

TFT Tekumel

by Brett Slocum

Introduction

This article describes how to use The Fantasy Trip rules from Metagaming for adventures on Tekumel, the first world setting published as The Empire of the Petal Throne in 1975, just a year after D&D was published. The majority of changes are in character creation and spell lists.

Character Creation

You start with 32 points to build a character. These are distributed between Strength, Dexterity, and Intelligence. Use the standard TFT character creation rules, except for the following talent changes.

Talents

IQ 8

Flail (1): Ability to use a flail in combat.

IQ 9

Mundane Talents: Here is the list of mundane talents for Tekumel: Baker, Barber, Bootmaker, Bricklayer, Butcher, Carpenter, Carpetmaker, Cook, Dyer, Farmer, Fisherman, Glassblower, Grocer, Mason, Miner, Paper-and-Ink Maker, Perfumer, Potter, Rope-and-Net Maker, Sailmaker, Tailor, Tanner, Weaver, Winemaker, and Wheelwright. These are all 1 point Talents.

IQ 10

Bowyer/Fletcher (2): Can make bows and arrows, as an Armorer makes weapons and shields.

Navigator (2): Can navigate on land or at sea using the position of the planets to determine direction. A navigator is required if a ship ventures away from the coast. A navigator can also operate the cumbersome water compass to find magnetic North.

Geologist (2): Can recognize minerals on 3/IQ roll.

Orator (2): The talent of public speaking. An orator can sway the opinions of a crowd with their words. Add +1 to their reaction roll from the crowd.

Poet (2): The ability to improvise verse in the style of the nobility. Add +1 to their chances of a positive reaction from his listeners.

Writing (2): The ability to write engaging prose for histories, fiction, even reports. Add +1 to efforts to sway the Tsolyani bureaucracy, which values flowery language and prose.

Unavailable Talents

There are several talents that characters may not have, because those skills or weapons don't exist on Tekumel. The list is given below:

Naginata, Boomerang, Sha-ken, Lasso, Nunchuks, Guns, Horsemanship, Mechanician, and Master Mechanician.

Modified Talents

Dagger: Mages can learn at normal cost.

Chemist: No Gunpowder.

Priest: Mages can learn at normal cost.

Theologian: Mages can learn at normal cost.

Scholar: Mages can learn at normal cost.

Modern Languages: Tsolyani, Salarvyani, Mu'ugalavyani, Livyani, Yan Koryani, Saa Allaqiyani, Milumanayani, Pechani, and Ghatoni.

Ancient Languages: Classical Tsolyani, Engsvanyali, Ancient Salarvyani (Bednalljan), Tongue of the Priests of Ksarul, Llyani, Mihalli, N'lussa, and Tsaqw (ancient Yan Koryani).

Spells

The teaching of magic in Tsolyanu is controlled by the temples. Unless you pay for a private tutor, you will be learning new spells from your temple. Some spells are known to all temples, some spells are known only to a subset of temples or one temple.

If a temple or temples are listed for the spell, only followers of that temple may learn that spell. For spells with multiple temple designations, the Cohort of the listed deity also can take that spell. So, for instance, since the Confusion spell can be learned in the temples of Ksarul, Sarku, Thumis, any members of the temples of Gruganu, Durritlamish, and Ketengku can also take the spell.

Because of the advanced and proprietary nature of these spells and the restrictions placed on learning them by the temples, spells with only one temple listed, as well as Summon Lesser Demon, Summon Demon, Shield of Defense, and Revival, required the Theologian talent.

Spell List

IQ 8

Blur (T): As per Advanced Wizard, p. 11.

Light (T): As per Advanced Wizard, p. 11.

Slow Movement (T): As per Advanced Wizard, p. 11. Temples: Avanthé, Dlamelish, Hru'u, Ksarul, Sarku, Thumis.

Detect Magic (T): As per Advanced Wizard, p. 11.

Image (C): As per Advanced Wizard, p. 11.

Magic Fist (M): As per Advanced Wizard, p. 11. Temples: Chegarra.

