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Tekúmel: EPT Boardgame



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Tekúmel: EPT Boardgame

Felipe Morales

Object of the Game: The object of Tekúmel: EPT is to be the first player to earn 10 Lán by completing missions for your clan.

A game for 2-6 players, best with 3-5 players.

Notes, Terms, and Definitions

Activated: Activated cards are turned sideways or face down to indicate that they have been used during your turn.

Ally: An ally is a recruited Encounter card which is not a Companion card.

Cancel: Many cards cancel actions. This happens immediately; the action does not take effect. You may not cancel an action after the phase in which it was completed (such as in later phase, or during a later turn).

Dice: Any text that mentions dice refers to the 10-sided die unless it specifically states otherwise.

Difficulty Level: There are 3 levels of difficulty that modify the number needed to be rolled (target number). Easy doubles the target number. Average does not modify the target number. And Difficult halves the target number, rounding down. The last two levels are usually abbreviated Ave & Diff.

Discard: Always discard face up under the appropriate deck or discard pile. When a deck is exhausted, shuffle all cards and create a new deck.

Fight Roll: The term Fight roll refers to a die roll made when attacking, not defending. A Fight roll is an example of a skill test.

Languages: In the world of Tekúmel there are many modern languages spoken and some ancient languages. Here are some that are used in the game (most common are underlined).

Modern Languages: Ghátoni, Livyáni, Mihálli, Milumanayáni, N'lüssa, Pecháni, Sa'á Allaqiyáni, Salarvyáni, Tsolyáni, and Yán Kóryani.

Ancient Languages: Ancient Tsolyáni, Ancient Salarvyáni, Engsvanyáli Llyáni, and Tsáqw (Ancient Yán Kóryani).

Pronunciation: Throughout the game, are Tekúmelani words written using the English alphabet. The accent shows what part of the word is to be given emphasis. The vowels remain consistent for most words as follows: 'a' sounds like 'ah', 'e' sounds like 'eh', 'i' sounds like 'ee', 'o' sounds like 'oh', and 'u' sounds like 'oo'. This much will make you sound Tekúmelani literate.

Ruins/Underworld/Tsúru'um: These 3 words are interchangeable for game purposes. Tsúru'um is the Tsolyáni word for the Underworld.

Skill Tests: Throughout the game, you will be required to make skill tests for your Hero, as instructed by various adventure cards. The character's attribute, Item(s) bonuses (or penalties), and Companion(s) bonuses (or penalties) are added to determine a total skill value. The Difficulty level of the task modifies this value. There are three Difficulty levels: Easy, Average, and Difficult.

Easy skill test is rolled equal to or under twice your total skill value.

Average skill test is rolled equal to or under your total skill value.

Difficult skill test is rolled equal to or under half your total skill value.

Success/Failure: Generally, 1 is always a success and 10 is always a Failure. If card text does not specify what happens when you succeed or fail at a given test, assume that nothing happens. Discard the card and continue playing as normal.

You: When a card refers to you, it means your Hero. For example, if a card text says you must make a skill test, it means your Hero must do so. In rare occasions you may refer to the player, but this is clearly indicated when that is the case.

Your Opponent/Enemy/Defender: When a card refers to your opponent or enemy, it means anyone you are currently in combat against (Fight phase). This is usually a Challenge or Encounter, but it could just as easily be another Hero or an enemy created by an Encounter or Spell.

Component List

10 Hero Boards

10 God Boards

89 Encounter Cards (28 Companions, 9 human, 13 airborne, 12 water, 13 animal, 1 animal/water, 13 non-human)

69 Equipment Cards (Weapon, Armour, 14 Special Items)

48 Mission Cards (3 Ancients/Underworld, 11 Clan Leader, 12 Contact, 8 Kérdu, 3 OAL, 10 Traitor, 1 Wedding Bells,)

73 Hero Action Cards (2 Ambush, 3 Ancients Mission, 6 Clan Leader Mission, 8 Contact, 1 Character, 2 Cover, 2 Device, 4 Escape, 4 Easy Going/Short Cut, 2 Forewarned, 1 Hello Noble, 2 Hide, 2 High Ground, 4 Hijack, 8 Kérdu, 2 Lost, 2 Mantrap, 1 OAL Investigation, 2 OAL Mission, 1 Old Friend, 3 Reinforcements, 2 Short Cut, 2 Surprise Attack, 8 Traitor Mission, 1 Wedding Bells Mission,)

