

ADVENTURES ON TEKUMEL

VOLUME III

THE REFEREE'S MANUAL

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3.000. INTRODUCTION.

This volume contains materials to aid the referee in setting up characters, devising scenarios, establishing encounters, etc. Volume III need not be "Kept secret" from the players, although players should not consult it during a gaming session. The referee may wish to develop a "secret" notebook in which to keep track of scenarios, building plans, maps, etc., plus a card file for non-player characters.

3.100. STARTING A CAMPAIGN, DICE OPTIONS, AND GAMING STYLES.**3.110. HELPING ROLL CHARACTERS.**

The referee should aid new players in rolling up characters. At the start of a game-campaign, the group can create characters together, but after the game has begun, a new player should meet with the referee separately since rolling a character, choosing spells, skills, etc. takes time.

Some of the material in Volume II is self-explanatory; other details are for completeness' sake only and can be skipped if not needed. Still, the complexity of the system demands a checklist to save time.

1. Sec. 2.211: roll D100 once for "Height" and again for "Build"; cross-reference these to find the Height-Build factor number. A third roll is made for "Strength" in the same Section. Add the "Strength" bonus to the Height-Build number to give the basic Height-Build-Strength of the character. Note these factors on the Character Record Sheet supplied with Volume II. It speeds up the game to have all statistics, relevant lines from the "Adventure Dice Roll" tables (Sec. 2.720 ff.), possessions, etc. at one's fingertips. The Character Record Sheet may be copied as needed.
2. Find "Stamina" in Sec. 2.212.

3. Find "Dexterity" in Sec. 2.213. Add/subtract the resulting modifier to the Height-Build-Strength number. Note the score of the roll as well; it is useful later.
4. "Body Damage Points" are rolled for in Sec. 2.214. These are found for the basic Height-Build-Strength only and do not include the bonus in Sec. 2.213.
5. "Intelligence" is found in Sec. 2.215. Again, this gives a modifier to the basic Height-Build-Strength factor. The final, modified Height-Build-Strength factor, upon which one's Combat Value is based, consists of the basic Height-Build-Strength factor, plus the Dexterity and Intelligence modifiers.
6. Two rolls are made in Sec. 2.216: one for "Psychic Ability" and one for the "Psychic Reservoir." These two scores are noted separately. They are then added together with one's "Intelligence" number, to give the basic "Magic Resistance Factor" (Sec. 2.725). This basic factor is used to determine the character's ability to learn sorcery (see Sec. 2.239, under the description of the "Shaman" skill and also Sec. 3.330). For example, a character with an Intelligence of 80, a Psychic Ability of 95, and a Psychic Reservoir of 78 has a total of 253: he/she is able to learn both "Ritual" and "Psychic" sorcery and has a basic Magical Resistance Factor of +3.

7. Roll for "Comeliness" in Sec. 2.217, for "Charisma" in Sec. 2.218, and for "Age" in Sec. 2.219. Skip Sec. 2.220 ff. unless a woman, a N'lüss, or a nonhuman character is wanted.

8. The "Background" Sections (2.230 ff.) are needed if the characters' places of origin, languages-known, etc. are to be determined by random dice rolls. The referee may wish to assign backgrounds in order to have a more homogeneous party. "Religion" (Sec. 2.233) is left to the players' choice -- and the restrictions on "mixed" parties should be noted. "Clan, Lineage, and Family Status" (Sec. 2.234) can be rolled for or assigned, but note that the money the character has at the start of the game is dependent upon these factors (Sec. 2.235). "Family" and "Marriage and Children" (Secs. 2.236 and 2.237) can be rolled, assigned, or ignored, depending upon the players' interest. These features can be important in a more complex "societal" game. "Education" (Sec. 2.238) is needed since it gives the level of the character's prior background-skills.

9. "Skills" (Sec. 2.239) are important. One D100 roll is made for "chance" skill points, plus a second roll on the table given at the start of the Section. Picking skills -- and the number of levels to be bought in each -- is crucial. If one buys skills that have sub-divisions ("sub-skills"), these should be determined from Secs. 2.2311 - 2.2317. This will take both time and thought. Note that "sub-skills" for Shamans and Sorcerers are their spells: obtaining spells is described in Sec. 2.920 ff.

10. "Profession, Income, and Expenditures" (Sec. 2.240 ff.) can be read over at leisure. These factors become important when a player wants to calculate his/her character's income, hire non-player characters, or determine how much he/she spends per month.
11. The "Encumbrance" and "Buying Items" Sections (Secs. 2.310 - 2.390) are needed to obtain one's starting gear. Other purchases can be made later.
12. "Character Development" (Sec. 2.400 ff.) can be read as needed. These Sections describe how a character makes progress in his/her skills, spells, etc. Note those rolls which are made at the start of each new game-month to gain skill points.
13. Secs. 2.500 and 2.600 may again be read as needed.
14. Sec. 2.700 ff. is important for play. Note the number of "Adventure Action Points" in Sec. 2.711. The Character Record Sheet contains spaces for the insertion of relevant lines from the "Adventure Action Roll" tables (Secs. 2.721 - 2.726). Writing these in saves playing time. Secs. 2.728 - 2.7210 can be ignored until needed.
15. Finding the character's "Combat Value" in Sec. 2.810 and his/her encumbrances in Sec. 2.811 is important. The combat system (Sec. 2.820 ff.)

can be mastered as need arises. A combat summary is given in Sec. 2.860, and a separate Combat Summary booklet is also supplied with Volume II.

16. Sorcery is described in Sec. 2.900 ff. The selection of spells is important, and those who wish to play Sorcerers or Shamans should study these Sections carefully. Again, a separate Sorcery Summary booklet is provided with Volume II.

3.120. DICE OPTIONS AND CHARACTER TYPES.

Random dice rolling creates a problem: an otherwise-satisfactory character may be spoiled by just one poor score. A similar dilemma is faced by a player who enjoys playing one kind of character but who rolls a person fitted for some other role: e.g., a would-be warrior whose character cannot fight or is better suited to be a sorcerer. Possible solutions include:

1. Have each player roll basic statistics for five characters and choose the one that is most suitable.
2. Let players reroll any one unsatisfactory statistic until an acceptable minimum is achieved. If two or more statistics are unacceptable, these can be rerolled, or the player may be asked to roll up an entirely new character.

3. Reverse the decades and the digits on one or more D100 rolls: e.g. a red 2 and a white 7 may be read as 27. Reversing this gives 72.

4. Roll just one character, but then give a "lump sum bonus" (e.g. 50 points) that can be distributed over a character's statistics as the player desires. In no case should any statistic exceed the limits set for the character's species.

The author prefers (1), above. The goal is to provide players with characters they can "live with" during a game-campaign. Some gamers prefer superheroes, while others enjoy "realism" and like to work around weaknesses, but this writer, at least, finds a middle course more interesting. Each group must decide these matters for itself.

The preceding applies largely to the "basic statistics"; whether to allow rerolling, bonuses, etc. for the "background" rolls is another matter. It is very difficult to play a penniless tribal youth in a party otherwise composed of arrogant noblemen! This can be done by the right player in the right group, but it is a demanding role: it is hard to "bow and scrape" before one's "betters," as a real peasant or tribesman ought to do. To be a powerful N'lüss warrior has its appeal, but in a "realistic" game a N'lüss faces a good deal of cultural snobbery. If he/she retaliates with violence, the punishment is immediate and severe. In such cases it seems better to reroll or simply assign more homogeneous backgrounds.

Playing a nonhuman is also "realistically" difficult. Players with the right temperament can indeed play a Shen, Ahoggya, Tinaliya, Pe Choi, etc. This does not result in as much

cultural snobbery-as it does in a sense of alienness: a nonhuman can never truly participate in the inner life of the clans, the temples, and the court to the same extent as a human.

Religious affiliations are another problem area. It is possible to have "mixed groups" (Sec. 2.233), at least temporarily, but rivalry can spoil the sense of group solidarity and make players "paranoid" about their comrades. Some gamers find a "cut-throat" style of gaming stimulating, but others do not. Some groups forbid inter-party hostility entirely, while many referees demand that unfriendly intentions be declared in advance. This should be made clear at the start of the game.

3.130. SPEEDING UP COMBAT.

The combat system presented in Sec. 2.800 is quite detailed and hence admittedly slow. The referee may wish to control all of the "opponents," while the party deals with its player and non-player characters. It may be useful to appoint one player to check hit and damage tables, another to move markers or miniature figures, and another to aid in calculating the effects of spells. Even so, this may not satisfy those who desire a fast, easy combat system. Such groups may choose to employ the fine points of the system only for one-to-one combats and duels and adopt one or more of the following modifications:

1. Ignore most combat modifiers, using only the "Hitting in Hand-to-Hand Combat" table in Sec. 2.826, the "Hitting With Missile Weapons" table in Sec. 2.827, the "Shield" roll in Sec. 2.828, and the "Damage" tables in

Sec. 2.829.**2. Apply "house" modifiers to the "hitting" and/or "damage" tables in Secs.**

2.826, 2.827, and 2.829. A -20 on all "hitting" rolls makes it easier to strike a successful blow, while doubling all "damage" slays both player characters and their opponents more quickly. Although these changes do skew the tables in various ways, they undeniably speed up combat, and this may be preferred by some groups. All such modifications should be written down and made clear in advance.

None of this will speed up combats involving large parties. Some suggestions for bigger battles are provided in Sec. 3.200 (7), below.

3.200. SCENARIOS.

Once the characters are rolled up, how does the referee start a "story-line" and get the adventure moving?

There are no simple answers. The referee is really a story-teller, the narrator and guide through a work of highly imaginative -- and co-operative -- oral fiction. The characters of a novel do what the author tells them; those of a role-playing game have wills of their own and often delight in frustrating the referee's best-laid plans.

Some role-playing campaigns have very little plot-line. Their stories grow out of a single, long "search" scenario: explore the castle, kill the monsters, find the treasure, and stay alive. The characters are all "footloose adventurers": people with no family ties, no responsibilities, and no places in society. The "scenery" consists of a ruined castle with a suitably complex "dungeon," a village with a "tavern" in which the characters rest between sessions, and perhaps a forest, a swamp, and a mountain or two. The goals are simple and straightforward: money and experience points. This kind of scenario can be played with these rules as long as the group finds it enjoyable.

More can be done within the role-playing format, however: the background can be given colour and detail, the societies developed, the non-player characters fleshed out into more than just stereotypes, and life outside the "dungeon" made at least as exciting as the adventures that transpire within it. The world of Tekumel is presented here to "put flesh on the bones," to provide a structured whole-world campaign, and to offer ideas which can be used in other role-playing games.

The beginning referee is well advised to start with the easiest scenario: the "treasure-search." Given some obstacles, some "villains," the threat of personal peril, and the chance of gain, most players can enter into the game at once. Societal ramifications can come later.

What other plot-lines can be done? Obviously the participatory and co-operative nature of the game makes it difficult to introduce "mood-pieces," lengthy descriptions, subtle character development, and other slower-moving literary devices. The players must be kept

interested and involved, and this demands constant "adventure" and "movement." One can hardly do a "Count of Monte Cristo" scenario, for instance: what does the poor imprisoned Count do for long years while the rest of the party is off adventuring? If he cannot be rescued at once, his comrades must continue without him, possibly taking them far away where it will be hard for him to rejoin them (realistically) when he does win his freedom. Plot-lines must be maximally "participatory," involving as many players as possible; otherwise confusion may arise in the time-scale, and some players will sit idly by while the referee deals with each "stray" in turn. A love story, like "Romeo and Juliet," cannot easily be done for this reason: what do the others do while the star-crossed lovers are exchanging tender endearments? (A love story is hard to role-play in any case: many players find this embarrassing. Too bad -- love stories make up such a huge part of all fiction, and it should be possible, somehow, to work this major human motivation into the role-playing format.)

What else, then, can be done besides the "treasure-search?" This basic scenario can be combined with a "quest" for an item wanted by one's superiors or some other powerful non-player character. It may also be necessary to the party's religious or national interests. Another sub-variety of the "search" scenario is "exploration": sending a party of adventurers off to explore an unknown part of the world. The motivations for a quest or for exploration can later be woven into a larger plot-line: e.g. the party's superiors seek a specific artifact that will aid them in a war, or perhaps the explorers are to be followed by colonists bent upon settlement and economic development.

Opposition is crucial to "adventure". In a simple campaign, this may consist of pre-rolled "monsters," animals, bandits, pirates, wizards dwelling in isolated castles, etc.

More complex plot-lines may turn some of these into opposing factions, hostile religious sects, soldiers of enemy nations, and the like. The plot may begin with an arbitrary encounter: e.g. a greedy lordling who hires itinerant adventurers to find a specific treasure. This unscrupulous nobleman is opposed by others with the same idea. Then a fanatic religious sect takes an interest in the artifact, which attracts the attention of still other factions. Eventually the State itself becomes involved. (In Tsolyanu this might be the Omnipotent Azure Legion; cf. Sec. 1.740.) All of these interact with the players' party, some helping, others hindering, until the scenario crystallises into an ongoing story-line. Many players will enjoy this, provided that their characters still retain some freedom of action, and the need for continual "adventure" is met.

The locale of the story itself gives ideas for plot development. Those interested in the sea can be given a reason for a long ocean voyage. Those who prefer sorcery can be embroiled in the struggles between the religious sects, the Demons, and even the doings of the Gods Themselves. This last must be carefully controlled, however, if the game is not to escalate beyond the players' powers to participate.

Are "search," "quest," and "exploration" scenarios all that can be managed successfully in this type of game? The answer depends upon the tastes of the referee and the playing group. The following additional scenario-types are suggested:

1. Court intrigue: this requires many non-player characters: nobles, princes, courtiers, prelates, and the like, all working for objectives known to the referee and discoverable by the players. Since the non-player characters

are played by the referee, he/she may have to carry on lengthy dialogues in which he/she takes all the parts while the players listen. The players' characters are initially low-level pawns in the game. As they gain experience, knowledge, and rank, they may be invited to join in the plotting and counterplotting, sit in the privy councils, and hire humble pawns of their own. Such intrigues may be too slow for "adventure-hungry" players, of course, since much of the development occurs at feasts, court ceremonials, and meetings of the factions. The referee may have to resort to notes or private discussions with players who must know things that the rest of the group should not, particularly if some of the players represent rival factions.

2. Trade and commerce: combined with an "exploration" story-line, this provides an opportunity to gain wealth (and some status, although merchants do not command as much respect as nobles and priests) while adventuring in dangerous regions. Travel, bargaining, exotic products, inter-clan rivalries and ventures, cheating and embezzling (a quick trip to the impalement stake if caught!), brushes with the authorities, all provide interesting "spin-offs" from this type of story-line.
3. Administration: as characters achieve rank and status, they may be granted fiefs, temple posts, governorships of towns and cities, or other official positions. Local problems then become starting points for adventures: the collection and disbursement of taxes, building projects, the resolution of

local rivalries, the eradication of bandits or rebels, poor harvests and starvation -- even an eruption of a plague (Sec. 1.412), or the survival of remnants of one of the secret sects devoted to the Pariah Gods (Sec. 1.610). Less-advanced characters can serve as employees of the senior fiefholder, and those who do well can later be promoted to fiefs of their own.

4. **Mysteries and puzzles:** these need not be deadly traps. Historical, religious, and natural enigmas are often just as interesting. Who built this strange edifice and what purpose did it serve? What does the glyph on the floor mean? Why does this animal behave as it does? How does the ancient artifact work? One can even play "detective stories," with clues, motives, suspects, and culprits all planned in advance. For example, the player characters are travelling up-river in a boat from Jakalla to Bey Sü when a murder occurs; there are political and sectarian ramifications, of course, and the solution of the case leads on into further adventures. Such a scenario might be entitled "Death on the Mssuma."

5. **Gambling, hunting, the Arena, and sport:** feasts and public events on Tekumel are often accompanied by games (Sec. 1.930), and the great Hirilakte Arenas (Secs. 1.422, 1.740, and 1.930) offer opportunities for wagering and heroics. All of these can be introduced as "light relief." Players may be allowed to win or lose money at gambling -- but not so much as to unbalance the game.

6. Warfare: this presents problems; player characters must be soldiers, scouts, or spies if they are to take part in the action, and this limits their freedom of choice. Soldiers cannot refuse a dangerous order, nor can they quit or wander off to "adventure" whenever they wish. A skirmish can be played like any other role-playing combat, but larger battles require planning: terrain, the forces involved, orders of battle, tactics, and logistics. Large engagements can be fought as "war-games," using miniature figures and "Qadardalikoi," the set of war-gaming rules designed for Tekumel, or they, too, can be role-played, with the players being told only what their characters personally see and experience. In a war-game the players command the forces and possess a god-like, "chess-player" overview of the battle. They stand above and outside of their characters. This is very different from a role-played battle, which leaves the overall progress of the engagement to the referee, treats combat like that of any other scenario (e.g. "You see three enemy soldiers advancing toward you out of the dust. What do you do?"), and keeps the players' characters central to the action. Large combats take time, moreover; speeding up combat, as suggested in Sec. 3.130, helps, but it is not enough. A battle between five player characters and 20 hirelings against 30 enemy soldiers or creatures may require the best part of an evening, no matter how simple the rules! If battles are role-played, the referee may wish to condense all of the non-player characters' combat into occasional D100 rolls: e.g. a high score indicates that a character (or even a whole unit, in the case of

larger military engagements) is doing well, a middling score shows no progress one way or the other, a poor roll signifies that the character/unit is wounded or out-of-action, and a very bad score denotes that he/she/it has become a casualty. In the author's experience, three types of combat system are sufficient for almost all role-playing gaming:

(a) the "detailed" system given in Sec. 2.800 ff. for very small engagements, duels, and "important" combats; (b) a slightly simplified system, as shown in Sec. 3.130, for faster fighting; and (c) an ad hoc, impromptu means of resolving combats that involve only minor non-player characters and in which the objective is to determine who wins and who loses -- not the specifics of each blow and counter-blow. Anything larger should be treated as a war-game and played with appropriate rules.

To sum up, the role-playing format can indeed be used for more than just the "search," "quest," and "exploration" scenarios. Enjoyment in a lengthy campaign is enhanced not only by ingenious traps, exotic locales, and fantastic "monsters," but by a strong and ongoing story-line, a structured background, and interesting non-player characters. The opponents are made more realistic by giving them identities, causes, organisations, and depth. The only absolutely vital ingredient is imagination, but this should be strongly supported by a detailed world and some plot-structure.

One must also satisfy the goals of one's players. Those who stay within their roles, act intelligently, and use the right mixture of daring and caution should be rewarded. Some may desire only to be skilled and powerful fighters; others may want wealth, a unique sword, a

fine suit of armour, or magical devices; still others wish to obtain land, a mansion, a retinue of servants, and social rank and prestige; some may seek high position: the generalship of a legion, the post of High Priest, or the splendour of receiving the Gold of Glory at Avanthar; many want to discover hidden knowledge, solve the hidden mysteries of Tekumel, take part in the secret councils of their sects, explore the Demon Planes, and possess sorcerous powers. A few ask no more than to experience the referee's world: to see sights vicariously that cannot be found on Earth. Within limits, all of these goals can be served. One should not hand out rewards too lavishly: nothing is valued unless one works for it. Those referees who give too much will find their campaigns escalating out of control. There are no "magic shops" or enchanted weapons for sale on Tekumel; desirable items must be earned the hard way!

On the other hand, the referee cannot be too miserly. The story-line may indeed require player characters to lose possessions, undergo hardships, and suffer reductions of rank and wealth. These losses should be replaced with new rewards, provided that the players have kept to their roles and used intelligence and good judgment.

It goes without saying that there must be unpleasant consequences for those whose luck with the dice is bad. Playing one's role incorrectly should also result in the logical penalties. In a simple "adventure" campaign, most of the dangers arise from combat, traps, and natural accidents (e.g. failing one's Dexterity roll while climbing a cliff). More complex campaigns should make it equally perilous to break laws, violate taboos, or offend the "powers that be." While players must always feel that they have some control over their destinies, they must also be made aware of societal restrictions: one who steals, causes

riots, slays harmless citizens, insults an employer or superior, or otherwise offends against the social order must pay the price! In all such cases the fault should be the player's and not a penalty arbitrarily imposed by the referee. When a player is about to break a law, for example, the referee should give fair warning and perhaps hint at the likely chances of getting away with the crime. The decision is then the player's.

Some referees delight in "Killing off player characters." In this writer's opinion, this is unenjoyable if carried to extremes. The author thus provides low-level parties with enough non-player assistance to ensure that intelligent players have a fair chance of survival. In an Underworld adventure this might take the form of non-player warriors and sorcerers. In a strange country the party usually finds someone who speaks their language(s) and warns them about local laws and customs. At a higher level a senior courtier may guide the players through an intrigue. When the party is strong enough to handle situations by itself, the roles of these non-player assistants are reduced accordingly. Again, there is a fine line between making things too difficult or too easy.

It is also important to keep scenarios within the bounds of the players' ethical and moral sensibilities. Tekumel contains many unpleasant features: e.g. slavery, torture, violence, human sacrifice, unusual (for Americans and western Europeans) sexual practices, and a highly stratified class system that may grate upon more egalitarian tastes. All of these features can be played, glossed over, or omitted entirely, depending upon the group's wishes. In reality, a gang of soldiers might very well rape a lone and powerless female (either on Tekumel or elsewhere!), but if this would humiliate and offend a player, the referee can always find excellent reasons to have the non-player troopers do something else! Players must

expect reverses: wounds, death in battle, perhaps imprisonment, slavery, or even worse. The ugly details can be left out, however, and the group should be able to trust the referee to provide a means of escape and the successful resolution of the situation, given intelligent playing.

3.300. NON-PLAYER CHARACTERS.

A complex game campaign requires many non-player characters. These may range from a simple set of combat statistics for an animal or "monster" (just enough so that the party can fight it), to a complete "roll-up" for a friend, employee, superior, or special foe. Averaged statistics for animals and other creatures are presented below. Whenever these are encountered, the referee has only to consult the relevant table, roll dice, and extract their Combat Values, Body Damage Points, and other pertinent factors in order to play them.

Realistically, humans met by the party should vary as much as the players' characters do themselves. One may indeed assume that "average folk" are weaker, less dexterous, and less skilful than the player party -- being a "hero" or a unique person is part of the enjoyment of role-playing -- but there should still be someone who is a better fighter, a more skilled sorcerer, or otherwise more talented. A game without challenge soon loses its appeal.

The best method is for the referee to develop a card file containing a number of non-player characters: basic statistics, Combat Values and weapons, spells for magic-users, and Body Damage Points come first. These are all that is needed for "faceless" opponents:

bandits, thugs, wandering parties of nonhumans, and the like. Twenty "warriors," twenty "sorcerers," and twenty "nonhumans" of various kinds are sufficient for a start. Whenever a hostile encounter occurs, a D20 roll indicates which of these "blanks" is used. The choice can be weighted according to the scenario: e.g. soldiers of a good legion should include few low-level weaklings, and these can be rerolled if the scenario calls for better fighters; a party of bandits or town roustabouts, on the other hand, might contain very few high-quality fighters.

Many non-player characters do not require even these basic statistics: slaves, servants, peasants, merchants, elderly nobles, and many others need only names, occupations, cities of residence, religious affiliations, clans, and whatever other details are pertinent. Such people are the "extras": part of the scenery.

Most non-player characters thus begin as "blanks": "soldier," "priest of Thumis," "scribe in the Palace of Ever-Glorious War," "chamberlain," "serving girl," "head of the Blue Kirtle clan in Jakalla and chief winemaker," etc. If these folk appear again and again, more details can be added to their cards. An "armourer in Tumissa" becomes "Feshmu hiFershena, a member of the Vimuhla-worshipping Red Stone clan, and proprietor of the prestigious House of the Iron Fist in Tumissa." As the players continue to buy armour from Feshmu, more details become desirable. Soon he is as much a "person" as most of the player characters: tall, heavy-set, taciturn, balding, spade-bearded, ruddy-cheeked, with the reddish-golden skin of western Tsolyanu. Feshmu is an army veteran, having served in the Legion of the Lord of Red Devastation (18th Imperial Medium Infantry), devoutly pious, and a supporter of the fanatic Incandescent Blaze Society of the Temple of Vimuhla (Sec. 1.610). He is canny and

business-minded, a minor power among the merchants of Tumissa, a man who knows his place in his world. Such details develop slowly of themselves and need not be worked out in advance. In fact, very few of the above details stem from dice rolls; most come from the referee's imagination "on demand." Such data are irrelevant to the play of the game, of course, but "colour" is what makes a role-playing game realistic and interesting.

File cards can be alphabetised and grouped under first names, under occupations, etc. Various colours of card-stock may be used, and tabs can be affixed to those which are important. About two months of gaming are needed to develop a good-sized file of "blanks," and some of these will already be well on their way to becoming "personalities."

3.310. NON-PLAYER WARRIORS.

Even a partial "roll-up" takes time, and it is thus useful to have a speedy shortcut to obtain "blank" characters -- those who appear once and perhaps never again. Instead of -- or in addition to -- the file-box of "blanks" mentioned above, one may want a table of "instant" characters.

An average human male on Tekumel is one who scores 50 on every D100 roll (or 10 on a D20 roll, etc.). This produces a man 1.62 metres tall, of medium build, with a basic Height-Build factor of 33. A medium "Strength" roll adds +10 to this; a medium Dexterity adds 0; and a medium Intelligence gives +5: a total modified Height-Build-Strength factor of 48. Such a man has 37 Body Damage Points, a Stamina of 25, and psychic abilities too low to permit the

use of sorcery. His Comeliness and Charisma factors are also mediocre and neither help nor hinder him.

An average human female is 1.60 metres tall, of medium build, and slightly less strong (+5 instead of +10). Her modified Height-Build-Strength factor is therefore 39.

A "warrior," male or female, is not likely to be either "Very Slender" or "Stout," and these Body Build columns can be given a very low probability. Age is an important factor, of course, but it, too, can be disregarded here.

