |
| 25. hiJarásh | 50. hiRánmiyel | 75. hiTlanátl | 100. hiZhnáyu |

NONHUMAN NAMES

Ṛhoggyá

1. Barrel of Insults
2. Belly Beast
3. Fart-Blossom
4. Scar-Face
5. Shouter
6. Smelly One
7. Sticky Fingers
8. Yellow-Eye

Ṗáchi Lēi

1. Aha-Leiya
2. G-Gúm-Shóggū
3. Nneggáya
4. Peshkúnu
5. Srun-Tiku
6. Urugbáya
7. Vroggá
8. Wléllu

Tínalíya

1. Chí-Mnéch-Óva
2. Chí-Nmé-Lú
3. Tá-Ané-Tùvé
4. Tá-Hè-Khío
5. Tá-Zèn-Dó
6. Tí-Ekká Qó
7. Tí-Pèl-Qa'útu
8. Tí-Sà-Qó

Ṛggléth

1. Purple Crest
2. Fish Master
3. Shiny One
4. Club Foot
5. Keen Eye
6. True Aim
7. Scarred Leg
8. Short Neck

Ṗé Chói Malē

1. Chtík p'Qwé
2. Dsík-Tè-Chí
3. Hétkw tè Ktêng
4. In-nkr-ích
5. Kt-t-r-Kí
6. Mt-t-ík
7. Nchikp'q'
8. Ptekw-Tlun-Tkik

Ūrunēn

1. Aiché
2. Férbi
3. Hú
4. Kúlel
5. Osuná
6. Pondú
7. Qiyál
8. Shóntra

Ṛláká

1. Chráò Eyúo Máii
2. Ewò-i-iyá
3. Iwáu Aé'eyá
4. Méya-Aì
5. Míyo-éya Hiómai
6. Nà-éya Tió
7. Ssaeó
8. Súa-eyá

Ṗé Chói Fēmalē

1. Ch'p Kká
2. Ch'sí'q
3. Dzú'tù
4. Hír-t-t-k
5. H-k'ké
6. Tké'et'kl
7. T'Mík-Ché-Kík
8. V'k'p-sú

Nínín

1. Black Snout
2. Chatty One
3. Dead Smell
4. Dirty Thief
5. Long Fingers
6. Sticky Fingers
7. Smelly Fur
8. Shorty

Shén

1. A-Shg-Ssá
2. Chrâ-Ssé-Kk
3. Etk-ti-Tsú
4. Fr-Ssâ-Chì
5. Grg-Ssá
6. Hú-Shà-Gsh
7. Mrgág
8. Ss-Qâ-Hs

LEGIONS

Legions are sponsored by temples, clans, individuals, and the sponsor pays for equipment and training. Heavy infantry has more status than Medium infantry with support troops, like archers and artillery, having the lowest status.

HI = Heavy Infantry
 MI = Medium Infantry
 LI = Light Infantry
 AR = Archers
 XB = Crossbowmen

SL = Slingers
 AT = Artillery
 SA = Sappers
 MA = Marines

| LEGION | DESIG | GENERAL AND NOTES |
|----------------------------------------|---------------------|---------------------------------------------------------------|
| Legion of Ever-Present Glory | 1 st HI | Devoted to Hnálla and Karakán; based at Sokátis |
| Legion of Potent Destiny | 2 nd HI | Mostly devoted to Hnálla; based at Báy Sú |
| Legion of Hnálla, Master of Light | 4 th HI | Old and traditional Hnálla Legion |
| Legion of the Mighty Prince | 5 th HI | Mostly Hnálla and Karakán; based at Báy Sú |
| Legion of the Portals of Death | 6 th HI | Mostly Ksárul and Hrü'ú; based at Báy Sú |
| Legion of Mirkítáni, Hero of Victories | 7 th HI | No religious affiliation; from the Island of Vrá |
| Legion of the Givers of Sorrow | 8 th HI | Based at Butrús; devoted to Chiténg |
| Legion of the Scales of Brown | 9 th HI | Devoted to Sárku and Durrítlámish |
| Legion of Searing Flame | 10 th HI | Based at Fasíltum, mostly devoted to Vimúhla |
| Legion of the Sweet Singers of Nakomé | 12 th HI | Based at Fasíltum; devoted to Hrü'ú and Wurú; desert fighters |
| Legion of Sérqu, Sword of the Empire | 14 th HI | No religious affiliation, mostly Stability |
| Legion of the Ruby Hand | 15 th HI | Based at Báy Sú; devoted to Hnálla |
| Legion of the Deep Purple Dark | 16 th HI | Devoted to Hrü'ú and Wurú |
| Legion of Héket of Púrdimal | 17 th HI | Devoted to Ksárul and Grugánu |
| Legion of the Lord of Wisdom | 22 nd HI | Devoted to Thúmis |
| Legion of the All-Consuming Flame | 24 th HI | Devoted to Vimúhla; from Hekéllu |
| Legion of Kurukáa | 25 th HI | Founded by the Governor of Úrmish |

| LEGION | DESIG | GENERAL AND NOTES |
|-------------------------------------------------|---------------------|-----------------------------------------------------------------------------------|
| Legion of the Blue Peak | 26 th HI | Based at Jakállá; mostly Avánthe and Dlamélish |
| Phalanx of Heretlékka of Sokátis | 34 th HI | Mostly Hrű'ú, Ksárul, and some Sárku |
| Phalanx of Lord Durritlámish of the Rotted Face | 6 th MI | Devoted to Durritlámish, with some Sárku |
| Legion of Gúsha the Khirgári | 7 th MI | No religious affiliation, largely Karakán |
| Legion of Lord Lángsha of Jaikalór | 8 th MI | No religious affiliation |
| Battalions of the Seal of the Worm | 9 th MI | Based at the City of Sárku; fanatics for the Worm-Lord! |
| Legion of Mnáshu of Thri'il | 10 th MI | Mostly devoted to Stability |
| Legion of the Golden Sunburst | 11 th MI | Devoted to Karakán; old and wealthy high-clan legion |
| Cohorts of Chegárra, the Hero-King | 12 th MI | Devoted to Chegárra, with some worshippers of Karakán |
| Legion of the Clan of the Golden Sphere | 13 th MI | Devoted to Belkhánu and Qón |
| Legion of the Lord of Red Devastation | 18 th MI | Two-handed swordsmen fanatically devoted to Vimúhla and Chiténg; based at Tumíssa |
| Legion of Lady Mríssa | 19 th MI | Aridáni women devoted to Avánthe and Dilinála |
| Legion of the Many-Legged Serpent | 20 th MI | Devoted to Wurú; now based at Ferinára |
| Legion of the Storm of Fire | 21 st MI | Devoted to Vimúhla; based at Hekéllu |
| Forces of Ga'anish of Katalál | 23 rd MI | Based at Katalál; no religious affiliation; |
| Legion of the Helm of Night | 24 th MI | Devoted to Ksárul and Sárku; a new Legion |
| Regiment of Noble Ssiyór of Mrelú | 25 th MI | No religious affiliation |
| Legion of Defense Against Evil | 27 th MI | Devoted to Qón |
| Legion of the Armored Vision of Death | 29 th MI | Devoted to Sárku; recently founded; said to have some secret Cohorts of Undead |
| Legion of the Prince of the Blue Room | 35 th MI | Devoted to Ksárul and Grugánu |

| LEGION | DESIG | GENERAL AND NOTES |
|--------------------------------------------|---------------------|-------------------------------------------------------------------------------|
| Legion of Káikama of Béy Sú | 36 th MI | Devoted to Dlamélísh and Hríháyal; their barracks parties are said to be fun! |
| Legion of the Sapphire Kirtle | 12 th LI | Fanatic Aridáni javelinists of the temple of Dilínála |
| Legion of the Clan of the Inverted Hand | 27 th LI | From the Kúrt Hills; famous scouts; mostly tribesmen devoted to Karakán |
| Legion of the Peaks of Kraá | 12 th AR | From the City of Sáрку; fanatic followers of Sáрку; uses poisoned arrows! |
| Legion of the Clan of the Broken Bough | 19 th AR | Fanatically devoted to Vimúhla and Chiténg |
| Legion of Giriktéshmu | 23 rd AR | No religious affiliation |
| Legion of Eléchu of Usenánu | 30 th AR | Archers devoted to Avánthe |
| Regiment of the Knower of Spells | 5 th XB | Devoted to Grugánu |
| Legion of Glorious Destiny | 9 th XB | Frontier unit devoted to Vimúhla |
| Legion of the Wind of Iron | 10 th XB | Devoted to Chegárra |
| Legion of the Citadel of Glory | 13 th XB | Devoted to Vimúhla and Chiténg |
| Legion of Lord Khariháya | 14 th XB | No religious affiliation but many devoted to Vimúhla and Chiténg |
| Legion of the Clan of the Standing Stone | 2 nd SL | Dependable missile troops; no religious affiliation |
| Legion of the Joyful Clan of Noble Vráyani | 3 rd SL | Famous Vráyani slingers; non-Vráyani are not allowed to enlist |
| Legion of the Twelve Paths of Avánthe | 9 th SL | Aridáni women devoted to Avánthe; based on the Isle of Gánga |
| Legion of Káíngmra of Béy Sú | 8 th AT | Artillery; no religious affiliation. |
| Legion of Mengáno the Jakállan | 12 th AT | Based at Jakállá; no religious affiliation |
| Legion of Gagársha of Mmílláka | 14 th AT | Based at Thráya; devoted to Qón |
| Battalions of Vrishtára the Mole | 2 nd SA | Based at Khirgár; mostly Sáрку, Hrü'ú, and Ksáruł |
| Legion of the Slayers of Cities | 5 th SA | Based at Katalál; mostly Hrü'ú and Wurú; some Chiténg worshippers as well |
| Flotilla of Hagárr of Paránta | 1 st MA | No religious affiliation |
| Squadrons of Tlanéno the Steersman | 3 rd MA | No religious affiliation |

SPELL LISTS

Spells are divided into four Levels. Level 0 spells are the foundations of magic and all spellcasters learn them. Some of the higher-level spells have temple restrictions listed in the spell description. Level 3 spells are the most powerful and can do considerable damage. [P] = Psychic spells do not require words or gestures. [R] = Ritual spells require words and gestures.

