

THE ART OF TACTICAL SORCERY

A TREATISE ON MILITARY MAGIC
ON THE WORLD OF TEKUMEL



BY
JOHN E. TIEHEN

BEAR 86

TABLE OF CONTENTS

	<u>PAGE</u>
1.0 INTRODUCTION	1
2.0 THE ART OF TACTICAL SORCERY IN SWORDS AND GLORY	1
2.1 Qualifications	1
2.2 Military Magical Training	1
2.3 Military Spell Acquisition	2
2.4 Financial Costs of Military Magic	2
2.5 Military Spell Casting	3
2.6 Limitations upon Military Spell Casting	3
2.7 Spell Failure	4
2.8 Regeneration of Psychic Power Points	4
2.9 Military Spell Corpus	5
2.10 Shatsurkoi Organization	5
2.11 Ranks and Social Circle Equivalents	6
2.12 Salaries	6
2.13 Dead-Zones	7
2.14 Personal Magic	7
2.15 Player Character Notes	8
3.0 THE ART OF TACTICAL SORCERY IN EMPIRE OF THE PETAL THRONE	16
3.1 Empire of the Petal Throne Applications	16
3.2 Qualifications	16
3.3 Military Magical Training	16
3.4 Military Spell Acquisition	16
3.5 Financial Costs of Military Magic	16
3.6 Limitations upon Military Spell Casting	17

1.0 INTRODUCTION

Some guidelines for the incorporation of military magic have already been summarised in section 2.960 of Swords and Glory. One may also consult "Qadardalikoi" (by Jeff Berry and M.A.R. Barker, Tekumel Journal, 1983) and "Missum" (by Gary Rudolph, Imperium Publishing Co., 1978) for further details on the employment of military magic, as well as legion level combat.

The purpose of this discourse on military magic is to streamline the integration of military magic into the adventure campaigns of player characters. Perhaps referees will find these parameters useful in meshing their player character's skeins of destiny more smoothly with the destinies of the Ever-Glorious Legions of the Petal Throne. The following guidelines are designed for use with the Swords and Glory adventure rules (see 2.0) and the Empire of the Petal Throne adventure rules (see 3.0).

2.0 THE ART OF TACTICAL SORCERY IN SWORDS AND GLORY

2.1 Qualifications

Military magic on Tekumel falls within the realm of ritual magic. As defined in section 2.239 of Swords and Glory, sorcerers must have an intelligence of 65, a psychic ability of 50, and a psychic reservoir of 60 to be qualified to learn and use ritual magic, and thus military magic as well.

2.2 Military Magical Training

Unlike "personal" magic which is learned predominantly through temples and occasionally through private tutors, military magic is mastered through the Imperial Legions. In Tsolyanu, good legions will maintain their own academies of martial magic.

Training to join a shatsurkoi (magical contingent) is rigorous, requiring stamina, endurance and discipline. A young military mage will learn marching and legion drills and be just as proficient at them as an ordinary pikeman. The tactical sorcerer must be able to march wherever the legion marches, be ready to concentrate and focus his energies in battle, and understand the legion's tactics and maneuvers in combat so that he may use his powers effectively.

Thus, a young military priest whose only contribution will be the focusing of his energies so that they might be tapped by more powerful sorcerers in

casting military spells (being in effect a battery of psychic energy) will require between one and three levels of the skill of soldier as described in section 2.2316 of Swords and Glory, with competence points invested in drills and formations. In contrast, a powerful badragu (sorcerer) whose responsibility it is to conjure tactical spells in support of legion operations in battle will need between six and nine skill levels of soldier with a great emphasis on field tactics.

Beyond this rudimentary military training there remains the complex art of tactical sorcery. Some details on the time required for this have been given in section 2.960 of Swords and Glory. In general, about six months are required for a young mage to learn the Lens of Power and be able to use it in conjunction with other military magicians. To quote Prof. Barker in Swords and Glory, this time is required to "learn how to mesh with the 'group psyche' of one's unit." Furthermore, another 12-18 months are needed to become proficient in shatsurkoi operations and tactics. Within the legions, tutors are always available. It is customary for the body of the shatsurkoi to be broken down into smaller groups to begin the training and then graduate to full scale shatsurkoi training with the entire contingent training as one. Team cohesiveness is critical so legions will usually attempt to train "replacements" along with the main body and have them available in case of emergencies. So too, when possible, an auxiliary shatsurkoi (about 1/5 the size of the primary shatsurkoi) is in training so that it may form the nucleus of a new shatsurkoi should a catastrophic shadow fall upon the legion's primary shatsurkoi. This is done because it is otherwise very time consuming to construct a shatsurkoi from scratch and the opportunity may not exist to continuously integrate new magicians into the contingent.

Under special circumstances, shatsurkoi training can be arranged outside of the legions and some notes on this are in order here.

Legions with less fortunate sponsors or smaller endowments may seek training for their shatsurkoi through the Palace of Ever-Glorious War though this will be expensive and waiting times may be extensive. It may take anywhere from six months to two or three years for the Palace of Ever-Glorious War to summon a legion's magic users for training once that Legion had petitioned for Shatsurkoi training. Referees will note that the prices for training through the Palace of Ever-Glorious War will run between ten and twenty percent higher than the normal costs of spell learning as given in section 2.923 of Swords and Glory. Legion sponsors known also for their piety and ritual tithing may find a sympathetic Temple within whose precincts may be found conjurers with military experience willing to teach the arts of tactical sorcery. However, assuming that a tutor or tutors can be relieved from other duties (for the two or more years that training will require) costs will be forty to sixty percent higher than normal costs for "personal" magic,

not counting appropriate bribes and offerings, due primarily to the fact that the Temples are not normally prepared to conduct this type of training. In the case of temple support, the waiting time for shatsurkoi training is generally shorter, particularly if the sponsors of the Legion are in the Temple's good graces. However, referees should note that finding such training support through a Temple is extremely rare. For game purposes, referees may only allow a 5% chance per year that a temple could make available trained and experience tutors to a petitioning legion.

Referees should note that magical instruction manuals are not very useful to military magicians as the requirements of cohesiveness and coordination with the rest of the shatsurkoi effectively prohibit "learning on one's own time."

2.3 Military Spell Acquisition

Military sorcerers purchase tactical spells in the same manner as "personal" spells are purchased. As new levels of sorcerer are achieved (through practice, study, and gamed competence rewards) then new spells may be purchased in accordance with section 2.921 of Swords and Glory. Figure 2-1 recapitulates that section.

SPELL COSTS	
SPELL LEVEL	PHYLA: MILITARY
1	2
2	4
3	6
4	8
5	10
6	13
7	16
8	19
9	22
10	25

FIGURE 2-1.

Furthermore, the skill level required to purchase spells is as the parameters set down in section 2.921 of Swords and Glory. Figure 2-2 presents these requirements.

SKILL LEVEL & PURCHASABLE SPELLS	
SPELL LEVEL	PHYLA: MILITARY
1	1-2
2	1-3
3	1-4
4-5	1-5
6-7	1-7
8-9	1-9
10+	1-10

FIGURE 2-2.

The time required to learn military spells is much longer than the time required to learn "personal" spells of comparable complexity. Again, this is due to the fact that the conjured energies must be synchronised with so many other psyches. The time required is the sum of a random D50 roll (representing days; roll a D100 and divide by 2 rounding up) added to a base time (in days) presented in Figure 2-3.

SPELL LEARNING TIMES	
SPELL LEVEL	PHYLA: MILITARY
1-3	5 days
4-6	15 days
7-9	30 days
10	60 days

FIGURE 2-3.

Though up to 3 spells can be learned simultaneously, only one version of the Lens of Power and one version of the Summit of the Mountain of Fire can be learned at the same time.

2.4 Financial Costs of Military Magic

Imperial Legions customarily absorb the costs of training its shatsurkoi. However, legions that must turn to the Palace of Ever-Glorious War or to a Temple will pay premium fees for shatsurkoi training as mentioned above. Figure 2-4 summarises these costs in Kaitars.

FINANCIAL COSTS OF SPELL LEARNING (IN KAITARS)		
SPELL LEVEL	PALACE OF EVER-GLORIOUS WAR	TEMPLE
1-2	25	30
3-4	50	60
5-6	115	150
7-8	300	375
9	700	900
10	1500	2000

FIGURE 2-4.

Referees should note that these costs are accrued for each member of the shatsurkoi learning a particular tactical spell. Recall that a shatsurkoi may number between 50-100 sorcerers. Obviously, the costs for shatsurkoi training are a heavy burden for a new legion, and it is not unknown for the Imperium to share some of this cost when it sees a promising new unit.

A military priest's skills are registered with the Legion's records. The Adept Master of Tactical Energies is responsible for issuing a License of Tactical Energy Mastery that officially documents the military priest's skills. When he leaves the legion he takes this document with him.

2.5 Military Spell Casting

Spell casting costs for tactical sorcery are the same as that for casting "personal" magic. Psychic power points are totaled in the same manner, adding intelligence, psychic ability, and psychic reservoir to come up with a pool of psychic energy which can be employed in casting military magic. Figure 2-5 presents

COST OF CASTING MILITARY SPELLS (IN PSYCHIC POINTS)						
SPELL LEVEL	CASTER'S SKILL LEVEL					
	1-3	4-6	7-9	10-12	13-15	16+
1	25	15	5	3	2	1
2	35	25	15	5	3	2
3	45	35	25	15	5	3
4	55	45	35	25	15	5
5	65	55	45	35	25	15
6	80	65	55	45	35	25
7	100	80	65	55	45	35
8	120	100	80	65	55	45
9	140	120	100	80	65	55
10	160	140	120	100	80	65

FIGURE 2-5.

the costs of casting military spells in psychic power points.

2.6 Limitations upon Military Spell Casting

The limitations upon "personal" spell casting apply equally to military spell casting. Limitations explained in section 2.933 of Swords and Glory will be summarised briefly here in the following paragraphs.

Since magical power ultimately derives its energy from inter-planar power tapped through nexus points, then the proximity of nexus points is critical to the effectiveness of military magic. The density of nexus points varies considerably across the face of Tekumel. Section 1.620 of Swords and Glory has already discussed the existence of magical regions described as "fertile", "semi-barren" and "barren". The costs of casting military spells in "fertile" regions is half the normal cost and casting military spells in "semi-barren" regions is double the normal cost. Casting military spells in "barren" regions is impossible.

The proximity of spell dampeners would disrupt tactical sorcery just as it would "personal" magic. However, the chances of this are highly unlikely. Such a person would never be allowed anywhere close to the shatsurkoi. While it is possible that a saboteur could penetrate the ranks of a shatsurkoi, his presence will be quickly uncovered and most swiftly dealt with. If on the other hand a cohort of enemy Ahoggya mercenaries close to within a few meters of the shatsurkoi then there are really far more immediate problems to deal with which far overshadow the problems of psychic dampening.