116 Spell Cards (34 Ancient Tsolyáni, 24 Ancient Salarvyáni, 24 Llyáni, 23 Engsvanyáli, 10 Tsáqw-Ancient Yán Kóryani)

113 Treasure Cards (32 Spell Scrolls, 12 Weapons, 26 Eyes, 10 Armor, 9 Magical, 1 Cursed, 10 Artifacts, 5 Gems, 8 Káitar)

20 Underworld Encounter Cards (including 3 water, 4 traps, 2 spirit)

10 Heroes

1 Wet/Erase Pen

50 Lán Counters

50 Gold Káitar Counters

Ten-sided and six-sided Dice

1 Game Board

1 Rulebook

Component Descriptions

Hero Boards

Your Hero Board identifies your clan, your languages; your clan's starting location and your unique character ability. It is also where you track your attributes: Strength, Agility, Mind, & Health.

God Boards

Your God Board tells you the religion you follow. Religion affects which Equipment cards or spells you may or may not use; which missions you will earn bonuses for completing, and how you interact with some encounters. In addition, Companions compatible with your Hero's religion are more likely to join your Hero on his or her adventures. Additional starting locations are also provided on the God Board.

Mission Cards

At the heart of Tekúmel: EPT board game are the Missions cards that represent the way for your Hero to earn Lán by completing Missions for their clan. Each Mission card describes the action that must be taken. Generally, the Hero must travel to the named City. However, if the card describes retrieving a person then the Hero must travel to the named City and then return to his clan's home City. By successfully completing the Mission, the Hero earns the Lán printed on the Mission card. Bonus points are earned for having a harmonious relationship with the mission by either religion and/or language.

Hero Action Cards

Hero Action Cards hand limit is three (3) unless otherwise noted by special ability or card(s). Your hand is refilled during the Refresh Step of your turn. Cards may be played out of turn during another Hero's turn to affect movement or encounters. If the Hero Action card has the name of a mission in its title, it can only be played during the Mission Phase. (See the Card Anatomy diagram for details.)

Encounter Cards/Underworld Encounter Cards

Over the course of the game, you will draw Encounter cards to find what adventures await you. Each Encounter card (except for Companions) offers 4 possible skill tests: Trade, Evade, Recruit or Fight. Each skill test is graded by difficulty: Easy, Average, and Difficult. Drawing and resolving Encounter cards is described later in the rules.

Companion Cards

Companion cards are part of the Encounter deck. Companion cards represent other characters that may join you on your quest. Companions have attributes and special abilities that Heroes can use for their benefit, particularly when engaged in fights. (See the Card Anatomy diagram for details.)

Equipment Cards

Equipment cards represent weapons, armor, and other equipment your Hero is carrying. Slaves and Torches are “always available.” Equipment cards which are kept separate from the main Equipment card deck. Equipment cards have a cost, which is how many gold Káitars you must spend to purchase them. Equipment cards give you special abilities or bonuses, as listed on the card. Each card describes the Equipment cards class (weapon, armor, or special item) and type (shield, spear, sword, helm, etc.). You are limited to carrying no more items than your Strength value. However, Companions can also carry one Equipment each, and some Equipment will allow you to carry more. Note that Treasure cards are counted as Equipment cards once your Hero acquires them. See Step 4: City Market for more details.

Spell Cards

Spell cards represent extra-planar power your Hero can use to affect his adventures in Tekúmel. Your Hero must have a minimum Mind value of 6 to cast spells. Spell cards give you special abilities or bonuses, as listed on the card. Each card describes the Spell card’s name, language needed to use, religion needed to learn, duration, and effects. Your Hero may not cast spells if he does not know the language it is written in and if he does not belong to the appropriate Temple. Spell cards cannot be purchased, but are gained during game set-up and through acquiring treasure. The Hero’s Spell cards in hand may be exchanged with Spells from the Spell deck during the Refresh Step.