LEVEL 0 SPELLS

1. **Clairvoyance** (all temples) [P]: Caster can see and hear through walls into Nearby lit areas. Lasts 1 Turn/level. At 4th level, the caster can see in total darkness.
2. **Control of Self** (all temples) [P]: Caster can control their body: stop breathing, your heartbeat, remember a witnessed event, maintain their hold on something, etc. Cannot perform impossible acts. Lasts until released or broken by 9+ HD creature.
3. **Detect Magic** (all temples) [P]: Nearby magical creatures or objects glow. Lasts 1 Turn/level.
4. **ESP** (all temples) [P]: Caster can detect surface thoughts of Nearby living creatures – 1 turn/level.
5. **Heal Minor Wounds** (all temples) [R]: Caster heals 1d8 HP from a Close target.
6. **Levitate** (all temples) [P]: Caster rises in the air to a maximum of 200 ft and returns safely – 1 turn/level.
7. **Light** (all temples) [R]: Caster creates an area of dim light (or darkness) on a Nearby spot or object – 2 hours; if area is full sunlight (or utter darkness) – 1 hour.
8. **Phantasms** (all temples) [R]: Caster creates an illusion Nearby or places an illusion on a Nearby creature. Test INT each round to do harm – 1 turn/level. The illusion can take 4 HP before dissipating.
9. **Sense Foes** (all temples) [P]: Nearby hostile creatures and objects glow. Lasts 1 Turn/level.
10. **Telekinesis** (all temples) [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.

LEVEL 1 SPELLS

1. **Charisma** (Avánthe Dilinála Dlamélísh Hriháyal) [R]: Gives a Close target Advantage (Disadvantage) on CHA tests – 1 turn/level.
2. **Comprehension** (Hnálla Drá Hrí'ú Wurú Ksáru Grugánu Thúmis Keténgku Shaman) [P]: Caster can understand and speak any human language spoken Nearby. They can also read documents written in any human language – 1 turn/level.
3. **Constitution** (Dlamélísh Hriháyal) [P]: Gives a Close target Advantage (Disadvantage) on CON tests – 1 turn/level.
4. **Control Person** (all) [P]: Forces a Nearby person under 8th level to obey commands with a PSY test – 1 turn/level.
5. **Create Food and Drink** (all) [R]: Creates food/water for 2d6 creatures.
6. **Cure Disease** (all) [R]: Cures a Close target of all diseases, including most magically-inflicted ones.
7. **Curse/Bless** (Belkhánu Qón Hnálla Drá Ksáru Grugánu Sáru Durritlámish Thúmis Keténgku Shaman) [R]: Gives 1d6 Nearby allies +1 to attributes when making attacks, saves, and morale. Can also be reversed on 1d6 Nearby enemies – 1 hr. At 4th level, the spellcaster can give +2.
8. **Darkvision** [R]: Gives a Nearby target the ability to see Nearby in total darkness – 1 turn/level.
9. **Dexterity** (Avánthe Dilinála Dlamélísh Hriháyal Karakán Chegárra Vimúhla Chiténg) [P]: Gives a Close Target Advantage (Disadvantage) on DEX tests – 1 turn/level.
10. **Dispel and Disbelieve** (all) [R]: Dispels 1 Nearby illusion.
11. **Disenchantment** (all) [R]: Removes a Nearby spell. Only spells with spell levels below the spellcaster's level can be disenchanting.
12. **Far Seeing** (Karakán Chegárra Vimúhla Chiténg Shaman) [R]: Caster can see events up to Far Away as if they were Close – 1 turn/level.
13. **Fear** (all) [P]: Causes a Nearby creature to flee with a PSY test – 1 turn/level.
14. **Fearlessness** (Karakán Chegárra Vimúhla Chiténg) [P]: Makes a Close target a fearless fanatic and gives them Advantage on attacks and Disadvantage on defending – 1 turn/level.
15. **Heal Serious Wounds** (all) [R]: Heals 3d8+3 HP on a Close target.
16. **Inscription** (all) [R]: Creates a scroll of a spell the caster knows. Writing a scroll requires a caster's whole effort for twice the spell level in days (1 day for 0 level spells, 2 days for 1st level). PSY roll needed to complete the scroll. Requires 50 Káitars/day in materials.
17. **Intelligence** (Ksáru Grugánu Sáru Durritlámish Thúmis Keténgku) [R]: Gives a Close target Advantage (Disadvantage) on INT tests – 1 turn/level.
18. **Invisibility** (all) [R]: Makes 1d6 Nearby creatures invisible; if a target attacks, the spell ends – 1 turn/level.
19. **Locate Gold and Gems** (all) [P]: Caster can sense the direction to Nearby gold and gems – 1 turn/level.
20. **Locate Object** (all) [P]: Caster can sense the direction to a known object up to Distant – 2 turn/level.

21. **Lock/Knock** (Vimúhla Chiténg) [R]: Locks and holds (or opens) a Nearby door or lock – 1 turn/level.
22. **Missile of Mettálja** (Ksáruł Grugánu Thúmis Keténgku) [P]: Creates a bolt of energy that strikes Nearby targets unerringly, but some part of the target must be visible to the caster. The bolt does 1d6 damage every third level (2d6 at 4th level, 3d6 at 7th level, etc.), and each die of damage can hit a different target.
23. **Neutralize Poison** (all) [R]: Removes poison and poison damage from a Close target.
24. **Plague** (Avánthe Dilinála Dlamélish Hriháyal Sáрку Durritlámish Shaman) [R]: Gives a Nearby target a rotting disease that incapacitates them in 1 round and puts them OofA in 2 turns with a PSY test.
25. **Protection from Evil** (all) [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.
26. **Seeing Invisible** (all) [R]: Gives the ability to see invisible things, nexus points, and astral or insubstantial beings – 1 turn/level.
27. **Sleep** (all) [R]: Puts 5d6 HD of Nearby creatures to sleep for 8 hrs. Does not work on androids, automatons, undead, animals, Ahoggyá, or creatures of 6+ HD. They can be shaken awake.
28. **Spiritism** (Belkhánu Qón Shaman) [P]: Gives the ability to ask a Nearby corpse 3 questions. Test CHA to get direct answers.
29. **Strength** (Avánthe Dilinála Dlamélish Hriháyal Karakán Chegárra Vimúhla Chiténg) [R]: Gives a Close target Advantage (Disadvantage) on STR tests – 1 turn/level.
30. **Summon Creatures I** (all) [R]: Summons 3 HD of creatures (Max 1 HD each) to obey caster – 1 turn/level.
31. **Tranquility** (Avánthe Dilinála Belkhánu Qón Hnálla Drá Shaman) [R]: Creates a wave of tranquility affecting a Nearby area. Storms, rioting mobs (levels 1-2), Walls of Water or Wind are calmed – 1 hr.
32. **Web** (all) [R]: Caster can shoot sticky webs to entangle d6 Nearby targets -- 5 rounds/level. Targets can break free with a STR test at Disadvantage.

LEVEL 2 SPELLS

1. **Apparitions** (Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hrú'ú Wurú Ksáru Grugánu Thúmis Keténgku) [R]: Creates an illusion out to Far Away of up to five creatures. Test INT to deal damage (3d6) – 1 hr.
2. **Blade of Inexorable Dissection** (Karakán Chegárra Vimúhla Chiténg) [R]: Creates a glowing +2 magical sword in the hand of a Close target that does 1d8+2 damage and gives a -2 bonus to the target's Attack and Defense rolls. If the sword leaves the target's hand, the spell ends, and the sword vanishes.
3. **Cold** (Hrú'ú Wurú) [R]: 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.
4. **Control Undead** (Ksáru Grugánu Sáru Durritlámish Thúmis Keténgku Shaman) [R]: Control 2d6 Nearby undead (test PSY for 4+ HD undead) – 1 hr.
5. **Create Air** (Avánthe Dilinála Shaman) [R]: Creates a large sphere of air (vacuum) allowing up to 6 Nearby living creatures Close to each other to breathe (suffocate). Lasts 1 hour/level. The reverse spell Create Vacuum lasts 1 turn/level.
6. **Create Well** (Avánthe Dilinála Shaman) [R]: Creates a Close well of water anywhere (even on the deck of a ship) filled with 3 gallons/level of pure water – 1 turn/level.
7. **Summon Creatures II** (Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hrú'ú Wurú Ksáru Grugánu Thúmis Keténgku) [R]: Summons 6 HD of creatures (Max. 3 HD) to serve the caster – 3 turns.
8. **Discerner of Enchantments** (Thúmis Keténgku) [P]: Reveals a spell cast on a person or object. Each casting reveals the lowest level unknown spell. Caster may specify type of spell to reveal (helpful, harmful, illusion, etc.).
9. **Eater of Spells** (Dlamélish Hriháyal) [R]: Protects the caster from hostile magic: on a successful PSY test the caster negates a hostile spell and gains an equivalent spell slot; spell slots gained must be used before this spell ends -- 1 turn/level.
10. **Ecstasy** (Dlamélish Hriháyal) [R]: Causes a Nearby target to experience instant and unbearable ecstasy. With a PSY test, they lose all sense of what they are doing and are incapacitated. Demons, androids, automatons, undead, and creatures created by magic are unaffected by this spell. Lasts 2 Turns. Target must rest for a Turn or fight at Disadvantage.
11. **Enhance Weapon** (Karakán Chegárra Sáru Durritlámish Vimúhla Chiténg) [R]: Temporarily enchants (curses) a Nearby steel weapon or armor to give a +1 magical bonus; +2 at 7th level – 1 turn/level.
12. **Execration** (all) [R]: Curses a Close object to explode under specified circumstances, doing 2d6 damage to any Close creature on a PSY test else half damage. Object is destroyed if not immune to fire. Removable with Disenchantment. Can be discovered with the Detect Enemies, Detect Magic, or Discerner of Enchantments spells.