IQ 9

Aid ST (T): As per Aid in Advanced Wizard, p. 11, except that the caster can only add to ST. Temples: Avanthé, Dlamelish, Karakan, Vimuhla.

Aid DX (T): As per Aid in Advanced Wizard, p. 11, except that the caster can only add to DX. Temples: Avanthé, Dlamelish, Karakan, Vimuhla.

Aid IQ (T): As per Aid in Advanced Wizard, p. 11, except that the caster can only add to IQ. Temples: Ksarul, Sarku, Thumis.

Clumsiness (T): As per Advanced Wizard, p. 11. Temples: Avanthé, Dlamelish, Karakan, Vimuhla.

Confusion (T): As per Advanced Wizard, p. 11. Temples: Ksarul, Sarku, Thumis.

Create Meal (C): Creates food and water for 1 person for 1 day. Cost: 1.

Dark Vision (T): As per Advanced Wizard, p. 11. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Darkness (S): As per Advanced Wizard, p. 11.

Detect Life (S): As per Advanced Wizard, p. 11.

Fear (T): Causes fear and panic in the subject. They will flee without regard for their defense. The victim gets a 3/IQ saving roll. Cost: 2 ST.

Heal minor wounds (T): Cures 1d hits of damage. Cost: 2 ST.

Neutralize Poison (T): The subject is cured of any poisoning. Cost: 2 ST.

Reveal Magic (S): As per Advanced Wizard, p. 11. Temples: Belkhanu, Hnalla, Ksarul, Sarku, Thumis.

Summon Small Creatures (C): This spell summons a small animal to follow the caster's commands. The animal summoned may be any 1-hex animal with 11 or less ST, 14 or less DX and 6 or less IQ. Some examples: Chnelh, Feshenga, Hyahyu'u, large snakes, Dlaqo, Mnor, etc. Costs 2 ST to cast, and 1 ST each turn the animal remains.

IQ 10

Clairvoyance / Clairaudience (T): The subject can see and hear through a hex of solid material, but not metal to a range of 30 feet, even if the area is dark. Cost: 1 ST, plus 1 per turn maintained.

Control of Self (S): The caster can control their own body: hold their breath, stop their heart, hold an object, enter a trance, recall a memory, stop hearing, etc. Actions impossible for a body cannot be performed (e.g. growing a tail). Cost: 2 ST, plus 1 ST per turn maintained.

Dazzle (S): As per Advanced Wizard, p. 12. Temples: Hnalla, Hru'u, Ksarul, Thumis.

Detect Enemies (S): As per Advanced Wizard, p. 12.

Far Vision (T): As per Advanced Wizard, p. 12. Temples: Karakan, Vimuhla.

Gold Sight (T): The subject can sense gold and gems within a range, even if buried or invisible. Cost: 2 ST, plus 1 per turn maintained.

Heal Serious Wounds (T): Cures 2d hits of damage. Cost: 3 ST.

Lock / Knock (T): As per Advanced Wizard, p. 12. Temple: Vimuhla.

Madness (T): The subject of this spell is rendered temporarily insane. A 3/IQ saving throw is permitted. The GM randomly controls the actions of the victim. Someone using Control of Self is immune. Cost: 3 ST, plus 1 per turn maintained. Temples: Belkhanu, Hnalla, Hru'u, Sarku.

Megahex Fear (T): As for Fear, but affects a megahex. Cost: 3 ST.

Shadow (C): As per Advanced Wizard, p. 12.

Summon Myrmidon (C): Brings a human fighter with ST plus DX equal to 24 and 8 IQ to follow the caster's commands. This fighter may have any 1-handed sword, axe/mace or pole weapon plus a dagger for weapons, and may wear either cloth, leather or no armor, but may not have a shield. The fighter knows only basic talents necessary to use weapons. Costs 2 ST to cast, plus 1 ST per turn that the fighter remains.

Speed Movement (T): As per Advanced Wizard, p. 12. Temples: Belkhanu, Hnalla, Karakan, Vimuhla.