The following table gives the basic Height-Build factors for "blank" warriors. (Women, children, old people, and non-fighters of all kinds must be arbitrarily decided by the referee as needed!) Beneath each Height-Build factor number in the columns on the right there is a D100 score (e.g. 02-03); the left-hand column contains an arbitrary Height for this number. A score of 68, for example, produces a warrior of medium build, who is 1.7 metres tall: a Height-Build factor of 48.

<u>HEIGHT IN METRES</u>	<u>VERY SLENDER</u>	<u>SLENDER</u>	<u>MEDIUM</u>	<u>HEAVY</u>	<u>STOUT</u>
1.6	20 01	22 02-03	29 04-09	32 10-11	27 12
1.62	24 13-14	26 15-17	33 18-22	36 23-27	31 28-29
1.65	28 30-32	31 33-36	38 37-45	41 46-54	36 55-57

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1.7	37 58-61	41 62-66	48 67-76	51 77-86	46 87-90
1.91	76 91	93 92-93	123 94-96	135 97-99	111 100

For speed, an "averaged" figure of +30 can be added to the number found above to cover the total of the Strength, Dexterity, and Intelligence bonuses. If time permits, a separate D20 roll may also be made for each of these factors against the table below. Three D20 rolls are thus needed to find these bonuses.

<u>D20 SCORE</u>	<u>FACTOR</u>	VERY				<u>STOUT</u>
		<u>SLENDER</u>	<u>SLENDER</u>	<u>MEDIUM</u>	<u>HEAVY</u>	
1-2	Strength:	0	0	0	5	0
	Dexterity:*	0/4	0/4	-5/4	-5/4	-10/3
	Intelligence:	0	0	0	0	0
3-7	Strength:	5	5	10	10	5
	Dexterity:*	5/5	0/4	0/4	0/4	-5/4
	Intelligence:	5	5	5	5	5
8-13	Strength:	15	15	20	20	15
	Dexterity:*	10/5	10/5	5/5	5/5	0/4
	Intelligence:	10	10	10	10	10
14-18	Strength:	20	30	40	50	30
	Dexterity:*	20/6	15/6	10/5	5/5	5/5
	Intelligence:	15	15	15	15	15
19-20	Strength:	50	60	70	80	60
	Dexterity:*	30/7	30/7	30/7	30/7	20/6
	Intelligence:	30	30	30	30	30

*The number before the slash is the bonus to be added to/subtracted from the Height/Build-Strength factor; the figure after the slash is the number of "Action Points" the character has; cf. Sec. 2.710.

Returning to the example of the warrior who is 1.7 m tall, of medium build, and has a Height-Build factor of 48, it will be seen that a D20 score of 12 for Strength adds

+20, a 6 for Dexterity gives 0, and an 18 for Intelligence adds +15: a total bonus of +35. 35 + 48 gives a modified Height-Build-Strength factor of 83. The character has 4 Action Points.

Combat Values for each modified Height-Build-Strength factor range are repeated below from Sec. 2.810 (1):

<u>HEIGHT-BUILD-STRENGTH FACTOR</u>	<u>COMBAT VALUE</u>	<u>HEIGHT-BUILD-STRENGTH FACTOR</u>	<u>COMBAT VALUE</u>	<u>HEIGHT-BUILD-STRENGTH FACTOR</u>	<u>COMBAT VALUE</u>
01-25	-4	101-125	0	201-250	+4
26-50	-3	126-150	+1	251-300	+5
51-75	-2	151-175	+2	--	--
76-100	-1	176-200	+3	--	--

The sample warrior with a Height-Build-Strength factor of 83 has a Combat Value of -1. His fighting skill will increase this, of course.

A Stamina factor can be rolled for or given arbitrarily: 20 for a weak person, 25 for an average fighter, 30 for a strong individual, and 50 for a very powerful warrior.

Body Damage Points are 37 for a human male with a basic Height-Build-Strength factor of 31-70; 44 for one with a factor of 71-85; and 51 for anyone over 85.

Most warriors have low Psychic factors. A D10 can be rolled to determine whether the Magical Resistance factor falls within the "0" range or the "1-3" range on the table in Sec. 2.725 (1): 1-6 = the fighter's resistance is 0; 7-10 = his/her factor falls within the 1-3 range. Note that warriors who are also priests (e.g. temple guards) have a further +1 for every 5 levels of the skill of Priest they possess, and another +1 is added for fighters wearing medium or heavy armour of "enchanted" steel or copper, and/or carrying a large shield made of these metals. The Magical Resistance factor of semi-intelligent beings is 0, while animals of human size or smaller use the "-1" column in Sec. 2.725 (1). A few very large animals have better factors because of the amount of other-planar power required to affect an object of their size; these will be specified in the creature descriptions below.

Most average people are not fighters; their Combat Values are thus the bare minimums described above; cf. Sec. 2.810. Fighting ability also cannot be equated with social rank: a delicate princess who can order legions off to die at her whim might thus herself have a Combat Value of -3 or less. The higher the rank, the more likely it is that the character does no personal fighting but leaves such unpleasantries to subordinates. This is not true of smaller tribal cultures in which social status is indeed equated with fighting skill: e.g. the little states of the far northeast. The following guidelines are suggested:

1. Some slaves do possess combat expertise. The major cause of enslavement in the Five Empires is debt (Sec. 1.721), and warriors, ex-soldiers, and the like are not uncommon as slaves. It is illegal to arm a

slave, however, and one who takes up arms, even in a very good cause, is liable to severe punishment. Slaves thus tend to be reluctant to fight, except in last-ditch self-defence, and it is foolish to expect loyalty from them. A slave may carry a staff or a small knife, but few would admit to knowing anything of combat skills. As a group, slaves belong to Morale Class A; cf. Sec. 2.8212.

2. Non-Aridani clanswomen, children, old people, servants, and other noncombatants will usually prefer to flee than fight, although an exceptional individual may engage in melee when cornered or when defending his/her home and family. Most of these have no combat skills.
3. Artisans, merchants, townspeople, priests, scribes, etc. may have a little experience in street-brawling. A short sword or dagger may be carried, but this is largely for show. Merchants who travel in caravans usually possess more combat abilities, however.
4. Street toughs, bandits, tomb-robbers, pirates, hunters, clan and caravan guards, soldiers, and others whose professions involve fighting go armed and armoured according to their rank and ability to pay; cf. Sec. 1.960. The lower classes may have cudgels, daggers, Chlen-hide swords, bows, slings, and other miscellaneous weapons, but little armour. Peasant hunters wear leather tunics and carry a dagger, a

spear, and a missile weapon. Hunters employed by the aristocracy are better equipped. Clan and caravan guards and city militias possess some Chlen-hide armour, spears, swords, shields, and the like. Temple guards, road guards, and military legions have Chlen-hide arms and armour, but elite troops, palace guards, and the bodyguards of the nobility often have some steel as well. The best of these possess steel equipment and occasionally some "enchanted" steel. Off duty, these fighters may carry a single weapon "for show" and wear no armour at all. Higher officers customarily bear a short sword or mace as a mark of rank, and they wear light armour and a helmet of gilded and lacquered Chlen-hide. Special suits of elegant Chlen-hide armour are worn for ceremonial functions.

5. Persons of exalted status frequently wear a dagger or carry a onehanded sword or other weapon "for show." Imperial officials, clan leaders, priests of the higher ranks, and the nobility belong to this category, but older persons may not carry even this much armament, except on ceremonial occasions. Very few of these people wear armour.
6. Younger nobles and scions of wealthy clans may swagger about with elaborate swords and daggers, but armour is rarely worn. Some aristocrats do learn fighting skills, including the bow or composite bow for hunting. Arms and armour are a mark of nobility among the N'lüss, the Lorun, the peoples of the far northeast, the Haida

Pakalani, the Shen, and certain other tribal societies. An unarmed person in these regions is automatically equated with the priesthoods, the mercantile classes, or the lower classes. Weapons are usually borne only by soldiers in the Nyemesel Isles and Mihallu, as well as in the enclaves of several nonhuman species: e.g. the Pe Choi, the Hlaka, the Pachi Lei, and the Tinaliya. Most Ahoggya carry arms, and to be weaponless amongst these creatures is seen as a sign of weakness.

7. The Assassin clans are a special group; cf. Secs. 1.422, 1.550, 1.740, and 2.241 (8). Assassins normally go armed (Sec. 2.2313) but wear armour only when disguised as soldiers. An off-duty assassin usually carries no more than a dagger and perhaps a nondescript sword.

8. Duelling masters bear arms and wear armour only when teaching or practising, although some do carry their specialty weapon with them at other times.

The social classes of the Five Empires and their client states are listed in the following table. Further columns give die score ranges that establish the likelihood of their possessing armour of various types, the number of sub-skill levels in one or more weapons, and the weapons likely to be known. These last are listed in descending order of probability. The weapons known by a specific character can be chosen arbitrarily from the list, or an impromptu die roll can be devised. For most opponents, only the primary weapon (or at most the primary and secondary weapons) need be rolled; any others can be

established if need arises.

Each sub-skill level adds a +1 to the character's basic Combat Value, and further bonuses are given for Soldier skill knowledge, general weapons expertise, etc.; cf. Sec. 2.810 (1, 6, 7, 8, and 10). The Height-Build-Strength factor, skill, and the use of steel blades or projectiles then affect the amount of damage done by weapons; cf. Sec. 2.829 (5, 6, and 8).

The arms and armour used by the legions are listed in the "Armies of Tekumel" troop-lists, five of which are now published. If these are unavailable, the referee may assign a pike, spear, or pole weapon to medium and heavy legions as their primary weapon, a sword or mace as secondary, and a dagger as tertiary. Some legions also have bows, crossbows, slings, etc. as their primary arms. It may be assumed that soldiers of a unit are all armed and armoured alike. A single Combat Value can then be rolled or assigned to one trooper, and all the others will be the same, plus or minus 1-5 sub-skill levels.

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<u>CHARACTER CLASS</u>	<u>D20 CHANCES OF WEARING ARMOUR*</u>	<u>TYPE OF ARMOUR*</u>	<u>D20 CHANCES OF ONE OR MORE WEAPON SUB-SKILLS**</u>	<u>NUMBER OF SUB-SKILL LEVELS KNOWN***</u>	<u>WEAPONS USUALLY KNOWN TO THE SOCIAL CLASS****</u>
Slaves	--	--	1-2 3	1-10 1-5	Dagger/knife fighting Any other
Clanswomen, children, servants	--	--	1-2	1-5	Dagger/knife fighting Fisticuffs and brawling
Peasants, townspeople, merchants, artisans, most priests	1	Leather	1-3 4 5	1-10 1-10 1-5	Dagger/knife fighting Fisticuffs and brawling Sling Short bow/longbow Short thrusting spear Javelin, dart, throwing spear
Travelling merchants	1-5 6-7	Leather <u>Chlén-hide</u> or mail	1-5 6-7 8	6-15 1-10 1-10	Dagger/knife fighting Fisticuffs and brawling Short or long one-handed weapon Short thrusting spear Short bow/longbow or light crossbow
Street toughs, bandits, tomb- robbers, pirates	1-7 8-9	Leather <u>Chlén-hide</u> or mail	1-10 11-13 14-15	6-15 6-15 1-10	Dagger/knife fighting Fisticuffs and brawling Short or long one-handed weapon Dagger/knife throwing Short bow/longbow or light crossbow Sling Polearm or two-handed weapon Unarmed martial arts

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[Cont.]

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<u>CHARACTER CLASS</u>	<u>D20 CHANCES OF WEARING ARMOUR*</u>	<u>TYPE OF ARMOUR*</u>	<u>D20 CHANCES OF ONE OR MORE WEAPON SUB-SKILLS**</u>	<u>NUMBER OF SUB-SKILL LEVELS KNOWN ***</u>	<u>WEAPONS USUALLY KNOWN TO THE SOCIAL CLASS****</u>
Hunters	1-5	Leather	--***** 1-7 8-9	11-20 6-15 1-10	Short bow/longbow, crossbow, or sling Short or long one-handed weapon
					Short thrusting spear Fisticuffs and brawling Dagger/knife throwing Javelin, dart or throwing spear
					Quarterstaff
Clan and caravan guards, private retainers, city and town militias; some priests of the war temples	1-4 5-8 9-12 i3	Leather Mail or scale <u>Chlén-hide</u> <u>Steel</u>	6-25 --***** 1-8 9-11 12	6-25 11-20 6-15 1-10 1-5	Shield***** Short thrusting spear Short or long one-handed weapon
Temple guards, common soldiers	1-12 13-18 19-20	Mail or scale <u>Chlén-hide</u> <u>Steel</u>	--***** --***** --***** 1-10 11-13 14-15	6-25 6-25 6-15 1-10 1-10 1-10	Polearm or two-handed weapon
					Short bow/longbow or crossbow
					Dagger/knife fighting Fisticuffs and brawling Other

[Cont.]

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CHARACTER CLASS	D20 CHANCES OF WEARING ARMOUR*	TYPE OF ARMOUR*	D20 CHANCES OF ONE OR MORE WEAPON SUB-SKILL LEVELS KNOWN***	NUMBER OF SUB-SKILL LEVELS KNOWN***	WEAPONS USUALLY KNOWN TO THE SOCIAL CLASS****
Soldiers of better legions	1-3 4-17	Mail or scale <u>Chlén</u> -hide <u>Steel</u>	--***** --**** --**** "Excellent" "Enchanted"	11-30 6-25 6-25 6-15 1-10 1-10	Shield***** Long spear or pike Short or long one-handed weapon Polearm or two-handed weapon Short bow/longbow or crossbow Dagger/knife fighting Fisticuffs and brawling Dagger/knife throwing Wrestling Unarmed martial arts Florentine-style fighting Other
	18	<u>Chlén</u> -hide <u>Steel</u>	--**** 1-12		
	19	"Excellent"	13-15		
	20	steel	16-17		
Elite troops, palace guards	1-12 13-15 16-18 19-20	<u>Chlén</u> -hide <u>Steel</u> "Excellent" "Enchanted"	--***** --**** --**** 1-11 12-15 16-18	11-30 11-30 6-25 6-25 6-15 1-10 1-10	As above for other soldiers
Young nobles and courtiers	1-6 7 8 9	Fancy "dress" <u>Chlén</u> -hide <u>Steel</u> "Excellent" "Enchanted"	1-13 14-15 16-17	6-25 1-10 1-10	Short or long one-handed weapon Dagger/knife fighting Florentine-style fighting Composite bow or crossbow Other

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[cont.]

<u>CHARACTER CLASS</u>	<u>D20 CHANCES OF WEARING ARMOUR*</u>	<u>TYPE OF ARMOUR*</u>	<u>D20 CHANCES OF ONE OR MORE WEAPON SUB-SKILLS**</u>	<u>NUMBER OF SUB-SKILL LEVELS KNOWN***</u>	<u>WEAPONS USUALLY KNOWN TO THE SOCIAL CLASS****</u>
Older aristocrats, officials, clan leaders, high priests, etc.	--*****	Fancy "dress" Chlén-hide	1-5 6-7	6-15 1-10	Short or long one-handed weapon Other*****
High military officers	--*****	Fancy "dress" Chlén-hide, but service- able battle armour of steel, "ex- cellent" steel, or "enchanted" steel for field use	As for elite troops above but service- able battle armour of steel, "ex- cellent" steel, or "enchanted" steel for field use	As for elite troops above, but -1 to -10 due to age and lack of constant practice	As for elite troops, above, but more emphasis upon the short or long one- handed weapon, con- sidered "more noble"
Low-level Assassins (1-6 skill levels)	--	--	--	6-15 1-10 1-10 1-5	Any of the Assassin weapons; cf. Sec. 2.2313 Any of the Espionage sub-skills; cf. Sec. 2.2312 Dagger/knife fighting Dagger/knife throwing Short or long one-handed weapon Fisticuffs and brawling Other

REFEREE'S MANUAL

[Cont.]

<u>CHARACTER CLASS</u>	<u>D20 CHANCES OF WEARING ARMOUR*</u>	<u>TYPE OF ARMOUR*</u>	<u>D20 CHANCES OF ONE OR MORE WEAPON SUB-SKILLS**</u>	<u>NUMBER OF SUB-SKILL LEVELS KNOWN***</u>	<u>WEAPONS USUALLY KNOWN TO THE SOCIAL CLASS</u>
Medium-level Assassins (7-15 skill levels)	----*****	--	----**** ----**** ----**** ----**** 1-13 14-15 16	11-30 11-30 11-30 6-15 1-10 1-10 1-10	As above for low-level Assassins Unarmed martial arts Quarterstaff Wrestling Florentine-style fighting Other
High-level Assassins (16-up skill levels)	----*****	--	----**** ----**** ----**** ----**** 1-15 16-17 18	16-35 11-30 11-30 11-30 6-15 6-15 1-10 1-10	As above for other Assassins
Duelling masters	----*****	--	----**** 1-15 16-17	21-40 11-30 6-15	Shield***** Usually only one weapon: short or long one-handed weapon, pole-arm, or composite bow. Other weapons and fighting techniques are occasionally found; cf. Sec. 1.960.

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[Cont.: notes to the preceding table]

*A "--" (followed by no asterisks) in column 2 indicates that there is no significant chance of the character possessing armour. Where a die score range is given, a number within the range denotes armour of the sort listed in column 3: e.g. an elite trooper who scores a 13 on this D20 roll has steel armour. The extent of armour coverage is left to the referee. Temple guard units and many legions wear "medium" armour, while fewer soldiers have "heavy" armour; cf. Secs. 1.960 and 2.8210. Officers are usually attired like their troops, although their harnesses are more elaborate. Most other classes employ "light" armour, or perhaps "medium" at best.

**The chances of having weapons training are given in column 3. These are expressed in "sub-skill levels" rather than full "skill levels" because the former are more relevant to combat. For example, a peasant who scores a 5 knows 3 weapons: the first two from 1 to 10 sub-skill levels, and the third up to sub-skill level 5. A score of 6-20 indicates that the character has no combat training.

***Sub-skill levels are determined with a D10 (or in some cases a D20) die roll. The primary weapon is listed first, with secondary, tertiary, etc. sub-skills being given below. An older aristocrat who scores a 4 in column 4 has 6-15 sub-skill levels in one weapon, for example; a D10 score of 5 in column 5 then denotes $6 + 5 = 11$ sub-skill levels -- probably in either the short or long one-handed weapon.

****Weapon skills are discussed in Secs. 1.960 and 2.2317. The weapons usually employed by members of each social class are listed in descending order. The topmost of these should normally be chosen first, although the referee may vary this (either arbitrarily or with an impromptu die roll) for diversity's sake. Options (indicated by "or") may be treated similarly, and "Other" gives the referee a completely free choice.

*****A "--*****" in column 4 signifies an automatic skill ability: e.g. a hunter invariably has 11-20 sub-skill levels (column 5) of one of the missile weapons listed in column 6. Temple guards and common soldiers possess 3 such skills, while high-level Assassins have 5! A D20 roll is then made to ascertain whether a character has any additional skills: e.g. a common soldier who scores a 14 knows 3 more weapons and has 1-10 sub-skill levels in each of them.

*****Shield training is automatic wherever it is listed in column 6. No roll need be made, nor does its count as one of the sub-skills given in column 5. The referee may optionally permit knowledge of shield use even where it is not specifically noted: e.g. for young nobles and courtiers.

[Cont.: notes to the preceding table, continued]

*****No D20 chance of wearing armour is given for older aristocrats, officials, high priests, and high military officers. Such persons always wear armour under appropriate social circumstances but rarely do so otherwise. A palace feast demands "fancy" dress armour, for example, while a general in the field wears a practical harness of the best steel he/she can obtain.

*****Older aristocrats, certain officials, etc. may indeed have had weapons training in their youth. This is similar to that listed for younger nobles and courtiers but is considered to have become somewhat "rusty" with disuse and age.

*****Assassins wear armour only as part of a temporary disguise. They are thus outfitted as the scenario demands, and no D20 roll is made for them. Duelling masters employ armour during teaching and practice sessions but only occasionally don it otherwise.

The referee should not feel bound by the foregoing table; atypical characters may be introduced as the scenario requires. Arbitrarily, a D20 roll may be employed: a score of 19-20 = the character appears to be of the listed class but possesses unusual arms and combat skills. For instance, most peasants are as described above, but one might encounter an army veteran returned from 20 years of service who just happens to be ploughing his field attired in a simple kilt! His Combat Values would be those of an experienced soldier -- a far more dangerous opponent than the average peasant! Arms and armour are much the same: a novice militiaman may have acquired steel armour as a family heirloom, while a high officer of a poor clan may have no more than Chlen-hide harness.

3.320. NONHUMAN AND N'LÜSS NON-PLAYER CHARACTERS.

Outside of their own enclaves, the various nonhuman races and the N'lüss barbarians are usually limited to certain roles and occupations; cf. Secs. 1.413, 2,222, 2.223, and the Sourcebook passim. They are thus not found in all of the social classes and circumstances mentioned in the preceding Section. Each race is briefly characterised below, together with its usual occupation(s) in human lands. The weapons expertise of members of the same profession is approximately equal: e.g. a nonhuman caravan guard knows about the same number of weapons within the same ranges of sub-skill levels as his/her/its human counterparts. The referee may also "fudge" and increase the combat prowess of the more warlike species by +1 to +5: i.e. the Ahoggya, Hlüss, Hlutrgu, Shen, both types of Ssu, and the N'lüss. The combat abilities of the more peaceful species may similarly be reduced: i.e. the Mihalli and the

Urunen. The same is true of the smaller species for reasons of size: i.e. the Pygmy Folk and the Tinaliya. Preferred weapons and armour are described in Sec. 1.960, and this should be given precedence over the armour types listed in column 3 of the table in the preceding Section. The special abilities of the nonhuman races are given in game terms in Sec. 2.7210, and modifiers for natural armour coverage (e.g. scales) are listed in Sec. 2.8210 (2).

1. Ahoggya: these squat, uncouth creatures are uncommon as slaves. They have little interest in religious matters and are thus rare as priests. They are also poor at sorcery and are disinclined to scholarly studies. The Ahoggya are largely found as travelling merchants, caravan guards, bodyguards, and mercenaries. Ahoggya assassins are unknown. They are commonest in Salarvy, Haida Pakala, and the east, less frequent in Tsolyanu and the north, and "seven-day wonders" in Mu'ugalavya, Livyanu, and Tsolei. Their seagoing vessels are described in Sec. 1.732.
2. Hlaka: these flying creatures are rare (and hence prized) as slaves. They, too, are not much interested in human religions but usually join a sect for convenience. Their constant restlessness and chatter makes them anathema to the solemnities of the temples, and they are uncommon as sorcerers and scholars. They are usually met as merchants, artisans, caravan guards, members of noble entourages, and as soldiers in special "scout" legions. They are too skittish to withstand a pitched battle (except as ineffectual "dive-bombers"). They are excellent fighters in the air and individually dangerous on the ground, but they cannot be classed as a warlike species.

They are commonest in eastern Tsolyanu, western Salarvy, Kilalammu, Jannu, Yan Kor, and Saa Allaqi. A few travel as far as Mu'ugalavya, but they are rare in Livyanu and the west.

3. Hlüss: this species is inimical to humankind and its allies but is sometimes neutral to such nonpartisan species as the Hlaka. Hlüss prisoners either commit suicide or pine away and die, and they thus cannot be kept as slaves or prisoners, even with the aid of mental spells. Small exploring parties are occasionally encountered in the Underworlds (Secs. 1.424 and 1.425), where they use the ancient tubeway car system to travel about. Such parties consist of worker-fighters, a few sorcerers, and an officer or two. Hlüss ships (Sec. 1.822) contain 50-200 worker-fighters, several males, and one breeder female.

4. Hlutrgu: this race is hostile to all other species. Emerging in large warbands, the Hlutrgu are equivalent to "common soldiers," and only an occasional leader is as skilled as a human trooper of one of the better or elite legions. The Hlutrgu attack in parties of 100-1,000, and once committed to battle, they fight on until death or victory. They cannot be kept as slaves. This species remains largely limited to the Layoda Swamp in the Kaija Protectorate of Tsolyanu, northwestern Salarvy, and the murky waters of Msumtel Bay. A few reach the Underworld labyrinths of various cities through the tubeway cars; cf. Sec. 1.425.

5. Mihalli: this ancient race takes little part in the affairs of other species. Individuals and small parties are met with in the Underworlds or in remote regions, where they seek magical devices and other treasures. They are commonest in the mountains of the far northeast. The Mihalli are shape-shifters, and a few may adopt human disguise and play a part in human activities for their own unfathomable purposes. Mihalli cannot be kept as slaves, "domesticated," or even befriended, since their motivations are so alien. An exploring party consists of 1-20 warriors (the equivalent of "common soldiers" or slightly better), plus a sorcerer-leader, and 2-3 lesser sorcerers who do not function as fighters.

6. Nyagga: like the Mihalli, this species also does not participate in human activities. The Nyagga dwell under the waters of Lake Parunal. They are said to be fearsome fighters, possibly the equal of soldiers of elite legions, but on land they are relatively helpless and can be slain with missiles.

7. Pachi Lei: native to the forests of the Pan Chaka Protectorate in Tsolyanu, this species is found all across the Five Empires (with the exception of Mu'ugalavya; they hate the Mu'ugalavyani because of a massacre at the city of Butrus centuries ago). They are encountered in many walks of life: slaves, soldiers, artisans, merchants, officials, courtiers, priests, and even high military officers. They are rare, of course, in the far northeast and in eastern Salaruya.