13. **Fly** (Avánthe Dilinála Belkhánu Qón Dlamélish Hriháyal Hnálla Drá Hrü'ú Wurú Ksáru Grugánu Thúmis Keténgku) [P]: Allows 2 targets (or equivalent weight) to fly 60 ft/round - 3 turns.
14. **Haste** (Belkhánu Qón Hnálla Drá Karakán Chegárra Vimúhla Chiténg) [P]: Speeds up 2d6 Nearby allies to act twice per – 1 turn/level
15. **Insubstantiality** (Hrü'ú Wurú Shaman) [R]: Makes a Close target insubstantial, letting them to walk through walls – 1 turn/level. They can cast spells but cannot interact physically.
16. **Madness** (Belkhánu Qón Hnálla Drá Hrü'ú Wurú Sáru Durritlámish Shaman) [P]: Gives a Nearby target insanity with a PSY test. What form is up to the Referee. Lasts until cured.
17. **Control Nature** (Avánthe Dilinála Dlamélish Hriháyal Shaman) [R]: Controls 2d6 Nearby animals and plants with a PSY test – 1 hr.
18. **Panopoly of Iron** (Vimúhla Chiténg) [R]: Gives a Close target's skin the toughness of steel plate armor (Ud10). Shields and helmets can be used, but other armor does not stack. If the target casts spells, this spell ends.
19. **Perfected Gem of Obliteration** (Karakán Chegárra) [R]: Creates a gem that can explode when disturbed or only when thrown (caster's choice). The caster may handle it without danger. The gem does 4d6 damage to the target plus 1d6 damage to any Close creature.
20. **Periplus of the Planes** (Belkhánu Qón) [R]: Caster senses the nearest Nearby interplanar nexus point. At 5th Level, the spell can be limited to only sense nexus points within loose parameters (e.g. livable environment, solid surfaces, etc.). At 7th Level, the spell provides the exact nature of the place to which the nexus point leads and range goes out to Far Away. At 10th Level, the spell tells the caster about all nexus points up to Distant.
21. **Petrifaction** (Avánthe Dilinála Hrü'ú Wurú Ksáru Grugánu Sáru Durritlámish) [R]: Turns a Nearby human-sized target into stone (or vice versa).
22. **Potency** (Dlamélish Hriháyal) [R]: Gives stamina to (removes stamina from) a Nearby target to maintain (remove) their desire and ability for physical intimacy, no matter how many encounters – 1d6 hours.
23. **Radiant Gaze** (Karakán Chegárra Vimúhla Chiténg) [R]: Casts a fireball at a Nearby target doing 1d6 damage per even level with a DEX test; 1/2 damage on failed test. Flammable objects Close to the target (clothes, hair, drapes, and so on) may catch fire. At 7th Level, the fireball can explode, doing damage to each Close target in the area.
24. **Reanimation** (Hrü'ú Wurú Sáru Durritlámish Shaman) [R]: Brings an ally dead less than one week back to a sort of undead half-life, having all their mental faculties, but their STR, DEX, and CHA are reduced by half. If this spell expires before the subject is revived, they die permanently with no chance of revivification. The target has time to walk out of the wilderness or underworld. A Revivify spell will always work on a being affected by this spell with no loss of CON.
25. **Sending of Evil** (Avánthe Dilinála Dlamélish Hriháyal Sáru Durritlámish Shaman) [R]: Inflicts 1d6 Far Away creatures with a rotting disease that

incapacitates them in 1 round and puts them OofA in 2 turns with a PSY test.

26. **Slow** (Avánthe Dilinála Dlamélísh Hríháyal Hrü'ú Wurú Ksáru Grugánu Sáru Durritlámish) [P]: Slows 2d6 enemies to act every other turn – 1 turn/level
27. **Stasis** (Avánthe Dilinála) [R]: Puts 1d4 Nearby targets into stasis with a PSY test – 1 turn/level.
28. **Spell Shield** (Avánthe Dilinála Dlamélísh Hríháyal Hnálla Drá Hrü'ú Wurú Karakán Chegárra Ksáru Grugánu Sáru Durritlámish Thúmis Keténgku) [R]: Creates an invisible shield around a Nearby target that reflects spells back at the enemy caster on a successful PSY test of the caster of Spell Shield – 1 turn/level.
29. **Telepathy** (all) [P]: Caster can communicate telepathically to a number of Distant persons equal to level – 1 turn/level.
30. **Transmutation** (Hrü'ú Wurú Shaman) [R]: Transmutes a Nearby area of rock or earth to mud 10 ft deep. Reversible.
31. **Teleportation** (all) [R]: Transports 2d6 Nearby targets to any place known to the caster up to 600 ft away. If the distance too far, test PSY and they arrive safely. On a fail, group is sent somewhere on Tékumel or another plane.
32. **Vapor of Death** (Hrü'ú Wurú Ksáru Grugánu Sáru Durritlámish Vimúhla Chiténg) [R]: Fills a Close area with poison gas that moves away from the caster. Test CON to put all creatures in area OofA. Otherwise they all take 1d8 damage – 1 turn/level.
33. **Visitation of Other Planes** (Belkhánu Qón Hnálla Drá Hrü'ú Wurú Ksáru Grugánu Sáru Durritlámish Thúmis Keténgku Shaman) [R]: Opens a Nearby interplanar nexus point that remains open until the caster passes through or wills it to end.
34. **Withering** (Avánthe Dilinála Hrü'ú Wurú Ksáru Grugánu Sáru Durritlámish Shaman) [R]: Permanently shrivels a Nearby target's limb, randomly determined, with a PSY test. A failed test still causes 2d6 damage.
35. **Wizard's Eye** (Hnálla Drá Shaman) [P]: Caster can send their power of vision away from their body in the form of a solid 'eye' 1 inch in diameter. The 'eye' travels at 10 feet/level/round, it can see in the dark, and it cannot pass through solid material. – 1 turn/level. The body is blind for the duration.
36. **Zoomorphy** (Avánthe Dilinála Shaman) [R]: Turns 1d6 Nearby targets into animals of the caster's choosing. Test PSY for the effect to be permanent.

LEVEL 3 SPELLS

1. **Astral Travel** (Belkhánu Qón Shaman) [P]: The caster's soul enters the Astral Plane which coexists with the physical plane. The soul is invisible, except to others on the astral plane. If the caster's physical body is moved more than 100 miles while the astral form is away, the link is broken, and the caster's soul becomes lost on the astral plane: only Embody Soul or Revivify spells can save them. The spellcaster can cast spells with a +2 penalty to the PSY test. The astral form may travel as fast as 20 miles per turn -- 1 turn/level.
2. **Control Terrain** (Hrű'ú Wurú) [R]: Digs a Nearby tunnel (1000 cubic feet) through solid rock or creates a Nearby stone obstacle the same size.
3. **Web of Refulgent Command** (Ksáru Grugánu) [P]: Controls 1d6 Nearby underworld creatures (test PSY each round for 4 HD+ creatures) – 1 turn/level.
4. **Summon Creatures III** (Avánthe Dilinála Belkhánu Qón Dlamélis Hriháyal Hrű'ú Wurú Ksáru Grugánu Thúmis Keténgku) [R]: Summons 10 HD of creatures (Max. 5 HD) to serve the caster – 1 turn/level.
5. **Demonology** (all) [R]: Summons a Demon with up to 2 HD/level - 1 hr. Can only be cast once per week.
6. **Destroy Undead** (Belkhánu Qón) [R]: Destroys all Nearby undead within a Close zone on a successful PSY test.
7. **Doomkill** (Hnálla Drá Karakán Chegárra Vimúhla Chiténg) [R]: Creates an explosion up to Far Away. Test DEX for 2d6 creatures to be taken OofA. On a fail they take damage (2d6).
8. **Earthquake** (Avánthe Dilinála) [R]: Causes a powerful earthquake that topples walls, causes rockslides, and opens gaping fissures in the earth within a Nearby Zone. A successful PSY test causes 1d6 damage to those in the zone; a critical success puts those affected into a crevice or under debris.
9. **Embody Soul** (Belkhánu Qón) [R]: Places the soul of a person not more than one day dead into a Close soulless body.
10. **Enchant Weapons and Armor** (Karakán Chegárra Sáru Durrítlámish Vimúhla Chiténg) [R]: Permanently enchants steel weapons or armor. Test PSY to get a +2, on a fail get +1.
11. **Bolt of Imminent Immolation** (Vimúhla Chiténg) [R]: Creates a bolt of lightning in a line out to Far Away. On a DEX test, up to d6 creatures Close to that line are taken OofA.
12. **Entombment** (Sáru Durrítlámish) [R]: Entombs the target 6 feet below the surface in a 1000 cubic foot space with 1 day of air with a PSY test. The target remains until release by the reverse of this spell or they escape by other means. Insubstantiality, Astral Travel, or ESP can find where the target is entombed. Insubstantiality cast on the target will allow them to escape or digging may be used.
13. **The Grey Hand** (Hrű'ú Wurú) [P]: Turns a Touched person or object into dust with a PSY test.
14. **The Hands of Krá the Mighty** (Avánthe Dilinála Belkhánu Qón Dlamélis Hriháyal Sáru Durrítlámish) [P]: Squishes a Nearby target with a

telekinetic hand for 4d6 damage with a DEX test. On a fail they take half damage. Can also punch through walls.

15. **The Infrangible Incandescent Orb** (Vimúhla Chiténg) [R]: Creates a dome of flames around caster and up to 1d6 Close allies. Advantage on defending against Ranged attacks, test PSY to stop melee, cold, and water-based attacks, and those who touch the shield take 2d6 fire damage - 1 turn/level.
16. **Invulnerability** (Karakán Chegárra Vimúhla Chiténg) [R]: Protects a Nearby target from non-magical weapons and Doomkill, Silver Halo of Soul-Stealing, and Telekinesis spells - 1 turn/level.
17. **Labyrinth of Elongated Shadows** (Ksárul Grugánu) [R]: Banishes a target into an extra-dimensional maze for 2d6 turns on a successful INT test; if the test fails, halve the time. Roll for encounters each turn as if in the 6th Level of an underworld. A Find the Path spell shortens the spell to 1 round. At 8th Level, the spell can affect 1d6 creatures Close to each other.
18. **Mind-Bar** (Belkhánu Qón Hnálla Drá Hrí'ú Wurú Ksárul Grugánu Sárku Durritlámish Thúmis Keténgku): Commands a Nearby person completely with a PSY test - 1d6 hours.
19. **Necromancy** (Sárku Durritlámish) [R]: Permanently raises Nearby dead bodies as undead to serve the caster until slain, up to the caster's level in HD. Burned or beheaded corpses cannot be raised.
20. **Possession** (Sárku Durritlámish Shaman) [P]: Caster possesses the body of the target creature with a PSY test. To be possessed, the target must be in contact with the caster or some object prepared as a 'trap' or must be well known to the caster. The spell ends when (a) the caster dies, (b) the victim dies (this also does 2d6 damage to the caster), (c) the caster voluntarily ends the spell, or (d) a Disenchant spell is cast on the victim or the caster by a caster of at least 8th Level.
21. **Quest** (Sárku Durritlámish) [P]: Forces 2d6 Nearby persons on a quest of the caster's choice until completed or dispelled with a PSY test.
22. **Restoration** (Avánthe Dilinála Belkhánu Qón Dlamélísh Hriháyal Karakán Chegárra Thúmis Keténgku Vimúhla Chiténg) [R]: Heals all damage and afflictions on up to 3 Close targets. It immediately ends the following conditions: blindness, deafness, hypnosis, withered or lost limbs, paralysis, disease, fatigue, madness, and poison. It heals all damage.
23. **Revivify** (all) [R]: Returns to life a Nearby target who has died within the last 7 days. Can only be cast once per week.
24. **Shield of Defense** (all) [R]: 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 - 1 turn/level.
25. **The Silver Halo of Soul-Stealing** (Belkhánu Qón Hrí'ú Wurú Shaman) [R]: Shoots a circlet of energy at a Nearby person, removing their soul with a DEX test. Can be deflected by Invulnerability or Wall of Wind (which might deflect the missile to someone Close on a PSY test) and is stopped by a Wall of Ice. A soulless person can be restored with a Revivify or Embody Soul.