Treasure Cards

Treasure cards represent weapons, armor, and other equipment your Hero is carrying. Treasure is found when defeating certain Encounters. Each card describes the Treasure class (special item, armor, weapon, Spell scrolls, or Eye), type (techno-magical, magical, shield, battleaxe, scroll language, or Eye name), and the game effect. Treasure cards are treated as Equipment cards once your Hero decides to carry it. Equipment cards have a value, which is how many gold Káitars you may sell the item for at City Markets. Treasure items give your Hero special abilities or bonuses, as listed on the card.

Heroes

Each Hero has a corresponding figure that represents your Hero (and his party... Companions, Allies, Slaves) on the game board.

Agility, Health, Mind & Strength

Each Hero starts with 17 total points to assign to distribute to all your attributes. Wet/Erase Pen writing spaces are used to track your Hero’s current Agility, Health, Mind and Strength. See Step 5: Missions – Lán Points for how to increase attributes. You lose Health by losing combat. You regain Health by resting during the Movement Step, buying healing during the City Market Step, or being Knocked Out.

Gold Counters

Each gold counter is considered one gold Káitar. You usually gain gold Káitars by defeating

Encounters and selling Treasure in city markets. You may then spend gold Káitars in city markets to hire Slaves, buy Equipment, and heal your party. Any gold you earn as a reward comes from the bank. Any gold you spend for healing, purchases in a city, etc., goes into the bank. The bank does not run out of Káitars even if the gold counters run out.

Ten-sided and six-sided Dice

You use ten-sided dice for any required skill test.

Roll the one die and compare the results to your Hero's modified attribute. Treat a result of 0 as a ten. Any card or text that mentions a die refers to this die unless the card or text specifically states otherwise. Six-sided dice are occasionally used for other things like wounds inflicted or healing.

The Game Board

The major feature of the game board is the large map of the Tekúmel: EPT world, which is divided into Regional spaces. Each Region is comprised of various terrain types (plains, road, river, swamp, forest, hill, or mountain). City spaces are special locations within Regions. Each Region has an associated Adventure Table. Adventure Tables may have up to three different types of adventures local Challenges, Encounter Cards, and Entering the Underworld. Challenges are common and consist of various enemies to fight. Encounter Cards offer your Hero the opportunity to interact with the denizens of Tekúmel in various ways (Trade, Evade, Recruit, Fight). Entering the Underworld represents exploration of Tekúmel's ancient past.

Game Setup

1. Unfold the board and place it centrally on a large table.
2. Set aside the all the Torch cards and 6 Slave cards in separate stacks (both are double-sided).
3. Shuffle the Underworld Encounter deck and place beside the space of the board marked “Underworld”.
4. Randomly select 4 Encounter/Companions per player, shuffle the Encounter card deck and place on the space of the board marked “Encounters”.
5. Shuffle the Equipment cards and place on the space of the board marked “Equipment”.
6. Shuffle the Treasure card deck and place on the space of the board marked “Treasure”.
7. Shuffle the Spells card deck and place on the space of the board marked “Spells”.
8. Give each player three gold Káitars and place the remaining gold counters into a central bank.
9. Place all Lán counters in a central pile where all the players can reach them.
10. Each player randomly chooses a Hero Board to represent the Hero he will play in the game. The starting amount of Attribute points equals 17. Each player decides how to distribute the points across his Attributes and writes the appropriate number on each space of his Hero Board. A player’s Hero receives one Spell card at 6 Mind and for every point of Mind above 6. Each Hero starts off knowing Tsolyáni and learns languages (using the cost indicated on the Hero Board) until his Mind value is reached.
11. Each player randomly chooses a God Board to represent the Hero's religion. The God Board also provides the Hero with alternate starting locations. Alternately, players may agree amongst themselves which Hero and God Boards they will play.
12. Each player takes the Hero figure that corresponds to his Hero and places the Hero at one of the starting locations listed on their Hero or God Board. Unused Hero and God Boards and figures are put back in the box as they will not be used in this game.
13. Shuffle the Mission cards and deal two cards to each player. Every player selects one Mission card and discards the other card face up under the Mission deck.
14. Shuffle the Hero Action Cards and deal 3 to each player.
15. Randomly choose who will be the starting player.

Game setup is now complete and the game is ready to begin.