Military mages cannot move when casting their ritual style of sorcery. The only exception to this was referred to in section 2.960 of Swords and Glory: the Shield of Karakan used as an anti-ambush defensive spell. Note that though this spell can be cast while marching, the participating sorcerers must be marching in perfect step with one another as they had practiced time and time again in their training drills. Maintaining this spell is fatiguing and casting platoons are customarily rotated every few hours.

The proximity of metal is known to disrupt the conjuring of magic. For the purposes of military spell casting, the members of the shatsurkoi should not wear any form of metal armor and guards and liaison officers that work with the contingent are prohibited from wearing metal armor and using steel weapons as well. Cohorts armored in steel mail stomping around the battlefield have no effect on the shatsurkoi except to leave them fairly dusty when the day is over. As a policy, however, steel armored troops are usually kept at least 100m away from the magical contingent just to be on the safe side. There are Livyani scholars who insist on which some Tsolyani observers claim to have (and to which some Tsolyani observers claim to have verified) that sorcerers can summon energies from the planes beyond without interference from metals. True or

not, further details of this disclosure will be examined later in section 4.0.

Casters of military magic may wear light armor covering so long as it is made of chlen-hide. Furthermore, if the legion wishes to do so, the shatsurkoi may also be trained in some rudimentary melee skills, employing the sword or the mace or other similar weapon. However, it is not common to find military priests with such weapon skills possessing more than one or two sub-skill levels in any weapon. Far more emphasis is placed on the more pertinent skills of sorcerer and soldier.

Military spell casters can carry only about 30-50% of their encumbrance limit into battle. Carrying more than this is simply too fatiguing under battle conditions.

2.7 Spell Failure

Tactical sorcerers receive much more training than do "personal" sorcerers and they have a correspondingly smaller chance of spell failure.

The Lens of Power and the Summit of the Mountain of Fire are non-aggressive spells as are the defensive tactical spells. There is no penalty for failing to cast one of these spells, that is of course possibly outside of being incinerated by an in-coming Fist of Vimuhla. The point is that there are no immediate side-effects of failing the conjuration of such a non-aggressive spell. Of course, the spell does not work, but no special harm is done to the caster or his companions.

A failed aggressive spell, such as the Gaze of Vimuhla, may elicit three possible results:

- 1) The spell takes full effect with the caster as the center (even if he survives he will be impaled!);
- 2) The spell affects only the caster;
- 3) The spell simply does not work.

Figure 2-6 presents the chances of failure. A D100 roll is made to determine spell success and the table below is consulted.

SPELL RESULTS				
SKILL LEVEL	SPELL FAILURE			SPELL SUCCESS
	(A)	(B)	(C)	
1-3	01-03	04-08	09-15	16-00
4-6	01	02-05	06-11	12-00
7-9	--	01	02-08	09-00
10-12	--	--	01-03	04-00
13-15	--	--	01	02-00
16+	--	--	--	01-00

FIGURE 2-6.

1 - FAILURE RESULT TYPES FOR AGGRESSIVE SPELLS ONLY; NON-AGGRESSIVE SPELLS THAT FAIL AUTOMATICALLY USE RESULT (C).

FAILURE RESULT TYPES:

- A) The spell takes full effect with the caster as the center;
- B) The spell affects only the caster;
- C) The spell simply does not work.

Failures as a result of the proximity of metal for military magicians is the same as that listed in section 2.934 of Swords and Glory for "personal" spell casters and those parameters will not be reviewed in this volume.

There is another type of failure that is possible in military sorcery; that is the failure of a military mage to have a Summit of the Mountain of Fire working when psychic energy is focused at him through other mages using the Lens of Power. Enormous amounts of focused psychic energy can be lethal if one is not prepared to receive, control and manipulate it. The Summit of the Mountain of Fire is sometimes referred to as the Eye of the Storm by those who use it; and with good reason, for the sensations of harnessing such inter-planar power is like being in the Eye of the Storm: a malevolent calm surrounded by a vortex of swirling oblivion.

Figure 2-7 may be used to determine the effects should the circumstances just described arise. A D10 is rolled and the table is consulted in the column corresponding to the amount of psychic energy focused. The cross-referenced letter which describes the results may be interpreted in the notes following the table. Referees will note that the table below must be consulted each round that energy is being focused, thus making it clear to see that a great deal of training is necessary indeed.

PSYCHIC ENERGY POINTS FOCUSED	DIE ROLL		
	1-2	3-8	9-10
01-100	--	--	A
101-400	--	A	B
401-800	A	B	C
801-1200	B	C	D
1201-1600	C	D	E
1601-UP	D	E	F

FIGURE 2-7.

RESULTS:

- - NO EFFECT; The "receiving" mage is given an Intelligence roll (as per section 2.724 of Swords and Glory) to realise what has happened.
- A - The "receiving" mage has been jolted by the surge of psychic energy. He must make a Magical Resistance Roll versus an equivalent

- caster's skill level of 4 or be slain.
- B - Same as for (A) above except the equivalent caster's skill level is 8.
 - C - Same as for (A) above except the equivalent caster's skill level is 12.
 - D - Same as for (A) above except the equivalent caster's skill level is 16.
 - E - Same as for (A) above except the equivalent caster's skill level is 20.
 - F - Same as for (A) above except the equivalent caster's skill level is 24.

2.8 Regeneration of Psychic Power Points

The use of military magic drains psychic power points at the same rate as "personal" magic. However, the recovery and regeneration of psychic power points takes longer than "personal" magic does.

As with the case of recovering psychic power points after using "personal" magic, sorcerers must rest quietly for long periods and sleep as much as possible. Each day a magic user is allowed a D100 roll to determine how many psychic power points are recovered that day. The amount which may be recovered is directly related to how many psychic power points the mage has to start with. The same restrictions relating to psychic power point recovery as outlined in section 2.935 of Swords and Glory apply here. Figure 2-8 is used to determine how many psychic power points are recovered. Further rolls are made on subsequent days until all of the points that the mage originally started with are recovered.

RECOVERED PSYCHIC POWER POINTS					
ORIGINAL PSYCHIC POWER POINTS	DIE ROLL				
	01- 20	21- 50	51- 80	81- 90	91- 00
175-200	10	20	30	40	50
201-250	20	30	40	50	60
251-275	30	40	50	60	70
276-300	40	50	60	70	80
301-UP	50	60	70	80	90

FIGURE 2-8.

2.9 Military Spell Corpus

The effectiveness of Military Magic is rooted in the following pair of Universal Spells:

26. The Lens of Power [R]

U3; This permits the caster to focus his psychic energy in order to enhance the strength of a higher order spell. This is not the same as another mage tapping the caster's psychic power as a substitute for his own psychic power, for even in that case, the strength of the spell remains the same. This is a deliberate focusing of psychic energy by lesser mages to increase the strength of a higher order military spell. The strength of military spells, particularly with regard to range, magnitude, and duration, is based on how much psychic energy is invested in the spell. This will be elaborated upon below. The duration of this spell is 10T. Energy can be focused to a range of 5m. Casting this spell allows the caster to invest 20% of his or her psychic power points into a higher order military spell cast by a higher level mage sometime during the duration of the spell. The 20% refers to that amount of psychic energy which remains at the time that the Lens of Power is cast. Note that if a higher order military spell is not cast during the duration of the caster's Lens of Power spell, then the caster simply expends the psychic power points required by the level of the Lens spell (in the case of the U3 version for a Ritual Spell, it is 45 power points) and powers up another Lens to be ready for the moment that the higher mage casts the military spell. Preparation time is 1T.

U5; Same as above, except that the duration of the spell is 30T, energy can be focused to a range of 10m, and the caster can invest 40% of his available psychic power points. Preparation time is 2T. Prerequisite is the U3 version.

U6; Same as above, except that the duration of the spell is 45T, energy can be focused to a range of 15m, and the caster can invest 60% of his available psychic power points. Preparation time is 4T. Prerequisite is the U5 version.

U7; Same as above, except that the duration of the spell is 60T, energy can be focused to a range of 20m, and the caster can invest 70% of his available psychic power points. Preparation time is 6T. Prerequisite is the U6 version.

U8; Same as above, except that the duration of the spell is 90T, energy can be focused to a range of 25m, and the caster can invest 80% of his available psychic power points. Preparation time is 8T. Prerequisite is the U7 version.

U9; Same as the U8 version of the Lens of Power except that instead of investing 80% of the caster's psychic power, the caster may absorb 20% of the psychic power points within a 2m radius and invest them in the focusing of psychic power. Preparation time is 10T. Prerequisite is the U8 version.

U10; Same as the U9 version of the Lens of Power

except that the caster can absorb 40% of the psychic power points within a 5m radius and invest them in the focusing of psychic power. Note that for the U9 and U10 versions of the Lens, the mages within the local proximity of the caster need only be psychic batteries and may have no spell casting ability whatsoever. Preparation time is 15T. Prerequisite is the U9 version.

The caster of the Lens of Power in effect "aims" the focused psychic power points at a higher level mage whose duty it is to cast higher order military spells. This higher level mage must, in turn, be using the converse of the Lens of Power in order to tap and use the focused energy without suffering a catastrophic backlash. This converse of the Lens of Power is known as the Summit of the Mountain of Fire.

27. The Summit of the Mountain of Fire [R]

U4; This allows the caster to receive psychic power points from focused psychic energy to strengthen a subsequently cast military spell. The caster can receive up to 250 psychic power points at any moment in time for a duration of 30T. Once cast, this spell lasts for its entire duration and the caster is free to cast as many military spells as available psychic power will allow. Note that since the caster of this spell can cast other spells, that once the Summit of the Mountain of Fire has been cast, the mage can then, for example, cast the U9 or U10 version of the Lens of Power and tap into available psychic power points without anyone necessarily focusing psychic power at him with the Lens. Preparation time is 2T.

U6; Same as above except the caster can receive up to 500 psychic power points for a duration of 60T and the Preparation time is 4T. Prerequisite is the U4 version.

U8; Same as above except the caster can receive up to 750 psychic power points for a duration of 90T and the Preparation time is 6T. Prerequisite is the U6 version.

U9; Same as above except the caster can receive up to 1000 psychic power points for a duration of 120T and the Preparation time is 8T. Prerequisite is the U8 version.

U10; Same as the U9 version except the caster can receive up to 2000 psychic power points for a duration of 240T and the Preparation time is 12T. Prerequisite is the U9 version.