26. **Wall of Calm** (Hnálla Drá) [R]: Creates a Close wall covers Nearby area, test PSY to end hostilities between caster and enemies – 1 turn/level.
27. **Wall of Fire** (Vimúhla Chiténg) [R]: Creates a Close wall of flames (10' x 10' x 3') that moves away from the caster Nearby in a round. Creatures created by magic are destroyed by the wall, but androids, automatons, demons, and undead suffer normal damage. Energy Bolt and Doomkill will destroy the wall. When walls meet, Wall of Fire has Advantage against a Wall of Ice. Burns Close targets (OofA, or 1d6 damage on a fail) with a DEX test – 1 turns.



28. **Wall of Grave Earth** (Sárku Durritlámish) [R]: Creates a Close wall of grave earth and bones (10' x 10' x 3') that moves away from the caster Nearby in a round. Test DEX to hit Close targets (3d6 damage) - 1 turn/level.
29. **Wall of Grey Mist** (Thúmis Keténgku) [R]: Creates a Close wall of obscuring grey mist (10' x 10' x 3') that moves away from the caster 10'/round. Test DEX to hit Close targets (3d6 damage) - 1 turn/level.
30. **Wall of Ice** (Hrú'ú Wurú) [R]: Creates a Close wall of opaque ice (10' x 10' x 3') that moves away from the caster Nearby in a round. Energy Bolt and Doomkill will destroy the wall. Crushes Close targets (OofA, or 1d6 damage on a fail) with a DEX test – 1 turn.
31. **Wall of Indigo Fog** (Ksárul Grugánu) [R]: Creates a Close wall of blue-purple fog (10' x 10' x 3') that moves away from the caster to Nearby in a round. Lasts 1 turn/level.

32. **Wall of Serpents** (Dlamélísh Hríháyal) [R]: Creates a Close wall of venomous serpents (10' x 10' x 3') that moves away from the caster Nearby in a round. Energy Bolt and Doomkill will destroy the wall. Bites Close targets (OofA, or 2d6 damage if fail) with a DEX test. A Neutralize Poison spell will neutralize the venom – 1 turn.
33. **Wall of Swords** (Karakán Chegárta) [R]: Creates a Close Wall of swords (10' x 10' x 3') that moves away from the caster Nearby in a round. Energy Bolt and Doomkill will destroy the wall. Strikes Close targets (OofA, or 1d6 damage on a fail) with a DEX test – 1 turn.
34. **Wall of Water** (Avánthe Dilinála) [R]: Creates a Close wall of water (10' x 10' x 3') that moves away from the caster Nearby in a round. Energy Bolt, Doomkill, Calm, or Infernal Barrier spells will destroy the wall. Drowns Close targets (OofA or washed back 1d6 x 10 feet on a fail) with a DEX test – 1 turn.
35. **Wall of Wind** (Belkhánu Qón) [R]: Creates a Nearby whirlwind (10' x 10' x 3') that moves away from the caster Nearby in a round. A Calm spell will destroy the wall. This wall will deflect missiles, Telekinesis, and Silver Halo of Soul-Stealing. This wall blows a Vapor of Death spell back on the caster. Rips apart Close targets (OofA, or 1d6 damage on a fail) with a DEX test – 1 turn.
36. **Weather Control** (Avánthe Dilinála Shaman) [R]: Controls the weather up to Distant to all extremes – 1 hour.

RULES OF THE GAME

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, TPH uses four abstract ranges for measuring distances. **Close**, **Nearby**, **Far Away**, and **Distant**. On their turn, characters 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 | Distant |
|---------|----------|-----------|----------|
| 0 - 5ft | 6 - 30ft | 31 - 90ft | 91-180ft |

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 round of action before the other side can react. Test **DEX** to surprise the other group and test **INT** to avoid being surprised. If both succeed, you surprise them; if both fail, they surprise you. Otherwise, proceed to **Initiative**.

INITIATIVE

When combat starts, 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, starting with the PC with the lowest roll and proceeding to the left. 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 or 8 as the average HP per HD.

RESISTANCE

Some creatures are resistant to some types of damage and take half damage from those kinds of attacks.

ARMOR

Armor provides protection by reducing incoming damage. Each type will reduce damage by a limited amount. 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. **Armor Dice** are regained after a character rests.

| TYPE | Armor Dice |
|--------------|------------|
| Cloth armor | Ud4 |
| Light armor | Ud6 |
| Medium armor | Ud8 |
| Heavy armor | Ud10 |

Monsters get Ud4 starting at 3 HD. Each odd HD after that increases the die size – Ud6 + Ud4 = Ud8). Semi-intelligent monsters with hands and heads can also use shields and helmets.

ARMOR PROFICIENCY

If a character wears armor that is not listed in their class, they roll with Disadvantage on **Attack** or **Defend** rolls.

ENCUMBRANCE

A character can carry a number of items equal to their **STR** with no penalties. 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**.

ATTACKING, DEFENDING & DAMAGE

When a character attacks a creature they must roll below their **STR** attribute 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 in **Close** range. **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, use the damage attributes listed in a module that you are playing.

CLASS WEAPONS

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

| 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) |

STEEL WEAPONS & ARMOR

Chlén-hide weapons and armor are as hard as bronze and as light as fiber glass. Roll steel weapon damage with Advantage. Roll steel Armor Dice with Advantage.

When attacking with steel weapons, 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.

DEATH & DYING

When a character is reduced to zero **Hit Points (HP)** they are taken **Out of Action (OofA)** and are 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.**

If the characters lose the fight or are unable to recover the body of the character, the character is dead.

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 temporarily -2 for the next day.
- 4 **Disfigured** - CHA reduced by 4.
- 5 **Crippled** - STR or DEX is permanently reduced by 2.
- 6 **Dead** - Not alive.

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 their Armor Dice. Also, once per day, after resting, they may roll a **Hit Die** associated with their class and regain that many **HP**, as well as 1 point of attribute damage.

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, then 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. Therefore, a Priest of a Cohort adds 2 to their PSY.

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 Chnéth 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. Players test each **Attribute**; if they fail, that **Attribute** increases by 1.

SPELLCASTING

Sorcerers, Priests, Shaman, and Dilettantes can cast spells that are chosen from the spell lists starting on page 28.

After at least **6 hours rest**, spellcasters can memorize a number of spells equal to their **Level** in an hour, and they can cast those spells without a Spellbook in a Round. Casting a spell from a Spellbook takes a full Turn and requires additional material components.

Once a memorized spell is cast, the caster must test **PSY** adding the spell's level to the roll. If that spell has been cast previously that day, the **PSY** test is at Disadvantage. If they fail, that spell is no longer memorized.

Psychic and Ritual Spells

Spell are divided between Psychic and Ritual spells. Psychic spells can be cast with the mind alone, and they require no spoken words, physical movements, or material components. Ritual spells require some additional input, such as words, singing, movements, incense, chalk, etc. to complete the spell.

Sorcerer's Bag

To abstract the material spell components for ritual spells and casting from spellbooks, spellcasters need a Sorcerer's Bag or pouch filled with a variety of items needed for spells. The sorcerer's bag gets a Usage die. See Equipment (p. 29).

Metal and Magic

Metal interferes with spellcasting. Any spell attempted while carrying more than 2 ounces of unenchanted metal (e.g. about 20 káitars) causes the spellcaster 3d6 damage plus anything else the Referee wants to make happen. Perhaps everyone Close to the spellcaster becomes startled from the smell of fried flesh and the noise from the magical feedback.

Scrolls

Scrolls are made with the Inscription spell. Writing a scroll requires a caster's whole effort for twice the spell level in days (e.g. 1 day for 0th level spells, 2 days for 1st level spells). Requires 50 Káitars/day in materials. PSY roll needed to complete the scroll: on fail, time must be taken to inscribe the spell again, but the materials don't need to be replaced. On a critical failure, the spellcaster must start over.

EXAMPLE OF PLAY

Referee: 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?

Referee: 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.

Referee: Ok, Agent, test your Intelligence by rolling a d20 at or under your INT score - to check the portcullis for traps. You have Advantage on finding traps, so roll two d20s and choose the lowest result.

Agent: *rolls twice* Made it!

Referee: 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!

Referee: Good stuff, now Sorcerer, you cast Light on your staff. Your staff lights up. That's a level 0 spell, right?

Sorcerer: Yup.

Referee: Ok, well test INT, and if you fail you no longer have Light memorized.

Sorcerer: *rolls* I need to roll under or on it, right?

Referee: That's right.

Sorcerer: Damn, I failed.

Referee: 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!

Referee: Ok Agent, you move down the sewer, still Nearby to your friends,

please test your Dexterity to see how quiet you are - you get Advantage.

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

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

Agent: Damn!

Referee: Initiative time! Everyone test their DEX, 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.

Referee: 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.

Referee: 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.

Referee: 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.

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

Referee: 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 clanless nakomé!

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 turn (10 minutes).

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 increase the size of any damage dice rolled for each +1 bonus. More powerful weapons can be found if the Referee includes them.

Magic Armor increases the size of the Armor Die armor would normally have, for example Magic Chain Mail has 12 **Armor Points**. They operate per the normal **Armor Points** rules.

REFEREE TESTS

These are rolled by the Referee.

Search: INT with Disadvantage.

Used when actively searching.

Find: PSY with Disadvantage. Used for noticing something passively.