8. Pe Choi: these inhabitants of the Do Chaka Protectorate in Tsolyanu have a penchant for scholarship, sorcery, and the fine arts. Pe Choi priests are common. They make docile slaves, work in technical and artistic professions, serve in the armies, etc. Both the Pachi Lei and the Pe Choi may be rolled as for comparable humans.
9. Pygmy Folk: these tough, quarrelsome, greedy little creatures live in northeastern Yan Kor in underground cities, but they travel all over the Five Empires as merchants, caravan guards, and soldiers. They field two good legions in the Yan Koryani army. They are occasionally seen as slaves, and they are often hired as bodyguards because of their superior hearing and night vision; cf. Sec. 1.413. The Pygmy Folk are not often encountered as priests or sorcerers, and scholars are also uncommon, though not unknown.
10. Shen: these large reptiles dwell in the hot, steamy lands to the south of Livyanu. They are excellent travellers, serving as merchants, guards, and mercenaries. Young Shen have a sort of "Wanderlust" and go abroad for a few years before returning home to take up adult responsibilities. They are poor at sorcery but often join a human priesthood in order to acquire knowledge. Shen slaves are considered excellent, though dangerous. Shen mercenary units are also highly prized, since these reptiles are the equals of soldiers of better or elite legions. The Shen are also good sailors,

possessing large military and commercial fleets; cf. Sec. 1.822. They are thus often seen throughout the Five Empires and beyond. The major difficulty with the Shen is their innate, genetic hatred for other "egg-groups": it is impossible to have Shen slaves or employees from both Shenyu and Mmatugual, for example; cf. Sec. 1.413.

11. Shunned Ones: these gangling, stinking, repulsive beings emerge in small parties from their sealed cities to explore the Underworlds. They hate humankind and its allies, and each party is thus made up of warriors (equal to "common soldiers"), plus several skilful sorcerers. They soon die if forced to breathe Tekumel's air, and they cannot be kept as slaves or prisoners.

12. Ssu: like the Hlüss, both the grey and black varieties of this autochthonous species are inimical to humankind, remain within guarded enclaves, and emerge only to raid and to seek magical artifacts. Ssu parties range far afield through the tubeway cars and also on the surface, moving mostly at night, raiding, and then vanishing again. Recent incursions into Kilalammu, Jannu, Chaigari, the eastern frontiers of Tsolyanu, and even Saa Allaqi indicate that the Grey Ssu are attempting to expand their ancient hegemony once more. Those met by humans are likely to be worker-fighters and are usually as good as soldiers of the better legions. A few are the equal of human elite troops. A small party may consist of as few as 10 Ssu, while a major raiding force may contain

several hundred. The larger and more fearsome Black Ssu live far to the west beyond Mu'ugalavya and hence are too distant to take part in these activities, though exploring parties are sometimes met in the tubeway cars. A few Black Ssu have reached Ssuyal by these means, and several have been seen accompanying their smaller grey cousins on recent raids. The Black Ssu are splendid fighters, as good or better than human elite troops, but they are not as skilled at sorcery as the Grey Ssu. It is said that there are other sub-races of Ssu on the other side of the planet -- greenish and reddish varieties -- but this is unconfirmed.

13. Swamp Folk: like the Pachi Lei and the Pe Choi, members of this species participate in human society, hold posts, serve as priests and soldiers, and are found across the Five Empires. They make up a large percentage of the sailors of Mu'ugalavya and also provide the Mu'ugalavyani with a good unit of marines. They are excellent fighters at sea but undistinguished on land: the difference between "common soldiers" and "elite troops." The Swamp Folk make useful slaves and are also frequently hired as artisans, shipfitters, woodworkers, sailmakers, and other maritime occupations. They are thus found in every port along the southern coasts of the continent. A few have become pirates or mercenaries serving such diverse masters as the Shen, the Livyani, the Tsoleini, the Haida Pakalani, the Salarvyani, the Tsolyani, and even the Ahoggya.

14. Tinaliya: these small beings also fit well into the societies of

humankind. They are great scholars and travellers and are encountered throughout the Five Empires. They often join human religious sects (though one wonders what they understand of religion!), learn sorcery and other disciplines, and become skilled in the manufacture and repair of machines. (The "Eyes," and other devices of the eras before the Time of Darkness are mostly beyond them, although a few rare individuals do possess some skills.) Tinaliya are relatively common as slaves and are hired as scribes, clerks, physicians, and for other learned professions. Their extremely literal minds make it hard for them to be diplomats or to comprehend human politics, and they therefore rarely rise to become officials. They are good fighters, but their diminutive size makes them only the equivalent of human "common soldiers" at best.

15. Urunen: this species is new to the northern hemisphere; the Urunen homeland lies close to the southern polar region, and communication is possible only via the tubeway cars; cf. Sec. I.425. Legations now exist at Avanthal, Bey Sü, and Jakalla, and parties of Urunen have now begun to explore the rest of the Five Empires. At home, this race displays similar social classes to those of humankind, but those encountered in Tsolyanu are likely to be scholars, technicians, diplomats, guards, and a few sorcerers.

16. N'lüss: although human, these powerful barbarians are larger than other nationalities. Numerous N'lüss warbands have fled from the repressive regimentation of Mu'ugalavya to seek employment in Yan Kor, Pijena, and

Tsolyanu. Most N'lüss males are warriors -- undisciplined, but equal or superior in fighting skill to elite troops. The tall N'lüss women are in demand as slaves, but males are considered undependable. Very few N'lüss work in other capacities: artisans, merchants, and the like. Only a tiny minority join the temples of the Five Empires, and fewer still become scholars or sorcerers. Aside from functioning as soldiers and guards, thus, the N'lüss are not well integrated into the cultures of the south.

The following tables present statistics for nonhuman and N'lüss characters. Table B is in reality a continuation of Table A. One D10 roll is used to establish the basic statistics of each character. There are three types, equivalent to averaged scores of 50, 75, and 90 in the "Basic Attributes" Sections of Volume II (Sec. 2.210 ff.). The first of these gives a rather weak character, the second a stronger one, and the third a very powerful specimen. The D10 roll is as follows: 1-2 = the "50" lines of Tables A and B are used; 3-7 = the "75" lines are employed; and 8-10 = the "90" lines are utilised. An impromptu die roll may be devised if still weaker or stronger individuals are desired.

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TABLE A:

<u>SPECIES</u>	<u>SCORE</u>	<u>HEIGHT (IN METRES)</u>	<u>BODY BUILD*</u>	<u>HEIGHT-BUILD-FACTOR</u>	<u>STRENGTH BONUS</u>	<u>MULTIPLIER (IF ANY) **</u>	<u>TOTAL BASIC HEIGHT-BUILD-STRENGTH FACTOR</u>
<i>Ahoggyá</i>	50	1.49	Medium	33	10	x 3	129
	75	1.50	Heavy	41	20	"	183
	90	1.52	Heavy	51	40	"	273
<i>Hláká</i>	50	1.48	VS***	24	5	29	
	75	1.49	Slender	31	15	46	
	90	1.51	Slender	41	30	71	
<i>Hlüss</i>	50	1.38	Medium	33	10	x 2.5	108
	75	1.40	Medium	38	20	"	145
	90	1.44	Heavy	48	40	"	220
<i>Hlutrgú</i>	50	1.42	VS***	24	5	x 1.5	44
	75	1.45	Slender	31	15	"	69
	90	1.50	Medium	48	40	"	132
<i>Mihálli</i>	50	1.62	Medium	33	10	43	
	75	1.65	Medium	38	30	68	
	90	1.70	Medium	48	70	118	
<i>Nyagga</i>	50	3.80	Medium	33	15	x 2	96
	75	3.90	Medium	38	50	"	176
	90	4.00	Heavy	51	90	"	282
<i>Páchi Léi</i>	50	1.72	Medium	33	10	43	
	75	1.75	Medium	38	20	58	
	90	1.80	Heavy	51	50	101	
<i>Pé Choi</i>	50	1.82	VS***	24	5	x 1.5	44
	75	1.85	Slender	31	15	"	69
	90	2.00	Slender	41	30	"	107

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TABLE A: Cont.

SPECIES	SCORE	HEIGHT (IN METRES)	BODY BUILD*	HEIGHT-BUILD FACTOR	STRENGTH BONUS	MULTIPLIER (IF ANY)**	TOTAL BASIC HEIGHT-BUILD-STRENGTH FACTOR
Pygmy Folk	50 75 90	.62 .65 .70	VS*** Slender Slender	24 31 41	5 15 30	x .5 " "	15 23 36
Shen'	50 75 90	2.02 2.05 2.10	Medium Heavy Heavy	33 41 51	10 20 50	x 3 " "	129 183 273
Shunned Ones	50 75 90	2.04 2.07 2.12	VS*** Slender Medium	24 31 48	5 20 40	x 2 " "	58 102 176
Ssu' (Grey)	50 75 90	1.79 1.80 1.82	VS*** Slender Medium	24 31 48	5 15 40	x 2.5 " "	73 115 220
Ssu' (Black)	50 75 90	2.12 2.15 2.20	Medium Heavy Heavy	33 41 51	20 80 105	x 3 " "	159 363 468
Swamp Folk	50 75 90	1.62 1.65 1.70	Medium Medium Heavy	33 38 51	10 20 50	x 1.10 " "	47 64 111
Tinaliya	50 75 90	.64 .65 .67	VS*** VS*** VS***	24 28 37	5 15 20	x .66 " "	19 28 38
Urunen	50 75 90	1.64 1.67 1.72	Medium Medium Heavy	33 38 51	10 20 50	+ 20 " "	43 58 101
N'Uss	50 75 90	1.92 1.95 2.00	Medium Heavy Heavy	33 41 51	10 40 80	+ 20 " "	63 101 151

TABLE B:

SPECIES	SCORE	DEXTERITY BONUS AND ACTION POINTS*** BONUS			MODIFIED HEIGHT- BUILD- STRENGTH FACTOR	STAMINA FACTOR	TOTAL PSYCHIC ABILITY AND MAGICAL RESIS- TANCE FACTOR	BASIC PHYSICAL COMBAT VALUE
		DEXTERITY	BONUS AND ACTION POINTS*** BONUS	INTELLIGENCE				
Ahoggyá'	50	0/4	5		134	40	100: -1	+1
	75	0/4	10		193	55	175: +1	+2
	90	00/4	15		288	65	220: +2	+3
Hláká	50	5/5	5		39	20	150: 0	-1
	75	10/5	10		66	30	225: +2	0
	90	15/6	15		101	35	270: +3	+1
Hlüss	50	0/4	5		113	35	170: +1	+1
	75	5/5	10		160	40	245: +2	+2
	90	10/5	15		245	40	290: +3	+3
Hlutrgú'	50	5/5	5		54	25	145: 0	0
	75	10/5	10		89	35	220: +2	0
	90	10/5	15		157	40	265: +3	+1
Mihálli	50	5/5	5		53	25	240: +2	0
	75	15/6	15		98	35	315: +4	0
	90	30/7	30		178	55	360: +5	+1
Nyagga'	50	5/5	5		106	35	145: 0	+1
	75	15/6	10		201	40	220: +2	+3
	90	40/7	15		337	40	265: +3	+4
Páchí Lei	50	0/4	5		48	25	160: +1	-1
	75	5/5	10		73	30	235: +2	0
	90	5/5	15		121	35	280: +3	+1
Pé Chói	50	5/5	5		54	25	185: +1	-1
	75	10/5	10		89	35	260: +3	0
	90	30/7	15		152	40	305: +4	+2

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TABLE B: Cont.

<u>SPECIES</u>	<u>SCORE</u>	<u>DEXTERITY</u>	<u>BONUS AND</u>	<u>INTELLIGENCE</u>	<u>TOTAL PSYCHIC</u>	<u>BODY</u>
		<u>BONUS</u>	<u>ACTION</u>	<u>POINTS***BONUS</u>	<u>ABILITY AND</u>	<u>DAMAGE</u>
					<u>MAGICAL RESI-</u>	<u>POINTS****</u>
					<u>TANCE</u>	<u>VALUE</u>
Shén	50	0/4	5	134	115: 0	55 +1
	75	0/4	10	193	190: +1	63 +2
	90	.5/.5	15	293	235: +2	71 +3
Shunned Ones	50	5/5	.5	68	185: +1	0
	75	10/5	10	122	260: +3	+1
	90	10/5	15	201	305: +4	+3
Ssú (Grey)	50	5/5	5	83	200: +1	41 +1
	75	10/5	10	135	275: +3	50 +3
	90	10/5	15	245	320: +4	59
Ssú (Black)	50	0/4	5	164	130: 0	55 +2
	75	0/4	10	373	205: +2	64 +4
	90	0/4	15	483	250: +2	73 +5
Swamp Folk	50	0/4	5	52	60: -½1*****	28 0
	75	5/5	10	79	95: -½1*****	37 0
	90	5/5	15	131	120: 0*****	46 +1
Tinaliya	50	5/5	5	29	190: +1	-1
	75	15/6	10	53	245: +2	36 0
	90	30/7	15	83	310: +4	44 0
Urúnén	50	0/4	5	48	155: +1	-1
	75	5/5	10	73	230: +2	41 0
	90	5/5	15	121	275: +3	48 +1
N'íüss	50	0/4	0	63	135: 0	44 0
	75	0/4	10	110	210: +2	51 +1
	90	5/5	10	166	255: +3	58 +2

[NOTES to Tables A and B:]

*Permitted "body build" types vary from species to species; cf. Sec. 2.223. Some races may range from "Very Slender" to "Stout," while others are more limited (e.g. the Tinaliya, who can never be anything but "Very Slender"). This is normally determined by a dice roll in Sec. 2.211, but an attempt has been made here to provide characters who are more average representatives of their kind. In general, a smaller and slenderer specimen has been chosen for the "50" score line, a larger and more average individual for the "75" score line, and a big, heavy character for the "90" score line.

**The Height-Build-Strength factors of certain races are multiplied by fixed amounts in order to show their physical differences from mankind; cf. Sec. 2.223.

***"VS" = "Very Slender."

****The Dexterity bonus is added to the Height-Build-Strength factor; cf. Sec. 2.213. A character's "Action Points," on the other hand, are assigned according to his/her/its Dexterity bonus and are not normally changed; cf. Sec. 2.710.

*****The Body Damage Points allotted to each species are given in Sec. 2.223. Again, a weaker individual has been selected for the "50" score line, a medium character for the "75" score line, and a large, powerful specimen for the "90" score line.

*****The first figure in column 7 of Table B is the aggregate of the Intelligence, Psychic Ability, and Psychic Reservoir factors (Secs. 2.215 and 2.216), modified by the provisions of Secs. 2.222 and 2.223. The Swamp Folk have normal intelligence (D100), a maximum Psychic Reservoir of 30 (of which 10 is taken for the "50" score line, 20 for the "75" score line, and 30 for the "90" score line), and no Psychic Ability at all. The maximum psychic talent that can be had by this race is a 90 Intelligence factor + a 30 Psychic Reservoir: 120. See Secs. 2.216 and 2.223 for the possibilities of "psychic damepeners."

3.330. NON-PLAYER SORCERERS AND SHAMANS.

The best method of producing non-player magic-users is to roll up 20 mages, take the time one would devote to player characters, give each the spells he/she ought to have learned, and keep these "blanks" on file cards which can then be selected by a random die roll. As can be seen in Sec. 2.900 ff., it is very difficult to choose a mage's spells logically otherwise. A simpler but less-accurate method is as follows:

1. The tables given in Sec. 3.310 are employed to find the character's Height-Build-Strength factor, etc. The score of a D10 is subtracted from this, however, since sorcerers are likely to be sedentary and "less physical" than warriors.
2. A magic-user's Intelligence, Psychic Ability, and Psychic Reservoir must all be high enough to let him/her practice sorcery; see Sec. 2.239 under the heading of "Shaman" in the "Tribal Skill" section. This table is repeated below. D100 rolls are made until the character fulfills one of the three sets of requirements. For speed, either die may be counted as "high" on a given roll: e.g. a red "3" and a white "7" may be read as "73" on one roll, and a red "6" and a white "2" may be interpreted as "62" on the next.

BRANCHES OF SORCERY AND MINIMUM SCORES NEEDED

<u>TALENT</u>	<u>RITUAL MAGIC ONLY</u>	<u>PSYCHIC MAGIC ONLY</u>	<u>BOTH BRANCHES</u>
Intelligence	65	55	75
Psychic Ability	50	70	80
Psychic Reservoir	60	60	60

3. The appropriate bonus for Intelligence is found in Sec. 2.215 and applied to the Height-Build-Strength factor. The character's basic Combat Value is then obtained from the table in Sec. 3.310.
4. The sum of the Intelligence, Psychic Ability, and Psychic Reservoir factors provide the basic Magical Resistance factor; cf. Sec. 2.725 (1, e). For a magic-user, this will be a +1, +2, or +3. Factors for the nonhuman races are given in Sec. 3.320. Each skill level possessed in the Sorcerer and/or Shaman skills adds +1 to the Magical Resistance factor, and every 5 levels in the skill of Priest similarly adds +1; cf. Sec. 2.725 (f, g.) Armour or a large shield made of "enchanted" steel also adds a +1; cf. Sec. 2.725 (j).
5. A Stamina factor is assigned as stated in Sec. 3.310. This may be arbitrarily reduced by 5 points because of the aforementioned lack of physical exercise and training.

6. Body Damage Points are given as described in Sec. 3.310.

7. A magic-user may be of either sex: perhaps 60% male and 35% female, with 5% being nonhumans of various species. The race of a nonhuman must be rolled for arbitrarily, using Secs. 1.413, 2.223, and 3.320 as guides.

8. The number of sorcerer/shaman skill levels possessed by a mage may be chosen arbitrarily, or the following table may be employed. Skill levels usually correlate strongly with age: it is rare to find a beginner much older than 20, while a skilled sorcerer with 14-15 skill levels is not likely to be younger than 45 or so.

<u>D100 SCORES</u>	<u>NUMBER OF SKILL LEVELS AND AGE RANGES</u>
01-40	1-5 skill levels; roll a D10 and divide by 2. Age: 20-29: roll a D10
41-70	6-10 skill levels; roll as above. Age: 26-35: roll a D10
71-90	11-15 skill levels; roll as above. Age: 31-40: roll a D10
91-95	16-20 skill levels; roll as above. Age: 36-55: roll a D20
96-100	21-30 skill levels; roll a D10. Age: 46-65: roll a D20

A -1 is subtracted from the character's modified Height-Build-Strength factor for each year that his/her age exceeds 40 (or the equivalent for

nonhumans; cf. Sec. 2.219. A -5 is similarly deducted from his/her Stamina factor for every 5 years beyond the age of 45.

9. The complexities of the spell system make it nearly impossible to devise a quick dice-based method of determining a non-player mage's spells. One may thus use the table of permissible spell phyla and levels in Sec. 2.921 (4, d) and compare this with the spell lists at the ends of Secs. 2.942, 2.943, and 2.944. Sec. 2.945 is used for shamans. From these one can see which spell phyla and levels are available to a character with a given number of skill levels, which spells of those types are found in the lists, and which would be most logical for the mage to have. A D10 roll may then be made to ascertain whether the character does indeed possess that particular spell/phylum/level or not: 1-5 = he/she has it; 6-10 = he/she does not. The number of such rolls is left to the referee. The idea is to roll until one has a plausible set of spells for the character, keeping in mind his/her sect, skill level, and logical development. It would be foolhardy for a sorcerer to go adventuring without at least a few aggressive (abbreviated "ag") spells, while a priest-sorcerer attached to a temple staff might concentrate more on "utility" spells of the "non-aggressive" (abbreviated "nag") variety. The following considerations should be kept in mind:

- a. It is assumed that almost every magic-user will acquire all of the healing and defensive spells possible for his/her sect and skill

level. These include: Alleviation (nos. 1, 29, and 141), Guarding (no. 46), Healing (nos. 10, 48, and 146), and Warding (nos. 24 and 71). No D10 roll is needed for these: they are "given." High level mages will similarly wish to learn any Temple spells of these same types.

- b. Depending upon the character's skill level, he/she should have 1-5 "aggressive" spells. Universal aggressive spells are: Domination (no. 6), Phantasms (no. 16), Soporiferousness (no. 19), Terrorisation (no. 21), and Translocation (no. 22). The Generic category includes: The Blade of Inexorable Disjunction (no. 33), Derangement (no. 36), Dessimation (no. 37), Domination (no. 38), Doomkill (no. 39), The Hands of Kra the Mighty (no. 47), The Missile of Metallja (no. 52), Pestilence (no. 57), Phantasms (no. 58), Prorogation (no. 59), The Radiant Gaze (no. 60), Semblances (no. 63), The Silver Halo of Soul-Stealing (no. 64), the Speculum of Retribution (no. 65), Vallation (no. 68), and The Vapour of Death (no. 69). Temple aggressive spells may be selected by a D10 roll similarly.
- c. "Non-aggressive" utility spells need not be rolled for unless they become important for the scenario. For example, the party is about to be seen by foes; does the mage have Invisibility (no. 12)? There is an obstacle to be crossed: does he/she know Aeriality (nos. 28 and 85)? Almost every magic-user will have all available levels of

Disenchantment (no. 5), and many will acquire The Seal upon the Powers (no. 18) and The Sphere of Impermeable Quiescence (no. 20). In view of the great number of spells and combinations, the D10 score to possess a given spell is reduced: 1-4 = the mage has the spell; 5-10 = he/she does not.

- d. Each spell is noted upon the character's card. Discretion is needed to know when to stop rolling for an individual's spells; otherwise the mage may end with too many. As the game progresses, the referee should study the spells known to player characters and "completely rolled" non-player characters, since these will provide an idea of the logical contents and extent of the spell repertoires of sorcerers and shamans of each skill level and sect.

The spell lists available to nonhumans and worshippers of deities other than the 20 Gods and Goddesses of Tsolyanu are given in the table at the beginning of Sec. 2.943. Where multiple options exist, a random die roll is made to determine which spells are known to a specific character.

3.340. NON-PLAYER PERSONALITIES AND REACTIONS.

The interests and temperaments of non-player characters often arise from the scenario itself. There are times, however, when the referee has no way of predicting a character's

attitudes. One may then use dice-based tables (see below) or else resort to a simple "yes-maybe-no" method: i.e., roll the dice and read a high score as "yes," a medium number as "maybe" or "nothing special," and a low score as "no." For instance, if one asks, "Is the hired bodyguard Dolon hiVorodu trustworthy?" a D100 score of 93 indicates that he is. Or: "Is the sorcerer Rettesh hiMaruttu interested in going to the Hirilakte Arena to see the gladiators?" A D100 roll of 13 shows that he abhors the idea. Or: "Is Marjan hiVessuma, the teacher of swordsmanship in the Legion of the Searing Flame, a rough, crude fellow, or is he refined and diplomatic?" A D100 result of 45 reveals that he is neither: perhaps a trifle less polished than the average. Traits thus discovered are noted on the character's file card.

The "yes-maybe-no" method is inconsistent. Would Rettesh hiMaruttu loathe the Arena on one occasion and delight in it the next time the dice are rolled? The question may also be too specific or too general. If Rettesh dislikes the Arena, does he also detest duels of honour? Warfare? All fighting? Or: is Dolon hiVorodu trustworthy in everything? His duties and personal loyalties? His friends' money? Their wives? On Tekumel, as in many other human societies, indiscriminate honesty may hamper Dolon's career or even get him killed!

Dice-based tables are equally inconsistent, but if a character's traits are all rolled for at the same time, one can weight the results in favour of configurations of likely attitudes and against combinations that seem improbable. Such an elaborate "personality check" should be reserved for major non-player characters: e.g. a superior, an ever-present servant or bodyguard, a powerful noble with whom the party frequently interacts, a spouse or child, a close friend, an important foe, etc. The rest of the "extras" can remain mostly "blanks" unless they become prominent in the story-line.

The author does not favour having the players roll for the personality traits of their own characters. Unless one has real acting skill, it is difficult to play unfamiliar or unpleasant traits. A "personality check" may thus provide ideas, but its results should remain optional.

3.341. PERSONALITY TRAITS.

The following three lists contain 30 pairs of opposing (approximately!) attitudes. The referee may add more or others, of course. A series of D10 rolls determines which of these a character has and how strong they are.

1. The first D10 roll gives the number of traits evinced by the character: 1-2 = 1 trait; 3-4 = 2; 5-6 = 3; 7-8 = 4; 9 = 5; and 10 = 6.

The character probably has other traits in the list as well, but not to any pronounced and consistent degree.

2. The second D10 roll is made for each trait found under (1), above: 1-3 = Table A is used; 4-6 = Table B; 7-9 = Table C; and 10 = reroll.

3. The third D10 roll selects the pair of traits in the Table: e.g. a score of 4 on Table A gives "Intuitive - Analytical." Duplicates are rerolled: e.g. if "Intuitive - Analytical" is rolled twice.

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4. The fourth D10 roll shows which of the pair of traits is used and how strong it is:

D10 Score:	1	2	3	4	5	(*)	6	7	8	9	10
Trait:	Left	<	<	<	<	(*)	>	>	>	Right	
Strength:	5	4	3	2	1	(*)	1	2	3	4	5

E.g. a score of 9 signifies that the righthand trait of the pair is of strength 4: a salient attitude in the character's personality. A person who is "Credulous" to a strength of 5, for instance, will believe almost anything, while a strength of 1 for this same trait makes him/her only slightly more gullible than average.

5. The three tables are:

<u>D10 SCORE</u>	<u>TABLE A</u>	<u>TABLE B</u>	<u>TABLE C</u>
1	Rash - Prudent	Talkative - Taciturn	Ingenuous - Secretive
2	Excitable - Imperturbable	Sympathetic - Disdainful	Intemperate - Self-Controlled
3	Easygoing - Meticulous	Generous - Avaricious	Pious - Materialistic
4	Intuitive - Analytical	Witty - Humourless	Credulous - Wary
5	Touchy - Thick-skinned	Promiscuous - Chaste	Sophisticated - Rough
6	Egotistical - Self-effacing	Gregarious - Withdrawn	Forgiving - Vindictive
7	Straightforward - Devious	Fashionable - Untidy	Pleasant - Sarcastic

8	Courageous - Fainthearted	Fickle - Obstinate	Radical - Traditional
9	Inquisitive - Incurious	Cheerful - Pessimistic	Careful - Incautious
10	Trustworthy - Treacherous	Empathic - Callous	Capricious - Consistent

6. The referee may give a +1 or a -1 to the die roll for traits considered more or less likely to occur together: e.g. a strongly "Touchy" person is more likely to be "Intemperate" than "Self-controlled."