The caster of military spells using the Summit of the Mountain of Fire adds whatever psychic power points are available at the moment the military spell is cast to the

points he himself is investing in the spell to come up with the total strength of the spell. It is possible that the Temples have researched more powerful versions of the Summit of the Mountain of Fire that allow skilled mages to tap into still greater psychic power reserves but these are known only to those secret martial orders.

Referees will note that the Summit of the Mountain of Fire is conjured so that more magic can be "received" than would necessarily ever be "used" in a single spell. This is to allow for casting quick spells in succession, allowing the casting sorcerer to concentrate on his energies without having to worry about commanding more psychic energy to be readied and focused by younger military priests. Another important factor is that a higher order spell caster may never be certain how much psychic energy is going to be focused at him at any given moment. The all-powerful shatsurkoi looking down on the battlefield from its prominence is no stranger to the confusion of war. More often than not, higher order military spell casters fall to the energies of their own shatsurkoi before they succumb to the enemy. War is hell.

Scholars familiar with the phenomena associated with the casting of military magic will know of the dampening effect that military magic has on the casting of "personal" magic in the proximity of the military shatsurkoi (the contingent of sorcerers attached to legions and larger military formations). It is generally accepted that this is in a large part due to the casting of the Lens of Power. The focusing of psychic power through the Lens of Power is a crude manifestation of psychic energy at best, though it is clearly effective for military purposes.

It is worthy to note that the Lens of Power and the Summit of the Mountain of Fire were once closely guarded Temple spells. The pressure of Imperial military requirements and prudence saw these Temple spells evolve into Generic spells available to more legions. Still, there were not enough mages skilled in the art of military sorcery to outfit all of the legions requiring shatsurkoi. Thus, the Generic spells in turn evolved into Universal spells available to anyone with the predilection to learn.

The variety of military spells is limited. All military spells are ritual spells classed as Universal spells of complexity 10. Preparation time is usually 2T. Following is a list of those spells as they are commonly recognized in Tsolyanu (ref. Qadardalikoi).

OFFENSIVE SPELLS

FIST OF VIMUHLA
EMBRACE OF SARKU
SCINTILLATION OF THE EBON FLAME
EXERTIONS OF THE GOD-KING

DEFENSIVE SPELLS

SHIELD OF KARAKAN
BUCKLER OF QIYOR

MIGHT OF CHEGARRA VISIONS OF DRA THE UNCARING

Following is a detailed listing of each spell and its parameters for use in Swords and Glory. All spells are presented as a function of the psychic power points invested in casting the spell, which is denoted in parentheses.

28. Fist of Vimuhla

The Fist of Vimuhla, sometimes called the Gaze of Vimuhla, is essentially a large Doomkill with a few important differences. First, the destructive power of the Fist is many-fold more powerful than a Doomkill. Second, the Fist of Vimuhla is more accurate than its "personal" magic counterpart, in part due to the raw energy expended to put it on target. Regardless of the amount of psychic power points invested in the spell Figure 2-9 is consulted to see if the aimed Fist of Vimuhla hit its intended target or if it missed and if so by how far. Two D100 rolls are made, one for scatter and one for range. Miss distances are in meters.

Following are the spell parameters.

ACCURACY TABLE FOR FIST OF VIMUHLA SPELL		
DIE ROLL	SCATTER	RANGE
01 - 03	100M LEFT	100M SHORT
04 - 10	50M LEFT	50M SHORT
11 - 20	25M LEFT	25M SHORT
21 - 80	ON TARGET	ON TARGET
81 - 90	25M RIGHT	25M LONG
91 - 97	50M RIGHT	50M LONG
98 - 00	100M RIGHT	100M LONG

FIGURE 2-9.

(200) Circle of Effect: 10m in diameter
Range: Up to 500m away
Duration: Instantaneous
Magical Resistance Roll is allowed
Effects: Death or Damage according to Table J.

(400) Circle of Effect: 25m in diameter
Range: Up to 1000m away
Duration: Instantaneous
Magical Resistance Roll is allowed
Effects: Death or Damage according to Table K.

(800) Circle of Effects: 50m in diameter
Range: Up to 2000m away
Duration: Instantaneous
Magical Resistance Roll is allowed
Effects: Death or Damage according to Table L.

29. Embrace of Sarku

The Embrace of Sarku casts a mighty shadow of fear over opposing soldiers that causes them to break morale and possible rout. The effects of this spell are similar to the darker effects of the spell of Intrepidity. The Embrace of Sarku is an areal spell.

(200) Circle of Effect: 10m in diameter
Range: Up to 500m away
Duration: 1T
Magical Resistance Roll is allowed
Effects: The morale classes of all beings within the Circle of Effect are reduced 1 degree.

(400) Circle of Effect: 25m diameter
Range: Up to 1000m away
Duration: 2T
Magical Resistance Roll is allowed
Effects: The morale classes of all beings within the Circle of Effect are reduced 2 degrees.

(800) Circle of Effect: 50m diameter
Range: Up to 2000m away
Duration: 4T
Magical Resistance Roll is allowed
Effects: The morale classes of all beings within the Circle of Effect are reduced 4 degrees.

Though the durations of these conjurings may seem short for such a powerful spell, referees must keep in mind the contagious nature of morale status to adjacent troops, both friend and foe alike.

Morale is discussed in section 2.8212 of Swords and Glory. In legion level combat, it is up to both players to agree of for the moderator to decide under what conditions and how often morale checks must be made. Should troops rout as a result of the Embrace of Sarku, unaffected friendly troops (on the side that received the Embrace of Sarku) who are in proximity to the routing troops must themselves make new morale checks lest their morale degrade or break also. How far this domino effect will reach is up to the referee. Furthermore, opposing troops (on the side that sent the Embrace of Sarku) may themselves rally in the face of the retreating enemy and increase their morale by a degree. It is recommended that there be an 80% chance of this

though referees may wish to use a higher or lower percent chance.

Referees will thus note that even when the spell ceases to be effective, soldiers who have in fact routed will remain confused and disoriented for 1-5T. They may continue running or they may turn and stand their ground. If a leader is present, then routed troops who have regained their self control can be organized, rallied and put back into action in 10-20T. If no leader is present, then routed troops who have regained their self-control can get back into action in 20-40T.

30. Scintillation of the Ebon Flame

The Scintillation of the Ebon Flame spell conjures phantasms on a tactical scale. Casters are cautioned that the effectiveness of this spell is contingent upon its "believability." It is thus imperative that the caster be well trained in the art of war and preferably have some battle experience. To invest psychic points to conjure a mighty demon that simply materialises out of nowhere in front of friendly forces may cause some delay in the enemy ranks as they take time out to have a good laugh and may cause harm to one's own ranks should they not be expecting the phantasm. Thus, the Scintillation of the Ebon Flame is a spell that is customarily planned very closely in coordination with the legion's operations for the battle. Often times, great clouds of dust are raised in front of the phantasm's intended creation site so as to conceal its "arrival" from the enemy. Phantasms of charging fanatical Ahoggya are more believable than are phantasms of great hideous monsters.

This is due in no small part to the fact that the methods of actually summoning a minor demon, for example, to do battle in the service of a legion are demanding and esoteric enough to be considered generally impractical, and thus unbelievable. Readers should not forget about the magical dead zones manifested by the activation of the Lens of Power on a tactical scale. This phenomenon will negate the "personal" magic that might otherwise be capable of really summoning such a creature. The common soldier is not so gullible as to be impressed by such displays on the battlefield. Most of them are familiar to greater or lesser degrees with the capabilities of their own shatsurkois and know that phantasms may be expected on the battlefield and will be trained to pay little or no attention to such dramatic manifestations.

However, the creation of more "friendly" troops at critical tactical impasses, such as breakthroughs or last ditch stands, might make a great contribution to the outcome of the battle. Ahoggya or Shen mercenaries are very useful phantasms, especially when employed against one another where bad blood will help fuel the battle frenzy and may tie up useful troops in a useless action.

Casters of the Scintillation of the Ebon Flame are reminded that phantasms are not illusions. Phantasms

manifested by this spell have "reality" and are thus seen by friendly forces as well as opposing forces. If friendly forces are not expecting the phantasm then their surprise may be all it takes to tip off the opposing forces.

If players are employing this spell in conjunction with "Missum" or "Qadardalikoi" then one more note may be useful. Any side that may employ heavy non-human mercenaries as a phantasm should look to find a means of making the phantasm more real even as the miniatures are marching onto the board. Have the Shen or Ahoggya figures already out as if they were part of the order of battle. If there is a referee moderating the game then this should be easy enough. Activate the Scintillation of the Ebon Flame early on so the opposing player can see them marching around on the board ahead of their employment time. So long as psychic power points have been invested (and recorded as having been done), then your possibly irate opponent has little grounds for complaint. His generals were duped by a canny opposing shatsurkoi.

The reader should note that this is tougher with non-human mercenaries (which attract all kinds of attention anyway) than it would be with plain regular troops that appear on the board from time to time. Perhaps some subterfuge or deception will be necessary to get your opponent to look the other way when a phantasmic unit is placed on the board. Queries like "I thought you only had six units over there" may be answered with a shrug of the shoulders or a sly "I guess you mis-counted." After the game you can say that Ksarul made you do it, but don't forget to have your psychic power point utilisation record ready for inspection. Remember that it is only a game. But, when you're playing the game, remember that it is Tekumel... "gold and glory" is the only way! Besides, are you sure that your opponent had seven units on the left flank... a moment ago it looked like six?

Three types of simulacra can be conjured through the Scintillation of the Ebon Flame as given by the following three classes. The purpose of these phantasms is combat and thus the combat parameters are given also.

(I); Man size beings(humans, Shen, Ahoggya, animals with an average HBS of less than 150). These beings are given an armor defense of 4, do damage as per Table E, and have 45 body damage points. As appropriate, these phantasms can be conjured with "weapons" and "armor." These can be made to look like steel or whatever the conjurer has seen before and can be as general or specific as desired. However, the effects remain the same unless they can in fact be given real weapons and armor, which would be a logistical miracle on a battlefield. These beings can strike but once a round regardless of other characteristics inherent in their species. Furthermore, this one strike is a melee strike only. Such phantasms have none of the innate magical abilities of their species so conjured Ssu or Shunned Ones have the same basic one swing per turn as would a conjured human warrior. A phantasmic Hlyss would

not, for example, have a poisonous tail, though if the caster chooses, the tail may be used as a melee weapon and the Hlyss' opponents may "believe" that the tail is poisonous and run away accordingly. These creatures fight as skill level 5.

(II); Larger than man size animals and creatures can be conjured. These creatures cannot have an average HBS greater than 300 points and may be animals, monsters, or lesser demons. These creatures can strike one blow per round and do damage as per Table F. Furthermore, their armor defense value is 5 and they have 60 body damage points. These creatures fight as skill level 10.