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 Illusion | Resisting Spells and Magic | Charming effects |

NONHUMAN BESTIARY

| Creatures | HD | Actions and Specials |
|------------------|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ahoggyá | 3+ | These intelligent barrel-shaped aliens can attack in four directions. They have up to HD+1 attacks/round, based on the situation. |
| Hegléth | 1+ | These intelligent swamp dwellers use d10 for HD, and they cannot cast spells. |
| Hláka | 1+ | These intelligent flying mammals have a tail-sword (d6), often poisoned: CON test or OofA. Can carry 15 lbs. flying. Disadvantage on Morale tests. |
| Hlutrgú | 2+ | These intelligent swamp beings never check morale. They are very xenophobic, and they hate everyone. |
| Hlúss | 2+ | These large intelligent aquatic scorpioids use weapons (d6), bite (d6), tail sting (d6) + CON test or paralyzed. 2 attacks/round. Often have magic items or a jeweled carapace. They are enemies of humans and their allies. |
| Mihállí | | These intelligent feline hermaphrodites are so morally different from humans that their actions are considered random. They are neutral to humans. |
| Ninín | 1+ | These small intelligent mammals have dark vision, hearing tests are at Advantage, and they don't check Morale if other Ninín are fighting too. Uses d6 for HD. |
| Nyaggá | | These intelligent, tentacled aquatic creatures live in Lake Parunal. They are neutral to humans. |
| Páchi Léi | 1+ | These intelligent four-armed, four-legged jungle dwellers are good climbers and have dark vision. |
| Pé Chói | 2+ | These tall intelligent insectoids have HD attacks/round and dark vision. |
| Shén | 3+ | These tall intelligent reptilians use weapons, tail club (d6) + DEX test or fall down. -2 on spells. |
| Ssú | 3+ | These intelligent aliens can hypnotize 1d3 Nearby targets as action; pass PSY test or obey simple commands. They are enemies of humankind. |
| Tinalíya | 1+ | These small intelligent four-legged nonhumans never check morale. They may use poisoned weapons (d4) + CON test or OofA and often have magic items and spells. Uses d6 for HP. |
| Urunén | 1+ | These intelligent mammals that live in the south polar region have no binocular vision. |

| Creatures | HD | Actions and Specials |
|-----------|----|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Vlëshga | 2+ | These intelligent aliens have a repellent odor detectable Far Away, causing a Morale test. They use magic items. They are enemies of humankind. |

BESTIARY

| Creatures | HD | Actions and Specials |
|-----------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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 worms swallow their prey whole, 2 rounds to digest, Tail (3d6) - a DEX test or fall. |
| 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. |
| Chashkéri | 1 | This water creature looks like a woman in the water. 2d6 Nearby targets must pass PSY test or move toward it. The creature will drown the victim in 3 rounds once in the water unless rescued. |
| Chlén | 3 | These enormous saurians are prodigiously slow. They fight only if attacked. Uses d20 for HP. Has thick hide – Ud8 Armor Die. |
| Chnéhl | 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. |
| Dlákolet | 6 | These semi-intelligent insects have large powerful mandibles, Advantage on damage rolls. |
| 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. |
| Dnélu | 4 | These animals leap from concealment. They give Disadvantage on the INT roll to avoid surprise. |
| Dzór | 7 | These gentle forest giants fight only if attacked. Disadvantage in daylight. |
| Feshénga | 5 | These many-legged carnivores can bite with 1-in-4 chance of poison, CON test or OofA in 5 turns. |
| Gerednyá | 3 | This flying worm has a poisonous stinger (1d6) + CON test or OofA. Wings worth 100 káitars each. |
| 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. |
| Gíriku | 3 | These flying reptiles have thick hide – Ud6 Armor. |

| Creatures | HD | Actions and Specials |
|------------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Haqél | 5/10/15 | This aquatic eel-like creature has a mouth full of teeth. Bite (d12), tail (d4). Gives Disadvantage on the INT test to avoid surprise. |
| 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. |
| Hrá | 7 | These undead creatures regenerate in 2 turns unless touched by Amulet of the Good God. Disadvantage in daylight. A Ksárul priest can control d6 Nearby Hrá for 3 turns with an INT test. |
| 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. |
| 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 stinging tentacles. Drains 1d6 CON the round after dealing damage. Double damage from fire. |
| Khészchal | 1 | These colorful birds have plumage worth d20 x 100 káitars. Has 2 HPs. |
| Kruá | 3/8/16 | These giant crustaceans have 2 pincers (d8), if both hit, bite (d8). They are immune to ordinary missiles. Dives to lair if it has grabbed a body. |
| Kúni | 1 | These small raptors are trainable as hunters and spies. They speak and understand simple speech. Has 2 HPs. |
| Kúrgha | 1 | These furry carrion eaters can be smelled from Nearby. They run away if outnumbered. A room with recent corpses may have them. |
| Kurukú | 1 | These small creatures try to steal items. Test INT or lose an item. Advantaged on ranged attacks. They always flee if confronted. Use d6 for HP. |
| Lrí | 4 | These flying scorpoids are related to the Hlúss. CON test or paralyzed the round after they deal 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. |
| Mnór | 3 | These semi-intelligent insectoids check morale if hit for 4+ HP. |
| Mrúr | 1 | These undead skeletons regenerate in 2 turns unless burned. |

| Creatures | HD | Actions and Specials |
|-----------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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. |
| 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. |
| Ngáyu | 4 | These insectoids have 2 claws (d8), shoot acid at Nearby metal objects, which melt the next round. |
| 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. |
| Ngrútha | 3 | These giant arachnoids cannot be surprised and the INT roll to avoid surprise is at Disadvantage. 8 sucker-legs can entrap, then drain d6 CON/round. |
| 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. |
| Qáqtla | 5 | These swamp snakes have poisonous tentacles (d6) + CON test or OofA in 5 turns. |
| Qól | 1 | These serpentmen have a poisoned bite and may use poisoned weapons. Pass a CON test or OofA in 1 minute. They have dark vision, Disadvantage in daylight, and they flee if outnumbered. Use d10 for HP. |
| Qúmquum | 9 | These tomb guardians are invisible, except to Pé Chói. Heavy poleaxe (2d6). Their thundering roars can be heard Far Away. Repelled by fire. |
| Rényu | 2 | These semi-intelligent caninoids are trainable as loyal servants/hunters. They have dark vision and they speak and understand speech. |
| 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). |
| Sagún | 10 | These mobile plants have 2 claws (d8). Pass an INT test to avoiding breathing their deadly spores or pass a CON test or be OofA in 2 rounds. |
| Sérudla | 5/12/18 | These large semi-intelligent lizards can use 2 weapons, spit acid – d6 Nearby targets (4d6) test CON for half damage. d4 usage die daily for acid. |

| Creatures | HD | Actions and Specials |
|-----------|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Shánu'u | 3 | These large flying mammals are related to the Hláka. A Hláka can control 1d6 Nearby Shánu'u for 3 rounds on a CHA test. |
| Shédra | 2 | These ghoulish undead recover d8 HP by eating a corpse (1 turn). If killed by a Shédra you will become one in 2 turns. They can use weapons and armor. |
| Sró | 5/9/13 | These large semi-intelligent flying, aquatic reptiles can use 2 weapons and bite. |
| Teqéqmu | 6/8/10 | These flying fungoid creatures can exude toxic gas at d6 Nearby targets, needing CON test or OofA. |
| Thúnru'u | 5 | These large rubbery bipeds are repelled by Tsúral buds. Some sorcerers use them as guards. |
| Tletlákha | 4 | These aquatic creatures are mostly mouth and teeth. Pass a DEX test after its first successful attack to keep it from attaching. Leaves d4 barbs that do d6 damage when removed, unless done by a physician. |
| Tsi'il | 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. |
| Tsóggú | 3 | These drowned undead can freeze 1d6 Nearby targets, pass a CON test on eye contact or be paralyzed. Disadvantage to attack while avoiding their eyes. |
| 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. |
| Voródlá | 4 | These flying undead drain d6 CON the round after they deal damage. Regenerates after death in 2 turns unless burned. Disadvantage in daylight. |
| Vringálu | 4 | These flying feathered serpents have a poisonous bite + CON test or OofA in 3 turns. Curable with Tsúral buds or Cure Disease. Wings worth 100 káitars each. |
| Yéleth | 3 | These pale intelligent androids of the Ancients can hypnotize 1d6 Nearby targets; pass PSY test or obey commands or be paralyzed. |
| Zrné | 6 | The tough hide on these predators is immune to ordinary missiles. Bite is poisonous: CON test or OofA in 2 rounds. |

All creatures with three 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.

Semi-Intelligent beasts can use weapons.

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 use the *Magic Item Usage Die Table* below. The Thoroughly Useful Eye can recharge Eyes and other charged magic items as described in the individual descriptions.

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 in a Close zone 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 weapons - 2 turns. Must remain Close to Eye.
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 Ud10 Armor Dice - 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 completely love and adore the user 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 turns.
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 1-3 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 WIS to attack Nearby creatures of 5 HD or less (1d8 damage) – 2 turns.
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 per charge to a maximum of +3 for edged weapons and +2 for everything else.
30. **Eye of Transformation:** Permanently 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 size of the usage die on any other Eye it touches, once per week per Eye. It also works on some amulets and other magic artifacts. Very rare; only 6 known specimens in the world.

AMULETS

Some amulets have charges and 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, Mu'ágh, and other acid. Always on.
4. **Amulet of Mastery over Rényu:** Test PSY with this fuzzy pine cone medallion and d3 Nearby 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:** This small blue terracotta mummy inscribed in Bednálljan Salarvyáni allows the user to 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 a Ud10 Armor Die. 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 seat 7 and fly 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, and a Ud10 Armor Die, 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 wheeled energy cannon of the Ancients is the size of a large wagon. It can shoot targets 500 ft away and does 10d6 damage. It can destroy a 20 ft section of wall six feet thick. Moves at human walking speed. Has Ud30 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 wasteland 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 are known to exist.
19. **The Music Box of Nekkutháne:** This bejeweled box plays a compelling melody that affects Ngóro. Test PSY to command a Nearby Ngoro for 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, a Ud10 Armor Die., 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.

Magic Item Usage Die Table

| 2d6 | Usage Die |
|------------|------------------|
| 2-3 | Ud4 |
| 4-6 | Ud6 |
| 7 | Ud8 |
| 8 | Ud10 |
| 9 | Ud12 |
| 10-11 | Ud20 |
| 12 | Ud30 |

When a magic artifact is used the first time, roll on the above table. This table is for artifacts found in the Underworld. For artifacts given to the character by clan, temple, or other similar circumstance, roll with Disadvantage.

MAP OF SOUTHWESTERN TSOLYÁNNU



Gazetteer

Butrús – This small city is capital of Pan Chaka protectorate. Pop. 169,000.

First Temple of Vimúhla – This temple exists on two planes at once.

Isle of Vrá – Violently conquered 1200 years ago, now loyal, but has a strong separatist movement.

Katalál – This large town is capital of Ketvíru province. Stolid and pompous. Pop. 82,000.

Ngéshtu Head – Rugged mountains and dangerous coastal waters.

Pán Cháka – Jungle region, home of the arboreal tree villages of the Páchi Léi. Mu'ugalavyáni invaded recently.

Penóm – This large town is capital of Tsechélnu province. Extremely damp; mold and bugs everywhere. Pop. 56,000.

Ssámris Isle – Free market. Wild and unruly. Held by the Mu'ugalavyáni.

Tsechélnu Flats – A 900-mile jungle wetlands that stretches from Jakállá.

Úrmish – This small city is capital of Urudái province. Pop. 131,000.

TEKUMEL ADVENTURES

STARTING POINTS

CLAN

The characters are from the same clan. The Referee picks the clan, so no need to roll. Missions revolve around clan business or clan members or things that happen during clan activity.

TEMPLE

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

LEGION

The 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. They had heard of the Tsolyánu from passing sailors.

Players can choose the Barbarian, Scout, or Shaman classes. Use the *Random Tribe Generator* (p. 70) 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, gems, or precious

metals, so money changers will be needed once they arrive in Jakállá or Penóm. A map of the area around Penóm is on page 64.