7. The preceding tables can also be used for a "spot check" on minor non-player characters' attitudes in specific situations. The relevant line is selected, and a D10 is rolled: e.g. is the duped merchant "forgiving" or "vindictive?" A score of 1 shows that he is willing to overlook the offense, but a 10 indicates that he will pursue the matter until he has his revenge!

3.342. LIKES AND DISLIKES.

Further D10 rolls are used to ascertain a character's likes and dislikes. The traits given in Sec. 3.341 (5) should provide modifiers or even preclude some responses: e.g. a person who is strongly "Pious" can hardly have a negative attitude towards religion! Such results are rerolled.

1. A D10 is rolled to discover the number of categories to be checked:

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this is the same as the roll given above in Sec. 3.341 (1).

2. A second D10 roll selects the category in the list under (4), below.

Identical scores are rerolled. It is assumed that the character has no pronounced feelings towards categories not selected; they may be interesting if relevant to his/her life but are otherwise of no great concern.

3. A third D10 roll determines the degree of enjoyment/dislike felt by the character toward the category. This is the same as the roll given in Sec. 3.341 (4), with "Enjoyed" on the left (scores of 1 - 5), and "Disliked" on the right (scores of 6 - 10). A result of 1 thus gives "liked to a strength of 5": a real passion for the topic, equivalent to a hobbyist's competence (a skill level of 1 or 2; cf. Sec. 2.239 (3)). (A character who uses Sec. 2.239 to acquire skills is not allowed to gain further competences here, of course!) A score of 10, on the other hand, signifies a virulent dislike of the subject.

4. The ten broad categories are:

<u>D10 SCORE</u>	<u>CATEGORY</u>	<u>D10 SCORE</u>	<u>CATEGORY</u>
1	Arts/crafts	6	Food/drink
2	Business/profession	7	Government/politics
3	Entertainment	8	Religion

4	Family/home	9	Science/knowledge
5	Fighting	10	Sex/romance

5. The specifics of the above categories differ according to the character's provenience (Sec. 2.231), social class (Secs. 2.234 and 2.235), species (Sec. 2.223), sex (Sec. 2.221), etc. This is left to the referee. A peasant who enjoys the arts and crafts may create a beautiful pot, decorate his house, and the like, whereas an urban or upper class person may draw upon the many centuries of literary and artistic sophistication that make up Tekumel's long history. Some specific sub-categories in which aristocrats and educated townsmen may be interested as listed below. These can be chosen arbitrarily or rolled for with a D10 or D20 to fit the story-line. The lists are not exhaustive; the referee may add more items -- and weight the die scores to suit the logic of the situation.

a. ARTS/CRAFTS:*

Basketry	Poetry
Pottery	The Epics
Leatherwork	Modern
Metalwork	Odes to the Emperor and the Gods
Glassware	Oration
Gems and jewellery	Music and dance
Fabrics, tapestry, clothing	Ancient/classical

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Perfumes and essences		Modern
Wine and liquor manufacture		Regional
Literature		Specific instruments and styles
	Ancient	Ceremonials and etiquette
	Modern	Painting and portraiture
	Regional	Book illumination
Sculpture		Architecture
Calligraphy		Nonhuman arts and crafts

*This sub-category focusses upon active creation and performance, rather than passive entertainment as a spectator; cf. (c), below.

b. BUSINESS/PROFESSIONAL:

Agriculture	Animals
Grains	Meat animals and fowl
Fruits, vegetables, fibres	<u>Chien</u> -beasts and tanning
Wine production	Fisheries and marine products
Timber and forest products	Trade and commerce
Urban crafts and manufactures	Local
Land and estate administration	Foreign
Mines and minerals	Maritime
Transport	Finance: interest, coinage, taxes
Slaves and labour	Inventions and innovations

c. ENTERTAINMENT:

Games	Gymnastics and acrobatics
Indoor: mental	Trained animals and birds

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Indoor: for "fun"	Hunting
Indoor: gambling	Falconry with <u>Kuni</u> birds
Outdoor	Wrestling
The <u>Hirilakte</u> Arenas	Music and dance
Duelling	Ancient/classical
Swimming	Modern
Puppetry	Regional
Collecting	Specific instruments and styles
Coins	Dancers and tableaux
Gems and jewellery	Poetry: cf. (a), above
Weapons and armour	Sorcery: illusions and displays
Antiquities	Sleight-of-hand and stage magic
Books and scrolls	Stories, myths, and legends
Statues and paintings	Drama
Slaves	Visiting and gossip
Perfumes and essences	
Wines and fine liqueurs	
Animals and plants	
Clothing, furniture	

d. FAMILY/HOME:

Spouse(s)	One's clan
Children	Other clans and clan relations
Other relatives	Genealogy

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e. FIGHTING AND COMBAT:

Missile weapons	Other weapons
Hand weapons	Assassin weapons
Duelling	Armour
Gladiatorial combat	Soldiering
Special weapons	Tactics
Wrestling	Strategy
Unarmed martial arts	Logistics and supply
Florentine-style fighting	Military history
The quarterstaff	Nonhuman weapons and tactics

*Many of these sub-categories imply personal skill. The referee may roll a D10 or a D20 to determine the number of sub-skill levels and Combat Value plusses these represent, depending upon the character and the situation.

f. FOOD/DRINK:

Gluttony: feasting and over-indulgence	Intemperance and drunkenness: drinking bouts and orgies
Gourmet foods	Fine wines
Specific foods	Fine liqueurs
Cooking	Drugs and narcotics
Moderate eating: health	Abstinence from certain foods

g. GOVERNMENT/POLITICS:

Local	State-temple relations
Provincial	Factions and parties
National	Economic-political factors
Foreign	Intrigues and plots

Nonhuman

Rulers, courtiers, leaders,
and other important personalities

h. RELIGION:

Theology and cosmology

One's own temple/sect

Doctrines and teachings

Administration

Mythology

Factions and politics

Rituals

Other sects than one's own

Ancient deities

Temple history

Foreign deities

Nonhuman religions

The Pariah Gods

The Afterlife

i. SCIENCE/KNOWLEDGE:

Geography

Alchemy

High cartography: cf. Sec. 1.1010

Sorcery

History*

Theoretical

Ancient

Nexus Points, the Planes Beyond

More recent

Demonology

Modern

Healing and revivification

Regional

Offensive/defensive spells

Archaeology

The Undead

Languages and linguistics

Magical scrolls and books

Ancient/classical tongues

Creatures of the Underworlds

Modern languages

Spell research

Tribal languages and field
techniquesDevices of the ancients,
amulets, and other sorcerous aids

Nonhuman languages

Underworld exploration

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Scripts and glyphs	Shamanistic magic
Medicine	Botany
Surgery	Zoology
Drugs and pharmaceuticals	Entomology
Psychology/psychiatry	Mineralogy and geology
Metallurgy	Oceanography and marine life
Astronomy	Architecture
Theoretical	Construction
Astrology	Fortification
Navigation	Styles and periods
Xenology: nonhuman studies	Mathematics and geometry

*History is such a vast subject on Tekumel that no one can master it all. The referee must thus limit an historian to specific empires, dynasties, periods, regions, etc.

J. SEX/ROMANCE:

Heterosexuality	Homosexuality
Satyriasis/nymphomania	Fetishes and other oddities
Bisexuality	Asexuality: no interest

*This sub-category can be omitted or de-emphasised if the group finds it hard to play. A D20 roll is made to determine which form of interest the character displays: 1-9 = Heterosexuality; 10-12 = Satyriasis or nymphomania; 13-14 = Bisexuality; 15-16 = Homosexuality; 17-18 = a fetish, etc.; 19-20 = Asexuality.

3.343. PHOBIAS.

Persons suffering from phobias -- irrational, morbid fears of specific objects or phenomena -- are relatively rare. Should a phobia be established for a non-player character, however, it will affect his/her behaviour in relevant situations: e.g. one who is afraid of heights may surrender rather than climb a cliff to escape. Phobias are found as follows:

1. D100 are rolled to determine the number of phobias a character displays: 01-02 = 2 phobias; 03-04 = 1 phobia; 05-100 = no phobias.
2. The nature of the phobia is found by rolling a D20 against the table in (4), below. Duplicate scores are rerolled.
3. A D10 roll ascertains the strength of the phobia: 1-2 = very mild; 3-4 = mild; 5-7 = medium: the character will not become irrational or panic unless the stimulus is strong; 8-9 = severe: the individual will become terrified, flee, cower, etc. when confronted by a medium or strong stimulus; 10 = very severe: even the sight or mention of the subject of the phobia causes distress, hysteria, etc.
4. D20 scores and phobias are:

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<u>D20 SCORE</u>	<u>PHOBIA</u>	<u>D20 SCORE</u>	<u>PHOBIA</u>
1	Heights; cliffs, mountain-climbing, tall buildings	11	Open spaces, broad plazas, courtyards, open plains
2	Enclosed spaces; small rooms, the Underworlds, caves	12	Water, the sea, drowning
3	Specific animals; domesticated or wild	13	Fire, being burned
4	Specific insects and vermin; worms, reptiles, etc.	14	Solitude, being alone or lost
5	Specific nonhumans or foreigners	15	Flying, falling
6	Crowds and large groups	16	Illnesses, sickness, deformities
7	Blood, cuts, and injuries	17	Poisons, drugs, gas
8	Suffocation, being buried alive	18	Darkness, blindness
9	The supernatural; spirits, the undead, haunted places	19	Filth, corruption, dirt, unclean things
10	Sex (usually of a specific type)	20	Death, dead bodies

Players should not have direct access to information about a non-player character's personality traits, likes and dislikes, or phobias unless these arise during the game. Glancing at a character's card is considered improper and unsportsmanlike! The character may be asked about obvious matters, of course, particularly his/her likes and dislikes of which he/she will be consciously aware. Even so, the strength of any trait should only emerge through observation of his/her behaviour.

3.350. NON-PLAYER CHARACTER REACTIONS.

The "Comeliness roll" (Sec. 2.726 (1)) is used to judge "first impressions" and also sexual attraction; it is not much needed otherwise. The "Charisma roll" (Sec. 2.726 (2)) is employed during a conversation in which the tester tries to persuade his/her audience of some plan or idea. It may be made twice or more if the tester advances several suggestions or compromises.

There are three other types of non-player character reaction tests: (a) a detailed method, used to assess an important non-player character's reaction to a significant idea; cf. Sec. 3.351; (b) a "group reaction" test employed to find the opinion of a larger body or organisation toward the tester (e.g. a clan, priesthood, army unit); cf. Sec. 3.352; and (c) a test used to check the attitudes of persons and creatures met in "random encounters"; cf. Sec. 3.420.

3.351. THE INDIVIDUAL NON-PLAYER CHARACTER REACTION TEST.

This test is required only when (a) the character's personality traits, likes and dislikes, and phobias have been previously established (cf. Secs. 3.341, 3.342, and 3.343), and (b) the situation is important enough to deserve a careful check. A minor suggestion (e.g. "Let's open that door over there!") really needs no test; the logic of the situation normally makes the decision clear. At most, such a proposal warrants an

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impromptu die roll or a "Charisma Roll." The detailed check is reserved for such matters as giving or loaning money, providing valuable arms or magical items, hiring, planning a major venture, marriage, and the like.

The "detailed test" is made by rolling D100 and applying to their score any relevant modifiers from the following paragraphs:

1. The tester's "Charisma" score in Sec. 2.218 provides a modifier. The "Comeliness" score in Sec. 2.217 may be used instead whenever the test involves sexual attraction rather than the tester's ability to persuade. For example, a tester with a "Charisma" of 50 and a "Comeliness" of 95 may choose to use the latter score to "vamp/seduce" a member of the opposite sex into agreement rather than to convince him/her with arguments. One normally uses only the "Charisma" score, thus, but "Comeliness" is employed in relevant situations instead.
Modifiers for both scores are never used.

<u>COMELINESS OR CHARISMA SCORE</u>	<u>MODIFIER TO THE NON-PLAYER CHARACTER REACTION ROLL</u>
01-05	-30
06-20	-20
21-50	-10
51-70	0
71-90	+10
91-99	+20

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+30

2. The character's record sheet or card is checked for relevant personality traits; cf. Sec. 3.341. Such traits give modifiers according to their strengths: e.g. a person who is "Touchy" to a strength of 5 receives a modifier of -30 whenever the tester's words, tone, plans, etc. seem to reflect upon his/her honour. This is the referee's decision. The modifier may be either "plus" or "minus," depending upon the logic of the situation: e.g. "Rash" to a strength of 5 is treated as +30 if the character is being asked to join in a courageous but foolhardy mission, while "Prudent" to a strength of 5 is considered a -30 in this same context.

Strength of the trait	1	2	3	4	5
Modifier to the test	+5	+10	+15	+20	+30

3. Likes and dislikes give the same modifiers as shown just above; cf. Sec. 3.342. For example, a character who enjoys archaeology to a strength of 4 adds a +20 to his/her D100 score if the tester's proposal relates directly and favourably to this subject.

4. Relevant phobias provide only negative modifiers; cf. Sec. 3.343. E.g. a person who has a phobia about insects to a strength of 4 applies a -50 to his D100 score if asked to enter a cavern known to be

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infested with vermin.

Strength of the phobia:	1	2	3	4	5
Modifier to the test:	-10	-15	-25	-50	-80

5. After totalling all modifiers, D100 are rolled:

<u>MODIFIED D100 SCORE</u>	<u>NON-PLAYER CHARACTER REACTION RESULT</u>
01-15 (or any minus number)	Immediate rejection: the character will not agree under any circumstances and may become fearful or hostile
16-25	Qualified rejection: the character dislikes the idea and refuses. He/she may agree to a much-modified plan or compromise, as determined by a second roll on this same table
26-35	Mild rejection: the character refuses but may be convinced by modifications, inducements, etc. He/she is willing to be persuaded
36-65	Indifferent: the character does not care; no action will be taken without suitable inducements or changes
66-75	Mild acceptance: the character agrees grudgingly or with reservations
76-95	Strong acceptance: the character likes the idea and agrees to act upon it
96-100	Eager acceptance: the character is enthusiastic. He/she will co-operate to the best of his/her ability

This same test can be made to ascertain the degree to which one character likes or dislikes another. A strongly positive or negative result is noted on the character's record sheet or card, and this attitude is presumed to persist until the other person does something to change it. Such dice-based reactions can only supplement logic: e.g.

a trader who has been cheated is not likely to love the offender just because the dice say so!

3.352. NON-PLAYER GROUP REACTIONS.

The general, long-term reactions of a group towards a person are important. When a character first enters the game, a check is made to see how his/her clan, temple, etc. feels about him/her. Later it may be useful to see how it views his/her behaviour, plans, and the like. A clan may offer money, co-operate in business ventures, and provide employees and slaves to a favoured scion. Priesthoods, the army, and other organisations are similar. One's temple may give advice, knowledge, and magical items "on loan." Army colleagues may agree with the character's strategy, offer troops, arms and armour, etc. Once established, the group's opinion remains constant unless altered by the character's actions or other circumstances.

The modifiers given below are applied to the score a D100 roll in (4), below, to ascertain the feelings of a group about a character.

1. The character's "Charisma" score in Sec. 2.218 provides the same modifiers listed in Sec. 3.351 (1).

2. Only a very low or a very high "Comeliness" (Sec. 2.217) makes much difference: a "Comeliness" of 01-10 = -20; 11-90 = 0; and 91-100 = +10.

3. Most personality traits, likes and dislikes, and phobias are ignored.

Such traits are important to individuals but tend to become diffused when dealing with institutions and groups. The referee may apply an impromptu modifier, however, in specially relevant cases: e.g. a priest who dislikes religion to a strength of 5! The modifiers in Sec. 3.351 (2 and 3) are then employed.

4. The tester rolls D100 and the modified score is interpreted as follows:

<u>MODIFIED D100 SCORE</u>	<u>NON-PLAYER GROUP REACTION RESULT</u>
01-05 (or any minus number)	Violent hostility: the group hates or detests the character. No aid of any kind will be forthcoming, and the person ought to be suspicious of gifts delivered to his/her door!
06-10	Hostility: the group dislikes the character and will not aid him/her. The group will take no hostile action unless provoked, however
11-30	Estrangement: the group will provide only a minimum of support. No major help will be given, and most group members will be cold or formally polite. On a D100 score of 01-15 some individual in the group is grudgingly willing to offer advice or minor aid: e.g. 1-100 <u>Kaitars</u>
31-60	Neutrality: the tester is considered a member in good standing, but the group has no strong feelings one way or the other. A clan will pro- vide the allowance mentioned in Sec. 2.242 (10). Minor aid is given on a D100 score of 01-50, and 100-1,000 <u>Kaitars</u> may be borrowed (at high interest!) on a score of 01-20. The group will only exert itself strongly for the character on a D100 score of 01-10, and it will endanger its posi- tion or make major sacrifices (e.g. loan steel arms and armour, magical devices, etc.) on a score of 01-05
61-90	Affection: the group thinks well of the character. A clan provides the allowance noted in Sec. 2.242 (10) and gives minor aid on a D100 score of 01-70, a larger loan on a score of 01-40, and help in larger issues on a score of 01-30. The group will risk its position and make major sacri- fices on a D100 score of 01-15

91-100 Love: the group strongly likes and respects the character. A clan allowance is gladly offered, and minor aid is given on a D100 score of 01-85, a larger loan -- or outright gift -- on a roll of 01-50, and aid in major projects on a score of 01-40, provided that these fall within the range of the group's usual interests. The group will risk its position and/or make major sacrifices on a D100 score of 01-25. One who is loved by a group can expect aid in unusual or non-traditional projects on a D100 roll of 01-15

Another test is made whenever the referee decides that the character has done something to alter the group's opinion significantly -- positively or negatively. A new test is permitted only once per game month at most.

1. The group's previous attitude provides the most important modifier.

<u>MODIFIER</u>	<u>ATTITUDE</u>	<u>MODIFIER</u>	<u>ATTITUDE</u>
-30	Violent hostility	0	Neutrality
-20	Hostility	+15	Affection
-10	Estrangement	+25	Love

2. Donations and "inducements": the effects of gifts to the group vary according to the character's wealth and social position. The table in Sec. 2.431 (5, f) may be used, or one may simply rule that a character who donates about 25% of his/her surplus wealth to the group is given a modifier of +15 on his/her D100 score; 10% merits a +10; and 5% add a +5. Still smaller gifts do not count. Gifts exceeding 25%

percent receive a slightly minus modifier -- +10 instead of +15 -- because the group will perceive an overly lavish person as a social climber, a fool, or a vain poseur.

3. Services: these are harder to quantify. A successful mission, the attainment of an objective important to the group, aid to a group leader (e.g. rescuing the High Priest of one's temple), drawing favourable attention (e.g. a clan-member who is awarded the Gold of Glory), etc. all give modifiers of +10 to the D100 score. Lesser services receive a +5 or so. A very great achievement may influence the group's opinion to provide a modifier of +15 or, at most, +20.

4. Making friends in high places: these persons must be relevant to the group's interests, and they must be more than just casual contacts: e.g. the Governor of the city is more useful to one's clan than an Imperial General who is now off on campaign. A +5 may be awarded for each such favourable and highly-placed acquaintance.

5. On the negative side, miserliness, selfishness, disregard of the group's needs and wishes, failures, disservices, irresponsibility, enmity with the group's leader(s), and other "ignoble actions" all merit minuses equal to the plusses listed above. Poor etiquette, insulting or ignoble mannerisms, and boorishness each provide a -5 to a -10 in the punctilious societies of the Five Empires.

6. When all modifiers have been totalled, a D100 roll is made on the table given above. A changed result is noted on the character's record.

3.360. PLAYER OPERATION OF NON-PLAYER CHARACTERS.

Some gaming groups allow the players to roll up and operate their own employees, servants, slaves, and non-player comrades. Problems arise if this is carried to extremes. A player who reads the rules skilfully can surround his/her character with an army of powerful bodyguards, mages, and experts. These are then organised like a well-oiled machine to protect the player character and attain his/her goals -- often with no respect for "realism," logic, the customs of the society, or the objectives of the non-player characters themselves. (They are people too!) Such campaigns tend to escalate as the referee sees his/her best non-player characters and creatures defeated by this systematic "rule-playing" (rather than role-playing) and brings up stronger and stronger opponents to counter it.

The author does permit the players to operate their bodyguards, employees, and slaves, at least during combat. He thus handles "the opposition," while the players deal with their own party. The non-player characters' personality traits, likes and dislikes, phobias, etc. are not rolled by the players but by the referee, and players learn of these features only during the course of the game. The referee must make constant checks to determine the probabilities of the situation. Does the warrior hear -- and obey -- the command to disengage and rush over to help his employer? Does the sorcerer want to cast the particular spell requested by his comrades? Will the priestess use her healing

spell upon the wounded player character rather than upon the stronger and more seriously injured non-player warrior? Does the sailor give his captain all the proceeds of the sale, or does he pocket a portion for himself? It is the referee's duty to develop these non-player personalities and see to it that they do not become mindless automatons programmed only to help their "owning" player achieve his/her goals and defend him/her selflessly to the death!

The referee must also establish the attitudes of the non-player characters towards the division of spoils during an "adventure." Employees and slaves can hope only for bonuses, but independent comrades will want a share commensurate with their status and the aid they have rendered. If the players "roll off" for treasures at the end of an adventure, then non-player equals or superiors deserve a chance too!

A related issue is the operation of absent players' characters. When someone cannot attend a gaming session, his/her character should be left behind or placed in a low-risk position. Sometimes this is not possible: e.g. if the previous session broke off in the midst of an Underworld expedition, an absentee's character cannot simply disappear. The character can indeed be placed in the middle or rear of the party, but if the party is threatened, the referee (or one of the players) must act for the absent person as realistically as possible. An absentee may also give permission in advance for his/her character to be operated by someone else.

Should a player be absent for a long period or resign from the game entirely, his/her character should be dropped from the party and left in some secure location. If this cannot be done at once (e.g. while the party is on a dangerous mission abroad), the

referee may continue to operate the character until there is a chance to let him/her "wander off." Ex-player characters may also be continued in the game as non-player characters, if the referee and the players desire.

3.400. ENCOUNTERS.

Most encounters are not random but arise from logical developments in the story-line: e.g. if the party enters a shop to purchase armour, it is expected that a non-player armorer will be available -- if not the master-armorer himself/herself, then at least a shop assistant or a servant. (Finding no one at all or discovering that the shop is shut may be an occasional option, although this slows the game unless it is "part of the plot.") In cases where "chance" encounters are indeed possible or probable, the tables given in the following Sections may be employed.

3.410. INTRODUCTORY STORY-LINE ENCOUNTERS.

It is the referee's task to provide a rationale for the players' party to know one another and to have something to do at the start of the campaign. All of the player characters may "coincidentally" be residing in the same hostel in the starting city (Sec. 2.231). They may all be members of the same or related clans, of the same or allied religious sects, or engaged in similar professions. The player characters may have been friends since childhood, or the referee may randomly single out a character and have him/her "meet" the rest during a day's wandering about the starting locale. Several such "opening gambits" are possible, and the gathering of the party usually needs no

dice-rolling but only a reasonable rationale. Players who join the game later can be introduced similarly.

Once the party is together, it must be offered opportunities for adventure; cf. Sec. 3.200. These may be initiated by the players themselves, set in motion by a referee who has an interesting story-line in mind, or randomly rolled on the tables below. Everyone faces dozens of "encounters" daily, but only a few of these are meaningful and "important." These rules provide for such "significant encounters" but not for every meeting with one's cook, every passerby, every beggar, every shopkeeper, and the like.

The dice-based method is as follows:

1. When the game begins, the referee rolls a D10 for each "game day": 1-2 = a "significant encounter" occurs; 3-10 = there is no such encounter that day. This check is continued until an "adventure" has been found and decided upon by the party. It can be used again when one adventure has been completed and the party seeks a new one. Only one roll is made for a party, although separate checks may be made for characters separated from the rest, at the referee's discretion.
2. Should a "significant encounter" occur, the identity of the contact is found by rolling a D100 against the following table. Some likely reasons for an encounter are noted below, but these may be replaced or supplemented by the more specific motivations listed under (3).