The Turn Sequence

Tekúmel: EPT is played over a series of turns. A player must complete his entire turn, after which the player to his left completes his entire turn, etc. In this way, play continues clockwise around the table until the game ends. Each player turn is divided into these five steps:

- Step 1: Refresh Cards
- Step 2: Movement
- Step 3: Encounters
- Step 4: City Market
- Step 5: Missions

A player must follow these steps in order, although he may not be able to complete every step.

Step 1: Refresh

During this step, refill your Hero Action cards to three (3). You may discard any amount of Hero Action cards before refilling your hand.

Your Hero may discard any Spells and redraw to current limit. It is possible that you will not draw any Spell(s) that you can use.

Turn over all your activated (turned sideways or face down) cards so they are now face up. These cards may now be activated again. See page [16](#) for further details on activating cards. If you have no activated cards, skip this action.

Step 2: Movement

During this step you may move your Hero figure on the board. Your figure represents your Hero and his party (Companions, Allies and Slaves). You may use one Hero Action card to alter your normal movement.

Heroes begin the game in a City listed on their Hero or God board. On your very first turn, before moving, place your Hero figure on the City space.

Movement

Your Hero's movement is normally one adjacent region outlined by a thick red line, but may be modified by roads, Hero Action Cards, Equipment cards or Spells. You may not move if you chose to rest! If your movement starts in a City, you may choose to travel on a road to move one extra adjacent region, so long as the road extends into that region.

Terrain

Every region has one or more of the seven types of terrain: Desert, Plains, Rivers, Swamp, Forest, Mountains or Hills. Terrain may affect which Encounter cards you may face.

Cities are considered relatively safe haven spaces. Entering a city requires a move as if it was a region, but leaving a city does not. If you have additional movement points left over at the end of your movement in a region with a city, you must state whether you are inside a City space or in the Region space.

Other Movement Rules

- You do not have to move your Hero the full movement available to you.
- Cities and other Hero figures on the board do not affect your movement. You may move your Hero figure into, out of, or through a space containing any of these without any effect. You may end your movement in a space occupied by any other number of Heroes.
- You may choose to rest by not moving in the Movement phase. You may immediately gain one Health each for your Hero, Companions and Allies, but not more than your maximum allotment.
- If you start your turn in the Underworld, you may spend your movement to emerge into the Region space.
- If you end your movement in a space outside of a City, you skip the Market step.

Step 3: Encounters

In this step, you choose to interact with either your space (City or Region) or with another Hero, if you ended movement in that Hero's location.

City Space

When you end your movement in City space and do not choose to interact with another Hero present, the player to your left draws one Encounter card; if it is not a human encounter then it is discarded to the Encounter deck discard pile and your Encounter Step ends. (See Region Space: Encounter Cards for how to resolve the encounter if a human encounter is drawn). Note that choosing a City Space also allows you to participate in Step 4: City Markets.

Region Space

When your movement ends in Region space and you do not choose to interact with another Hero present, you must either roll on the Region's Adventure Table or draw Encounter cards as indicated in the Region's space.

The Adventure Table has three possible types of results: local Challenges, Encounter cards

and Ruins (located with a star on the map). Each is resolved differently as outlined below.

Challenges

Challenges are printed on the board in the form of a detailed encounter. They all require combat against the listed Fight difficulty level. For complete rules on resolving combat, see Fight on page 18. If the Hero ends up imprisoned, treat as being Knocked Out (see Knocked Out below for rules).

Draw Encounter Cards

Encounters are similar to local Challenges, but you may choose how to react to them; attempting a Trade, Evade, Recruit or Fight skill test. The Player to your left draws the required number of Encounter cards and checks against Terrain type (but see Undefeated Encounters below if this rule is being used).

- When on a road, only Human, Non-human & Airborne entities can only be encountered.
- Water entities can only be encountered in a Region, which possesses a Water feature (lake, river, or ocean).
- Non-water entities cannot be encountered in a Region, which possesses a Water feature (lake, river, or ocean).

If the Terrain type does not match, that Encounter card is discarded. If there are no legal Encounters, the Encounter Step ends. Otherwise, the player to your left reads aloud the generic encounter text at the top of the Encounter card, for example, “You have encountered a small airborne group.”