The tribe will get rudimentary instruction in Tsolyáni as they travel. Until they have been in Tsolyánu for 3 months, they must make INT tests when speaking or understanding complex topics. There may be adventures while on-board ship before they reach port.

Traveling through the city to the Foreigner's Quarter takes several hours and there are more opportunities 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 and food must be found. There are several hostels for travelers, varying in social status, cost, and quality. Other arrangements may be needed. Maybe a vacant warehouse.

Once the tribe is situated, they'll need a patron. Roll a d6 each day; on a 6, 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 a **Fresh Off the Boat** campaign 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 Crzation

Parents:

Monogamy: 2

Polygynous/Polyandrous: 1+d4

Group marriage: 2d4

Siblings: 2d6-2

If 4+ parents, add +2.

| d8 | Spouses (optional) |
|-----|--------------------|
| 1-4 | Not married |
| 5-6 | 1 |
| 7 | 2 |
| 8 | 3 |

-2 if person is 20 or less

+1 if person is 35 or more.

Maximum of 1 spouse, if tribe is monogamous.

Children: roll d6-3

Children do not require a spouse.

-2 if person is 20 or less

+2 if person is 31 or more

+1 if person has 2 spouses

+2 if person has 3 spouses

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 Species (d8) |
| 6-7 | Priest + d6 guards, random deity (d20) |
| 8 | Scholar, 1 guard |
| 9 | Military officer + 2d6 soldiers |
| 10 | Sorcerer + d6 guards |

CLAN MISSIONS

| d10 | MISSION |
|-----|--------------------------------------------------------|
| 1 | Guard a clan elder on a trip |
| 2 | Defend the clanhouse during food riots |
| 3 | Take or retrieve something from a distant clanhouse |
| 4 | Hunting party to clan estate |
| 5 | Make sure that all the right people come to our party |
| 6 | Meet with patron clan and find out what the problem is |
| 7 | Search for a specific person or object |
| 8 | Rescue a clansman in another country |
| 9 | Caravan to distant city |
| 10 | Underworld expedition in clanhouse basement. |

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, stop intruders | 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 –ritualistic skirmish | 9 | Secret mission for the Empire |
| 5 | Travel to new posting | 10 | Explore underworld near battle. |

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 |
| 6 | Sea voyage |
| 7 | 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 | Explore underworld under temple. |

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 |
| 6 | Sea voyage |
| 7 | Search for a specific person or object |
| 8 | Trading party (random destination) |
| 9 | Secret mission for the Empire |
| 10 | Explore the city underworld |

ENCOUNTER TABLES

CLEAR TERRAIN

| d12 | ENCOUNTER |
|-----|----------------------|
| 1 | Chlén |
| 2 | Dnélú |
| 3 | Hyahyú'u |
| 4 | Kurukú |
| 5 | Mnór |
| 6 | Herd of Hmá or Hmélu |
| 7 | Nobles |
| 8 | Merchant caravan |
| 9 | Priests/Sorcerers |
| 10 | Soldiers |
| 11 | Peasants |
| 12 | Nonhumans |

JUNGLE TERRAIN

| d12 | ENCOUNTER |
|-----|---------------------|
| 1 | Chashkéri or Lrí |
| 2 | Feshénga or Ngrútha |
| 3 | Ghár or Qáqtla |
| 4 | Gíriku or Shánu'u |
| 5 | Káyi or Tletlákha |
| 6 | Nobles |
| 7 | Bandits |
| 8 | Merchant caravan |
| 9 | Priests/Sorcerers |
| 10 | Soldiers |
| 11 | Peasants |
| 12 | Nonhumans |

FOREST TERRAIN

| d12 | ENCOUNTER |
|-----|---------------------|
| 1 | Chnéhl or Kúni |
| 2 | Chólokh or Rényu |
| 3 | Dlákolel or Sérudla |
| 4 | Dzór or Vringálu |
| 5 | Feshénga or Zrné |
| 6 | Nobles |
| 7 | Bandits |
| 8 | Merchants |
| 9 | Priests/Sorcerers |
| 10 | Soldiers |
| 11 | Peasants |
| 12 | Nonhumans |

DESERT TERRAIN

| d12 | ENCOUNTER |
|-----|-------------------|
| 1 | Aqáa |
| 2 | Mnór |
| 3 | Oasis |
| 4 | Nomads |
| 5 | Adventurers |
| 6 | Nobles |
| 7 | Bandits |
| 8 | Merchant caravan |
| 9 | Priests/Sorcerers |
| 10 | Soldiers |
| 11 | Peasants |
| 12 | Nonhumans |

MOUNTAIN TERRAIN

| d12 | ENCOUNTER |
|-----|----------------------|
| 1 | Chólokh or Rényu |
| 2 | Dlákolel or Sró |
| 3 | Gerednyá or Teqéqmu |
| 4 | Hyahyú'u or Vringálu |
| 5 | Kúrgha or Zrné |
| 6 | Nobles |
| 7 | Bandits |
| 8 | Merchants |
| 9 | Priests/Sorcerers |
| 10 | Soldiers |
| 11 | Peasants |
| 12 | Nonhumans |

WATER TERRAIN

| d12 | ENCOUNTER |
|-----|----------------------|
| 1 | Hlutrgú or Nenyélu |
| 2 | Chashkéri or Ngrútha |
| 3 | Ghár or Qáqtla |
| 4 | Haqél or Tletlákha |
| 5 | Kruá or Tsógggu |
| 6 | Mu'agh or Hlúss |
| 7 | Shipwreck or Battle |
| 8 | Nobles |
| 9 | Merchants |
| 10 | Priests/Sorcerers |
| 11 | Soldiers |
| 12 | Nonhumans |

UNDERWORLD ENCOUNTERS

1-in-6 chance of an encounter each Turn in the Underworld. Roll a d10 for each level below the surface (e.g. at the sixth dungeon level, roll 6d10).

| Roll | Encounter | NA | HD | Roll | Encounter | NA | HD |
|-------|------------|-----|--------|-------|-----------|-----|---------|
| 1-2 | Chnéhl | d12 | 1d6 | 63-64 | Sorcerers | d4 | d4+3 |
| 3-4 | Mrúr | d8 | 1d10 | 65-66 | Hrá | d4 | 7 |
| 5-6 | Shédra | d8 | 2 | 67 | Nobility | 1 | d4+7 |
| 7-8 | Qól | d10 | 1d10 | 68 | Káyi | d6 | 4 |
| 9-10 | Hurú'u | d10 | 3 | 69 | Thunrú'u | d8 | 6 |
| 11-12 | Kúrga | d12 | 1 | 70 | Biridlú | d6 | 4 |
| 13 | Pé Chói | d4 | d4 | 71 | Sró | 1 | 5/9/13 |
| 14 | Warriors | d6 | d4 | 72 | Warriors | d12 | d4+5 |
| 15 | Priests | d4 | d4 | 73-74 | Hrá | d6 | 7 |
| 16 | Vlëshga | d6 | d4 | 75-76 | Qúmqu | 1 | 9 |
| 17 | Sorcerers | d4 | d4 | 77-78 | Sró | 2 | 5/9/13 |
| 18 | Ahoggyá | d4 | 2+d4 | 79-80 | Ru'ún | 1 | 11 |
| 19-20 | Shén | d6 | 2+d4 | 81-82 | Hli'ir | d4 | 8 |
| 21-22 | Ssú | d4 | d4 | 83-84 | Warriors | d6 | d4+5 |
| 23-24 | Hlúss | d6 | d4 | 85 | Sagún | 1 | 10 |
| 25-26 | Hláka | d4 | d4 | 86 | Sorcerers | d4 | d4+5 |
| 27-28 | Hlutrgú | d6 | 2 | 87 | Ssú | d6 | d4+5 |
| 29-30 | Warriors | d6 | 2+d4 | 88 | Nshé | 1 | 10 |
| 31 | Priests | d4 | 2+d4 | 89 | Hlúss | d12 | d6+4 |
| 32 | Mu'agh | d4 | 3/6/15 | 90 | Ahoggyá | d6 | d4+5 |
| 33 | Sorcerers | d4 | d4 | 91-92 | Ru'ún | d4 | 11 |
| 34 | Dlaqó | d6 | 3/6/9 | 93-94 | Ngóro | 1 | 16 |
| 35 | Bandits | d12 | d4 | 95-96 | Aqáa | 1 | 6/12/18 |
| 36 | Tinaliya | d20 | d6 | 97-98 | Nobility | d4 | d4+8 |
| 37-38 | Ninín | d12 | d4+2 | 99 | Priests | d4 | d4+8 |
| 39-40 | Ngáyu | d4 | 4 | 100 | Sorcerers | d4 | d4+8 |
| 41-42 | Biridlú | d4 | 4 | 101 | Nshé | 1 | 10 |
| 43-44 | Káyi | d4 | 4 | 102 | Ssú | d12 | d6+6 |
| 45-46 | Tsú'uru | d4 | 6 | 103 | Vlëshga | d20 | d4+5 |
| 47-48 | Marashyálu | 1 | 4 | 104 | Sagún | d4 | 10 |
| 49 | Thunrú'u | d6 | 5 | 105 | Qúmqu | 1 | 9 |
| 50 | Warriors | d4 | d4+3 | 106 | Hrá | 2d6 | 7 |
| 51 | Priests | d4 | d4+3 | | | | |
| 52 | Qól | d20 | 1d10 | | | | |
| 53 | Nshé | 1 | 10 | | | | |
| 54 | Sorcerers | d4 | d4+3 | | | | |
| 55-56 | Yéleth | 1 | 3 | | | | |
| 57-58 | Nshé | 1 | 10 | | | | |
| 59-60 | Priests | d4 | d4+5 | | | | |
| 61-62 | Tsú'uru | d6 | 6 | | | | |

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 Sú, perhaps from Thráya, Haumá, or Tsurú. For mountains, try Thri'íl. Nothing says swamps like Púrdímal, 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. 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 party may see it from the road tower or hear a rumor from a road companion or passerby.