IQ 11

Blindness (T): The subject cannot see for the duration of the spell. Cost: 2 ST, plus 1 per turn maintained.

Control Animal (T): As per Advanced Wizard, p. 12.

Create Banquet (C): Creates food and water for 1d+4 people for 1 day. Cost: 3.

Cure Disease (T): The subject is cured of most diseases. If used on a nonhuman or animal, the mage must make an additional 3/IQ roll to succeed. Cost: 2 ST.

Illusion (C): As per Advanced Wizard, p. 12.

Levitate (T): The subject of this spell can float up or down with an MA of 6. DX penalties are as for flight. Horizontal movement is difficult at best with this spell. Costs 2 ST to cast, plus 1 ST per turn to maintain. Temples: Avanthé, Belkhanu, Dlamelish, Hnalla, Hru'u, Ksarul, Thumis.

Medium (T): Allows subject to speak with spirits and the dead. Cost: 1 ST, plus 1 ST per turn maintained. Temple: Belkhanu.

Plague (T): The subject is infected with a horrid disease, rendering them incapacitated. They die after 2 turns, if Cure Disease is not successfully cast on them. Persons touching the victim must make a 3/ST saving roll to avoid catching the disease. Cost: 3 ST. Temples: Avanthé, Dlamelish, Sarku.

Silent Movement (T): As per Advanced Wizard, p. 12. Temples: Belkhanu, Hru'u, Ksarul, Sarku.

Sleep (T): As per Advanced Wizard, p.12.

Strike Blind (M): Either a flash of light or an enveloping darkness permanently blinds those within the target megahex, depending on the temple (light for Hnalla, darkness for Hru'u). This spell affects living beings only. It can be cured with a Restore Limb spell. Cost 3 ST. Temples: Hnalla, Hru'u.

Summon Large Creatures (C): This spell summons a large animal to follow the caster's commands. The animal summoned may be any 1-hex animal with 20 or less ST, 14 or less DX, and 6 or less IQ. Some examples: Dzor, Zrne, Biridlu, giant spider, Dnelu, Ngoro, Vringalu, Gerednya, etc. Costs 3 ST to cast, plus 1 ST per turn the animal remains. Temples: Avanthé, Belkhanu, Dlamelish, Hru'u, Ksarul, Thumis.

Withering (T): The subject of this spell loses the use of one or more limbs (roll 1d: 1 = one arm, 2 = one leg, 3 = both arms or both legs, 4 = one arm and one leg, 5 = torso, 6 = head). A 3/DX saving roll is allowed. An affected limb is withered permanently and can only be cured with an Eye of Restoration or a Restore Limb spell. If the victim is hit in the torso, they become paralyzed 3d days. If they are hit in the head, they fall into a coma for 2d days. Cost: 4 ST. Temples: Avanthé, Hru'u, Ksarul, Sarku.

IQ 12

Analyze Magic (T): As per Advanced Wizard, p.13. Temple: Thumis.

Control Undead (T): Controls an undead creature to do the caster's bidding. A 3/IQ saving roll is allowed for undead that are not mindless. Cost: 3 ST, plus 1 per turn maintained. Temples: Ksarul, Sarku, Thumis.

Drain Strength (S): As per Advanced Wizard, p.13. Temples: Avanthé, Belkhanu, Dlamelish, Hnalla, Hru'u, Ksarul, Thumis.

Eyes Behind (T): As per Advanced Wizard, p.13. Temple: Ketengku.

Fireball (M): As per Advanced Wizard, p.13. Temple: Karakan, Vimuhla.

Freeze (T): As per Advanced Wizard, p. 13. Temple: Dilinala.

The Hands of Kra the Mighty (M): This spell grabs and squeezes the subject telekinetically. It does 1d of damage per ST put into the spell. Maximum of 6d damage. Temples: Avanthé, Belkhanu, Dlamelish, Sarku.

Invisibility (T): As per Advanced Wizard, p.13.