Interaction

You must now decide how the Hero will interact with this Encounter (Evade, Trade, Recruit, or Fight) before the full details of the Encounter card are revealed. (Exception: An encountered Companion Card automatically becomes a Recruit encounter.) Each option will either have a Difficulty level for the skill test, re-direct the player to another skill test if the chosen one is not available, or simply state “No.” A “No” entry on the selected option automatically ends the Encounter. Note that Encounter cards often have text which add additional effects.

Evade:

Allows the Hero to avoid the Encounter. Failing to evade results in having to Fight the Encounter or lose one Equipment or Treasure Card (Player’s choice). Optional Rule: Evaded Encounters remain face-up as Undefeated Encounters on the Region space (see Undefeated Encounters below).

Trade:

Allows the Hero to purchase Equipment cards outside of the City Markets. You may

increase your likelihood of success by offering gold Káitars for +1 to the roll for each Káitar offered. Unless otherwise noted, if your Trade roll fails, then discard the Encounter Card. If your trade roll succeeds, treat as if you were in Step 4: City Market. Discard the Encounter card afterwards.

Recruit:

Allows the Hero to add the Encounter card to his party as an Ally or a Companion (for Companion cards only). In the standard game, Companions may be automatically Recruited. Encounter/Companion cards are placed face-up next to your Hero card as Allies or Companions. If the Recruit roll fails, discard the Encounter Card.

Recruit roll modifiers:

- For Human Encounters, the Difficulty level is reduced by one level if your Hero shares the same religious faction (Stability or Change).
- The Difficulty level is increased by one if your Hero does not share the same religious faction.
- No modifier if religious affiliation is not stated on the Encounter.

Some Encounters carry Treasure they are willing to share with the Hero, if recruited. To attempt to acquire the Treasure, follow the instructions at the bottom of the card. If the card states “Roll is exempt,” then no treasure roll is required.

See Allies and Companions below under Additional Rules for details on these

Companion Encounter cards Recruitment (optional)

For Companion Encounters, the Difficulty level always starts at Easy.

Roll a die vs. your current amount of Lán adding +1 per every 2 Mind and +1 for speaking the same language. Companions already in your party will further modify the roll as listed on the Companion card.

Fight:

The Hero decides to fight the Encounter. See page 18 for detailed Fight rules. Some Encounters offer Treasure as a reward after the Hero defeats it in a Fight. To attempt to acquire the Treasure, follow the instructions at the bottom of the card. If the card states “Roll is exempt,” then no treasure roll is required. Losing a Fight normally results in one lost Health, but may be further modified by the Encounter card.

Example: The player to your left draws the Tsi’il Encounter Card and reads, “You have encountered a small Animal group.” The Tsi’il card reads: Trade: No, Evade: Easy, Recruit: Fight, Fight: Diff. If you choose to Trade, the encounter will end after the flavor text is read. If you choose to Evade, you have an Easy Evade skill test. If you choose to Recruit, you have to Fight instead since a Tsi’il can’t be recruited. If you choose to or must Fight, you have a Difficult Fight roll.

Resolution:

The flavor text is read aloud after you have made your interaction choice. Then the appropriate skill test at the indicated difficulty level is made. Remember that Companions in the Hero's party can modify the Hero's target number and/or difficulty. The encounter is resolved by rolling a die. If the die roll is equal to or less than the target number, then the Hero is successful. See Skill Tests on p. 21 for further details.

Undefeated Encounter cards (optional)

When you choose to roll on the Region's Adventure Table and get the Draw Encounter Cards result, any undefeated Encounter cards face-up on the Region are first used to count towards the number of cards drawn. Resolve any face-up card(s) before encountering newly drawn cards. (The Region should be large enough to place the total number of Draw Encounter cards listed without overlapping).

Underworld

When the Adventure Table rolls yields a “May Enter . . .” you have the choice of venturing into the Underworld. If you choose not to attempt the Ruins (Underworld access), then the Encounter Step ends.

To enter the Underworld:

- Your Hero must have a light source, i.e. either a Torch, Lantern or Light Spell.

Certain recruited Encounter cards, medium and large groups, will prevent entrance to the Underworld. They may be discarded so that the Hero's party may enter the Underworld. Upon entering the Underworld, the player draws one Underworld Encounter card. Resolve as per normal Encounter card rules covered above. If the Encounter is not evaded or defeated then the Hero must encounter the same card again in their next turn and remains in effect until replaced. The Undefeated Encounter card rule is always in effect in the Underworld.