(III); Extremely large creatures can be conjured. These creatures cannot have an average HBS greater than 1000 points and may be large animals like a Sro or Vriyagga or still greater monsters or demons. These phantasms strike two blows per round and do damage as per Table G. They have an armor defense value of 6 and they have 75 body damage points. These creatures fight as skill level 15.

Following is a list of spell parameters as a function of the psychic power points invested.

(200) Phantasms can be created up to 300m away from the caster and can be operated out to a distance of 200m away from the point of creation for a duration of 15T. A selectable number of up to 20 class I (man-size), 2 class II (larger than man-size), or 1 class III (extremely large) creature(s) can be conjured. These creatures can move 35m per Turn.

(400) Phantasms can be created up to 600m away from the caster and can be operated out to a distance of 400m away from the point of creation for a duration of 30T. A selectable number of up to 100 class I (man-size), 10 class II (larger than man-size), or 3 class III (extremely large) creature(s) can be conjured. These creatures can move 40m per Turn.

(800) Phantasms can be created up to 1000m away from the caster and can be operated out to a distance of 600m away from the point of creation for a duration of 45T. A selectable number of up to 400 class I (man-size), 25 class II (larger than man-size), or 10 class III (extremely large) creature(s) can be conjured. These creatures can move 45m per Turn.

31. Exertions of the God-King

The Exertions of the God-King is in effect a tactical level equivalent to the Generic class spell of Acceleration. Muscular coordination and speed are

enhanced enabling those affected by the spell to move and fight faster. All of those within the circle of effect, either friend or foe, accrue the benefits of the Exertions of the God-King. There is no Magical Resistance roll and the effects of the spell are instantaneous.

(200) Circle of Effect: 10m diameter

Range: Up to 500m away

Duration: 5T

Effects: All beings within the circle of effect add 1 action point during each round that the spell is active.

(400) Circle of Effect: 25m

Range: Up to 1000m away

Duration: 10T

Effects: All beings within the circle of effect add 2 action points during each round that the spell is active.

(800) Circle of Effect: 50m diameter

Range: Up to 2000m away

Duration: 15T

Effects: All beings within the circle of effect add 3 action points during each round that the spell is active.

This concludes the descriptions of the offensive tactical spells found in the military spell corpus. Following are the descriptions of the defensive spells.

32. Shield of Karakan

The Shield of Karakan, sometimes called the Arm of Karakan, is the defensive counterpart of the Fist of Vimuhla and is employed to negate that offensive spell. Unlike the Fist of Vimuhla which may not necessarily land on its intended target, the Shield of Karakan can be raised to protect specific troops or a particular area with absolute certainty. The Shield of Karakan creates what can best be described as a hemispherically shaped "bubble" through which the energy of the Fist of Vimuhla cannot penetrate. Referees should note that a lower strength "Shield" is not exactly overpowered by a higher strength "Fist" as is the case in Qadardalikoi. The critical factor is the area of effect. If a larger "Fist" lands on or near a smaller "Shield" then the region that the "Shield" overlaps the "Fist" remains protected. However, the surrounding unprotected region suffers the full effects of the Fist of Vimuhla. When a Fist of Vimuhla hits a Shield of Karakan it will detonate but its energy is deflected away.

Referees will note that the Shield of Karakan is also effective against such ancient magico-technical devices as the legendary Lightning-Bringer so long as that weapon is in fact aimed at a target protected by a "Shield." Note also that the "bubble" described above has

even hemispherical dimensions per se and thus can interdict the trajectory of a Lightning - Bringer shot that might be aimed through it though not at a target in it. It will be up to players or the referee to construct the geometry of the battlefield to determine if such a circumstance will arise. Lightning-Bringers may be given a "line-of-sight" or a "ballistic" trajectory at the referee's discretion. Note also that the effects of certain Eyes, like the Eye of Raging Power, will be interdicted by the Shield of Karakan, though such circumstances will be rare as the effects of magical dampening described in section 2.960 of Swords and Glory negate also the effects of Eyes and other weaker magico-technical devices.

(200) Circle of Effect: 25m diameter
Range: Up to 300m away
Duration: 10T
Effect: Proof versus Fist of Vimuhla

(400) Circle of Effect: 50m diameter
Range: Up to 600m away
Duration: 20T
Effect: Proof versus Fist of Vimuhla

(800) Circle of Effect: 100m diameter
Range: Up to 1000m away
Duration: 40T
Effect: Proof versus Fist of Vimuhla

33. Buckler of Qiyor

The Buckler of Qiyor is used to deflect missile fire from such non-magical weapons as bows, crossbows, javelins, slings, and artillery (such as ballistae or mangonels). The Buckler of Qiyor effects magical missiles (such as arrows with enchanted steel arrowheads) as well. It is, however, ineffective against magical spells. Missiles that impact the Buckler of Qiyor are splintered into harmless fragments that rain on their intended target with little more than the consistency of dust and tiny debris.

(200) Circle of Effect: 25m diameter
Range: Up to 300m away
Duration: 10T
Effect: Proof versus all kinetic energy missiles.

(400) Circle of Effect: 50m diameter
Range: Up to 600m away
Duration: 20T
Effect: Proof versus all kinetic energy missiles.

(800) Circle of Effect: 100m diameter
Range: Up to 1000m away
Duration: 40T
Effect: Proof versus all kinetic energy missiles.

34. Might of Chegarra

The Might of Chegarra is the "defensive" counterpart to the Embrace of Sarku; it does not negate the effects of that spell but has the opposite effect. In other words, the Might of Chegarra works to inspire troops in battle and raise their morale. Note that, as was the case with the Embrace of Sarku, all beings, friend and foe alike, enjoy the benefits of the Might of Chegarra if they are within the circle of effect. Unlike the Embrace of Sarku, no magical resistance roll is used with the Might of Chegarra.

(200) Circle of Effect: 10m diameter
Range: Up to 300m away
Duration: 2T
Effects: The morale classes of all beings within the Circle of Effect are raised 1 degree.

(400) Circle of Effect: 25m diameter
Range: Up to 600m away
Duration: 4T
Effects: The morale classes of all beings within the Circle of Effect are raised 2 degrees.

(800) Circle of Effect: 50m diameter
Range: Up to 1000m away
Duration: 6T
Effects: The morale classes of all beings within the Circle of Effect are raised 3 degrees.

Players and referees may wish to refer to section 2.8212 of Swords and Glory for a discussion of morale.

35. Visions of Dra the Uncaring

The Visions of Dra the Uncaring is a defensive spell that can be used to counteract some of the effects of the Exertions of the God-King as well as having the utility of calming down otherwise fanatical or enraged troops that may be uselessly out of control. The Visions of Dra the Uncaring is used to render muscular control more sluggish and purge adrenalin from the blood system.

(200) Circle of Effect: 25m diameter
 Range: Up to 300m away
 Duration: 2T
 Magical Resistance Roll is allowed if the spell is used offensively to slow down enemy troops that are hastened under the exertions of the God-King.

(400) Circle of Effect: 50m diameter
 Range: Up to 600m away
 Duration: 4T
 Magical Resistance Roll is allowed if the spell is used offensively.

(800) Circle of Effect: 100m diameter
 Range: Up to 1000m away
 Duration: 6T
 Magical Resistance Roll is allowed if the spell is used offensively.

36. Light of Sapient Glory

The Light of Sapient Glory is a defensive spell that disenchants the phantasms created by the Scintillation of the Ebon Flame. The Legion Kerdu will order a Light of Sapient Glory cast whenever he is suspicious of certain enemy formations.

(200) Circle of Effect: 25m diameter
 Range: Up to 500m away
 Duration: Instantaneous
 Effect: Disenchantment of all phantasmic creatures within the circle of effect... these phantasms disappear immediately.

(400) Circle of Effect: 50m diameter
 Range: Up to 1000m away
 Duration: Instantaneous
 Effect: Disenchantment of all phantasmic creatures within the circle of effect.

(800) Circle of Effect: 100m diameter
 Range: Up to 1500m away
 Duration: Instantaneous
 Effect: Disenchantment of all phantasmic creatures within the circle of effect.

Referees will note that the Light of Sapient Glory cannot disenchant other spells or magics. It is only efficacious against phantasms. Should the circumstances arise, the Light of Sapient Glory is also useful against phantasms created by "personal" magic.

2.10 Shatsurkol Organization

The organization of legion magical contingents, or

shatsurkol as they are called in Teolyanu, varies to greater or lesser degrees throughout the legions in the service of the Exalted Seal Emperor as well as throughout the Empires of Tekumel. An examination of all of these organizations cannot be undertaken at this time. However, an examination of a nominal shatsurkol is appropriate in any event.

The 3rd Imperial Heavy Infantry, otherwise called the Legion of Dukhtar or the Vanguard of Conquest, has been reactivated and is outfitting and preparing to mobilize less than a day's march south of Jakalla. Their shatsurkol will serve as an example of magical contingent organization.

A good legion will have anywhere between 50-100 sorcerers in its shatsurkol. The 3rd Imperial Heavy Infantry is planning to a total of 70 military priests and though training has begun in earnest (nobles familiar with the rumors that abound through the clan houses of Jakalla will have heard that clandestine training of this organization began over a year before the announcement of the legion's reactivation) there are still openings for applicants.

The 3rd Imperial Heavy Infantry is planning to 70 because they have traditionally employed their magic users in multiples of 7. This fundamental group of 7 sorcerers is given the organic status of a semetkoi (20 man troop) and is called a Dragon's Tooth by the Legion. A useful generic name for such a fundamental group is shatsur-semetkoi. In other legions the size of a shatsur-semetkoi may run anywhere between 4-12 sorcerers depending on the legion's status, the availability of military priests, and the nuances of their shatsurkol organization.

The Dragon's Tooth shatsur-semetkoi derives its name from the shape the group assumes in battle, that of an equilateral triangular wedge or tooth with one apex pointed directly at the enemy. Figure 2-10 below indicates the positions that each man occupies and a letter in parentheses denotes each type of sorcerer. Descriptions of these sorcerers follows.

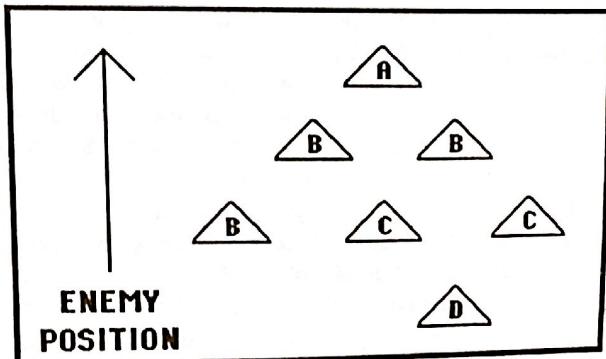


FIGURE 2-10.