Find Object (T): The subject can sense an object at a distance of up to 200 feet. The object must be something the caster has touched. Cost: 2 ST. plus 1 per turn maintained. Temples: Ksarul, Thumis.

Mage Sight (T): As per Advanced Wizard, p. 13. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Magic Rainstorm (C): As per Advanced Wizard, p. 13. Temple: Avanthé.

IQ 13

Calm (S): A wave of peaceful energy flows out from the caster, stilling storms, Wall of Water, Wall of Wind, rioting mobs, and other violent disturbances. It moves out from the caster at a rate of 2 megahexes per turn to a maximum of 6 megahexes. Cost: 2 ST, plus 1 per turn maintained. Temples: Avanthé, Belkhanu, Hnalla.

Control Person (T): As per Advanced Wizard, p. 13.

Curse (T): As per Advanced Wizard, p. 13.

Flight (T): As per Advanced Wizard, p. 13. Temples: Avanthé, Belkhanu, Dlamelish, Hnalla, Hru'u, Ksarul, Thumis.

Nexus Point Sight (T): Allows caster to see nexus points within caster's megahex and surrounding megahexes. Cost: 2 ST, plus 1 per turn maintained. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Open Tunnel (T): As per Advanced Wizard, p. 14. Temple: Hru'u.

Telekinesis (T): As per Advanced Wizard, p. 14.

Transmute Floor (M): This spell turns a megahex of water, mud, dirt, or stone into one of the other forms. So a stone floor can be turned to dirt, mud, or water, mud can be turned to water, dirt or stone, etc. Water and mud reduce MA by half and act as broken ground. This spell lasts 12 turns. Cost: 3 ST, plus 1 ST per additional megahex up to 4 total megahexes. Temple: Hru'u.

IQ 14

Cold (M): This missile spell does 1d+1 of damage per ST put into the spell. Temple: Hru'u.

Control Creature (T): Controls an underworld creature or animal to do the caster's bidding. A 3/IQ saving roll is allowed. This spell does not affect humans, intelligent nonhumans, nor the undead. Cost: 3 ST, plus 1 per turn maintained. Temple: Ksarul.

4-Hex Illusion (C): As per Advanced Wizard, p. 14. Temples: Avanthé, Belkhanu, Dlamelish, Hru'u, Ksarul, Thumis.

Dispel Illusions (S): As per Advanced Wizard, P. 14. Temple: Hnalla.

Fresh Air (C): As per Advanced Wizard, P. 14. Temple: Avanthé.

Infernal Barrier (C): This spell creates a sparkling barrier in front of the caster. An enemy must roll a 5/DX roll to pass through the shield. This shield does not stop missiles, but makes the subject harder to see: -2 DX to missile attacks. It will stop a Wall of Water or Ice, and will stop a Cold spell or Eye of Frigid Breath on a 3d roll of 12 or less. Cost: 3 ST, plus 1 ST per turn maintained. Temple: Vimuhla.

Lightning (M): As per Advanced Wizard, p. 14. Temple: Vimuhla.

Remove Thrown Spell (T): As per Advanced Wizard, p. 14.

Sending of Evil (M): Like Plague, but a missile spell, which affects a megahex at the target. Cost: 5 ST, plus 1 per turn maintained. Temples: Avanthé, Dlamelish, Sarku.

The Silver Halo of Soul-Stealing (M): Sends a shiny ring of energy toward the target. If the target is hit, they lose their soul, leaving them in a mindless state. A 3/IQ saving roll is permitted. This spell is deflected by Invulnerability or Pentagram -- on a 3d roll of 8 or less, this spell hits a nearby target, randomly selected. Once a victim's soul is gone, only a Revival or a Reincarnation spell can restore them. Cost: 4 ST. Temples: Belkhanu, Hru'u.

Spell Shield (T): As per Advanced Wizard, p. 14. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Summon Lesser Demon (C): As per Advanced Wizard, p. 15., except each temple summons the demons associated with their temple. Temple: All.

Telepathy (T): As per Advanced Wizard, p. 15.