<u>D100 SCORE</u>	<u>IDENTITY OF THE CONTACT</u>
01-05	Ruffian/bandit/criminal: usually belongs to a gang of 1-20 persons; roll D20. Desires henchmen, accomplices, or aid. May cheat or harm the party. May try to pass himself/herself off as a reputable merchant, artisan, foreigner, etc.
06-10	Tomb-robber: a member of one of the ancient, quasi-legal clans involved in this occupation; cf. Sec. 1.550. Invariably one of a group; roll D20. Seeks accomplices or aid. May deceive the party, steal the spoils, or leave comrades to face the wrath of the Tomb Police; cf. Secs. 1.424 and 1.740
11-15	Slaver: a member of one of the least-prestigious professions in the Five Empires. Usually has 1-100 (roll D100) overseers, guards, scribes, and henchmen. May desire caravan guards, auctioneers, etc., but may also secretly wish to enslave the better-looking members of the party. Caution is advised
16-20	Tax collector: assigned to large regions from which he/she collects revenue; cf. Sec. 1.736. Usually accompanied by 1-100 scribes, soldiers, and clerks. Seeks bodyguards, "enforcers," spies, scribes, accountants, and household personnel. Such work is dangerous
21-25	Caravan-master: belongs to one of the mercantile or transport clans; cf. Sec. 1.550. Desires watchmen, guards, scribes, accountants, experts in foreign languages and cultures; and investors who will accompany him/her on journeys
26-30	Official of the <u>Hirilakte Arena</u> ; cf. Secs. 1.422, 1.740, and 1.930. Seeks gladiators, entertainers, and guards. Not a prestigious occupation but useful for fighters who cannot find other employment
31-35	Artisan: usually a clan-elder or master-craftsman of one of the manufacturing clans; cf. Sec. 1.550. The referee must determine his/her exact occupation in Sec. 3.342 (5, a, b). He/she may hire people trained in the profession of the clan, shop assistants, guards, travelling agents, etc.
36-40	Local merchant: as for the artisan, above. May require shop assistants, guards, porters, etc. Not an exalted profession. Under this category come pimps and panderers in search of recruits
41-48	Soldier/officer of the army, a temple guard unit, the local militia, the <u>Sakbe</u> road guards, or the Tomb Police. May seek recruits, scouts, or spies. This person may also be unemployed (perhaps a 25% chance) and in search of companions for an expedition into the Underworld or off to

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- some place known to contain treasure. May have 1-20 comrades
- 49-58 Priest/priestess: roll for his/her sect; cf. Sec. 1.610. May seek converts, agents for a temple mission or project, spies, or recruits for the temple guard. The temples also own businesses and lands, and these require guards, scribes, administrators, workers, etc.
- 59-60 Assassin: the ancient, legal assassin clans may seek assistants for a mission; cf. Secs. 1.740 and 2.241 (8). There is only a 5% chance that an assassin will reveal his/her true identity. After a mission is over, there is little chance that an assassin will maintain contact with temporary assistants (5%), and if the project fails, his/her employees may be left to take the blame. There is almost no chance that hirelings will be asked to join the assassin's clan
- 61-66 Scholar/mage: roll for his/her exact field in Sec. 3.342 (5, i). May seek assistants, apprentices, experts in various fields, bodyguards, agents to help in acquiring certain items, etc.
- 67-75 Agent of a local noble, official, high clan leader, government bureaucrat, etc. May desire bodyguards, house-priests (Sec. 2.241, 10, b, i), servants, artisans, experts, and the like. May need help in political intrigues or some mission. It is hard to meet one of these high officials personally, but their agents watch for likely recruits for their master's entourage
- 76-80 Agent of a high noble, Imperial Prince or Princess, senior priest, etc. As just above: such people employ small armies of household troops, personal servants, house-priests and sorcerers, physicians, scribes, and other personnel. They may also have political objectives which are best served by low-level agents and hirelings. Some are collectors of curios, connoisseurs (Sec. 3.342, 5, c) or scholars in their own right
- 81-85 Agent of a secret faction or intelligence-gathering organisation. There is a 30% chance of the contact's revealing his/her true identity and objectives. May need agents, spies, experts, help in some specific mission, and even clerical help! Recruits may be given training or sent off on a project at once. Membership in such a body may also be revealed only to the player(s) involved, while the others are not told
- 86-90 Foreign agent: as just above, except that the contact's goals may not be favoured by the local authorities! Such people often pose as merchants or scholars, and they use native agents to achieve their missions
- 91-95 Foreign noble: an ambassador, legate, priest, visiting clan leader, or even an exile. May need local expertise, translators, bodyguards, and assistants. They may also have missions that can best be carried out by natives of the country

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- 96-98 Nonhuman: roll for species: 1-8 friendly races, and possibly the N'löss; cf. Sec. 3.320. The individual may be a merchant, scholar, mercenary, ambassador, etc. Members of the same race will be preferred, but humans are sometimes employed as well. May need translators, guards, experts, or local assistants
- 99 Agent of one of the neutral or inimical races: cf. Sec. 3.320. As just above, except that the assignment bodes no good for humankind! The agent naturally will conceal his/her/its identity. Tasks may include selling the deadly drug Zu'ur (Sec. 2.350), illegal smuggling, or political intrigue. The agent will have 1-20 accomplices and possibly a larger network of spies and accomplices
- 100 Agent of one of the proscribed sects of the Pariah Gods; cf. Sec. 1.610. Small groups of these still survive here and there, and their objectives are similar to those of the inimical nonhuman races. Recruits will be carefully screened before being told of the sect or initiated into it. Even their agents may not know what masters they serve, and disguises and deception are taken as matters of course. Again, a larger network is probable

3. Should more specific objectives be wanted, a D100 is rolled for the contact on the following table:

<u>D100 SCORE</u>	<u>MOTIVATION OF THE CONTACT</u>
01-10	Wishes to rob, cheat, or deceive the party (or some member thereof)
11-20	Requests aid in a quarrel, clan or temple dispute, factional matter, personal revenge, etc.
21-25	Asks some member of the party to become the contact's champion in a duel, "affair of honour," or match in the <u>Hirilakte Arena</u>
26-35	Wants one or more members of the party to join the contact's household or entourage as employees, "house-priests," etc.
36-50	Offers one or more members of the party posts in the contact's business, organisation, etc.
51-60	Invites one or more members of the party to act as agents abroad, in the countryside, or in some other city

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| 61-70 | Seeks help or henchmen in committing a crime, in a political or religious intrigue, "matter of state," secret mission, or clandestine affair |
| 71-85 | Wants to find a missing person, obtain a specific object, lost treasure, etc. The referee must decide whether this is a local or foreign mission, whether it occurs out-of-doors or in the Underworld, etc. |
| 86-95 | Asks some member of the party to use his/her scholarly expertise or sorcerous skill, solve a puzzle, engage in research, or manufacture an object requiring one of the artisan or artistic skills known to the person |
| 96-100 | Other: idle curiosity about the party, sexual attraction to some member, mistaken identity -- the referee is free to devise further and more interesting motivations |

4. Once the contact's identity and goals have been roughed in, a random roll is made to see which member of the party he/she approaches. The contact then addresses that character. Others may chime in only if they happen to be present (as decided by the players and the situation, by a random die roll, or as the referee sees fit). Those who are not present cannot offer advice or speak to the contact. If there is an opportunity, the party should gather to discuss the contact's proposal, and if it is acceptable, the "adventure" is ready to begin.

5. The details of each non-player contact need not be rolled as soon as the person appears. A party may refuse an offer, and the contact-character can then disappear back into the society without further identification. Only those non-player characters who accompany the party or are frequently encountered need more than a token description.

3.420. RANDOM ENCOUNTERS.

Both introductory story-line encounters (Sec. 3.410) and random encounters may occur during an adventure. The likelihood of an "encounter" varies according to the locale. Some locales are more populous than others, or it may be that the players' party has a greater chance of attracting attention! A D10 roll is made at regular intervals against the table below to see if an encounter takes place. If so, the referee goes to Secs. 3.421 - 3.425 to discover who or what appears. An "attitude" roll is made on the table given later in this Section to discover whether the encounter is friendly, neutral, or hostile. The referee may "fudge" on all of these rolls in order to produce a more logical or interesting story-line, of course!

<u>LOCALE TYPE</u>	<u>FREQUENCY OF ROLLS (IN GAME TIME)</u>	<u>D10 SCORE NEEDED TO PRODUCE AN ENCOUNTER</u>
City (by day)*	10 minutes	1-5
City (by night)**	20 minutes	1-6
Small town, village	Every hour	1-4
Populated countryside***	Every 2 hours	1-3
Rural countryside***	Every 6 hours	1-2
Deserted countryside, wasteland***	Every 12 hours	1
<u>Sakbe</u> road	Every 30 minutes	1-4
Dense swamp****	Every 20 minutes	1-3
Jungle, swamp, dense forest****	Every 30 minutes	1-2
Open forest, wet lowlands****	Every 2 hours	1-3

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Desert, low mountains, steppe****	Every 8 hours	1-2
High mountains****	Every 24 hours	1-2
Coastal waters, populated seacoast, navigable river*****	Every 6 hours	1-2
Deep water, open sea, large lake*****	Every 12 hours	1
Surface of a ruin or Underworld near a large city*****	Every 20 minutes	1-3
Surface of a ruin or Underworld remote from a city or popula- tion centre*****	Every hour	1-2
Within ruins, an Underworld, a danger- ous locale*****	Every 10 minutes	1-3
Very dangerous locales*****	Every 5 minutes	1-4

* This check is made as the characters move through the city streets and not when they are at home, in bed, or in an otherwise secure location.

** Night encounters in other types of terrain double the intervals between checks:
e.g. every 40 minutes instead of every 20.

*** "Populated countryside" is any land hexagon on the large terrain maps that is occupied by a named city or town. Such a hexagon must also be "clear" terrain; i.e. contain little or nothing of other features (e.g. forest). Should a "city" hexagon contain features other than "clear," the encounter interval is reduced by one class: e.g. from "populated countryside" to "rural." "Rural countryside" consists of empty, "clear" land hexagons adjacent to a "populated countryside" hexagon. All other hexagons are "deserted countryside"; cf. Sec. 1.414. For example, the Tsolyani city of Usenanu lies in hexagon no. 3315 on map 2; within this hexagon but outside of the city itself, the terrain is "populated countryside." Hexagons 3214, 3215, 3316, 3415, 3414, and 3314 are all "rural countryside." Hexagon 3313, to give only one instance, is "deserted countryside." Hexagons containing navigable rivers and/or Sakbe roads are also "rural countryside," even though they may not otherwise be close enough to a city to qualify. Towns and villages tend to cluster along rivers and roads.

**** The map symbols used for these terrain types and their descriptions are given in Sec. 1.414.

***** "Coastal waters" are those sea or lake hexagons adjacent to a "populated" or "rural countryside" hexagon. Deserted stretches of seacoast are either "coastal" or "open sea," as the referee sees fit. All other water hexagons are "open sea."

***** Encounters in ruins, the necropolises, and the Underworlds are described in Sec. 3.425. A night encounter in one of these locales halves the interval between encounter checks, since many foragers and creatures emerge at night to seek food. Other types of "dangerous locales" may include frontier areas, hostile nations, etc.

***** "Very dangerous locales" may consist of the interior of a well-guarded enemy fortress, a closely watched frontier, a military camp, a war zone, a palace or temple whose guards are alert for violators, strongly protected ruins or tombs, etc.

All encounters are by no means hostile. A daylight encounter within a city may consist of no more than an eager merchant who approaches to hawk his wares, a nobleman who glances down disdainfully from his litter, an Imperial messenger absorbed in a mission, a group of clergy debating temple affairs, a contingent of soldiers trudging along -- etc. What develops from each incident is left to the players and the referee. Matters are more perilous by night, but many of those hastening along the dark streets have no wish to meet anyone! Traffic flows along the great Sakbe roads, and travellers frequently seek no more than news and companionship. Smaller towns and villages tend towards bucolic serenity: the daily round, business, gossip, and the like. The more populated rural areas similarly produce encounters consisting largely of peasants, merchants, artisans, travellers, and occasional officials or priests, although dangerous animal life is also found. Only a relatively small percentage of "encounters" may thus be truly threatening.

Beyond the population centres of the great empires encounters do become more perilous. There are unpleasant flora and fauna, bandits, local lordlings who are not always hospitable, nomads and adventurers, and others from outside the pale of society. The swamps and jungles teem with voracious life. Pirates and privateers prey upon shipping along the more remote coasts, and the ocean deeps are home to numerous species of marine life -- some large enough to engulf the hapless vessel that meets them.

Hostile beings are most likely to be met in the Underworlds and the forlorn ruins of previous civilisations. Such places are inhabited by animals, bandits, criminals, inimical nonhumans, and the terrible guardians set to watch over the sepulchres and sanctuaries of the hoary dead. Those who seek adventure in these labyrinths had best be well prepared to find it.

The referee must decide upon the nature of an encounter. Is it "random," or is it an "introductory story-line encounter" (Sec. 3.410), in which the contact wants something from the characters, offers them a job, or otherwise desires to involve them in some course of action? The referee may decide this arbitrarily or devise an impromptu D10 roll, using whatever odds seem to fit the logic of the situation. For example, in the characters' home city where they are known and assumed already to be involved in various affairs, a score of 1-6 might give a random encounter, and a 7-10 = a purposeful meeting. In a foreign country where no one knows the characters or has much reason to seek them out, the chances for a random encounter are much greater, perhaps 1-8, while a purposeful encounter is found on a score of 9-10. In the wilderness, or in an Underworld labyrinth, a random encounter might occur on a 1-9, and a deliberate meeting only on a 10.

-- or not at all. Once a purposeful encounter is found, it may be fleshed out by means of the tables in Sec. 3.410.

The hostility or friendliness of an encounter depends upon the referee's perception of the circumstances. For important meetings, a "Charisma roll" or a full "non-player character reaction test" (Sec. 3.351) may be made. A purely random encounter, on the other hand, is decided by a D10 roll against the table below. For this, the characters' status versus that of the contacts, the locale, the time of day or night, etc. are employed as modifiers. The referee may add further modifiers as the situation warrants.

D10 SCORE RANGES AND REACTIONS

<u>CHARACTER CLASS</u>	<u>VERY HOSTILE</u>	<u>HOSTILE</u>	<u>NEUTRAL</u>	<u>FRIENDLY</u>	<u>VERY FRIENDLY</u>	<u>MODIFIERS</u>
Peasants, slaves servants, artisans	1-2*	3-4	5-7	8-9	10	-4 Night -2 Foreigner, stranger, nonhuman +2 Upper-class, wealthy, official** +4 Direct superior, highest class
MERCHANTS	1	2	3-4	5-8	9-10	-3 Night -3 Low-class, poor, unlikely customer -2 Cannot speak the language well +2 Upper-class, wealthy, high official, rich foreigner
Citizens met by foreigners outside the Foreigners' Quarter; cf. Sec. 1.422	1-3***	4-5	6-9	10	-----	-3 Night -3 Lower-class, poor -3 Cannot speak the language well +2 Upper-class, wealthy, high foreign official
Entertainers, prostitutes	-----	1-2	3-4	5-7	8-10	-2 Night -3 Low-class, poor, unlikely

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						customer
						+3 Upper-class, wealthy, important-appearing customer
						+4 Very wealthy, upper-class customer
Soldiers, militia, temple guards, tomb police	1-2	3-4	5-8	9-10	--	-3 Night -5 Identifiable enemy -3 Stranger performing illegal action or in unauthorised place +2 Ordinary citizen in authorised place +3 Wealthy person, aristocrat in authorised place +4 Direct superior, highest class
Officials, clergy, aristocrats	1	2-3	4-8	9-10	--	-3 Night -2 Lower-class, unimportant +2 Upper-class, wealthy +2 Fellow official, etc. +3 Very wealthy, aristocrat +4 Direct superior +5 Highest superior
Nonhumans of friendly races	1	2-3	4-7	8-9	10	-3 Night -2 Ahoggya, Shen +1 Tinaliya, Hlaka +2 Pachi Lei, Pe Choi +2 Character(s) are non-hostile +2 Upper-class, important-appearing
Thieves, bandits, pirates, ruffians, adventurers	1-3	4-6	7-9	10	--	-2 Night -2 Obvious target for illegal gain -2 Wealthy target +2 Dangerous-looking target +4 Very dangerous-looking targets: larger party, well armed, accompanied by a sorcerer, etc.
Animals of non-predatory species****	1-5	6-8	9-10	--	--	-4 Night +3 Large party

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Animals of predatory species*****	1-7	8-9	10	--	--	-3 Night +2 Large party
Underworld creatures, the Undead, tomb guardians, etc.*****	1-9	10	--	--	--	+2 Large party

* "Very hostile" does not always signify an immediate attack. A peasant may be surly and uncommunicative, a merchant abrupt and unhelpful, a soldier arrogant, an Ahoggya crude and derisive, a thief clever and deceptive, an animal watchful and ready to flee or fight if cornered, etc.

** Peasants and the lower classes often display fawning obsequiousness towards their betters. This may appear as "friendliness," but the canny nature of the peasants of Tekumel is well known.

*** One who is offended by a foreigner of no apparent status outside of the Foreigners' Quarter of a city may react hostilely or abusively, or even have the stranger arrested; cf. Secs. 1.422 and 1.740. This does not apply to foreign officials, legates, merchants who speak the local language, and others of visible status. Foreigners are also protected by law when travelling upon the Sakbe roads; cf. Sec. 1.423.

**** "--" at either end of a line does not always denote an impossible response, since the D10 score may exceed 10 or be reduced below 0 because of modifiers.

***** Most non-predatory animals will flee rather than fight. A result of "Very hostile" or "Hostile" therefore denotes flight unless the animal is cornered. A "Neutral" animal may stand poised to run, and a "Friendly" or "Very friendly" creature may warily approach the party. Predatory creatures who are "Very hostile" will attack a small party and may even charge a larger one. A result of "Hostile" may signify stalking and an attempt to pull down stragglers. No roll need be made for "Vermin" or "Small animals"; these bite, sting, flee, etc. as their species (and the referee) dictate.

***** Intelligent and semi-intelligent denizens of the Underworlds may refrain from attacking a large, well-equipped party, and certain unintelligent species of poor morale (Sec. 2.8212) may also fight only if the party appears weak or few in number. Some Underworld creatures, tomb guardians, etc. will challenge any intruder no matter what the odds.

The foregoing guidelines are sufficient for most characters. The referee may extend

the table to other types (e.g. spies, assassins, Imperial messengers, drunken roisterers, tribesmen, single travellers, etc.) by devising modifiers and assigning whatever D10 score range seems appropriate.

3.421. RANDOM ENCOUNTERS: INHABITED LOCALES.

This and the following four Sections are used to ascertain the identity of persons or creatures met in a "random encounter." The following table is employed when the characters move through a city, on a Sakbe road (or a secondary road in populated areas), or in a town or village. As stated above, no "encounter" roll need be made for characters who are at home, resident in a hostel, or otherwise in a known and safe location. The purpose of the encounter may be rolled for (Sec. 3.410), or it may be arbitrarily decided by the referee to fit the story-line.

The tables in this and the following four Sections work alike: the region in which the party is located is found, a D100 roll is made, and its score is read downward (and not across to some other locale-column): e.g. in a city by day, a result of 01-10 = peasants or lower class citizens; 11-15 = servants, slaves, or labourers, etc.

LOCALES AND D100 SCORE RANGES

IDENTITY AND NUMBER OF BEINGS <u>ENCOUNTERED</u>	CITY <u>BY DAY</u>	CITY <u>BY NIGHT</u>	TOWN, VILLAGE, POPULATED COUNTRYSIDE	SAKBE ROAD
Peasants, lower-	01-10	01-05	01-25	01-12

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class citizens;
1-20

Servants, slaves, 11-15
labourers; 1-20

6-8

26-35

13-16

Artisans, middle- 16-25
class folk; 1-20

9-10

36-45

17-22

Slaver; + 1-20 26-29
guards and
1-100 slaves

11-12

46-50

23-27

Merchants; 1-5 30-39
+ entourages of
1-20 guards each
on the roads

13-15

51-55

28-40

Entertainers; 40-41
1-10

16-19

56-57

41-43

Prostitutes; 1-5 42-43

20-24

58

44-45

Officials; 1-3 44-46
+ entourages of
1-20 guards,
clerks, etc.
each

25-26

59

46-47

Priests; 1-10 + 47-49
entourages of 1-5

27

60-61

48-49

Nobles, aristocrats; 50-52
1-2 +
entourages of
1-20 guards, etc.

28-30

62-63

50-52

City militia, road 53-58
guards, watchmen;
squad of 1-20 +
1-2 officers;
1-3 such squads if
if major trouble

31-40

64-68

53-57

Soldiers; 26-125 59-63
+ 1-3 officers;
30% chance of 1
higher officer

41-50

69-70

58-65

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Tax collector; + entourage of 1-20 guards and 1-5 scribes and clerks	64	51	71	66-67
Imperial messenger; usually alone	65-66	52-53	72	68-70
Spy, intelligence agent; usually alone; 25% chance of 1-10 in party	67	54-55	73	71-72
Assassin; usually alone, but 30% chance of 1-5 on mission	68	56-57	74	73
Adventurers; 1-20 + 1-10 servants	69-71	58-62	75-76	74-77
High noble; + 1-50 retainers	72-73	63-64	77	78-79
Drunken roisterers; 1-20	74	65-71	78	80-81
Distant travellers; 1-10 + 1-5 servants and guards each	75-77	72-73	79-80	82-84
Thieves, bandits, footpads, confidence men; 1-20	78-80	74-82	81-83	85-86
Nonhumans; 1-20**	81-88	83-90	84-90	87-91
Local ruler, governor, etc. + entourage of 21-120 guards, officials, retainers, etc.	89-90	91	91	92-93
Victims; 1-10***	91-92	92-95	92-93	94-95
Friends****	93-95	96-97	94	96-97

Other****	96-100	98-100	95-100	98-100
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* Thieves range from a single cutpurse to a band of 20 ruffians. If met by day, these miscreants may attempt to appear law-abiding. A "confidence man" will always try to look harmless: e.g. a friendly merchant with a marvellous "get-rich-quick" scheme.

** A random die roll is used to select from among the common friendly species: Ahoggya, Hlaka, Pachi Lei, Pe Choi, Pygmy Folk, Shen, Swamp Folk, Tinaliya, and the N'löss (who are human, of course, but quite distinct from other ethnic groups). There is only about a 1% chance of meeting a disguised Mihalli shape-shifter, and even less for a party of Urunen; cf. Sec. 3.320. A 5% chance may be given for meeting a raiding party of hostile nonhumans at night or in a remote place: i.e. Hlöss, Hlutrøg, Shunned Ones, or the Grey Ssu. The Nyagga are rare outside of the waters and coastal areas around Lake Parunal, and the Black Ssu are still very uncommon in the Five Empires. Encounters with any of these species may be arbitrarily selected by the referee, of course.

*** A "victim" is someone in difficulty and calling for help. The referee must determine the nature of the incident: e.g., a person who has suffered an accident, a party attacked by thieves, a noble fighting off assassins or footpads, a family trapped in a burning house -- whatever fits the story-line and promises an interesting scenario.

**** "Friends" denotes a chance meeting with one or more acquaintances. In a distant city, where such an encounter is unlikely, a "confirming D10 roll" may be used: 1-7 = reroll for another encounter; 8-10 = friends are indeed met, and the referee must choose some character(s) who might logically be present. This category may also be expanded to include known enemies or rivals of the party.

***** The "Other" category compels the referee to use his/her imagination, introduce character-types omitted above, and develop "specials" of his/her own. A result of "Other" can be rerolled if nothing comes to mind.

3.422. RANDOM ENCOUNTERS: RURAL AND DESERTED AREAS.

"Rural countryside" and "deserted countryside" are defined in a note to the first table in Sec. 3.420. Encounters in these types of terrain are similar to those in populated regions, but their frequencies are different.

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<u>LOCALES AND NUMBER OF BEINGS ENCOUNTERED</u>	<u>RURAL COUNTRYSIDE</u>	<u>DESERTED COUNTRYSIDE WASTELAND</u>
Peasants, miscellaneous lower-class people; 1-20	01-30	01-09
Serfs, slaves, labourers; 1-20	31-40	10-13
Artisans, middle-class folk; 1-10, + 50% chance of 1-20 servants, labourers, etc.	41-47	14-15
Hunters; 1-10	48-50	16-20
Slaver; + 1-20 guards and 1-50 slaves	51-52	21
Merchants; 1-5 + entourages of 1-20 guards each on secondary roads	53-57	22-27
Officials; 1-2 + entourages of 1-20 clerks and servants + 1-20 guards each	58-59	28
Priests, pilgrims; 1-5 + entourages of 1-20 servants, acolytes, etc.	60-61	29-30
Local militia, road, guards, watchmen; 1-2 squads of 1-20 + 1-2 lower officers	62-64	31-32
Soldiers; 10-110 + 1-2 officers; 50% chance of 1 higher officer	65-68	33-35
Tax collector; + 10-60 guards and 1-10 scribes	69	--
Adventurers; 1-20	69-71	36-40
Distant travellers; 1-5 + entourages of 1-20	72-73	41-43

Thieves, bandits; 1-50	74-77	44-52
"Friendly" nonhumans; 1-20*	78-79	53-55
"Hostile" nonhumans; 1-50**	80-81	56-58
Victims; 1-5*	82-83	59-60
Vermilion, very small animals***	84-86	61-68
Small animals***	87-90	69-81
Medium animals***	91-94	82-88
Large animals***	95-96	89-93
Very large animals***	97	94-96
Dangerous plants****	98	97-98
Other*	99-100	99-100

* These categories are described in the notes to the table in Sec. 3.421.

** The hostile nonhuman races are: the Hlôss, Hlutrgu, Shunned Ones, and the two varieties of the Ssu. The neutral Mihalli and the aquatic Nyagga may also be included in a random die roll if desired, although encounters with these species are governed by the logic of the situation: e.g. the Nyagga are almost never found very far from Lake Parunal. The Hlôss are common along the eastern shores of Livyanu, the southern coasts of Mu'ugalavya and Tsolyanu, and as far east as the island of Vra. The Hlutrgu are numerous around Msuntel Bay and in the southern sea, but are rare elsewhere -- etc. With the exception of the Nyagga, all of these races have access to the underground tubeway car system (Sec. 1.425), and there is thus a chance of meeting small parties almost anywhere in the wilds and in the Underworld labyrinths below the older cities.

*** The identities and numbers of animals encountered are species-specific. These will be discussed in later Sections.

**** "Dangerous plants" include "The Food of the Ssu" (Sec. 1.414). This and other species will be described below.

3.423. RANDOM ENCOUNTERS: OTHER KINDS OF LAND TERRAIN.

The farther from the cities, the greater the likelihood of animals and the lesser the chances of encountering intelligent beings.