(A): This military priest is known as the Master of Tactical Energies. This sorcerer is skilled in one of more of the offensive or defensive military spells which he is responsible for casting upon his own

forces or the opposing forces at the command of the Legion Kerdu. He is the senior officer of the shatsur-semetkoi. Furthermore, he is skilled in at least the U9 version of the Summit of the Mountain of Fire and the U9 version of the Lens of Power. He is always in a position to survey the proceedings of the battle. It is unusual that a Master of Tactical Energies will possess many tactical spells. When more than one is possessed, then usually all of them are either offensive or defensive in nature. It is rare, and bountiful, to find such a Master who possesses both offensive and defensive capability.

Energies at such time as the Master is taken out of action due to exhaustion or fatigue or perhaps even injury.

Shatsurkoi operations are complex and great care is taken to streamline them. Thus the shatsur-semetkoi plays a critical role. The psychic power available to tap in the shatsur-semetkoi is usually sufficient to maintain the conjurations of tactical energies well into the later stages of battle. Decentralizing these psychic resources around the users is, quite simply, efficient. It is only in the later stages of the battle that use of the Lens of Power at extensive ranges (greater than 10m) becomes necessary. Thus, it is in the later stages of battle when one shatsur-semetkoi may focus energy on another in support of an urgently needed spell. To be successful at this requires very good command and control. It is at this point that Masters of Tactical Energies are in their greatest peril because they have no way of knowing themselves how much psychic energy the shatsurkoi has left and how much will be focused on him if the command is given to focus on him in preparation for casting.

Of course, the shatsur-semetkoi are cohesive elements of the larger shatsurkoi. Their contribution is to facilitate the economical casting of tactical spells. Tactical spells have been referred to up to this point as offensive and defensive. In Tsolyanu, offensive spells are called sword spells and defensive spells are called shield spells. In a nominal legion, half of the shatsur-semetkoi are responsible for sword spells and the other half is responsible for shield spells.

This is why Masters of Tactical Energies who are skilled in both sword and shield spells are so valuable. It allows them to be dual-role and the legion's shatsurkoi is just that much more flexible in keeping up with the pace of the battle. Customarily, the early part of the battle is spent with forces going through the motions of probing each other for weak points to exploit. During this process, shield spells predominate. They are necessary very early on because if the enemy is given half a chance, the enemy will "create" weak points with the Fist of Vimuhla and the battle will quickly get out of hand. Having dual-role Masters allows the Kerdu to be a bit more cautious and allow him more room to pick and choose the right time to make his decisive assault on the enemy. Besides, no good general is going to sacrifice the blood of troops and precious time gaining the initiative over his foes only to have it literally blown away by the enemy shatsurkoi. Thus, defensive spells are imperative especially in the early phases of the battle.

Placement of the shatsurkoi is critical to its effectiveness. Customarily, the shatsurkoi is emplaced on high ground overlooking the battlefield. Failing the presence of some eminence or ridge line, a large platform will be erected upon which the shatsurkoi will summon their energies. Relative to the Kerdu's command platform, the shatsurkoi usually take up position to either

(B): These military priests are known as the Eyes of Power, for they must see victory through the Lens of Power. These Eyes of Power are responsible for focusing their psychic energy for the use of the Master of Tactical Energies. They will have, depending upon their military experience, anywhere between levels U3 and U8 of the Lens of Power and will have begun mastering the Summit of the Mountain of Fire perhaps up to but certainly not exceeding the level of mastery they have of the Lens of Power.

(C): These military priests are known simply as Military Priests. Though it is possible that these Military Priests are just beginning their sorcerous training, it is more likely that these are applicants who do not meet the qualifications for learning military magic (see 2.1 above) but still yearn to contribute to the Imperial Glory of the Petal Throne. They are thus employed as nothing more than psychic batteries from which the masters of the Lens of Power can draw energy. Their training is no less rigorous yet their role is frightfully dull. For them, it is a renyu's life.

(D): This military priest is known as the Wizard of The Power. He is the junior officer of the shatsur-semetkoi. Though he rarely has any knowledge of the offensive or defensive tactical spells, he will have at least the U7 version of the Lens of Power and the U6 version of the Summit of the Mountain of Fire. It would not be unusual to find him with U9 or U10 versions of each of these. From this position, the Wizard of The Power will advance to the rank of Master of Tactical Energies once he has learned at least the U9 version of both the Lens of Power and the Summit of the Mountain of Fire and has learned his first tactical offensive or defensive spell. In legions where high powered military priests are plentiful, the Wizard of Power may in fact be learned in offensive or defensive spells but no higher position within the shatsur-semetkoi is available. In this case, he may take over tactical spell casting during the battle from the Master of Tactical

one side or the other. These two positions are rarely in line with one another and the enemy positions. This is because they each require complete visibility of the battlefield. Depending upon the slope of the terrain it may occasionally be possible to emplace the shatsurkoi in front of and below the command platform.

The 3rd Imperial Heavy Infantry uses two different formations for its shatsurkoi emplacement. In either form, the formation is called the Jaws of Crimson Glory due to the inspiration of all of the 7-man Dragon's Teeth. In the first form there are two close parallel rows of 5 shatsur-semetlkoi each. The second row is at least head and shoulders above the first row. The sword units make up the first row and the shield units make up the second row. Those Masters of Tactical Energies who are skilled in both sword and shield spells will occupy the positions on the end of each row. This is the preferred formation of the legion's shatsurkoi (see Figure 2-11(a) below). However, some battles don't allow the time necessary to construct the platform needed for this formation and thus a more ad hoc formation is required. The second formation then is nothing more than a row of shatsur-semetlkoi, alternating sword and shield spell units positioned preferably on a ridge line (see Figure 2-11(b) below).

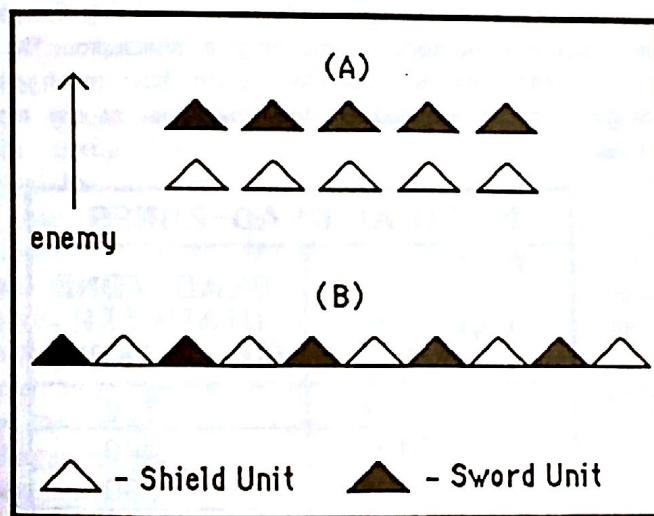


FIGURE 2-11.

Military sorcerers in formations such as the Jaws of Crimson Glory must stand as close together as possible, limited only by the room that each of them needs to cast their own respective "ritual" military spells. Military Priests, who act mainly as psychic "batteries," may actually stand shoulder to shoulder. All military sorcerers when not casting are required to stand as still as humanly possible so as not to risk disrupting the powerful flow of psychic energy that surrounds them.

Some comments on command and control are in order. The Legion Kerdu will be skilled in the art of employing battlefield magic as part of his training. It is the Kerdu, and the Kerdu alone, who may call for the

conjuring of tactical sorcery. The Kerdu has a Molkar on his command staff who is responsible for liaison with and the command of the shatsurkoi. This Molkar may in fact be a skilled military sorcerer or he may be a soldier with training in the use of tactical sorcery on the battlefield, a good position for a promising young future legion commander. In any event, it is this staff Molkar who issues the direct commands to the shatsurkoi to conjure. In his service is his own staff who are primarily responsible for shatsurkoi logistics and accounting for the status of psychic power available at any time during the battle.

To accomplish the accounting of available psychic power, there are assigned to each shatsur-semetlkoi anywhere between 1-3 of these staff personnel. One has the responsibility of the actual accounting, being skilled as both a scribe and mathematician as well as an accountant. His status reports go to the Command Staff Molkar who in turn advises the Kerdu of roughly how much psychic energy remains available. The other personnel of the Molkar's staff are skilled in interpreting the rituals of military magic and are tasked with literally watching the shatsur-semetlkois as they conjure, reporting to the scribe-accountants how much energy they "believe" to have been used. If only the shatsurkoi did not have to concentrate so, this process would be so much more simple, and so much more accurate. Military sorcerers are trained to give signs of how much energy their conjurings used, but the requirements of success prohibit these signs from being anything but the most subtle gestures. Thus, the shatsur-semetlkoi "observers" will be chosen for their keen eyesight and skills of perception.

2.11 Ranks and Social Circle Equivalents

The shatsurkoi of any legion is usually organized to have a single commander who is attached to the Kerdu's staff. Customarily, this officer is titled with the rank of Molkar, as discussed above. He has two Captains, or Kasi, under him. One is in charge of his own staff and is responsible for over-seeing logistics requirements of the shatsurkoi and the operations of the shatsurkoi accountants and energy observers while the other is the senior or Adept Master of Tactical Energies who is responsible for shatsurkoi training and operations. At his discretion, the Adept Master may have lieutenants, or Herekas, in charge of his sword and shield shatsur-semetlkois, but customarily this is not done. The Tsolyani prefer to streamline their command structures as much as possible.

Figure 2-12 will help to integrate the shatsurkoi into the Legion organization by outlining rank and social circle equivalents in Tsolyanu.

energize devices as small as Eyes and Amulets on the battlefield. If such techniques are known, then surely they will be guarded in a labyrinth of shadows and secrets. If players can find any evidence that would lend credence to these rumors, then I beseech you to petition the Glorious Seal Emperor for revenues with which to journey to Livyanu and investigate the matter, though only with the utmost discretion for should you or your journeymen be discovered your existence will surely be disavowed and your names struck from your clan rolls forever.

2.14 Personal Magic

Emphasis on "personal" magic takes second place to tactical sorcery in shatsurkoi training. Few indeed are the military priests who have true expertise in "personal" magic. Such are usually found in legions sponsored directly by the temples and their powerful priesthoods.

Still, "personal" magic has its uses. Not the least of these, for game purposes, is the use of "personal" magic to gain experience points to earn more levels of sorcery and higher levels of the tactical spells. Since Qadarnis are infrequent and wars are rare, the use of personal magic is encouraged as a necessary adjunct to shatsurkoi training.