The Vapor of Death (S): A wave of poisonous gas flows out from the front of the caster. It moves at 1 megahex per turn, and the caster must be sure the wind is still or blowing away from the caster's party. All persons caught in the cloud must saving rolls of 3/ST, and, if successful, the subject takes 1d damage. If the saving roll is failed, the subject dies unless a Neutralize Poison spell is cast on them within 1 turn. Cost: 4 ST, plus 1 per turn maintained. Temples: Hru'u, Ksarul, Sarku, Vimuhla.

Weapon/Armor Enchantment (T): As per Advanced Wizard, p. 14. Temples: Karakan, Sarku, Vimuhla.

IQ 15

Astral Projection (S): As per Advanced Wizard, p. 15. Temple: Belkhanu.

Open Nexus Point (T): Will open a nearby nexus point, allowing the party to pass through. The caster should be the last one through, because the nexus point will close after they enter. Cost: 2 ST, plus 1 per turn maintained. An additional 1 ST will inform the caster as to the nature of the other side. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Iron Flesh (T): As per Advanced Wizard, p. 15. Temple: Vimuhla.

Pentagram (C): As per Advanced Wizard, p. 15, except that no pentagram needs to be drawn on the floor. Temples: Be Hn Hr Ks Sa Th.

Shield of Defense (T): This spell creates an invisible dome of energy around a megahex that stops all missiles, The Hands of Kra the Mighty, Lightning, Fireball, and Telekinesis. It also prevents creatures of ST 12 or less from entering the megahex. Cost: 5 ST, plus 1 ST per turn maintained. Temple: All.

Summon Giant Creature (C): 1 multi-hex creature can be summoned to follow the caster's orders. May include Serudla, Sro, Aqaa, Dlakolel, Teqeqmu, etc. Cost: 5 ST, plus 2 per turn maintained. Temples: Avanthé, Belkhanu, Dlamelish, Hru'u, Ksarul, Thumis.

Summon Veteran (C): Brings a human fighter with ST plus DX equal to 32 and 9 IQ to follow the caster's commands. The ST must be at least 16, and the fighter always knows both Warrior and Veteran talents. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear either any non-fine armor or no armor and may have a shield. This fighter knows only the basic talents necessary to use the weapons and shield, plus Warrior and Veteran. Costs 4 ST to cast, plus 1 ST per turn that the warrior remains. Temples: Avanthé, Belkhanu, Dlamelish, Hru'u, Ksarul, Thumis.

Teleport (S): This spell transports the caster and all targets in the caster's megahex to the place the caster occupied exactly 100 hexes away. Unwilling targets get a 3/DX saving roll. Only items carried by the targets can be transported with the group. If other beings occupy the destination, an explosion occurs doing 4d to each member of both parties.

IQ 16

Control Weather (S): This spell creates weather of the caster's choosing within the area 12 megahexes of the caster. Rain, snow, sun, clouds, wind, and storms can all be created. The caster can walk out of the area of effect as long as they maintain it. This spell can be dissipated by casting Remove Thrown Spell on the caster or on the center megahex of the effect. Cost: 5 ST, plus 2 per turn maintained. Temple: Avanthé.

Doomkill (M): This special missile spell creates a terrific explosion in the target hex. Anyone in the megahex who misses a saving roll (4/DX) takes 8d damage. Anyone who makes their saving roll takes 2d damage. Revival of victims of the Doomkill require 3 weeks recovery. On a critical failure of the casting of this spell, the caster targets his own hex accidentally. Cost: 6 ST. Temples: Hnalla, Karakan, Vimuhla.

Megahex Sleep (T): As per Advanced Wizard, p.16.

Mind-Bar (M): The subject is controlled by the caster for 12 turns. A 3/IQ saving roll is permitted. Victims may be made to kill themselves, to fight against their former allies, and to otherwise do the caster's bidding. Cost: 4 ST. Temples: Belkhanu, Hnalla, Hru'u, Ksarul, Sarku, Thumis.

Long-Distance Telepathy (T): As per Advanced Wizard, p. 16.