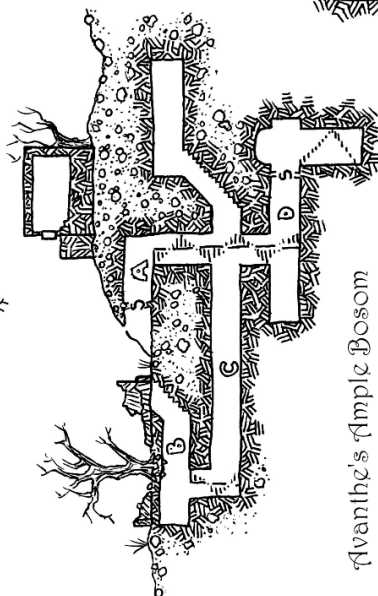
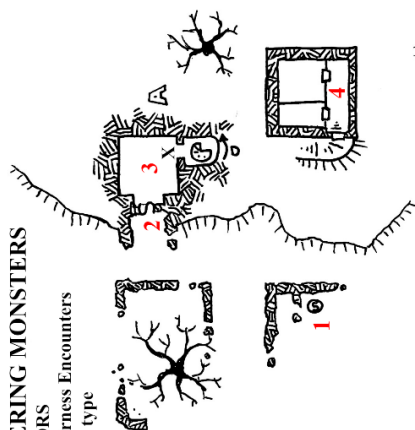
After two hours walk, the group arrives at the location, they find some ruined foundations and short walls in the flat area right in front of the hill. A large tree grows out of one building. Half of a small walled room is built into the hillside, perhaps a pantry. On top of the hill, the short tower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

Refer to the Map and Key for the rest of the adventure.

WANDERING MONSTERS

OUTDOORS

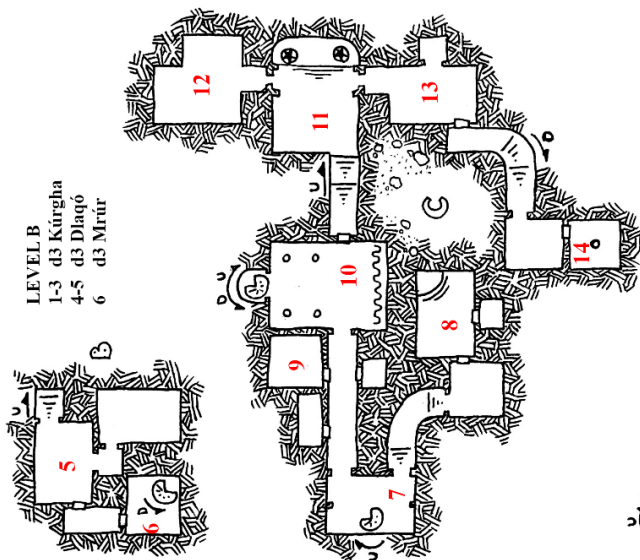
Use Wilderness Encounters
by terrain type



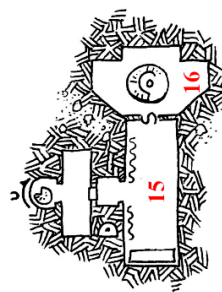
Avanthé's Ample Bosom

Cartography by Dyson Logos

www.dysonlogos.com



LEVEL B
1-3 d3 Kúrgha
4-5 d3 Dlaqó
6 d3 Mrúr



LEVEL C-D
1-3 d4 Shédra
4-5 d4 Káyi
6 d4 Ssú

Key

Area

1. The ruined corner wall with no tree hides a secret door in the floor/ground. An off-color stone in the nearby wall might be noticed with a Search test. If pressed, the trapdoor pops open a couple feet away. A stairway leads down to Room 5.
2. A tiny key can be found in the debris of the 'pantry area' with a Search test. This fits a tiny lock in the back wall (requires a second Search test to spot). A five-foot tall doorway will open to Room 3. The secret door faces the outside, but on the inside, the door is not hidden.
3. The pit trap at the X in doorway to stairs will trip on a Trip Trap test; if triggered, d8 falling damage or test DEX to take half damage. Safety lock in spiral stair room deactivates pit trap.
4. The tower door into Room 4 is partially smashed in. Animals - d4 adults, d4 juveniles. Feshénga (5 HD: 24, 25, 21, 30, 16, 11, 16, and 12 HP. 1-in-4 poison if bit: CON test or OofA in 5 Turns) in forest, jungle, or swamp, Dnélu (4 HD: 16, 17, 16, 12, 10, 8, 12, and 9 HP. Disadvantage on Initiative) in plains, Hyahyú'u (4 HD: 16, 17, 16, 12, 10, 8, 12, and 9 HP) in plains, forest, or mountains, or Mnór (3 HD: 15, 14, 13, 7, 6, 4, 6, and 7 HP. Flee if hit for 4+ HP) in plains or desert would be suitable).
5. Storeroom filled with long-rotted foodstuffs and empty water barrels. Pass a Search test to find one barrel with a false bottom hiding 90 káitars, pouch of moldy green powder (zu'úr), and a 100-káitar gold & topaz woman's ring.
6. 9 Mrúr (1 HD: 2, 3, 4, 2, 5, 2, 4, 4, 2 HP) Revive in 2 Turns if not burned.
7. Mu'agh (6 HD: 28 HP) Acid attack makes body area hit unusable. Roll d6 for area: 1=left leg, 2=right leg, 3=left arm, 4=right arm, 5=torso, 6=head.
8. Shrine of Goddess of the Pale Bone, eerie but beautiful statue on the dais with six arms each holding a broken planet, creepy murals and mosaics of planetary destruction, altar with candlesticks, silver bowl filled with a black void worth 200 káitars, smaller silver statuette worth 500 káitars. 14 Qól (1 HD [d10]: 2, 9, 8, 10, 8, 3, 4, 9, 8, 8, 7, 5, 1 and 10 HP). Statue attacks if altar or statue is touched: 10 HD (52 HP) Can make up to three attacks per round. 2d100 káitars and 1d4 gems worth 2d6x50 káitars each scattered in the mess. Takes 3 turns to find.
9. Temple of Chiténg outer shrine: statues of four of Chiténg's aspects, tapestry of Chiténg's deeds in the Battle of Dórmoron Plain, miraculously preserved. Very dusty but no cobwebs; several tracks and small footprints through the dust. The four aspects are Ninormé, the orange ball of light that guides of spirit-souls of slain worshippers of Vimúhla and Chiténg to the Paradise of the Flame Lord, Biyú the Inextinguishable who guards Lord Vimúhla while he sleeps before the Battle of Dórmoron Plain, Imósh, Lord of Ashes, this charred corpse takes the spirit-souls of those who died from burns, and Sadhúa the Torturer, appears as a heavy set human with a peaceful face and a cat o' nine tails, and is charged with inflicting pain on the enemies of Lord Vimúhla and Lord Chiténg. If any of the statues are attacked or moved, they all animate and attack. Statues (8 HD: 32, 44, 39,

- 39) Ninormé can attack with a beam of light to blind, Biyú has a war hammer and shield, Imósh has a touch attack of burning pain (Disadvantage on next action from pain), and Sadhúa's cat o' nine tails also delivers intense pain.
10. 4 Káyi (4 HD: 24, 21, 17, 13 HP), 200 káitars with decayed corpse.
 11. Temple of Chiténg main area, statues of two more aspects of Chiténg. On the left, Pokhótl the great fire toad and burner of cities. On the right, Akhádz, He Who Rises, messenger and scout for Lord Vimúhla. Altar with rose-gold ritual tools worth 2000 káitars. The statues will animate if the temple is desecrated or the tools touched by non-Chiténg/Vimúhla worshipper. 8 HD: 42, 36 HP. Pokhótl statue can cast Radiant Gaze with a Ud6 per day. Akhádz attacks with a flaming sword. If you take damage from the blade, your next action is at Disadvantage from pain. Test DEX to avoid being set on fire. Followers of Chiténg can recover a HD if they meditate for a Turn here.
 12. Mess hall and kitchen, long-decayed food, dinnerware, 6 Pygmy Folk adventurers (5 - 1 HD 3, 3, 6, 4, 6 HP, 1 leader 3 HD: 10 HP), pistol crossbows, short swords, d20 káitars each, and an Eye of Joyful Sitting Amongst Friends (Ud12 usage die). Check reaction: not necessarily hostile. Eye will be used if threatened.
 13. Priest's dorm, smashed and rotten wooden beds. 11 Shédra (2 HD: 13, 7, 13, 8, 10, 8, 9, 7, 5, 10, 13 HP). Make a Search to find a staff and 2d20 káitars.
 14. Well room, chest (invisible by illusion) with trapped lock (poison needle, CON test or OofA) and trapped lid (poison gas, CON test or OofA), 1000 qirgál, 2000 káitars, rose-gold crown in shape of flames worth 1600 káitars.
 15. Traveler's lounge: ticket counter, decayed chairs, ruined decorations. Gold travel disk on counter – holds ten destinations for tubeway car. Charred bodies of 6 Shédra and rotted corpse of female Hnálla warrior, chlén-hide plate and mail, Amulet of the Good God, +1 steel ego sword (Stability-aligned, INT 17, speaks Classic Tsolyáni, Classic Mu'ugalavyáni, Engsvanyáli, telepathic with owner, spells: Dispel Evil, Paralysis, and Energy Bolt, spell usage die Ud6 per day), and 350 káitars.
 16. Tubeway station: in the center of the floor is a round hole with a clear 1-foot by 2-foot panel. Pressing the panel on the floor starts a light blinking above the panel and summons a 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 (next page) for random destinations.

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. There are no bathroom facilities onboard. Seats have been broken for millennia.

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

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

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

| d6 | STATION SIZE |
|-----|--------------|
| 1-4 | 1 tube |
| 5 | 2 tubes |
| 6 | d12 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 |

| d10 | SURFACE LOCATION | | | |
|-----|-------------------|-----------------------------|------------|-----------------|
| | 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 | Kilalámmu | 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 | | | |

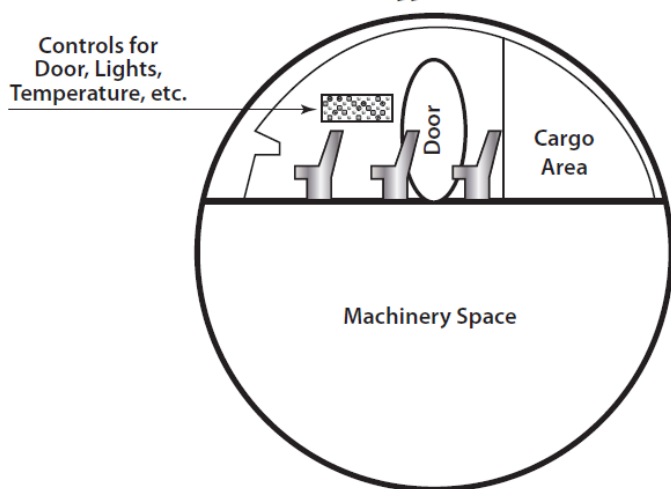
| TEMPLE BETWEEN STATION AND SURFACE | | |
|------------------------------------|--------------------------|-----------------------------|
| d12 | d20 | |
| | Even | Odd |
| 1 | Hnálla | Drá |
| 2 | Karakán | Chegárra |
| 3 | Thúmis | Keténgku |
| 4 | Belkhánu | Qón |
| 5 | Avánthe | Dilinála |
| 6 | 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 other local deity) |

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

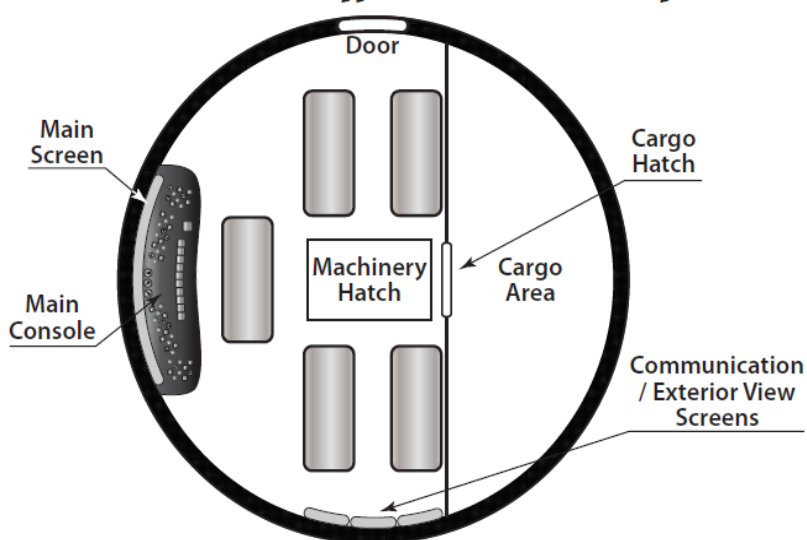
Use this encounter table as a general Encounter table.