Thus, most legions will retain priests and scholars to teach useful "personal" spells. Customarily, these will always be Universal spells. Temples sponsoring legions will also teach Generic spells. Furthermore, legions that are closely tied to particular temples may contract for priests to teach Generic "personal" spells in the legion's Academy of Tactical Sorcery. Of course, the fee for this service will run anywhere from 10-40% higher than the normal cost for teaching "personal" magic, depending upon the value of the personal contacts involved and the likelihood of favors and offerings. For the young military priest, however, this is usually not prohibitive since the legion is likely to subsidize at least 50% of his expenses as it is clearly within their interests to accelerate their shatsurkoi's power as fast as possible.

"Personal" magic finds most of its military utility on the battlefield, after the battle is over, and when smaller military expeditions are undertaken. Some useful Universal "personal" spells are Alleviation, Disenchantment, Domination, Favouring, Healing, Light and Darkness, Nutrification, Perception of the Energies, Phantasms, Robustness, . Terrorisation, Transportation, and Warding.

When special operations are to be undertaken that will likely see circumstances where proficient "personal" sorcery is required, legions will customarily contract for skilled mages just as they would for mercenaries. Wealthy legions will usually retain about half a dozen such specialists as a matter of course anyway. Player characters may thus find employ in a legion in this

manner. However, such mages must be closely aligned with the normal predictions of the legion. That is to say Immolation will not be found in the service of the Glorious Sunburst Legion. Such a priest would seek employment in clan-sponsored legions that are partial to Vimuhla and Chiteng. Referees will note that the sorcerers retained for special operations are known for their haughty mien and under no circumstances will these mages consider the "personal" sorcery.

2.15 Player Character Notes

As referees and players can see by the preceding guidelines, the life of a military priest is ill-suited for action-packed role playing. Perhaps, for those who would enjoy such a character, it can be arranged that a character can be enrolled in a legion and then kept on the "back burner" while other characters are rolled up for the mainstream campaign.

It should be perceived in the guidelines given above that given the training and the necessary psychic batteries, the average player character can learn to cast a Fist of Vimuhla in a non-military context. As characters often enjoy the power to annihilate whatever crosses them, it must be assumed that characters will seek and eventually find a way to learn the secrets of Armageddon.

Referees will note that the knowledge of military spell casting cannot be obtained from books or scrolls. According to all the records available to the scholars contributing to this treatise on Tactical Sorcery, there are no known cases of military sorcery stored in Globes of Instruction. Thus, players who "insist" on learning the awesome destructive power of the Fist of Vimuhla, or other tactical spells, will have to follow the guidelines given in preceding sections for learning these spells. That the use of such magic as "personal" magic for personal reasons is considered dishonorable, and thus unthinkable, in Tsolyanu will tend to deter only a few from seeking this power (The All-Knowing Sapient Eye of Mighty Thumis recognizes these few and honors them for their discretion with his blessings).

Those who live by the Doomkill shall perish by it. This being said, referees will note that it takes on an average about a minimum of 925 days (almost 2 years 7 months) time investment for a character to learn all of the necessary levels of the Lens of Power and the Summit of the Mountain of Fire and to learn to cast a Fist of Vimuhla. That is assuming that the character is doing nothing else but learning military magic. Also, this is not accounting for the time spent earning the experience to obtain new spells. Referees are beseeched to multiply time and financial costs to the most prohibitive of degrees rather than unleash the mischievous powers of

tactical sorcery in the hands of inscrutable player characters who are free to prey on an unsuspecting Tsolyani countryside. The Omnipotent Azure Legion is swift to punish those who disrupt the commerce of the Empire and the EQUANIMITY of the Most Excellent Emperor. (ED. NOTE: Or better yet, since the Omnipotent Azure Legion keeps its eyes on everything, and since the learning of tactical sorcery is very visible, simply have the Legion or Temple or even the Palace of Ever-Glorious War draft the player into a legion upon the completion of the player character's studies!)

3.0 THE ART OF TACTICAL SORCERY IN EMPIRE OF THE PETAL THRONE

3.1 Empire of the Petal Throne Applications

The magic system incorporated into the rules for Empire of the Petal Throne is less detailed but more flexible than the magic system in Swords and Glory. By and large, if players wish to incorporate the military magic parameters given above into their campaign then there is much that is compatible as long as players are willing to accept such detail. As the psychic power requirements go, players can either add the Pedhetl (psychic reservoir) category to their personal statistics and use the tables given above, or simply use their Intelligence and Psychic Ability and multiply all psychic power requirements by 2/3 (.66). As the effects of spells go, parameters are given in meters. Remember that a meter is close to a yard, or three feet, in length so just use 1m=3ft. Keep in mind that all of the tactical spells are given as a function of psychic power invested.

However, some players will prefer some guidelines tailored for Empire of the Petal Throne rules and these will follow. These parameters will generally be more brief than were those for Swords and Glory since the EPT system is so much more simple.

3.2 Qualifications

Players who hope to learn how to cast tactical spells will have to have at least an average (41 or better) intelligence and an average (41 or better) psychic ability. Those unfortunate enough to be capable of mastering only spells of Group II complexity, for whatever the reason, had best not pursue a career in a shatsurkoi. It is quite likely that such a magician would be employed simply as a military priest in name and be trained in various mundane administrative duties.

3.3 Military Magical Training

Legions will require a military priest to spend anywhere from 18-24 months in training, learning the arts of tactical sorcery, shatsurkoi operations, legion formations, drills, magical tactics, etc. Notes pertaining to shatsurkoi training through the Palace of Ever-Glorious War or Temples, as outlined in section 2.2 above, still apply.

3.4 Military Spell Acquisition

Military spells are acquired in exactly the same manner as are personal spells. Players will have to earn sufficient experience points to go up levels and acquire spells off of the table in section 500 of the Empire of the Petal Throne rules. Experience points may be earned through any means at the character's disposal. That is to say, a character can earn a level by using personal magic and earn spells that are part of the military spell corpus. This is the beauty of the EPT system, its flexibility.

All of the military spells including the Lens of Power, the Summit of the Mountain of Fire, and all of the Sword (offensive) and Shield (defensive) spells count as Group III Research spells. Furthermore, the Lens of Power is the prerequisite for the Summit of the Mountain of Fire, which in turn is the prerequisite for any of the Sword or Shield spells. Once the Lens of Power and the Summit of the Mountain of Fire spells have been acquired, any number and any mix of the Sword and Shield spells may in turn be acquired. No Sword or Shield spell can be taken if the character does not first know the Lens of Power and the Summit of the Mountain of Fire.

As with other EPT spells, there is no set time to learn the spells. Once the Group III Research spell has been taken, the character is a master of that spell.

3.5 Financial Costs of Spell Learning

The financial cost of spell learning in EPT will be given in Kaitars in Figure 3-1. Note that a legion will customarily absorb the cost of training conducted by its

COSTS OF SPELL LEARNING (IN KAITARS)		
SPELL	PALACE OF EVER- GLORIOUS WAR	TEMPLE
LENS OF POWER	3750	5000
SUMMIT OF THE MOUNTAIN OF FIRE	5000	6250
SHIELD SPELL	7500	10000
SWORD SPELL	10000	12500

FIGURE 3-1.

Academy of Tactical Sorcery. However, the Palace of Ever-Glorious War and the Temples will charge premium fees.

Should a player character be required to invest his own money into his training, the legion will at least subsidize him partially. Referees should charge the player only 50% of the rate given above for the Palace of Ever-Glorious War.

3.6 Limitations Upon Military Spell Casting

Strictly speaking, within the Empire of the Petal Throne adventure rules, there are no limitations to military sorcery. Referees may observe various sections of the Swords and Glory rules, however, such as the Sourcebook for Swords and Glory and may consult section 2.6 above for limitations that should correspondingly apply to EPT. Examples of such parameters may be the proximity of nexus points and the type of armor worn by the shatsurkol.

3.7 Spell Failure

Referees and players should consult section 434 of the Empire of the Petal Throne rules for guidelines on spell success.

As indicated above in the parameters for S&G, it is very crucial for a mage to have the Summit of the Mountain of Fire working when his surrounding military priests cast their Lens of Power spells. If he does not have that spell working when psychic energy is focused on him, he must make a D20 roll on the table in Figure 3-2 to determine the effects.

NOT PREPARED TO RECEIVE FOCUSED PSYCHIC ENERGY			
# OF LENS SPELLS	DIE ROLL & RESULT		
	(A)	(B)	(C)
1	01	02-05	06-20
2	01-02	03-07	08-20
3	01-03	04-09	10-20
4	01-04	05-11	12-20
5	01-05	06-13	14-20
6+	01-06	07-15	16-20

FIGURE 3-2.

Explanation of results:

(A) - Death;

(B) - 4D6 of damage and a Life Energy Drain (that is, Lose a level);

(C) - 2D6 of damage.

NOTE: the death result under (A) above requires that the victim suffer a Life Energy Drain should he or she be revived.

3.8 Regeneration of Spells

Military spells do not regenerate at the same rate that personal spells regenerate. In fact, the time it takes to regenerate military spells depends upon how many were cast in a given day. As a rule, it takes one day per military spell cast in a day to regenerate the military spells that were cast.

Let us look at an example. Suppose a character had the Lens of Power, the Summit of the Mountain of Fire, a Sword spell and a Shield spell. If he casts just the Lens of Power spell then it will be regenerated the next day like normal. If, however, he casts all four spells in a given day, he regenerates all four of them on the fourth day after using them.

His personal magic remains generally unaffected by this process. However, because of the exhaustion and fatigue that are brought on by the use of military magic, the caster has a 10% less chance of successfully conjuring his personal spells until all of his military spells have been regenerated. Those characters with a 75% chance of spell success have a 65% chance, and characters with a 100% chance have a 90% chance. Referees should note that this effect on personal magic takes place immediately after a military spell is thrown and does not wear off until all military spells have been regenerated.

3.9 Military Spell Corpus

The same military spell corpus for Empire of the Petal Throne is the same as the corpus for Swords and Glory.

1. **Lens of Power:** This spell allows military priests to tap into other-planar power, draw from it, and focus it for use in tactical sorcery. In effect, military priests are "draining" the other-planar power in the vicinity. (Referees will note immediately that the theory behind this method of tapping into other-planar power is different than that suggested in the guidelines for Swords and Glory. The same holds true for the rationale behind the magical dead-zones. Both of these theories were introduced in Swords and Glory section 2.960. Each theory has application that is better suited to one of the two different sets of adventure rules.) A Lens of Power will last for 3 Turns (30 min.). Once cast, the military priest must concentrate on this spell and the focusing of other-planar power and refrain from all other actions or spell-casting. Other-planar power may be focused to a range of 20 feet. The Lens of Power is an aimed spell but a roll to hit is not required. This is omitted because of the long months of training that have been invested in learning shatsurkoi operations and tactical sorcery.