LOCALES AND D100 SCORE RANGES

<u>IDENTITY AND NUMBER OF BEINGS ENCOUNTERED</u>	<u>OPEN FOREST, WET LOWLANDS, LOW MOUNTAINS</u>	<u>FOREST, SWAMP</u>	<u>JUNGLE, DENSE FOREST, DENSE SWAMP</u>	<u>HIGH MOUNTAINS, DESERT</u>
Outsiders, foreigners*	01-15	01-10	01-05	01-05
Local people; 1-100**	16-40	11-25	06-15	06-10
"Friendly" nonhumans; 1-50***	41-45	26-30	16-20	11-12
"Hostile" nonhumans; 1-50***	46-50	31-34	21-25	13-15
Victims; 1-5***	51-53	35-36	26	16
Vermin, very small animals***	54-68	37-51	27-45	17-40
Small animals***	69-82	52-66	46-65	41-70
Medium animals****	83-92	67-86	66-80	71-85
Large animals***	93-96	87-93	81-92	86-96
Dangerous plants***	97-98	94-98	93-98	97-98
Other***	99-100	99-100	99-100	99-100

* "Outsiders" and "foreigners" are intelligent beings who are not native to the region; their identities are found by rolling again on the "Deserted Countryside, Wasteland" column in the table in Sec. 3.422: e.g. a D100 score of 11 here, followed by a score of 37 in Sec. 3.422 produces 1-20 Adventurers. Results through "Thieves, bandits" are used from the table in Sec. 3.422, but scores in Sec. 3.422 higher than 53 are rerolled, since they are taken into account on the table just above.

** "Local people" may be peasants, tribesmen, nomads, and the like. The identities of these persons depend upon the area: e.g. the jungle tribesmen of M'morcha, the desert nomads of Milumanaya, the mountaineers of Killalammu, etc. In a

nonhuman enclave this result produces members of the local species, and a result of "Friendly" nonhumans" is either taken to be one of the other races or is rerolled.

*** These categories are described in Secs. 3.421 and 3.422. The details of animals and plants are given in later Sections.

3.424. RANDOM ENCOUNTERS: MARINE LOCALES.

Descriptions of mercantile ships and their crews are given in Sec. 1.732, while military vessels are described in Sec. 1.822. Movement at sea is discussed in Sec. 2.613.

LOCALES AND D100 SCORE RANGES

<u>IDENTITY AND NUMBER OF BEINGS ENCOUNTERED</u>	<u>COASTAL WATERS*</u>	<u>DEEP WATERS*</u>
Local merchants vessels, fishing boats, etc.; 1-10 ships**	01-20	01-10
Foreign merchant vessels; 1-5 ships**	21-30	11-15
Local naval vessels; 1-10 ships**	31-40	16-20
Foreign naval vessels; 1-10 ships**	41-43	21-23
Pirate vessels; 1-10 ships***	44-58	24-33
"Friendly" nonhuman vessels; 1-5 ships****	59-61	34-36
"Hostile" nonhuman vessels; 1-3 ships****	62-64	37-39
Victims, castaways; usually 1 ship, raft,	65-67	40-41

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etc.*****

Small marine creatures, birds*****	68-80	42-71
Medium marine creatures*****	81-90	72-87
Large marine creatures*****	91-96	88-94
Very large marine creatures*****	97-98	95-98
Other	99-100	99-100

* A hexagon (or partial hexagon) adjacent to land on the large terrain maps is considered "coastal waters." Non-adjacent water hexagons are also "coastal" if they contain the "shallow water" symbol and are adjacent to or partially surrounded by "coastal" waters: e.g. hexagon 2517 on map 2, which lies within the Msumtel Bay region.

** "Local" vessels are those owned by citizens of the nearest nation, as measured on the terrain maps. If two or more countries are equidistant, a random die roll is made. The number of ships appearing may be adjusted up or down to correspond with the number of the players' ships, thus giving a fairer battle.

*** "Pirates" are usually based in a nearby coastal hexagon (the referee's choice). Such buccaneers may be "privateers," operating with the clandestine approval of their home nation or a local ruler. Some nations (e.g. Haida Pakala) consider piracy legal and themselves maintain fleets of raiders.

**** "Friendly" and "Hostile" nonhumans are defined in Secs. 3.421 and 3.422. Of the latter, only the Hlôss operate ships; cf. Secs. 1.413 and 1.822. If the encounter occurs too far from Hlôss waters, this result must be rerolled -- or the referee may devise a "special."

***** The identities of castaways are left to the referee.

***** Marine creatures are described farther on below.

A further table is needed to identify the types of vessels included in a fleet or squadron. A D10 roll is made for each ship -- or, for speed, for each group of ships met.

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<u>VESSEL TYPES</u>	<u>D10 SCORE RANGES</u>	<u>VESSEL TYPES</u>	<u>D10 SCORE RANGES</u>
MERCHANT:		NAVAL:	
Small boat, fishing vessel	1-3	Sescha	1-4
Hru	4-7	Sröganta	5-7
Tnek	8-10	Qel	8-9
		Zirunel*	10
PIRATE:			
Sescha	1-5		
Sröganta	6-8		
Qel	9-10		

* Some nations possess ships even larger than the Zirunel; cf. Sec. 1.822. A result of "Zirunel" can be given a further confirming roll to allow for such huge craft: 1-8 = the ship is a Zirunel; 9-10 = it is one of the even larger warships.

Merchant vessels may be escorted by warships or mercenary craft hired for the purpose. A D10 is rolled for each group of merchant vessels encountered.

<u>NUMBER OF ACCOMPANYING WARSHIPS</u>	<u>D10 SCORE RANGES</u>	<u>NUMBER OF ACCOMPANYING WARSHIPS</u>	<u>D10 SCORE RANGES</u>
0	1-3	4-5	8-9
1	4-5	6-10	10
2-3	6-7		

Most galley oarsmen in the Five Empires are slaves who are not expected to fight. The same is true of Shen and Ahoggya vessels. About 60% of all free sailors and rowers have a combat prowess approximating that of "townspeople" in Sec. 3.310, while perhaps 30% are as good as "street toughs." About 10% of the sailors are equivalent to "clan and caravan guards." Perhaps 70 percent of mercenary marines on merchant ships have this same fighting ability; 20 percent are as good as "common soldiers," and 10% may be of the quality of "soldiers of better legions." Pirates, including non-slave oarsmen, are the same as mercenaries. Members of the marine legions are the equal of "soldiers of better legions." Perhaps 5% of all pirates and marines are a match for "elite troops," while one or two officers may be still better fighters. Many ships carry 1-3 sorcerers of varying abilities to aid in navigation, heal injuries, dispel sea monsters, and employ magic against enemies at sea.

Prior planning is needed if a sea encounter is to progress quickly. The sizes, crews, and fighting abilities of the vessels must be determined, and a hexagon map of the area, including shoals, islands, etc. should be prepared. For large engagements, the "blank card" method is best; cf. Sec. 3.300. Each group of 5-10 sailors is randomly assigned minimal combat statistics by drawing a "blank" character card from a pre-prepared set. The location of each sailor (or group) is decided by the referee (or the players commanding a ship), and miniature figures or markers are set out upon models or paper ship-plans. Officers, sorcerers, etc. may be rolled up individually, or they, too, may be drawn from a set of "blank" character cards. Artillery pieces, stores of missiles, and other items are also located, and the simplest and fastest combat system variant is used for non-player characters fighting one another, while player characters may use whatever system is agreed upon in advance; cf. Sec. 3.130.

3.425. RANDOM ENCOUNTERS: RUINS, NECROPOLISES, AND THE UNDERWORLDS.

The treasures and perils of the Underworlds beneath Tekumel's ancient cities are described in Sec. 1.424. Surface encounters at such sites depend upon the present function of the place. For example, a "City of the Dead" near a modern metropolis contains many inhabitants: by day, one meets parties of mourners, embalmers, workers, tomb police, guides, priests, beggars, and tourists. At night, there are squatters, refuse-pickers, petty tomb robbers, and larger units of tomb police. Once the sun has set, one may also meet escaped slaves and criminals, scavenger animals, and even some of the creatures of the deeper labyrinths who come up for air and to prey upon the unwary. More remote sites provide fewer encounters, but even these have their share of local squatters, hermits, monks, beasts, peasants come to pilfer bricks or stones, and the like. A deserted ruin or tomb complex can be very dangerous at night.

Whenever a random encounter occurs on the surface of a ruin, necropolis, or Underworld area, D100 are rolled against the following table.

RUINS, NECROPOLISES, AND UNDERWORLDS: SURFACE ENCOUNTERS**LOCALES ABD D100 SCORE RANGES**

<u>IDENTITY AND NUMBER OF BEINGS ENCOUNTERED</u>	<u>URBAN SITE BY DAY</u>	<u>URBAN SITE BY NIGHT</u>	<u>REMOTE SITE BY DAY</u>	<u>REMOTE SITE BY NIGHT</u>
Mourners; 1-20	01-20	--	01-10	--

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Workers, necropolis labourers, peasants; 1-20	21-40	01-02	11-30	--
Embalmers, hawkers of religious amulets, wreath-sellers, etc.; 1-10	41-50	03-04	31-33	--
Priests; 1-20*	51-60	05-14	34-38	01-05
Tomb police; squad of 1-20 by day and 1-3 squads of 10-50 by night**	61-70	15-34	39-43	06-12
Tourists, travellers, scholars; 1-10	71-80	--	44	--
Guides; 1-5	81-85	--	45-46	--
Beggars; 1-10	86-90	35	47-48	--
Hermit; usually 1	91-93	36	49-51	13
Monks, anchorites, pilgrims; 1-20***	94-96	37-38	52-55	16-17
Squatters, local residents; 1-20****	--	39-47	56-60	18-22
Refuse-pickers, scavengers; 1-10*****	--	48-52	61-62	23-24
Bandits, criminals, escaped slaves, exiles; 1-50	--	53-62	63-67	25-46
Tomb robbers; 1-20	--	63-72	68-69	47-56
Adventurers; 1-20	--	73-87	70-79	57-66
Vermin, very small animals*****	97-98	88-95	80-89	67-80
Medium animals*****	--	96-97	90-97	81-90
Underworld denizens*****	--	98	98	91-98
Other	99-100	99-100	99-100	99-100

* Many ruins and necropolises contain ancient shrines that must still be maintained.

Ceremonies are performed in these places at specified times during the year, pilgrims visit them, and there may be precious relics that must be guarded. There is thus a 60% chance that a party of priests met in an urban site at night or in a remote site at any time will be accompanied by 10-100 (roll D10) temple guards. More important rituals are attended by 51-150 priests, 101-200 guards, and large numbers (100-1,000) favoured worshippers. Almost any of the temples may operate such a shrine in a ruin, but those of the sects of Lords Hrd'0, Ksarul, Sarku, and Their Cohorts predominate.

** Squads of tomb police are always accompanied by officers of appropriate rank; cf. Sec. 1.740.

*** The surface ruins and buildings of a necropolis or Underworld are often home to hermits, religious zealots, and small sects of servitors (here termed "monks") who prefer to dwell close to the buried sanctuaries of their Deities. Parties of pilgrims also camp in such places for the same reason -- and to avoid paying the costs of a hostel. These people are usually hostile to those who would despoil the tombs and shrines of the Ancients and may fight or summon the tomb police. They are likely to be friendly to co-religionists and neutral to those with no avaricious intentions.

**** During the day at an urban site squatters are indistinguishable from mourners and workers. At night these folk remain behind, conceal themselves from the tomb police, and live in the ruins. Poverty is the usual reason for living in such surroundings, but many squatters are ne'er-do-wells, ruffians, and criminals.

***** Refuse-pickers and scavengers subsist upon the offerings of food and drink left by mourners for the dead. Wreaths, ornaments, vases for flowers, cheap images of the Gods, bits of cloth, and other trinkets are collected and sold by these persons as well. Few refuse-pickers actually live in the necropolises or surface ruins. They are known to the tomb police, and small "inducements" to these guardians permit them to come and go as they please. Most scavengers are harmless, although ruffians, bandits, and other venal types are occasionally met.

***** Animals and denizens of the Underworlds are described below.

Within a ruin or Underworld, random encounters are determined in terms of "levels."

Humans, animals, and less-powerful Underworld species are found on the upper "levels" just below the surface, while the more reclusive -- and dangerous -- creatures eke out an existence in the Stygian depths below. The lowest levels of all are home to the mighty

guardians -- animals, mechanical beings, and Other-Planar creatures -- left by the Ancients to protect their tombs and treasures; cf. Secs. 1.200, 1.424, and 1.425.

It must be noted that a higher "level" (one with a lower number) is not always directly above deeper "levels" (those with higher numbers). The term "level" refers to the relative ages of the layers of an Underworld: higher "levels" are more recent than lower ones. For example, the topmost "levels" beneath the Tsolyani city of Jakalla (Sec. 1.424) were built during the Second Imperium (Sec. 1.370). The strata below are Engsvanyali (Sec. 1.360); beneath these are the catacombs of the First Imperium (Sec. 1.350) and remnants from the period of the Dragon Warriors (Sec. 1.330). Still further down lie the remains of the Latter Times and the imperishable metal corridors of the eras before the Time of Darkness (Sec. 1.200). At the very bottom -- and almost unreachable now except by tubeway car (Sec. 1.425) or Other-Planar means -- are the winding, whispering mazes of the primordial inhabitants of Tekumel, the Ssu (Sec. 1.413). It is said that Jakalla stands upon perhaps 20 such "levels" in all, although some are only partial, while others contain several sub-levels connected by stairways and shafts. The fact is that few of these "levels" are physically located directly on top of one another. Changing coastlines and patterns of habitation have caused old Jakalla to shift its boundaries many times over the millenia, and some of the older sections are no longer underneath the modern city at all but are displaced by as much as several kilometres or more in one direction or the other. Some of the more ancient strata cannot be reached directly from the surface, and the intrepid explorer must find an entrance into them through the more recent "levels" of the labyrinth. It is thought, moreover, that some "levels" are completely cut off and inaccessible, silent and uninhabited save for their ever-watchful Other-Planar guardians, lost forever from the pages of history.

Other sites are similar to Jakalla, but there are regional and historical differences: e.g. "levels" constructed during the Empire of Llyan of Tsamra (Sec. 1.310) are found in Mu'ugalavya and Livyanu, while "levels" built by the Fishermen Kings (Sec. 1.340) are prevalent in Salarvyva. Many ruins contain fewer levels and represent fewer periods of history: e.g. a small complex may have only one or two "levels" and be entirely Engsvanyali. The design and contents of any given Underworld or ruin are left to the referee, although at least one "Underworld" module has already been published, and it is hoped that more will appear.

While the architecture, embellishment, and purposes of Underworlds constructed by different civilisations vary somewhat, the creatures that inhabit them are surprisingly uniform. Similar species of underground animals and insects are found all the way from Gashchne in western Mu'ugalavya out to the eastern coasts of Salarvyva. Identical techniques of sorcery and reanimating the dead to serve as guardians have produced considerable homogeneity in the protection of tombs. The priesthoods draw upon the same ancient sources and maintain the same traditions handed down through the generations back to the glorious days before the Time of Darkness. Much has been lost, but enough remains to ensure the construction of similar guardians, beings, traps, and devices. The Other-Planar sentinels of the Latter Times were more powerful, subtle, and deadly than those devised later, but in essence they are basically identical. The technological fields have suffered the greatest loss, of course, and the finely engineered devices of the Ancients have now been replaced either by crude mechanical substitutes or by Other-Planar sorcery. Still, a tomb robber who violates the sepulchre of a lord of the Latter Times will encounter the same general types of creatures, traps, and complexities

as might be found in the tomb of Ssirandar I, the successor to Queen Nayari of the Silken Thighs (Sec. 1.350), or, for that matter, in the great pyramidal mausoleum recently consecrated for Emperor Hetkolainen, "He Whose Glory Never Ends," the father of the present Seal Emperor of Tsolyanu (Sec. 1.370). The older guardians and mechanisms offer greater challenges, but their fundamental principles provide few surprises. For this reason, the table that follows is used to determine encounters with Underworld creatures (and also with human and nonhuman visitors to these sites) anywhere on the continent. Whenever an encounter occurs, D100 are rolled.

RUINS, NECROPOLISES, AND UNDERWORLDS: UNDERGROUND ENCOUNTERS

UNDERWORLD <u>LEVEL</u>	<u>CREATURE GROUPS AND D100 SCORE RANGES</u>							
	A	B	C	D	E	F	G	H
1-2	01-45	46-65	66-85	86-95	96-99	100	--	--
3-4	01-35	36-55	56-75	76-85	86-95	96-99	100	--
5-6	01-25	26-35	36-55	56-75	76-85	86-95	96-99	100
7-8	01-15	16-25	26-45	46-65	66-75	76-85	86-95	96-100
9-12	01-10	11-20	21-30	31-50	51-70	71-80	81-90	91-100
13-15	01-05	06-10	11-25	26-45	46-65	66-75	76-85	86-100
16-down	01-03	04-06	07-15	16-30	31-50	51-70	71-80	81-100

A result of "A" signifies a meeting with a party of humans or intelligent nonhumans; the identities of an "A" result are found by rolling D100 again on the following table. A result of "B" through "H" on the foregoing table denotes an encounter with animals, the

Undead, or other guardians of the Underworlds; these are described in a later Section.

UNDERWORLD LEVELS AND D100 SCORES

<u>IDENTITY AND NUMBER OF BEINGS ENCOUNTERED</u>	<u>LEVELS 1-4</u>	<u>LEVELS 5-8</u>	<u>LEVELS 9-DOWN</u>
Squatters; 1-20	01-06	01-03	01
Priests; 1-20 + 1-50 temple guards, usually + an officer*	07-25	04-25	02-15
Soldiers; 1-50 + 1-2 officers, and 1-2 nobles, officers of intelligence agencies, etc.**	26-35	26-32	16-20
Tomb police; 1-2 squads of 20 + officers	36-50	33-42	21-30
Tomb robbers; 1-20	51-65	43-62	31-55
Adventurers, explorers; 1-20***	66-75	63-82	56-75
"Friendly" nonhumans; 1-20****	76-85	83-87	76-77
"Hostile" nonhumans; 1-50****	86-90	88-94	78-95
Scholars; 1-10 + 1-20 guards***	91-95	95-96	96
Victims; 1-5*****	96-98	97-98	97-98
Other	99-100	99-100	99-100

* See the first note beneath the table at the beginning of this Section.

** "Soldiers" may be sent to obtain items from the ancient arsenals maintained in the Underworlds by certain governments, temples, and clans. They may be on a mission to seek treasure or specific items. They may also be involved in some sort of intrigue or "palace plot," sent out to explore, to seek criminals, aid one of the temples in cleaning out tomb robbers and adventurers, etc.

*** "Adventurers" are usually not experienced tomb robbers but are rather

mercenaries, unemployed soldiers, etc. in search of loot. "Scholars" may be priests, sorcerers, travellers, persons on quests, and the like, who are searching for manuscripts, ancient artifacts, magical devices, and knowledge in the labyrinths. Some of these people are employed by the temples or the governments; others are hired by aristocratic collectors (Sec. 3.342, 5, c) or dilettantes; and a few operate as free-lance purveyors of antiquities and information.

**** "Friendly" (and neutral) nonhumans often have the same objectives as the "adventurers" and "scholars" just described above. "Hostile" nonhumans explore the Underworlds for similar purposes but will usually attempt to harm a human party -- or hide or flee, if the latter is too powerful.

***** "Victims" are described in the third note to the table in Sec. 3.421. These may be sacrifices kept in cells by one or another temple, political prisoners, adventurers who have suffered casualties or are in trouble, etc.

Random encounters can occur almost anywhere in an Underworld. These are distinct from the regular and perpetual guardians assigned to protect important tombs, shrines, and caches. The latter may be ordinary Underworld denizens, or they may be "specials" designed by the referee. Such permanent guardians are noted on the referee's map of the Underworld, and their statistics -- combat and magical skills, Body Damage Points, movement speeds, etc. -- must be recorded in a notebook "Key" kept secret from the players. Special guardians are only activated when the players' party enters the protected area.

The noise and smells of battle are likely to attract further creatures: hungry scavengers, those greedy for easy loot, and the idly curious. Once a combat has ended, further random encounter checks are made at 5-minute intervals (instead of 10 minutes), and the D10 score needed to produce a new encounter is 1-4: i.e. the area now becomes a "very dangerous locale; cf. Sec. 3.420. This condition lasts as long as the party remains within 100 metres of the battle site, or for 20 minutes after the fight is over,

whatever is relevant.

The priesthoods often restock plundered Underworld sanctuaries and strengthen their guards. Tombs are sometimes refurbished and resealed as well. Otherwise the referee should consider that a given section of the labyrinth can only support a finite number of denizens, all of whom must eat, except for the Undead and certain Other-Planar guardians whose sustenance is drawn from the Planes Beyond. Once these beings have been slain or driven off, time must elapse before they can be replenished or wander in from other areas. The population of an Underworld is thus left to the referee, but it ought to be kept within logical limits. Living creatures require food and room to move about. It is unrealistic to place a 10-metre-long animal in a chamber 10 metres square with no exits large enough to permit it to emerge to seek food!

3.500. FLORA AND FAUNA.

Most of the original, indigenous animal and plant species of Tekumel are extinct. Only the hardiest survived the coming of humankind, the warfare with the Hluss and the Ssu, and the many changes wrought thereafter by humans and their allies during the centuries that passed before the Time of darkness. Tekumel's sentient species were confined to "reservations," and the purplish vegetation that had once almost covered the continents and filled the seas was exterminated. The planet was terraformed by processes that would now seem godlike to the modern Tekumelani. Gravity machines were buried near the planet's core, the atmosphere was altered, the climate was reduced to a perpetual "warm tropic" variety comfortable for humankind and the Shen (and acceptable to the other

allied species), and plant and animal life was imported from friendly worlds.

At first the new masters of Tekumel attempted to maintain an ecological balance: the starships unloaded trees and plants that were economically useful or aesthetically pleasing, animals that were edible or traditional "pets," and micro-organisms that produced oxygen, nitrogen, and soil nutrients. Birds (which seem to be a uniquely Terran development) were freed to soar in Tekumel's skies. As time went passed, the interstellar traders of the allied races found Tekumel a pleasant place and constructed resorts and estates. This, rather than trade or industry, became Tekumel's major "occupation" during the millenium or so before the Time of Darkness.

The commercial tycoons who built their manors upon Tekumel came from many worlds, a few even from far-off Earth. The flora and fauna they imported to stock their pleasure gardens and hunting preserves were therefore quite varied. The Shen brought in many of the reptilian, quadrupedal species from their wide-flung star systems; the Pe Choi did the same with the six-limbed creatures of their worlds. The other races, too, established suitable environments for their own favourite life-forms. Many of these magnates were hunters, scholars, explorers, collectors of oddities, and esthetes whose tastes in horticulture and zoological gardens ranged from the academic to the bizarre.

The Time of Darkness brought chaos. The cities crumbled, the waves rose, and Tekumel's core shook with the stresses created by the interruption of interstellar magnetic and gravitic forces. The estates and gardens and hunting preserves were devastated, thousands of species perished, and only the strong and adaptable survived. A million delicate, gauze-winged insects from the Pe Choi worlds fluttered free from their

smashed glass cages -- and died. The Tsenj, the starfish-like delicacy beloved of the Ahoggya perished similarly, as did a myriad other species. Thousands more lived to come to terms with Tekumel's atmosphere, unfamiliar food plants, and hostile inhabitants. The mightiest sea-monsters, the Akho, slipped away from the gigantic aquarium constructed by some nameless collector of dangerous marine life. A handful of Terran horses ran from the collapsing stables of a trader from old Earth, and the lumbering six-legged Bazhaq of Deneb escaped similarly from the domed mansion of a hunter whose home world revolved around a small star near Procyon.

With this background, it is not surprising to find an incredible diversity of life on Tekumel. Species that could never have evolved together exist side by side in all of the planet's various eco-systems. It is thus no easy task to describe Tekumel's flora and fauna; rarities and oddities are the norm rather than the exception.

Since the Time of Darkness, there have been changes within similar but widely divergent ecological areas also. Just as the flora and fauna of such Terran deserts as the Gobi, the Sahara, and the American Southwest all contain different life-forms, so do the desert ecologies of Tekumel vary: e.g. the Great Desert of Galai, the Desert of Sighs, the Desert of Eyagi, the Dry Bay of Ssu'um, the Sleeping Desert, and the Plains of Glass. The same ecological "niche" may be filled by a six-legged Pe Choi "lizard" in the Desert of Sighs, by a furry, spider-like creature from one of the Pachi Lei worlds in the Sleeping Desert, and by other fauna elsewhere. The same is true of the jungles, forests, mountains, seas, and other eco-spheres. Only the fertile agricultural plains display more or less similar inhabitants; this is the result of historical diffusion and trade between the various intelligent races and peoples. Any Tekumelani bestiary must

necessarily be extensive, therefore -- and filled with wonders.

This diversity is not found in the Underworlds; the inhabitants of these ancient subterranean places are much more uniform; cf. Secs. 1.424 and 3.425.

Any description of Tekumel's flora and fauna must either be simplistic or else very voluminous indeed. A species common to the Desert of Eyagi may not occur at all in the Plains of Glass and vice versa. The question of "game" needs also arises. On any morning's stroll through a field one may encounter a thousand species of insect life, a dozen birds, several snakes and reptile-like creatures, and a handful of small animals. To describe each of these and roll for encounters would be ridiculous. Players seek adventure and achievement; most are not naturalists to whom every new species of beetle is sheer delight. The following Sections therefore contain:

(1) A list of domestic fauna to add colour to village scenes and home life.

(2) A brief description of the types of vermin and small animal life.

Using these as examples, the referee can devise further creatures of his/her own. Unless these sting or bite or otherwise cause developments in the adventure, they may be mentioned and thereafter ignored.

(3) A Section listing a number of "adventure-useful" species of land fauna. Some of these are dangerous, while others are hunted or are economically useful. Notes on habitats, etc., are included.

(4) A similar Section describing marine life.

(5) A Section characterising certain of the creatures and guardians of the Underworlds.

These lists are admittedly not complete, and referees are welcome to add to them as needed. Some may wish to include creatures from other sources (e.g. mythology, other science fiction and fantasy authors, etc.). Such additions may be "fun," but they are not "real" Tekumel. The variety of Tekumelani flora and fauna is enormous enough as it is, and sufficient "logical" creatures can be devised to satisfy most gamers.