In each future turn, you may choose to stay in the Underworld and draw another Underworld Encounter card (or face previously Undefeated Encounters) or leave during the Movement Step.

Note: Should you ever lose the light source for any reason and not have another, then your Hero is automatically lost and you lose your next turn except for Movement to exit the Underworld.

Interacting With Other Heroes

If you end your movement in a space occupied by another player's Hero, you may choose to interact with the Hero instead of with the City or Region space. There are several ways to interact with another player's Hero:

- You can Trade with the other player's Hero.
- You can Exchange Companions with the other player's Hero.

- You can Exchange Missions with the other player's Hero.
- You can Attack the other player's Hero.
- You can Talk with the other player's Hero.

Attacking and Trading are mutually exclusive. If you choose one, you may not choose the other. However, you may both Exchange and Attack, or just choose to Exchange either Companions or Missions or both Companions and Missions.

1. Trade with Other Heroes: When you negotiate with another player's Hero, you may exchange gold, Equipment, Allies or Companions. Any agreement the players reach is binding.
2. Exchange Companions: In this less friendly encounter, the current Hero forces an exchange of Companions by giving the Defending Hero one Companion of the current Hero's choice. In response, the Defender must give the current Hero one of his Companions, but may then continue the exchange by giving the current Hero another one of his Companions, if he has any. The current Hero must then choose and give another Companion back in response. The process may continue until all Companions have been traded once. A Companion can only be exchanged once per Encounter Step.
3. Exchange Missions: The current Hero may exchange Mission cards with the Defender. The Defender may not refuse to exchange missions unless he has a Wedding Bells mission. Wedding Bells missions cannot be exchanged. The Mission cards must be kept hidden from players who are not involved in the exchange.
4. Attack Other Heroes: Prior to combat beginning, the Defending Hero may try to Evade the Attacker at an Easy difficulty level which can be modified by a Hero Action Card. If the Attacker wins the Fight, he may take one Equipment, Companion or Ally of his choice away from the Defender or take all of the Defender's gold. The Defender does not lose Health, but does lose one Lán, if possible. If the attack fails, the Attacker loses Health as in normal Combat, and the Defender has a choice of continuing combat or not. For a complete explanation of combat, see Fight on p. 18 and Fights Between Heroes on p. 23.
5. Talk with Other Heroes: The two Heroes do nothing but spend the Encounter phase swapping stories about their experiences.

Step 4: City Market

A player may only take the City Market step if his Hero ends his movement in a City space. Otherwise, the player must skip the City Market step.

City Market Actions

Before taking any actions during the City Market step, the player draws 1 card from the Equipment deck and places it face-up on the table. The Hero then makes a Trade roll to increase the number of Equipment cards to be drawn. The Hero chooses the difficulty level of the roll depending on the number of additional cards desired (Easy = 1 card/ Ave = 2 cards/ Diff = 3 cards). If the roll succeeds, add the additional cards face up on the table. If

it fails, no additional cards may be added.

Once you have Equipment cards in view, you may take any number of the following actions in any order, as many times as you want and can afford:

- Buy Equipment: Choose from among any of the face-up Equipment cards and pay its cost to the bank. Note that Torches are always available at any City and do not need to be drawn from the Equipment Deck (no limit). When you buy Equipment, place it in front of you next to your Hero Board.
- Buy a Slave: If available (6 cards total), choose a Slave card from the Slave Market stack and pay its cost (3 Káitars) to the bank. When you buy a Slave, place it in front of you next to your Hero Board. Slaves can carry two items but will not take wounds for your party and may desert if you lose a combat. When the Hero is captured, Slaves are discarded and any items they were carrying are lost.
- Sell Equipment: Add one of your Equipment cards to the bottom of the Equipment deck and take half its cost (rounded down) from the bank. Thus, if you sell a three-gold Equipment, you receive one gold Káitar from the bank. You cannot sell one-gold Equipment, as you would receive no gold from the bank. Note that you cannot sell Companions, but may sell Slaves.
- Buy Healing: For one gold Káitar, you can heal one wound from your Hero or Companions.