2. **The Summit of the Mountain of Fire :** This

spell allows a military priest to receive and control focused other-planar power. The Summit of the Mountain of Fire will last 3 Turns (30 min.). Any amount of focused other-planar power received and controlled. The Summit of the Mountain of Fire must be operating for a mage to ward off the otherwise ill effects of focused other-planar power. Once this spell has been cast, the military mage may then cast other tactical spells.

Once a Summit of the Mountain of Fire is working, it takes five Lens of Power spells to be focused upon a Summit-casting military priest for him or her to cast a Sword (offensive) or Shield (defensive) spell. The casting of a Sword or Shield spell does not exhaust the functioning Lens spells. For example, since a Summit spell lasts for 30 battle rounds, then as long as there are five Lens spells focused upon the caster, the caster could throw up to 30 tactical spells (if he had that many) without exhausting the five Lens spells. Referees should keep in mind that the Lens spells are tapping into other-planar power in EPT, unlike S&G where military priests are expending their own psychic energy, and once tapped the other-planar power flows to where it is focused for the duration of the Lens spell.

Referees will also note that four Lens spells are insufficient for tactical spell casting and six or more is essentially wasted energy, though more than five may be focused due to the policy of overlapping Lens spells so as to always guarantee at least five Lens spells working at any given point in time.

Sword Spells

Referees will note that victims of offensive spells are always allowed a saving throw. Exceptions and details will appear below.

3. Fist of Vimuhla : The Fist of Vimuhla is little different from a large scale Doomkill spell. The Fist of Vimuhla can be fired up to a range of 5000 ft. It effects a circle 100 feet in diameter, destroying everything. The saving throw vs. the Fist of Vimuhla is the same as that for a Doomkill. Beings of levels 1-4 need a 17 or better, levels 5-7 need a 15 or better, and levels 8 or above need a 13 or better. A successful saving throw means that the victim takes 2D6 of damage. A failed saving throw means that the victim is slain.

The Fist of Vimuhla is an aimed spell that may not necessarily hit its intended target. The table in Figure 3-3 may be consulted to determine the miss distance and point of impact relative to the desired aimpoint. Two D100 rolls are made to determine the range and scatter of the Fist of Vimuhla.

4. Embrace of Sarku : The Embrace of Sarku works much like a very large scale Group I class spell Fear. It has a range of 5000 feet and effects all beings within a

ACCURACY TABLE FOR FIST OF VIMUHLA SPELL		
DIE ROLL	SCATTER (IN FEET)	RANGE (IN FEET)
01-03	300 LEFT	300 SHORT
04-10	150 LEFT	150 SHORT
11-20	75 LEFT	75 SHORT
21-80	ON TARGET	ON TARGET
81-90	75 RIGHT	75 LONG
91-97	150 RIGHT	150 LONG
98-00	300 RIGHT	300 LONG

FIGURE 3-3.

100ft. diameter circle. The spell will travel 1000 ft. per battleround. The victims are allowed a saving throw, but if this is failed they will then panic and flee. The aimpoint must be a fixed point on the ground. Thus, 5 minutes will elapse from the time that the spell was cast to the time it reaches a target at maximum range. Troops may very well move into or out of the target area before the spell actually hits. The spell takes effect instantaneously. Troops that the spell passes over before the spell reaches its target point are not affected by the Embrace of Sarku unless they are within the radius of effect of the spell when it "hits."

5. Scintillation of the Ebon Flame : The Scintillation of the Ebon Flame conjures up complex and magnificent illusions on a tactical scale. These illusions may be conjured to appear out to a distance of 3000 feet from the casting magician and can be maneuvered to a distance of 1500 feet from the point of creation. These illusions can be maintained for up to 15 battlerounds (15 minutes). Up to 400 man-size illusions, 25 larger than man-size creatures, or 10 extremely large creatures can be manifested. These illusions can move up to 15ft. per battleround.

Caution should be taken to create the most believable circumstances for the creation of these illusions. The reader may wish to peruse the notes on this spell in section 2.9 above. If believed, then the illusions will do real damage as dictated by whatever illusory weapons they are armed with. If dis-believed, then the illusions do no damage. Otherwise, the illusions have no reality as do the phantasms conjured by this spell in the Swords and Glory system. Also note that "victims" may only be given a chance to disbelieve these illusions at the referee's discretion.

6. Exertions of the God-King : The Exertions of the God-King is the equivalent of a Group II Haste spell on a tactical scale. The Exertions of the God-King will work out to a range of 2500 feet and effect all beings within a 100 foot diameter centered around the aimpoint. The

effects are instantaneous and will last for 3 Turns (30 min.). The Exertions of the God-King will cause those affected to double their normal movement rate. Such troops can, of course, strike two blows per round instead of one. Once troops are invigorated by this spell, they may move freely from the aimpoint of the spell at their hastened rate and are not required to stay in the vicinity of the spell's aimpoint.

Shield Spells

Shield spells do not require saving throws unless they are used offensively. Shield spells work automatically.

7. Shield of Karakan : The Shield of Karakan, also known as the Arm of Karakan, is the defensive spell that protects troops from the Fist of Vimuhla. The range of this spell is 2500 ft. and it can protect a fixed geographical location of 250 ft. in diameter around the aimpoint of the spell. The Shield of Karakan lasts for 3 Turns (30 min.) once cast. Protection from the effects of the Fist of Vimuhla is complete for all beings inside the Shield.

To determine what areas are affected by a Fist of Vimuhla, it is first up to the referee to determine what area(s) are protected by Shields of Karakan, and then compare those protected areas to the aimpoints of the Fists of Vimuhla and their corresponding areas of destruction. Any destructive area, no matter what fraction it represents of the full area of effect of a Fist of Vimuhla spell (that is, not protected by a Shield of Karakan spell) suffers the full effects of the Fist of Vimuhla.

The Shield of Karakan is effective versus the Lightning-Bringer, Eyes, and certain other ancient miscellaneous magical devices.

8. Buckler of Qiyor : The Buckler of Qiyor is a tactical spell used to protect troops from conventional missile fire which includes anything from arrows and sling pellets to ballistae bolts and catapult stones. The Buckler of Qiyor is no deterrent against magical spells but it is efficacious against enchanted arrows and the like. Missiles that strike the Buckler of Qiyor are destroyed. Like the Shield of Karakan, the Buckler of Qiyor can be cast out to a range of 2500 ft., protects a specific location of a size that covers an circle 250 ft. in diameter centered upon the aimpoint, and lasts for 3 Turns.

9. Might of Chegarra : The Might of Chegarra functions somewhat as the defensive counterpart of the Embrace of Sarku spell. However, it simply has the opposite effect, serving to inspire troops with courage rather than oppressing them with fear. The Might of Chegarra can nullify the effects of the Embrace of Sarku

if cast upon troops struck by fear from that spell. Under normal circumstances, the Might of Chegarra acts much like the Group I Bless spell, giving those troops effected a (+1) to morale, a (+1) to hit probability, and (+1) to damage.

The Might of Chegarra has a range of 3000 ft., effects all beings within a 100 ft. diameter circle centered around the aimpoint, and lasts for 3 Turns. The effects of the spell are immediate and, thus, effect only those beings in the 100 ft. diameter circle when the spell "hits." The spell moves at 1000 ft. per battleround. Once the spell has taken effect, beneficiary troops may move freely across the battlefield with the benefits intact.

10. Light of Sapient Glory : The Light of Sapient Glory is a defensive spell that dispels the illusions conjured by the Scintillation of the Ebon Flame. The range of this spell is 5000 ft. and effects all illusions within a 50 foot radius of the spell's aimpoint (a 100 ft. diameter circle). Illusions are automatically dispelled and are not allowed a saving throw. The effects of the spell are immediate.

11. Visions of Dra the Uncaring : This spell is a defensive spell that may be used to counteract the effects of the Exertions of the God-King or may be used offensively against opposing troops (in which case the victims are allowed a saving throw). The Visions of Dra the Uncaring functions much like a Group II Slow spell. The spell works out to a range of 2500 feet and effects all beings within a 100 foot diameter circle centered on the spell's aimpoint. All beings affected are slowed to half their normal movement and may only strike a blow once every other round. The spell's effects last for 3 Turns. The effects of this spell are instantaneous and effect only those beings that are within the circle of effect when the spell "hits," though they remain affected regardless of where they subsequently move.

3.10 Shatsurkoi Organization

Generally, most notes for Swords and Glory in section 2.10 above apply to Empire of the Petal Throne applications and will not be repeated here. Major differences arise concerning the details of the actual spell throwers.

Mages charged with the casting of the Lens of Power are simply referred to as Military Priests. Mages who cast tactical spells are known as Masters of Tactical Energies.

Shatsur-semetkois are customarily made up of six mages, including one Master of Tactical Energies and five Military Priests. Sometimes there is an organic reserve of five more Military Priests attached to a shatsur-semetkoi, but this is frequent only in wealthier legions.

3.11 Ranks and Social Circle Equivalents

Since ranks and social circles are less stringently observed in the Empire of the Petal Throne system, only brief note is worthy here. Military Priests, in a military context, are equivalent to heavy infantry. Similarly, the Masters of Tactical Energies are equivalent to a Kasi. The commanding officer of a Shatsurkoi is customarily a Molkar.

3.12 Salaries

Referees may wish to consult section 2.12 above for further details. However, a Military Priest usually earns a salary of 2000 Kaitars per month and a Master of Tactical Energies earns 5000 Kaitars per month. Tactical sorcerers who are skilled in many military spells will always receive bonuses above and beyond the base salaries given above. Military mages are expected to know one to three spells (including several of the Lens of Power and the Summit of the Mountain of Fire) to earn 500 Kaitars per month. Depending upon the economies and values preferred by the referee, these values can be inflated or deflated appropriately.

3.13 Dead-Zones

Military magicians employing tactical sorcery create a magical dead-zone around them that negates the powers of "personal" magic as well as Eyes, Amulets, and other lesser magical devices. This is due to the effect of the Lens of Power, which when conjured will drain a great deal of other-planar energy from the vicinity. In fact, so little energy is left that personal magic cannot even be powered within a certain proximity to the shatsurkoi.

One shatsur-semetlkois of six sorcerers, including five Military Priests and one Master of Tactical Energies, will create a circular dead-zone around them 1000 feet in diameter. This dead-zone is created as soon as the Lens of Power spells are activated.