A complete classification according to habitat is also almost impossible. Some species are limited in distribution: e.g. occur only in deserts -- or only in one specific desert! Others are widespread and may be found not only in different regions of Tekumel but also in diverse types of habitat: e.g. a species that occurs in jungles, forests, and swamps. For simplicity's sake, the terrain types described in Sec. 1.414 and shown on the maps accompanying Vol. I (the "Sourcebook") are used below to indicate each species' general habitat. Map symbols and colours for various ecological regions are:

(1) CL: Clear: light green.

(2) LF: Light Forest: darker green, widely spread tree symbols.

- (3) DF: Dense Forest: darker green, closely spaced tree symbols.
- (4) PF: Palmetto Forest: light yellow, palmetto forest symbols. The Ahoggya bogs of Onmu Tle Hiektis are included here, although the fauna of this region are quite different from the others.
- (5) SW: Swamps: yellow, marsh symbols.
- (6) DS: Dense Swamps: dark yellow-green, marsh symbols. The most dangerous swamps of all are coloured dark yellow-green and contain mangrove swamp symbols.
- (7) LM: Low Mountains: brown, diagonal hatching.
- (8) HM: High Mountains: brown, thick dark hatching.
- (9) DT: Desert: tan, sand pattern. This includes the Dry Bay of Ssu'um, which is shown in a darker colour.
- (10) TW: Tidal Waters: blue, tidal flats symbols. Almost every coastline has an adjoining narrow area of tidal flats and shallows even where this map indication is not given: i.e. in relatively few areas do headlands drop off directly into deep water without first sloping off through shallows.

(ii) DW: Deep Waters: blue, no symbol. Oceans and the deepest lakes are shown in this fashion. Naturally, salt water marine life differs from fresh water varieties. Marked rivers (thick black lines) contain similar fresh water fauna. Smaller rivers and lakes abound, of course, but are too insignificant to be shown in this map scale.

Training

STAFF Salary	1025 WK
Cohort Payroll	1210 WK per cohort
HI Payroll	1680 WK
Farm	75 WK

Equipment

Armour

LI
MI
HI

Cohort Cost

11520
24902
40060

Weapons

Mace	12030
Short Bow	1203
Short Comp Bow	14035
Long Bow	4010
Long Comp Bow	16040
Light Crossbow	24060
Med. Crossbow	32080
Heavy Crossbow	40100
Slings	401
Staff Sling	1203

Artillery by the Individual Piece

1st edition

Arrows	1880 WK
Quarrels	2005 WK
Slingbullets	60 WK
Ballista Bolts	3007 WK
Onager/Trebuchet	7500 WK

Basic CostsCohort LevelArmour

LI

Cheap

MI

24060

HI

34286

40060

Medium

24060

34286

54135

Expensive

41704

48922

76992

Weapons

Dagger

36.0

Short Sword

4320

Longsword, Scimitar

507.0

Mace, Morning Star, etc

5410.0

Long Mace, Flail, Heavy Axe

5410.0

Two-handed Sword, Mace, Flail

7120

Halberd, Pole Axe

7120

Short Spear

3960

Long Spear

4320

Pike

6840

Javelins

11360

Short Bow

11360

Tight Camp Bow

15840

Long Bow

6840

Long Camp Bow

11620.0

Lt. Crossbow

5977.0

Med. Lt. Crossbow

611.0

Hvy Crossbow

684100

Hvy Camp Bow

14320

Hvy Longbow

1800

Training

STAFF Salary
 Cohort Payroll
 HI Payroll
 Food

1025 wk
 1210 wk per cohort
 1680 wk
 75 wk

Equipment

Armour

LT
 MI
 HI

Cohort Cost

11520
 24902
 10060

Weapons

Maces

12030

Short Bow

1203

Short Comp Bow

14035

Long Bow

4010

Long Comp Bow

16040

Light Crossbow

24060

Med. Crossbow

32080

Heavy Crossbow

40100

Sling

401

Staff Sling

1203

Artillery by the Individual Piece

Ammunition

Arrows

1880 wk

Quarrels

2005 wk

Sling bullets

60 wk

Ballista Bolts

3007 wk

Onager/Trebuchet

7500 wk

Animals mentioned in the Grammar, Swords and Glory, etc.

Chlen: 6-legged, armoured, as described in Swords and Glory, etc.

Hma: 6 legs, woolly, long triangular head; herded; meat and wool

Hmeliu: as Hma but smaller; used mainly for food

Tsi'il: 6 legs, huge, armoured; see old EPT; not domesticable but used for food; Kept in "parks"; also found in woods, forests, etc. outside of cities and thickly settled rural areas

Jakkohl: small, fast, fox-like, bites but not very dangerous; hunted and eaten; wild only; burrows or hides in copses; anywhere in forests or clear terrain

Dri: ant-like, tiny, lives in subterranean nests

Nzi: bee-like insect; makes honey; does not sting but leaves trail of poisonous substance causing rash -- sometimes death, if allergic

Agpu: huge, bumbling, carapaced night-beetle; harmless, fist-sized

Oso: boring beetle; lives in logs and wood in huge colonies; northern mostly: Yan Kor, Saa Allaqi, Pijjena

Shga: earth-boring beetle; makes tunnels, rather like dung-beetle. Found anywhere on Tekumel

Hlassu: generic word for birds, many species

KaiKa: duck-like bird; big as a turkey; eaten; domesticated in Five Empires but also found wild; lays eggs, descended from mutated Terran species

Kuni: trainable bird like falcon; can be taught to speak and report simple facts; inedible; brown; nests in mountains or crags in warmer climates of south; another, bigger species in northern mountains

Kheshchal: large bird famed for very long and beautifully coloured plumes; jungle or deep forest only; harmless; very valuable; not domesticable but Kept in some zoos. Livyani varieties are most prized

Kurrun: long-beaked, plume-tailed forest bird; edible (barely); brown, white, black, and tan in colour; found in open or deep forest but not in hot jungles

Gasu: big scavenger bird, purple and black, sacred to Lord Hru'u; lives

in swamps; daring and bold; ugly and inedible

Sahulen: golden-yellow game bird; very shy; found in deep forests, particularly in Livyanu; harmless; feathers used by Livyani for costumes

Tiuni: Terran cat; rare on Tekumel but popular in Ghaton and the north

Etla: crab-like crustacean; found on sea-coasts and other species along rivers; grows as big as a dog; runs straight (unlike Terran crab), and bites rather than claws or pinches; bigger ones can snip off a finger!

Tlekku: Terran dog; rarer on Tekumel but still sometimes found; various types. Bitch is called Tlekkul

Gachaya: dragon-like lizard from Shen worlds; considered mythological in Tsolyanu and Five Empires, but found in southern continent, Kushi'il Isle, the Isles of Ill Wind, and in the Ahoggya enclave of Onmu Tle Hlektis; a very big variety exists in the Spouting Mountains near Shenyu. Grows to 10 metres in length, bites, claws, and hits with its tail. Inedible and valueless except to the Shen who will pay for its meat and scales

Mirish: generic word for fish; many species

Chri: fly: blue-green, 8-legged; nonpoisonous; 2-3 cm long; found everywhere

Epeng: black, 6-legged, stinging insect, like small scorpion, found in many desert and dry areas

Syusyu: common wall-lizard; 4-6 cm long, 4-legged, from Shen worlds; a frequent creature in ruins, stony regions, etc. anywhere on Tekumel; edible but awful; some varieties are mildly poisonous

Pallis or Pallismarash: blue-purple swamp plant, with puffy, veined fronds; deadly poison. It moves very slowly and can attack a person sleeping within a foot or so of the ground; limited to swamps around Penom and Purdimal; grows to 2-3 metres in diameter, rather like a great cabbage

Katru: shellfish found along seacoasts and Lake Parunal; has big pearls but is hard to find because it digs itself a deep burrow in the sand; very edible; vaguely clam-like in shape; grows to 1 m diameter and can snap shut on a man's leg

Sezhme: generic word for snake; innumerable varieties, some Terran and some from Shen worlds, plus a few snake-like but unrelated creatures

from the Pe Choi planets

Alash: tiny, red, deadly snake from Milumanaya, the Desert of Sighs, and the Dry Bay of Ssu'um; other varieties found in Chürstallu and the Plains of Glass; very fast and dangerous

Chnau: black, segmented, snake-like creature 1-3 metre long; very fast, with a bite that is instantly fatal; found in deep forests, swamps, and muddy areas along rivers; biggest variety is in M'morcha: 3-5 metres long

Riyul: generic word for worm; many species

Vur: a large, nocturnal, bat-like flying creature; it grows to 1 metre or so in length and has a much larger wingspan. It mostly lives off fruit and vegetables, but its bite can be painful -- and possibly diseased

Hu: another bat-like night-flyer, found only in swamps, palmetto forests, and around water. It is carnivorous but does not usually bother anything as large as a human. 50-90 cm in length, it has leathery wings, 3 eyes (it is probably from the Hlaka worlds), and sharp little teeth

Also from various sources:

Atlun: generic word for spider: actually 6-legged, 4-legged, and 8-legged varieties exist, various sizes, colours, and capabilities. The smallest, the TKe'u, is found in Penom, and its patterns of tiny bites cause a red rash; the largest, the Bith, lives in the mountains of the northeast, grows to 2-3 metres in length, and hunts small game; a nest of these can easily wipe out a hunting party! The most deadly is the Ori, the "puff-spider" of M'morcha and Nmartusha; these creatures live in nests and spread nets to catch the unwary; their poison is famous in the west. They are mostly quite small but can grow up to 10 cm in diameter. They are usually white, rather fluffy or fuzzy looking, and have bright green eyes

Aulleb: a species of lizard that lives in western Mu'ugalavya and the Chürstallu area; deadly blackish, ichorous venom; grow to 1 metre length, four legs, huge and powerful jaws, a small body, and a long, rat-like tail. Most Aulleb are red-brown, but a few are bright yellow, and these are prized for their hides

Horok: generic term for several species of frog-like swamp creatures, most of which are harmless; one, in the Hlutrgu swamps and across the straits in the swamps of Haida Pakala, grows to 2-3 metres in size; it is quite ferocious and bites, but it can sometimes be hypnotised by swinging a rope or other snake-like object in front of it before it

charges. It is called Zalmiya in the Hijajai language

Others are listed in the old EPT, the article in the "Dragon" on the Vriyagga and the pallid, semi-intelligent, shrimp-like, translucent Qu'uni. The Vriyagga live only on the Isle of the City of the Red-Tiled Roofs, but the Qu'uni dwell along the shores of the southern continent elsewhere. There may be another animal or two mentioned in the second novel, but they are not dangerous or important.

New creatures discussed for "clear" areas are:

Armidza: a flat, disc-shaped fungus that grows to various sizes and looks like a scattering of yellow and white coins upon the ground; if touched, it itches furiously and may kill someone who is allergic to it. Found in woods and other untravelled rural areas throughout Tsolyanu, Mu'ugalavya, northern Livyanu, and most of the areas of the far northeast. Not Known in Salaruya

Dlikken: related to the Chnau, this segmented, worm-like creature bites and can chew up an animal of its own size within minutes. Its segments are separable: each has its own set of eight legs, and if cut off at the jointure, a segment will run off into the underbrush to grow a whole new creature. Only the front segment has a mouth, however, and it cannot divide itself voluntarily. It is blackish-blue in colour, nocturnal, and grows to a length of 3 metres in deep forest. The peasants of Saa Allaqi say that it is sacred to Lord Ksarul, and devotees of that deity do not kill it unless attacked

Hlu'un: a gauzy-winged, human-looking insect the size of a 12-year-old boy; it has four very long limbs, a round head with huge eyes, no visible mouth or nose, and a glistening, slimy coating that is very sticky. It sits in the midst of swamps or upon hummocks in a pool, looking very much like a mummy or a child clothed in gauze. When its prey approaches, it flies up, lands upon the victim, and wraps it in sticky folds. When the victim has been captured in this way, the Hlu'un extrudes a proboscis from below its head and feeds upon the juices of the prey

Kite: a small, vicious carnivore found in woods and fields throughout the Five Empires, but particularly in northeastern Tsolyanu and Saa Allaqi; it has 6 legs, a beak-like snout filled with teeth, and a bushy tail. If attacked or cornered, it fights ferociously to the death. Hunters fear it for this reason since it lives in much the same environment as the Jakkohl and looks superficially like the latter animal when seen from afar

Nraishu: a 6-legged, deer-like herbivore that lives in woods and forests throughout the Five Empires; black or dark brown; no horns, but a long-snouted face. Semi-nocturnal: eyes are large, and its front paws are armed with claws for digging roots. If attacked it will

flee, though it fights when cornered or wounded. Usually 6-10 in one family herd

Nyar: a big, gentle, six-legged herbivore related to the Tsi'il. It is smaller, however, and not harmful, even if attacked. It has a sad, wistful, rather deer-like face, reddish fur, and a short stumpy tail. It is understandably rare outside of the most remote plains and open woods regions. Its largest varieties are fairly frequent in the Plain of Towers

Okhiba: a huge, fat, bumbling food-animal, rather like a dusty-grey sphere on four legs. It has only one defence: a very loud, croaking roar that can shock and deafen an attacker. It is diurnal but prefers shadowy copses and caves along a river-bank. Found throughout the Five Empires, but commonest in remote regions and the states of the northeast. Its meat is prized as a delicacy

Shivrai: a needle-thin, brown-green insect that looks rather like a pointed twig 10-60 cm long; it has a flexible, round mouth with projecting spines like a rotary drill-bit. It uses these to bore a hole the size of a fist into its prey. The Shivrai is common in the palmetto swamps, as well as the morasses of Penom and Purdimal. It is also fairly common along riverbanks and wherever there are lakes or streams

Valsura: a great puff-ball fungus creature that looks like a white or greyish round rock. It grows to 2-3 metres in diameter and is harmless unless there is noise in its vicinity (10 metres?). It may then explode with great violence, killing anyone close by, and spreading deadly spores in all directions. It is found in desolate areas, along the scarps of lower foothills, and in the mountains as well. The Valsura is very common in the plains of northern Yan Kor, Chayakku, and over into Jannu and Kilalammu

The deserts contain some interesting animals in addition to the Chürstalli described in "The Tekumel Journal."

Anatl: the sand-skate; a triangular creature 1-2 metres long, with a hard upper carapace and many short legs below (related to the Ngoro, some scholars say); it skims over the dunes of Milumanaya, Chürstalli, and the Dry Bay of Ssu'um, but is not found farther east. The Anatl does not really fly but can glide for distances of up to 20-30 metres between dunes or in a breeze. It has a mouth on its underside, and when it sees prey with the three small eyes hidden under the frontal rim of its carapace, it swoops in to attack, goes vertical, and clamps itself upon the victim, chewing and gnawing from beneath. It eats almost any living thing, animal or vegetable, and is usually seen in flocks of 20-50. The nomads usually fall prone and hide beneath their desert-cloaks when Anatl are sighted. The carapace is used as a bowl

or carrying-vessel by the tribesmen, but has no other value

Aya: the great sand-worm of the deserts. This creature grows up to 100 metres in length, digs tunnels beneath the sand, and feeds off others of its species. It has no weapons except its gigantic soft-fringed frontal mouth. There is a ring of small, black eyes behind this. The Aya is related to the Agaa, the "Worm of the Catacombs," described in EPT

Dalme: a human-appearing insectoid monster that is fortunately rare and limited to the most remote interior regions of the deserts. It covers itself with what appears to be a mantle of mottled brown, black, or grey, much like a desert-cloak, waits for some unwary human to approach within a few metres, then rises like a flapping bird to fall upon its prey. It has claws, a mouth full of tooth-like processes, and 6 long, bony limbs. The creature has been known to tempt humans with a pot of water, food, or some glittering object of value, but it does not use fire, cannot speak, and is only marginally intelligent

Erunu: a creature specific to the Plains of Glass, the Dry Bay of Ssu'um, and the Sleeping Desert of the northeast; it has many blackish pods connected by tentacles, a skull-sized central ganglion in which its sense-organs are located, and a number of prehensile tentacles that can be used for locomotion, fighting, etc. It grows to about a metre in diameter. The Erunu digs an egg-shaped cavity beneath the sand, fills this with a fluid that resembles water but which is a powerful acid, covers the holes with a thin shell of sand that it sticks together with mucus to resemble a flat sandy surface, and then hides itself nearby. An animal stepping upon the shell breaks through, suffers damage from the acid, and is then seized and torn apart by the Erunu. The creature is called "the Old Woman of the Dunes" because of the high, cackling, laughter-like sound it emits while feeding

Fa'a: the shape-changer of the northern wastelands; this creature is said to be originally an inhabitant of one of the Demon Planes, related to some unguessable species there. It is rarely seen in its own shape: a furry, brown ovoid, with four legs and no visible head, tail, or other features. Mostly it appears as a dog, a Hmelu, a Hma, or some other locally known and harmless animal. It approaches its prey in this fashion, bites or stings (it is not known how), and then runs off. After a period of 10-15 minutes it returns to find its victim paralysed with some sort of nerve-poison, and it then eats the softer fleshy parts in peace. A spell of Alleviation usually dissipates the venom, but if this is unsuccessful, the prey goes into a coma. Untreated -- and uneaten by the creature -- a victim may recover or may die within a few days

Hidz: a creature found in the eastern part of Milumanaya, the Dry Bay of Ssu'um, and over into the Plains of Glass: it is rather like a mess

of dry bark, black or brown in colour. It fixes itself over water sources in the sand and sends down a tendril to suck moisture up. When approached, it waves its visible fronds frantically, makes a sort of hissing sound, and appears very dangerous -- especially when it may grow up to 3 metres in diameter and 2 metres high! It is harmless, however, and the nomads rip fronds off to chew for their water. Otherwise it is inedible

I'a: the sand-clams eaten by the nomads of Milumanaya. These are hard to detect since they burrow to find water in the sand. They grow up to fist-size, look rather like lumpy black potatoes, and are hard-shelled. When roasted or boiled, they are delicious. A non-native might starve in the deserts, but one who knows how to spot their air-holes can live easily for months on their succulent juices. They are common in Milumanaya, the Dry Bay of Ssu'um, and over into Churstallu. They are unknown in the Plains of Glass

Migha: an important food-source in the Desert of Sights, the Dry Bay of Ssu'um, and the Plains of Glass; a bigger variety that is not edible is known in the Churstallu region. This saucer-shaped, grey-green crustacean has eight legs, a thick upper carapace, and sharp claws. It grows to about 50 cm in diameter. The Migha is essentially harmless, although it can inflict nasty scratches if caught with the bare hands. When eaten raw, it produces a sort of silly, giddy mood during which people may say and do things that would be unthinkable otherwise; cooked, it is delicious

Utanakh: a round, bald-looking, ugly lump of a creature that buries itself near water in the sand. It grows to about a metre in diameter, and is quite harmless unless some animal steps upon its hiding place. When this happens, it thrusts a bony, barbed, spear-like extension violently up through the soil and into the victim from beneath, usually killing it. It then sucks the animal's bodily fluids down into its hiding place. A nomad can recognise the peculiarly glassy look of the sand above an Utanakh and avoid it. This creature is inedible and harmless if dug out of its burrow

Yual: another Milumanayani dish, less tasty than the foregoing. These are small, spherical creatures, tan or buff in colour, that have two legs, no arms, and two big yellow eyes. They sit upon carrion to eat, taking food in through the same orifice they use for an anus. The Yual is very fast, scuttles about making tiny burping sounds, and is quite harmless. The nomads eat them as a last resort

Encounter Charts

Note: Small animals, such as "squirrels" and the like, small songbirds, and similar harmless creatures - including a myriad of annoying insects - are not included.

Clear Terrain

% Dice Roll	Creature
01-05	Armidza
06-10	Átlun
11-20	Chlén
21-25	Dlikken
26-30	Dnélu
31-35	Ghar (near riverbanks only)
36-45	Hmá
46-55	Hmélu
56-60	Hyahyuu
61-65	Kaika
66-70	Kíte
71-75	Kúni
76-80	Nvár
81-85	Oktíba
86-90	Shivrái
91-95	Tsi'il
96-00	Valsúra

(cont.)

Swamp

% Dice Roll	Creature
01-06	Átlun
07-12	Chnáu
13-18	Gacháya
19-24	Gerednyá
25-36	Ghár
37-42	Hluun
43-48	Horok
49-58	Hú
59-64	Kurúku
65-70	Pallís
71-76	Qásu
77-82	Rényu
83-88	Shivrái
89-94	Teqeámu
95-100	Vringálu

Desert

% Dice Roll	Creature
01-15	Anátl [not in the Sleeping Desert or Plains of Glass]
16-20	Ayá
21-25	Dalmé
26-43	Erunu [only in the Dry Bay, Sleeping Desert, and Plains of Glass]
44-45	Fáá
46-50	Hidz
51-65	Í'á [not found in the Plains of Glass]
66-75	Migha
76-85	Mnór [edge/oasis]
86-95	Utunakh
96-100	Yual

Foothills

% Dice Roll	Creature
01-08	Chnélh
09-15	Cholókh
016-22	Dnélú
23-29	Gerednyá
30-36	Giríku
37-43	Hyahyuu
44-50	Káyi
51-58	Küni
59-65	Lrí
66-72	Mnór
73-79	Rényu
80-86	Serudlá
87-93	Shanuu
94-100	Teqéqmu

High Mountains

% Dice Roll	Creature
01-08	Bíth
09-17	Cholókh
18-25	Gacháya
26-33	Gerednyá
34-41	Giríku
42-49	Káyi
50-59	Küni
60-67	Lrí
68-76	Mnór
77-84	Serudlá
85-92	Shanuu
93-100	Sró

Light Forest

% Dice Roll	Creature
01-04	Armidra
05-08	Atlún
09-20	Chnélh
21-24	Dlikkén
25-28	Dzór
29-32	Feshénga
33-36	Ghár (river only)
37-40	Hyahyuu
41-44	Káyi
45-48	Khéschal
49-52	Kíte
53-56	Kúni
57-60	Kurúku
61-64	Lrí
65-68	Okhíba
69-72	Rényu
77-80	Serudlá
81-84	Shivrái
85-88	Teqéqmu
89-92	Tsí'lí
93-96	Vúr
97-100	Zrné

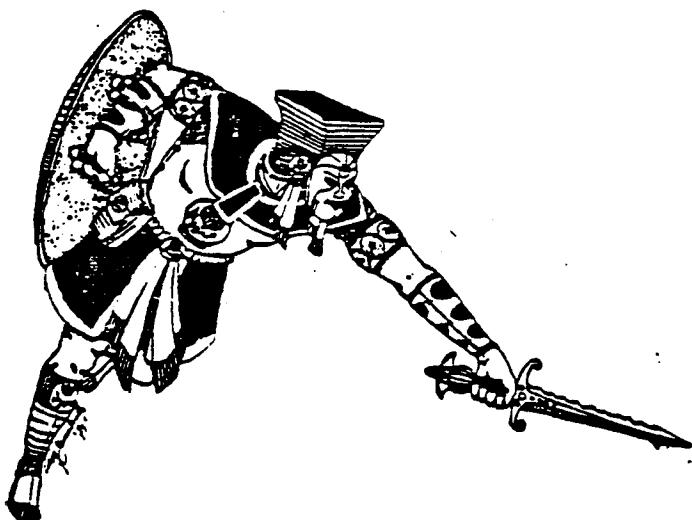
Deep Forest

% Dice Roll	Creature
01-05	Armidra
06-10	Átlun
11-15	Chnáu
16-20	Chnélh
21-25	Olakolé'l
26-30	Dlikkén
31-35	Dzór
36-40	Feshénga
41-45	Khéschal
46-50	Kíte
51-55	Kúni
56-60	Kurúku
61-65	Rényu
66-70	Sahulén
71-75	Shivrái
76-80	Teqéqmu
81-85	Tsí'lí
86-90	Vringálu
91-95	Vúr
96-100	Zrné

EMPIRE OF THE PETAL THRONE

Monster "to hit" chart

Monster	AC1	AC2	AC3	AC4	AC5	AC6	AC7	AC8	AC9
Animated armor (spear)	14	13	12	11	10	9	8	7	6
(iron ball)	15	14	13	12	11	10	9	8	7
Dijáya	15	14	13	12	11	10	9	8	7
First Great Guardian	13	12	11	10	9	8	7	6	5
Giant Atlún-spider	14	13	12	11	10	9	8	7	6
Giant Chri-fly	15	14	13	12	11	10	9	8	7
Giant Dri	14	13	12	11	10	9	8	7	6
Giant Sheá-beetle	15	14	13	12	11	10	9	8	7
Hrá	14	13	12	11	10	9	8	7	6
Hurú'u	15	14	13	12	11	10	9	8	7
Mrisellu	15	14	13	12	11	10	9	8	7
Mrúr	17	16	15	14	13	12	11	10	9
Ngrútha	16	15	14	13	12	11	10	9	8
Qáqtla	15	14	13	12	11	10	9	8	7
Qóíl	17	16	15	14	13	12	11	10	9
Qumqúm	13	12	11	10	9	8	7	6	5
Second Great Guardian	16	15	14	13	12	11	10	9	8
Shédra	16	15	14	13	12	11	10	9	8
Third Great Guardian	10	9	8	7	6	5	4	3	2
Thúnnu'u	14	13	12	11	10	9	8	7	6
Tsóggú	16	15	14	13	12	11	10	9	8
Undead Chnéih	14	13	12	11	10	9	8	7	6
Undead Pé Chói	15	14	13	12	11	10	9	8	7
Undead Zmé	14	13	12	11	10	9	8	7	6
Vorodlá	13	12	11	10	9	8	7	6	5
Wooden statue	15	14	13	12	11	10	9	8	7
Zombie Hlyss	16	15	14	13	12	11	10	9	8
Zombie Lri	15	14	13	12	11	10	9	8	7



SWORDS & GLORY

Lrl

Special: Tail sting causes paralysis

Body: 70 Action Points: 6

Armor: 5 Combat Value: 7-9

Initiative: + 4 Attack Damage: Table D

Mrúr

Special: Regenerate in 2 turns unless burned

Body: 38 Action Points: 4

Armor: 2 Combat Value: 1-3

Initiative: -1 Attack Damage: Table A

Ngrútha

Special: primary target, if hit, loses 10% of body points first round, 30% more on 2nd round, and 60% to death on 3rd round

Body: 50 Action Points: 6

Armor: 5 Combat Value: 7-9

Initiative: + 2 Attack Damage: Table B, claws

Qáqtla

Special: Poisoned slashing whip causes death in one turn (10 cr)

Body: 60 Action Points: 6

Armor: 4 Combat Value: 10-12

Initiative: + 4 Attack Damage: Table E

Qóíl

Special: Weapons are poisoned; bite is Table A plus poison

Body: 36 Action Points: 4

Armor: 6 Combat Value: 1-3

Initiative: ± 0 Attack Damage: As for weapon

Qumqúm

Special: -6 to Combat Value of all attacks, +6 to all magical resistance rolls; makes roaring noise

Body: 120 Action Points: 4

Armor: 2 Combat Value: 13-15

Initiative: + 2 Attack Damage: Table F

Shédra

Special: Anyone killed by a Shédra becomes one in 2 turns unless burned

Body: 40 Action Points: 4

Armor: 2 Combat Value: 1-3

Initiative: ± 0 Attack Damage: Table D

Thúnnu'u

Special: Repelled by Tsúral buds

Body: 90 Action Points: 5

Armor: 4 Combat Value: 10-12

Initiative: + 2 Attack Damage: Table C

Formation Drill (Ex): All Legionaries are taught the basic drill required to maintain ranks in the offensive and defensive formations most commonly used by their Legion. So long as the Legionary is in a Legion unit (defined as a total of at least four Legionaries from the same Legion, including the character, all armed with the weapons used by the Legion, all within an area at most 6 metres in radius), each such character gains a +1 bonus to Teamwork.