Example: Roll d4=2, d6=1, d8=7, d10=3, d12=8, and d20=10. This tubeway station is 3 levels below the surface and has one tube. The level near the station is from the era of the Llyáni Empire. This tube car station is in Salarvyá. A temple to Grugánu exists between the station and the surface. Mrúr are likely to be encountered.

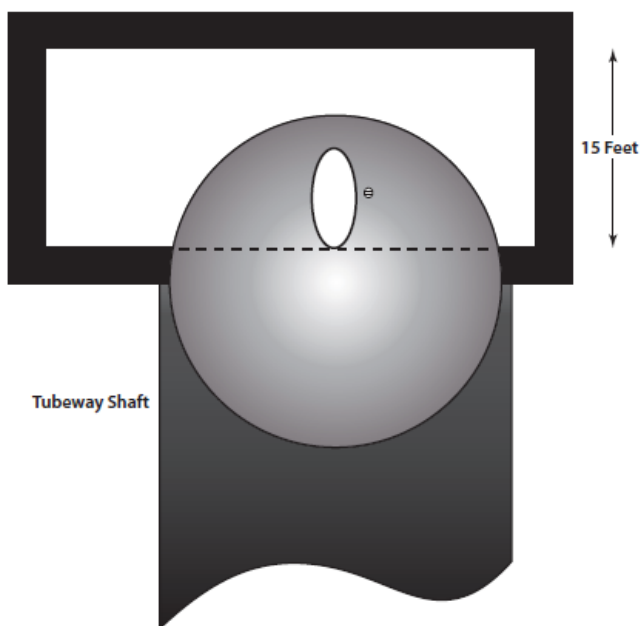
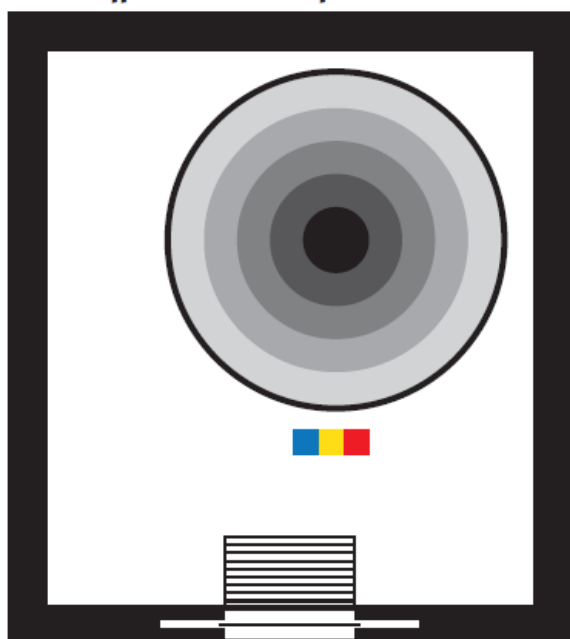
Side view of a typical Tubeway Car



Plan view of a typical Tubeway Car



Typical Tubeway Car Station



APPENDIX A: PRONUNCIATION GUIDE

| | |
|--------------|--------------------|
| Ahoggyá | ah-hohg-YAH |
| akhó | ah-KHOH |
| aqáa | ah-KAH-ah |
| Aridáni | ah-ree-DAH-nee |
| Avánthe | ah-VAHN-thay |
| Bednálljan | bayd-NAHL-jahn |
| Belkhánu | bayl-KHAN-noo |
| biridlú | bee-reed-LOO |
| Chashkéri | chash-KAY-ree |
| Chegárra | chay-GAHR-rah |
| Chiténg | chee-TAYNG |
| chlén | CHLAYN |
| chnéhl | CHNAYHL |
| chólokh | CHOH-lohkh |
| Dhich'uné | Theech'oo-NAY |
| Dilinála | dec-lee-NAH-lah |
| dlákoel | DLAH-koh-layl |
| Dlamélish | dlah-MAY-leesh) |
| dlaqó | dlah-KOH |
| dnélu | DNAY-loo |
| Drá | DRAH |
| Durritlámish | door-ree-TLAH-mish |
| dzór | DZOHR |
| feshénga | fay-SHAY-ngah |
| gerednyá | gay-rayd-NYAH |
| ghár | GHAHR |
| gíriku | GEE-ree-koo |
| Grugánu | groo-GAH-noo |
| haqél | hah-KAYL |
| Hláka | HLAH-kah |
| hlásh | HLAHS |
| hli'ír | hlee-EER |
| Hlúss | HLUESS |
| Hnálla | HNAH-lah |

| | |
|---------------|-------------------------|
| Hriháyal | hree-HAH-yahl) |
| Hrű'ű | hrue-UE |
| hurú'u | hoo-ROO-ooo |
| hyahyú'u | hyah-HYOO-oo |
| Jakállá | jah-KAH-lah |
| káitar | KAHY-tahr |
| Karakán | kah-rah-KAHN |
| káyi | KAH-yee |
| Keténgku | kay-TAYNG-koo) |
| kévuk | KAY-vook |
| khéshchal | KHAYSH-chahl |
| kruá | kroo-AH |
| Ksárul | KSAH-rool |
| kűni | KUE-nee |
| kúrgha | KOOR-ghah |
| kurukú | koo-roo-KOO |
| Livyáni | leev-YAH-nee |
| Livyánu | leev-YAH-noo |
| lrí | LREE |
| marashyálu | mah-rahsh-YAH-loo |
| Mihállí | mee-HAH-lee |
| Mirusíya | mee-roo-SEE-yah |
| mnór | MNOHR |
| mrúr | MROOR |
| mu'ágh | moo-AHGH |
| Mu'ugalavyá | moo-oo-gah-lahv-YAH |
| Mu'ugalavyáni | moo-oo-gah-lahv-YAH-nee |
| N'lúss | n-LUESS |
| nenyélu | nayn-YAY-loo |
| ngáyu | NGAH-yoo |
| ngóro | NGOH-roh |
| ngrútha | NGROO-thah |

| | |
|------------|-------------------|
| nshé | NSHAY |
| Páchi Léi | PAH-chee LAY |
| Pé Chói | PAY CHOI |
| qáqtla | KAHK-tlah |
| qirgál | keer-GAHL |
| Qón | KOHN |
| qumqúm | koom-KOOM |
| rénýu | RAYN-yoo |
| ru'ún | roo-OON |
| sagún | sah-GOON |
| sákbe | SAHK-bay |
| Salarvyá | sah-lahrv-YAH |
| Salarvyáni | sah-lahrv-YAH-nec |
| Sárku | SAHR-koo |
| sérudla | SAY-roo-dla |
| shánu'u | SHAH-noo-oo |
| shédra | SHAY-drah |
| Shén | SHAYN |
| sró | SROH |
| ssú | SSOO |

| | |
|-------------|-------------------|
| Tékumel | TAY-koo-mayl |
| teqéqmu | tay-KAYK-moo |
| Thúmis | THOO-mis |
| thúnru'u | THOON-roo-oo |
| Tinaliya | tee-nah-LEE-yah |
| tletlákha | tlay-TLAH-khah |
| tsógggu | TSOH-goo |
| Tsolyáni | tsol-YAH-nec |
| Tsolyánu | tsol-YAH-noo |
| tsú'uru | TSOO-oo-roo |
| tsúral | TSOO-rah |
| Vimúhla | vee-MOO-hlah |
| voródla | voh-ROHD-lah |
| vringálu | vring-AH-loo |
| Wurú | woo-ROO |
| Yán Kór | YAHN KOHR |
| Yán Koryáni | YAHN kohr-YAH-nec |
| yéleth | YAY-layth |
| zrné | zr-NAY |

APPENDIX B: SYMBOL GUIDE

| | | | |
|-------|------------------------------------------|------|--------------------------------|
| [ah] | arm, father, aha | [l] | let, follow, still |
| [ahy] | I , ice, hide, deny | [m] | make, summer, time |
| [ay] | aid, hate, day | [n] | no, dinner, thin |
| [ee] | eat, see, need | [ng] | singer, think, long |
| [oh] | owe, road, below | [p] | put, apple, cup |
| [oi] | oil, choice, toy | [r] | run, marry, far |
| [oo] | ooze, food, soup, sue | [s] | sit, passing, face |
| [ue] | Fr. tu , Ger. über | [sh] | she , station, push |
| [b] | boy, baby , rob | [ss] | an 's' pronounced with the |
| [ch] | church , watching, nature, witch | | tongue-tip turned upwards to |
| [d] | do, ladder, bed | | touch the back of the alveolar |
| [f] | food, offer, safe | | ridge behind the teeth |
| [g] | get, bigger , dog | [t] | top, better , cat |
| [gh] | Scot. lag h ail, a 'g' pronounced | [th] | thirsty , nothing, math |
| | in the back of the throat | [dh] | this , mother, breathe |
| [h] | happy, ahead | [tl] | bottle, Spa. Xóchitl |
| [hl] | Welsh Llewellyn, an 'h' | [ts] | tsunami , fits, cats |
| | pronounced with the mouth held | [v] | very, seven, love |
| | as when saying an 'l'. | [w] | wear, away |
| [j] | jump, budget, age | [y] | yes, onion |
| [k] | can, speaker, stick | [z] | zoo, easy, buzz |

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Notes

Notes

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.

More from Weird Realm Games

The Druid for Delving Deeper and OSR

Starfaring Exploration for Delving Deeper and OSR

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