Figure 3-4 illustrates the size of the dead-zone as a function of the number of shatsur-semetlkois, assuming each of them have the composition given above. As noted above in the guidelines for Swords and Glory, these magical dead-zones do not seem to have an effect on the more powerful magical devices, such as the Lightning-Bringer or the Chariot of the Gods.

3.14 Personal Magic

Unlike the Swords and Glory system which puts an emphasis on the sources of magical training, Empire of the Petal Throne imposes few special restrictions upon the sources of sorcerous learning. While the guidelines

MAGICAL DEAD-ZONES	
NUMBER OF SHATSUR-SEMETLKOIS	DEAD-ZONE DIAMETER (IN FEET)
1	1000
2	2000
3	3000
4	4000
5	5000
6	5500
7	6000
8	6500
9	7000
10	7500
11	8000
12	8500
13	9000
14	9500
15+	10000

FIGURE 3-4.

presented in this volume have provided some restrictions (see sections 3.3, 3.4, and 3.5) on tactical sorcery, there are no implied restrictions upon the learning of personal sorcery. Military magicians may have as much or as little personal magic as they desire. It should be apparent, though, that the more Group III spells invested in tactical sorcery the better.

3.15 Player Character Notes

Referees will by now have observed that it is easier for players to learn tactical sorcery in Empire of the Petal Throne than in Swords and Glory. Ultimately, players may seek the opportunity to employ these destructive skills in less honorable pursuits than they were originally intended for. Any player who wishes to cast a Sword or Shield spell must have five Lens of Power spells focused upon him from five separate sorcerers. Furthermore, these five sorcerers must have trained with the Master of Tactical Energies for at least 12 months in the same legion. A Master of Tactical Energies would be courting suicide to employ Military Priests that he had not trained and worked with before.

There are no records to be found in the Five Empires that imply that a magical device of any kind was ever developed to function in the role of the Lens of Power. Adventurers find any attempts to find such a device futile, regardless of whatever promise legends hold.

4.0 NOTES ON THE LIVYANI SPELL PRESENCE OF CASTING IN THE METALS

4.1 Introduction

Scholars familiar with the art of sorcery on Tekumel will no doubt have read section 2.934.2 of Swords and Glory, which discusses the difficulties of spell casting encountered when there is metal in close proximity to a conjurer. Briefly recapitulating the essence of that section, there is a 70% chance that something "bad" is going to happen when a conjurer is carrying so much as 60 grammes of metal (note also section 2.933.5 of S&G).

In spite of this, it is known throughout priestly and military circles that the shatsurkoi of Livyani legions use body armor in action that is made of steel as well as other metals. This paradox has aroused much curiosity and speculation, though Livyani sorcerers are renowned for their skill with esoteric magic and their knowledge of the energies of the Planes Beyond.

4.2 Overview of the Livyani Technique

The secret to casting spells in the presence of metals, known only to the Livyani, revolves strangely enough around a rare mineral known as "chanuz." Chanuz is crystalline, very shiny, and extremely black. Chanuz also possesses mysterious magical properties of its own. The Vru'neb alone recovers the crystal from secret locations (no one really knows if there is more than one location) and sees to its safekeeping.

The Adept Master of Tactical Energies for each Charoneb (the name given to the principal Livyani military units; the equivalent of the Tsolyani Legion) is responsible for making appropriate requisitions of chanuz as required. It is not known for certain whether or not chanuz may be requisitioned by independent parties for personal use though it would seem likely that the priesthoods of the Shadow Gods should maintain this privilege even if only on a limited basis.

In the Livyani Charoneb, the Adept Master of Tactical Energies is very much like a Great Wizard (note section 1.832 of Swords and Glory) whose skill level may be anywhere from XV to XX circles. This Adept Master of Tactical Energies possesses a power known as "The Eye of Hearts" for not only can he see the heart of the shiny black chanuz, but he can see the heart of psychic power in humans as well.

The Livyani have learned that just as Tekumel is dotted with nexus points that vary greatly in density from region to region, so too does the human body possess focal points through which that human's psychic energies relate to the energies from the Planes Beyond. Under proper conditions these focal points can be seen by one who has the "Eye of Hearts."

Initiates in the Livyani shatsurkoi learn a ritual class Universal spell called "The Indomitable Passage" which allows them to conjure in the presence of metal. Further details of "The Indomitable Passage" may be found later in this section.

Once "The Indomitable Passage" is mastered, the initiate becomes the subject of a secret rite that will be conducted by the Adept Master of Tactical Energies. This rite will not be elaborated upon at this time though the critical details are presented forthwith. The initiate is bathed (perhaps lacquered is a better expression) in chanuz. The chanuz crystal is prepared and ground into finer crystalline particles transported by an orange-hued paint and applied over the entire body of the initiate. The initiate conjures "The Indomitable Passage" and is then sent into a trance-like state by the Adept Master. Soon afterwards the Adept Master can see the focal points of chanuz. The focal points make unique shapes and patterns on the surface of the skin, and the chanuz lacquer is removed from the initiate by the Adept Master in precisely the same shapes and patterns with a ritual instrument, a dull edged ivory blade, while the initiate is still in a trance. The exposed skin then blisters, cells are disrupted, and the skin turns a dark red or purple. Once the trance is broken and the effects of "The Indomitable Passage" wear off the chanuz lacquer is removed. As the initiate gains consciousness, he experiences great pain. However, before he can be healed or treated, very elaborate Aomuz (Livyani tattoos) are applied to the skin surrounding the wounded flesh that denoted the initiate's psychic focal points. The rite may reveal anywhere from two to ten psychic focal points, though the number is not related to psychic strength.

This rite completed, the initiate military priest is ready to conjure sorcery in the presence of metals on a tactical scale. When battle is anticipated the shatsurkoi of a Livyani Charoneb will prepare its military priests with elaborate ritual. One of these rituals again involves the use of the rare chanuz. The chanuz is prepared by the Adept Master of Tactical Energies by grinding the larger crystals into smaller crystalline sand (perhaps each crystal is no larger than 1mm across) that is mixed into a sticky lacquer with some natural resin as well as turquoise blue pigment that may or may not have magical properties of its own. This chanuz lacquer is applied within each of the special Aomuz that revealed each military priest's psychic focal points. Once the lacquer is applied, the Indomitable Passage may be cast, the effects of which, rather than lasting a few minutes, will last an entire day. Thus, the effects of the Indomitable Passage may allow a military priest to cast spells in the presence of any abundance of metals without harm for an entire day. It is only after the chanuz lacquer has been applied and the Indomitable Passage cast that the military priest may put his armor on. Once the day is over, the chanuz lacquer loses its power.

Note that the resin in the chanuz lacquer prevents it from coming off due to perspiration or body movement. Removing chanuz lacquer, incidentally, is a sticky problem. It turns out that oils extracted from large tentacled sea beasts is most efficacious. Chanuz lacquer cannot be removed and reused. Once the chanuz has been activated by an Indomitable Passage spell, its magnifying effects last only for 24 hours, after which the chanuz is useless.

Readers will note that the key secrets to the Livyani skill of casting spells in the presence of metals rest with both the Vru'uneb and the ten Adept Masters of Tactical Energies, corresponding to the ten Livyani Charoneb. A Livyani military priest that travels to Tsolyani carries with him no secrets. Assuming that no mind bars were placed on him, such a military priest could reveal only trivial general information that would be of little use to anyone trying to unlock the secrets of spell casting in the presence of metals. However, assuming that some characters may be in the service of powerful authorities within the mighty priesthoods of Livyani's Shadow Gods, and assuming that they had been the subject of appropriate rites and were familiar with the appropriate enchantments (e.g. the Indomitable Passage), and assuming that they had very justifiable requirements for the use of chanuz lacquer, then it is worth noting that amount of chanuz lacquer necessary to cover one Aomuz will cost about 2,000 Livyani shi'dok (about 4,000 Tsolyani Kaitars). Recalling that a priest may have anywhere from two to ten psychic focal points and corresponding Aomuz, then it may cost that priest from 4,000 to 20,000 shi'dok to cast spells in the presence of metals for a single day. Note that the military priests in the service of a Livyani Charoneb would not bear this cost, though servants of the Priesthoods most certainly would. It is likely that the Priesthoods would subsidize some of the cost though the amount would vary proportionately with a given priest's mission or requirements.

4.3 The Indomitable Passage

As mentioned above, the Indomitable Passage is a Universal spell known throughout the shatsurkoi of Livyani. In Swords and Glory the parameters for the spell are as follows:

37. The Indomitable Passage [R]

U3; This permits the caster to focus his psychic energy in such a highly controlled manner so as to pass psychic energy through or around any abundance of otherwise spell-disruptive metal. Preparation time for this spell is 2T. The duration of the spell is only 10T.

U9; Same as the U3 version of the spell except the preparation time is 5T and the duration of the spell

is 80T. Prerequisite is the U3 version.

In Empire of the Petal Throne the Indomitable Passage can be acquired like a Group III Research spell, though appropriate limitations on the opportunity for learning this spell are recommended. Readers will note that many campaigns do not impose restrictions on casting spells in the presence of metals in the first place. The Indomitable Passage is pertinent only in campaigns that have borrowed heavily from Swords and Glory and are employing restrictions on spell casting in the presence of metals.

12. The Indomitable Passage: Allows the user to cast spells in the presence of metals for 3 Turns (30 min).

Readers should also note that it takes a fair amount of time to put armor on, even with assistance. The time left over for spell casting spells once the armor is on may be negligible even with the U9 version of the spell given for Swords and Glory above. Thus, without chanuz, the above listed spells have only a limited utility.

5.0 EPITAPH - CONCLUDING REMARKS

This concludes the volume on military magic and tactical sorcery. Hopefully, the guidelines presented in the preceding pages will be useful in your campaigns and adventures. Referees should feel free to use as much or as little detail as desired. Perhaps this volume will lay the foundation for some other Tekumel scholars to prepare a more thorough treatise on the art of Tactical Sorcery.

Barker, Calif. Apr '87

Characters w. missions:

- Harold the embittered:
= Special Son?
= last heir of the Ito dynasty?
= Empire would try to kill him.
= Koga - Amakiri
: Sanke would be happy, Paris, Ditchina.
= Nor & Yiddi, Elara is still out
= Takotani - last samurai in campfire

Decoy heir & daughter were real one. (APC)

- unrevealed yet.
- main hands of mixture - Vimbila, etc.

Hero - pick a city - Palasai - kid son of ruler of Palasai.

Akungha = ruler

- son secreted away, (illegitimate)

Generals' son

- heir to general
- Trooper - paid off
- minor legend
- wife from, etc.
- magic items
- close stds
- initials to get in