Re-embodiment (T): The soul of a person not more than 1 hour dead may be placed into an 'empty' body (see Silver Halo of Soul-Stealing). Cost: 10 ST. Temple: Belkhanu.

Vallation (C): This spell creates a wall of various materials that moves away from the caster. A 3-hex wall is created in front of the caster, and on the next turn it moves away from them at one megahex per turn. These walls do 4d damage to all who miss a 3/DX saving roll. Those who make a saving roll still take 1d damage. Vallation automatically dispels creatures created or summoned through magic. Walls stop all physical attacks and missiles, as well as Doomkill, Fireball, Hands of Kra the Mighty, Silver Halo of Soul-Stealing, and Vapor of Death. If two walls collide, make a 3d roll for each, with the wall with the lowest result winning, and the other wall dissolving. In case of a tie, both walls are stopped for a turn and reroll on the next turn. There are ten types of Wall, determined by the temple of the caster: Avanthé = Water, Belkhanu = Wind, Dlamelish = Serpents, Hnalla = Calm, Hru'u = Ice, Karakan = Swords, Ksarul = Indigo Fog, Sarku = Grave earth and worms, Thumis = Grey Mist, Vimuhla = Fire. Cost: 5 ST, plus 2 ST for every turn maintained. Temple: All.

Write Scroll (S): As per Advanced Wizard, p. 16.

IQ 17

Blast Trap (S): As per Advanced Wizard, p. 17.

Dissolve Enchantment (T): As per Advanced Wizard, p. 16.

Geas (T): As per Advanced Wizard, p. 16. Temple: Sarku.

Insubstantiality (T): As per Advanced Wizard, p. 17. Temple: Hru'u.

Invulnerability (T): Similar to Iron Flesh, but better. The subject becomes immune to all chlen-hide and normal steel weapons and missiles. Enchanted steel weapons, Eyes, and spells (except Doomkill, Silver Halo of Soul-Stealing, and Telekinesis) can all penetrate this protection. Cost: 4 ST, plus 1 per turn maintained. Temple: Karakan.

Remove Cursed Object (T): As per Advanced Wizard, p. 17.

Spellsniffer (T): As per Advanced Wizard, p. 17. Temple: Thumis.

Summon Demon (C): As per Advanced Wizard, p. 16., except each temple summons the demons associated with their temple. Temple: All.

Walking Dead (T): The personality of a person no more than 1 week dead is put into a corpse. This state lasts two more weeks, and then they die again permanently with no chance of revival. This period gives the person time to walk out of the wilderness or underworld and get revived. The person and the corpse must be the same species. Cost: 7 ST. Temples: Hru'u, Sarku.

IQ 18

The Grey Hand (T): The subject of this spell can touch a person and turn them into a pile of dust with no saving throw. Treat touch as an attack, rolling adjDX. The victim gets a final blow. Revival of the victim subtracts an additional 2 points of attributes. Cost: 5 ST. Temple: Wuru.

Shapeshifting (T): As per Advanced Wizard, p. 17. Temple: Dlamelish.

Megahex Freeze (T): As per Advanced Wizard, p. 17. Temple: Dilinala.

IQ 19

Long-Distance Teleport (T): As per Advanced Wizard, p. 17. Temple: Hnalla.

Revival (T): As per Advanced Wizard, p. 18. Temple: all.

Zombie (T): As per Advanced Wizard, p. 18. Temple: Sarku.

IQ 20

Unavailable Spells

Staff

Summon Wolf replaced by Summon Small Creatures

Summon Bear replaced by Summon Large Creatures

Staff to Snake

Drain ST

Summon Gargoyle replaced by Summon Large Creatures

Control Elemental

Create/Destroy Elemental

Summon Giant replaced by Summon Giant Creatures

Create Gate, replaced with Create Nexus Point

Control Gate, replaced with Control Nexus Point.

Summon Small Dragon replaced by Summon Giant Creatures

Summon Dragon replaced by Summon Giant Creatures

Lesser Magic Item Creation

Greater Magic Item Creation