If you already have Formation Drill and somehow gain it again (from a different character class, or from the Military Training feat), you instead gain Formation Combat (see below), so long as your Base Attack Bonus is at least +5.

Bonus Feat (Ex): At 2nd level and every two levels thereafter, the Legionary gains a bonus feat, chosen from the following list: Accuracy, Cleave, Combat Expertise, Combat Flyer, Dodge, Exotic Weapon Proficiency, Far Shot, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Specialisation, Heavy Armour Proficiency, Hlepurdai, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Iron Will, Medium Armour Proficiency, Point Blank Shot, Power Attack, Promotion: Military, Quick Draw, Rapid Shot, Toughness, Two-Weapon Defence, Two-Weapon Fighting, War Cry, Weapon Specialisation, Whirlwind Attack.

Defensive Bonus (Ex): At 3rd level, the Legionary gains a +1 Defensive Bonus. At 7th level and every four levels thereafter, this Defensive Bonus increases by +1. It is cumulative with any Defensive Bonus gained from levels in other classes. The Defensive Bonus applies to the Legionary's Defence Value.

Formation Combat (Ex): At 5th level, the Legionary gains Formation Combat. This works as for Formation Drill, but every combatant in the Legion unit who has this Class Feature also gains a +1 bonus to Defence Value. The Legionaries are now capable of defending one another by dint of careful formation choice and long practise.

If you already have Formation Combat and somehow gain it again (from a different character class, or from the Military Training feat), you instead gain Formation Command (see below), so long as your Base Attack Bonus is at least +9.

Promotion: Military (Ex): At 7th level, 13th level, and 19th level, the character gains Promotion: Military as a bonus feat.

Formation Command (Ex): At 9th level, the Legionary gains Formation Command. The Legionary may now call out orders to other members of his or her Legion unit (see Formation Drill, above). In any round in which he or she takes time (a move action) to do so, all other members of the Legion unit gain a +1 bonus on their attack rolls.

If you already have Formation Command and somehow gain it again (from a different character class, or from the Military Training feat), you instead gain Formation Expertise (see below), so long as your Base Attack Bonus is at least +13.

Formation Expertise (Ex): At 13th level, the Legionary gains Formation Expertise. All the bonuses for the previous Formation class features (+1 to Teamwork, +1 to Defence Value, and +1 to attack rolls once an order has been called) are increased to +2.

If you already have Formation Expertise and somehow gain it again (from a different character class, or from the Military Training feat), you instead gain Formation Mastery (see below), so long as your Base Attack Bonus is at least +17.

Formation Mastery (Ex): At 17th level, the Legionary gains Formation Mastery. All the bonuses gained earlier via Formation class features are increased to +3.

Table XX: Legionary

	Base	Ref	Will	Fort	
Level	Attack Bonus	Save	Save	Save	Special
1	+1	+0	+0	+2	Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armour Proficiency, Legion, Formation Drill

Tsóggú

Special: When looked in the face, can use a T1 Encapsulation (#164) 1-5 times daily at Sorceror Level 7-9

Also, gives -6 Combat Value on attacks against it

Body: 45 Action Points: 4
Armor: 2 Combat Value: 4-6
Initiative: ±0 Attack Damage: Table B

Vorodlá

Special: Regenerates in 2 turns; +3 Combat Value at night
Any hit has a 20% chance of reducing the target's Stamina by 10%, recovered at 1 point per day

Body: 50 Action Points: 5
Armor: 3 Combat Value: 7-9
Initiative: +2 Attack Damage: Table C

Zrné

Special: Teeth are poison, fatal in 2 combat rounds

Body: 90 Action Points: 6
Armor: 3 Combat Value: 10-12
Initiative: +4 Attack Damage: Table F

Káyl

Special: Any attack has a 75% chance to entangle the target. If the target is entangled, it will lose stamina: 01-50%, lose 10 stamina; 51-80%, lose 15 stamina; 81-100%, lose 25 stamina. Stamina returns at 1 point per day.

Body: 40 Action Points: 5
Armor: 1 Combat Value: 4-6
Initiative: +2 Attack Damage: Table A

Giant Atlún-spider

Special: May "Web" opponent; hit chance as a light crossbow, any hit immobilizes opponent, opponent's combat value zero when immobile

Body: 60 Action Points: 5
Armor: 2 Combat Value: 7-9
Initiative: ±0 Attack Damage: Table D

Giant Shqá-beetle

Special: none

Body: 80 Action Points: 4
Armor: 1 Combat Value: 4-6
Initiative: ±0 Attack Damage: Table C

Hrá

Special: Priests of Ksárul have 15% chance of controlling; reanimates in 2 turns unless touched by Amulet of the Great God; will pursue 90% of the time; cannot stand light

Body: 110 Action Points: 4
Armor: 4 Combat Value: 10-12
Initiative: ±0 Attack Damage: Sword, Table C
Lance, Table E

Zombie Hlýss

Special: All humans take a -1 on their attacks against it; tall counts as Table F Damage, and has poison

Body: 120 Action Points: 4
Armor: 4 Combat Value: 10-12
Initiative: ±0 Attack Damage: Table C

First Great Guardian

Special: Sword has SONIC BLAST. Target has 20% chance of losing 1-10 Stamina, recover at a rate of 1 per day

Body: 70 Action Points: 4
Armor: 4 Combat Value: 10-12
Initiative: ±0 Attack Damage: Table D

Second Great Guardian

Special: Large shield of Excellent steel. Treat mace if it hits as L� sting

Body: 75 Action Points: 4
Armor: Combat Value: 13-18
Initiative: +2 Attack Damage: Table D

Giant Drí-fant

Special: None

Body: 80 Action Points: 5
Armor: 2 Combat Value: 4-6
Initiative: +2 Attack Damage: Table C

Giant Chri-fly

Special: None

Body: 30 Action Points: 8
Armor: 0 Combat Value: 4-6
Initiative: +4 Attack Damage: Table B

Third Great Guardian

Special: Add +1 to combat value when fighting priests of the Lords of Stability

Body: 85 Action Points: 4
Armor: 6 Combat Value: 7-9
Initiative: ±0 Attack Damage: Table E

Animated Armor of the Priests of Ksárul

Special: Armor has a 75% chance of nullifying any magic

Body: 40 Action Points: 5
Armor: 6 Combat Value: 7-9
Initiative: ±0 Attack Damage: Spear, Table C
Ball, Table D

Hurú'u

Special: When creature howls, roll "Magical Resistance" or be deafened, 05% deafness is permanent

Body: 20 Action Points: 4
Armor: 7 Combat Value: 1-3
Initiative: +2 Attack Damage: Table B

[cont.]

- [Temple of] Ksárul
- [Temple of] Hrt'ú (spelled "Hry'ý" on map)
- [Temple of] Karakán
- [Temple of] Hriháyl
- [Temple of] the Salarvyáni Goddess Shiringgáyi
- Businesses
- Barracks of the city guards and the market police
- [Temple of] Belkhánu (just "B" on map)
- Temples
- [Temple of] Hnálla
- [Temple of] Dilinála (just "Dil" on map)
- [Temple of] Vimúhla
- [Temple of] Dlamélish (just "DL" on map)
- Ruined Temple of Thúmis (across river)
- [Temple of] Qón
- Administration buildings
- Administration buildings
- Governor's Palace
- Missúma River
- Temple of Keténgku
- Residences
- Administration buildings
- New Temple of Thúmis
- Suburb of Shroud-makers and Embalmers
- Pyramid of Ssirandár III
- Tower (called "the Tower of the Ever-Watchful" for reasons I don't know)
- Gardens (Walled) -- the governor's pleasure, zoo, etc.
- Gate of the Splendour of the North
- Minor Suburbs (called Rikunél, if you need the name)
- Residences and palaces: upper classes
- Asométl Port
- Residences of nobles
- Suburbs and small industries -- Ajonái Town
- Walls of Hejjéka V "the Openhanded"
- More suburbs
- Sákbe Road head north to Avanthář

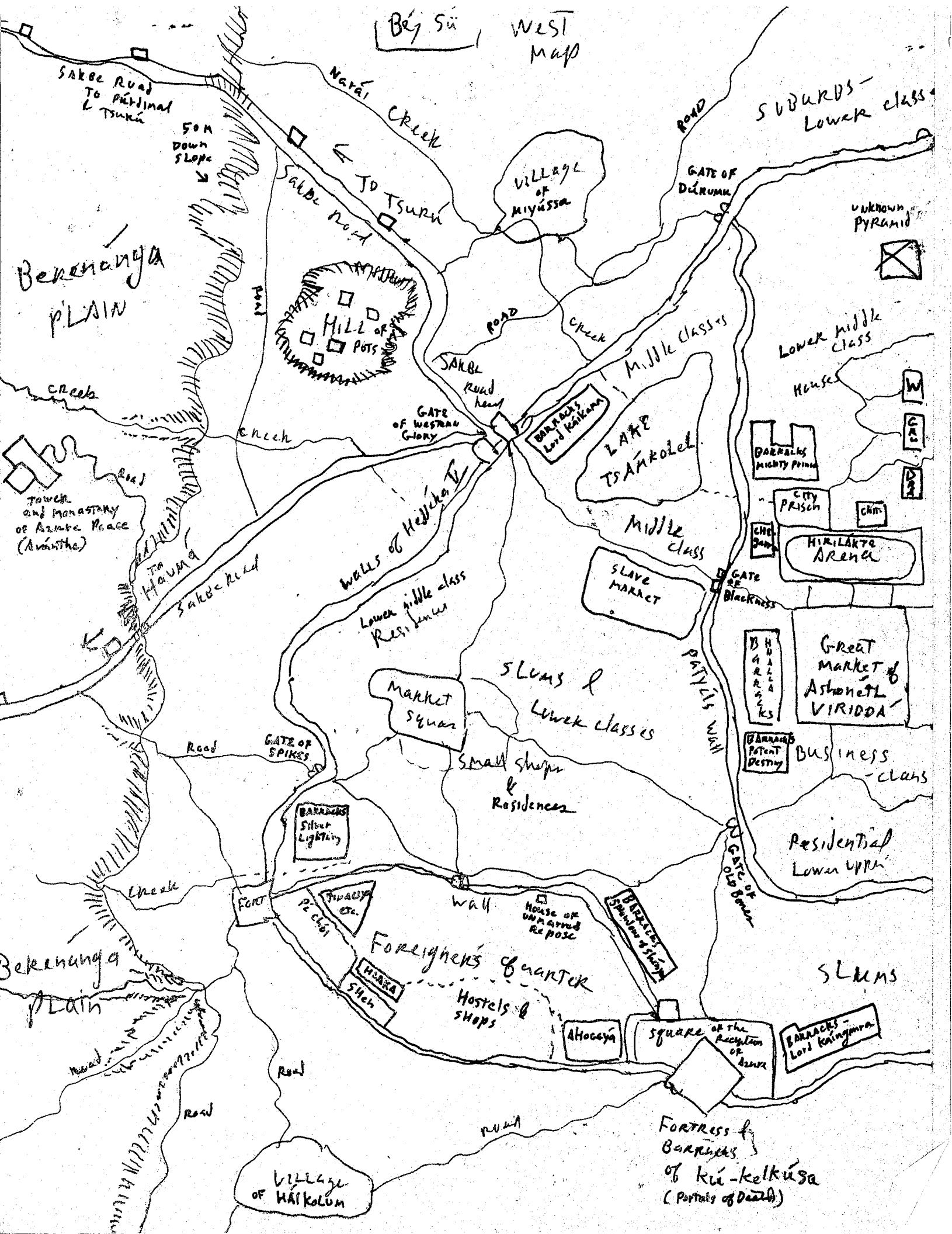
The Xeroxing may make the maps not fit together exactly. Put Patyél's Wall and Hejjéka's Walls together -- about half an inch difference but not important since the two sections of the city mesh. The right map is fitted about a half an inch up on the left map -- I cannot think how to make this more clear.

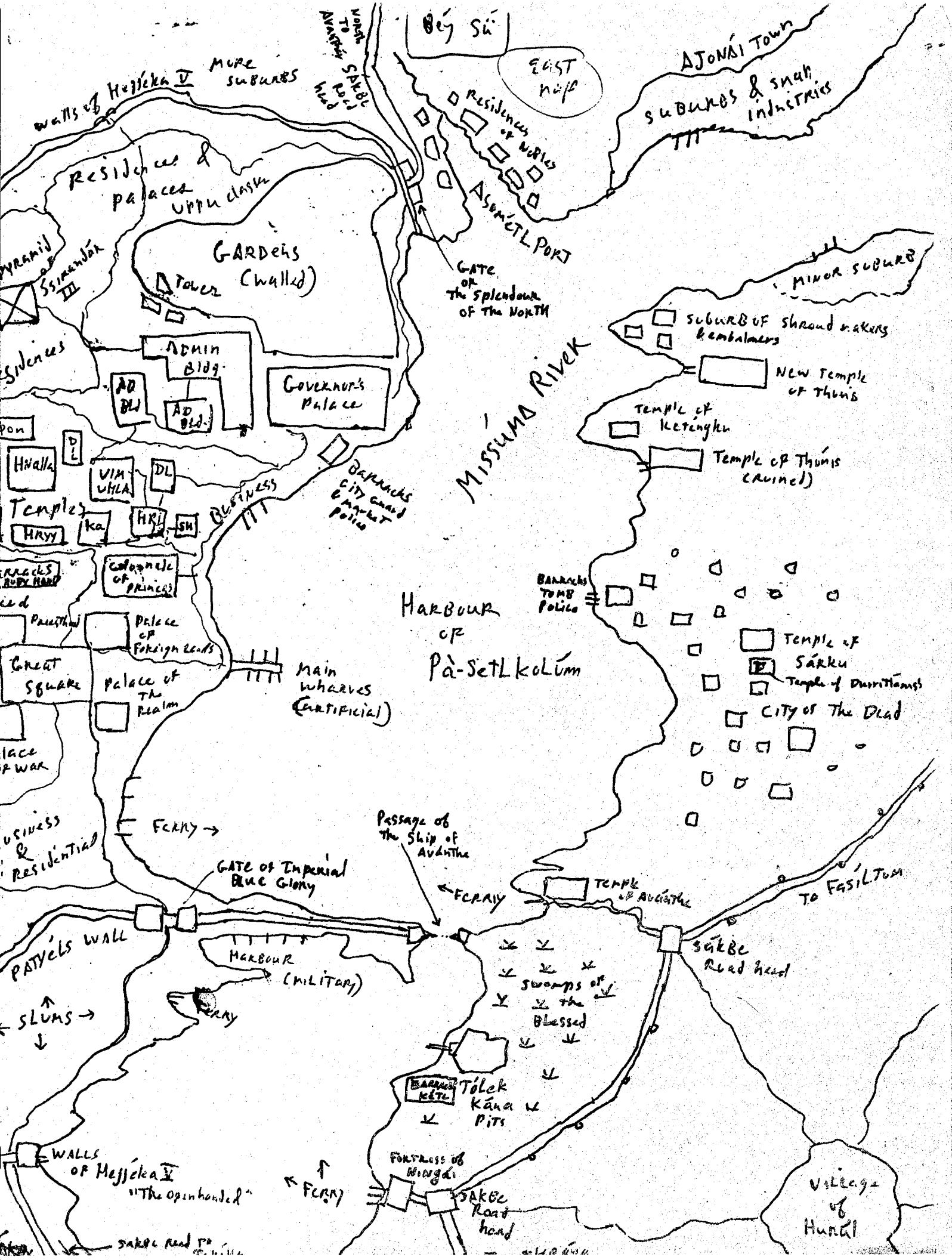
I see I have omitted the names of the two gates in Patyél's Wall on the western maps: they are The Gate of Old Bones and the Gate of Blackness.

"which has no Fear" - Sword Master - between these gates

Béj Sü

WEST
Map





MAP of BÉY SÚ (capital of Tsolyánu, map 2)

Scale: dubious: possibly 400 m per cm.

This map consists of two parts. Starting on the western map, left to right, reading up.
Village of Hákolum [See box cover for picture of E. map]

Road

Fortress and Barracks of Kú-Kelkúsa. (Barracks of the Legion of the Portals of
Death, 2nd Imperial Heavy Infantry)

Road

Road

Road

Shén (within Foreigners' quarter walls)

Hostels and shops (" " " ")

Ahoggyá Enclave (" " " ")

Square of the Reception of Azure

Barracks of the Legion of Lord Káingmra, 8th Imperial Artillery

Berenángä Plain (slopes down to east at crosshatched lines, N to S)

Hláka (enclave within Foreigners' Quarter)

Foreigners' Quarter

Slums

Pé Chóí (enclave within Foreigners' Quarter)

Tinalíya (and other nonhuman races -- enclave within the Foreigners' Quarter)

Wall

House of Unmarred Repose (the finest hostel within the Foreigners' Quarter)

Barracks of the Legion of the Splendour of Shényu (4th Imperial Shén Auxilliary Infantry)

Fort (called the Fort of the Fifth Death for reasons unknown to me)

Creek

Barracks of the Legion of the Clan of the Silver Lightning (7th Imperial Archers)

Residential -- lower-upper-class residences, clanhouses, etc.)

Small shops and residences (middle class)

Road

Gate of Spikes

Barracks of the Legion of Potent Destiny (6th Imperial Heavy Infantry)

Business clans (shops, etc.)

Market Square

Slums and lower-class houses

Patyél's Wall (which goes around the whole of the older city)

Barracks of the Legion of Hnálla, Master of Light (4th Imperial Heavy Infantry)

Great Market Plaza of Ashonétl Viriddá

Lower-middle-class residences

Slave Market

Sákbe Road to Haumá

Walls of Hejjéka V

Middle class residences and shops

Hirilákte Arena

Tower and Monastery of Azure Peace, dedicated to the Goddess Avánthe

City Prison

[Temple of] Chegárra (left of arena -- omitted above)

[Temple of] Chíténg (n. of arena)

[Temple of] Drá

Road

Barracks of the Legion of Káikama of Béy Sú (36th Imperial Medium Infantry)

Lake Tsámcolel

Barracks of the Legion of the Mighty Prince (5th Imperial Heavy Infantry)

[Temple of] Grugánu

Creek

Gate of Western Glory

[cont.]

Sákbe Road Head
 Lower-middle class houses
 [Temple of Wurú (just "W" on map)]
 Middle Class houses
 Hill of Pots
 Road
 Creek
 Berenángua Plain (see above)
 Road
 Unknown Pyramid
 Sákbe Road to Tsurú
 Village of Miyíssa
 Gate of Dúrtumu, "the Copper Blade of Sárku"
 50 m downslope (Berenángua Plain slopes down all along the west side of the city)
 Road
 Suburbs -- lower classes
 Sákbe Road to Púrdimal and Tsurú (repeated)
 Narái Creek

EASTER MAP: [See box cover of EPT]

Sákbe Road to Jakálla
 Sákbe Road to Thráya
 Village of Huríl
 Walls of Hejjéka V "the Openhanded"
 Ferry quays
 Sákbe Road head and Fortress of Ningái
 Barracks of the Legion of Kétl, 4th Imperial Medium Infantry and guards of the
 Imperial prisons
 Tólek Kána Pits (the greatest and worst Imperial prisons)
 Slums
 Ferry
 Harbour (military) (called the Port of Swords)
 Swamps of the Blessed
 Patyél's Wall (cf. western map)
 Sákbe Road head
 Gate of Imperial Blue Glory
 Ferry
 Temple of Avánthe
 To Fasiltum
 Business and residential buildings
 Ferry
 Passage of the Ship of Lady Avánthe
 Palace of Ever-Glorious War
 Palace of the Realm
 Main wharves (artificially built up)
 City of the Ever-Peaceful Dead
 Great Square of the 10,000 Year Empire
 Palace of the Priesthoods (first "P" is missing on sheet)
 Palace of Foreign Lands
 Harbour of Pà-Sétkolúm
 Temple of Durritlámish
 Temple of Sárku
 Barracks of the Legion of the Ruby Hand (15th Imperial Heavy Infantry)
 Colonnade of Princes
 Barracks of the Tomb Police

Olfen "the Harmonie-Deer"

times Appearing 1-20
mons (10) 8

Movement slow 1
walk 3
Fast walk 6
Run 14
Sprint 25

Body Pts A B C
75 83 91

Special Action
Bite 4
Horn 3
Stamp 2

Combat Value 10

Damage stomp G Horn C Bite D
Stamina 30
Action Pts 4

Dnélu "the Concealed Leaper"

times Appearing 1-2

Movement 2
Slow 3
Walk 9
Fast walk 20
Run 40
Sprint 80
Leap 7

Body Points

A B C
15 23 29

Special Action
Leap 3

Combat Value 14
Damage C
Action Pts 9

Dzoc "the Forest Giant"

times Appearing 2-11

mons (4) 1

Movement Slow 3
Walk 9
Fast walk 14
Run 30
Sprint 63

Body Pts A B C
55 64 73

Combat Day / Night
Value 14 / 20

Damage E
Action Pts 5

Feshénega "the Many-legged Serpent"

times Appearing 1-5

mons (7) 3

Movement Slow 1
Walk 6
Fast walk 12
Run 25
Sprint 55

Body Pts A B C
110 128 146

Combat Value 15
Damage E*
Action Pts 5

Huyingzilu "the Whooper"

times Appearing 2-20

mons (4) 0

Movement 3
Walk 14
Fast walk 30
Run 63

Body Pts A B C
19 27 35

Combat Value 12
Damage D
Action Pts 5

6375 AC - off 2 days
+ damage 10000
- request supports 60000
- on - global 11000

Kurukku Small Giggles

umber Appearing 1-10. Body Pts A B C
mon 1 13 19 23

vement 3 Combat Value 4
9
20
40
60.

Damage Bite B

Action Pts 6

Minó "the Shaggy Insect Creature"

mber Appearing 1-10 Body Pts A B C
mon 12 (+6)* 32 42 52

ovement slow 3 Combat Value 12
walk 8
Fast walk 18
Run 38
Sprint 75

Damage C

Action Pts 6

nothing piercing. If mons get +6 ie. hi George hits a Minó with sword doing 14 pts Damage. 8 pts are taken as damage on the Minó. Ted hits it with a sword doing 11 pts resulting in no damage.

Rénya "the Loyal Follower"

mber Appearing 2-11 A B C
mon 3 35 42 49

vement 2 Combat Value 10
8
16
35
70

Damage Bite C
Claw B

Sérendita "the Pale Murderer"

mber Appearing 1-5 Body Pts A B C
mon 10 52 110 180

Combat Value 13 25 30

vement Slow 2
walk 8
Fast Walk 15
Run 30
Sprint 75

	A	B	C
D	*	*	*
Acid	D	D	D*
Weapon	D	F	G

Special Action
Spit B
Weapon 4

Action Pts 5

Zrne' "the Barbed One"

Number Appearing	2-20	Body Pts	A	B	C	
Armour (12)	4		35	42	49	
Movement	Slow 3	Combat Value	16			Special Action Pts
Walk	9					Leap 3
Fast Walk	18	Damage	Bite D*			Bite 3
Run	35		2 paws Aca			Paw 2
Sprint	75	Stamina	10			
Leap	7					
Action Pts	5					

Chnélh "the Ape Mutant"

Number Appearing	20-400	Body Pts	A	B	C	
Armour	20		19	27	35	
Movement	Slow 2	Combat Value	4			Special Action Pts
Walk	6					Move out
Fast Walk	12	Damage	B			another move - 3
Run	25					into combat
Sprint	50	Stamina	20			
Action Pts	6					

Tsi'il "the Giant Herbivore"

Number Appearing	1-5	Body Pts				
Armour	(5) 2	A	B	C		Special Action Pts
Movement	Slow 1		63	76	89	Tail 3
Walk	3	Combat Value	16			
Fast walk	6					
Run	14	Damage	D +2			
Sprint	25					
Action Pts	4					