Equipment Cards

Equipment cards represent equipment your Hero can use during the game. Equipment cards are identified by both category (for example, Weapon) and type (for example, Broadsword). In addition, there are three ways you can use Equipment:

- Activate-to-Use Equipment: These Equipment cards must be activated before using their special effects (see Detailed Rules: Card Activation for more information). This means you can use these Equipment cards only once per turn. These cards will have an Activation Number printed on the card which must be rolled equal to or less.
- Discard-to-Use Equipment: These Equipment cards must be discarded to the Equipment deck after you have used their special effects.
- Always-On Equipment: These Equipment cards provide a permanent benefit as long as your Hero wears the Equipment. If you lose the card for any reason, you lose the Equipment's benefits. If Equipment does not have Discard text or an Activation roll, then it is considered Always-On.

Equipment Limits

You may carry a number of Equipment cards up to your Hero's Strength value. You may never wear (or use at one time) more than two Weapons (or Weapon & Shield), one Helmet, one Armor and any one other personal (Special) item. Companions may carry one Equipment card; Slaves may carry two pieces of Equipment and other Equipment may also increase the limit. Spells and Spell Scrolls do not count toward Equipment Limits. If you

want to own a new Equipment card and you already have the maximum allowed number, you must first sell or discard one of your existing Equipment cards. You may discard an Equipment card at any time. You may only sell Equipment cards during your Market step (and only if you are in a City space unless allowed by card).

Step 5: Missions

Throughout the game, your Hero's main concern is the completion of his assigned Mission. During this step, if you are ready to complete your Mission, then you may read your Mission card to show that you have completed its requirements. Before earning your Lán, all players may play Hero Action Cards corresponding to your Mission (see next section). Mission cards all have flavor text, but in general you have completed the mission if:

- You have reached the indicated location. You are assumed to be performing the action described in the Mission Card text (e.g. contact or meet with a particular individual, avenge or deal with your clan cousin, gather information for the OAL)
- Cards with additional requirements have been performed, e.g. find an Ancient's device (Treasure card other than a spell scroll), or return a clan cousin. Returning a clan cousin means you must travel to the specified city and then back to your clan's starting location.
- There are no Hero Action Cards preventing you from completing your mission.

Hero Action Cards played during Mission Phase

Before earning your Lán, all players may play Hero Action Cards corresponding to your Mission. This is done by each player in turn clockwise around the table, starting with the player on your left.

- Only the last card played takes effect.
- All other cards are discarded.
- If the card played has a negative effect to the current player, then the player who played the last Hero Action Card encumbers Bussán and loses one Lán, if possible.

Obviously, as the current player is the last one with the opportunity to play a Hero Action card, he can avoid a negative card if he is able to play a card himself.

Lán Points

Upon completion of his Mission the player earns the Lán points printed on the Mission Card. The current player then draws two (2) Mission Cards and selects one to keep. The other Mission Card is discarded.

Infrequently, missions may send you to a foreign land or require you to meet with a priest. You earn one (1) bonus point if the religious faction (Stability/Change) matches the Hero's religion. If the Hero speaks the language of the foreign land, he also earns one (1) bonus point. No bonuses are earned for speaking Tsolyáni.

You may never go negative in Lán points. If you would be required to lose a Lán point, and

you do not have any, ignore the requirement.

Increasing Attributes through Lán

At the end of the Mission phase the player may increase one attribute by spending one Lán from his current pool. You cannot increase any one attribute by more than three from your original starting value!

End of Turn

Your turn is now over. The player to your left now takes his turn, beginning with the refresh step.

Detailed Rules

Below you will find further explanation of the rules you need to play Tekúmel: EPT.

Using Card Effects

Many cards—including the Hero Boards—have special effects that their owners may employ during the game. Most effects clearly describe when they may be used and at what cost, if any. Effects that are combat related can only be used during combat and only at the specific time indicated.

Example: After rolling a Challenge encounter, Aríni casts a magic spell during the Magic phase of combat. Although the spell is successful, Aríni cannot activate a Magical Artifact that casts a combat spell as this card can only be activated during the Magic phase of combat which is now over.

Card Activation:

Eye, Spell and most Treasure cards require an activation roll to use their abilities. Spells are activated by being cast. When a card is activated, it is turned sideways in your play area. You won't be able to use this card again until the refresh step of your next turn.

If your Treasure or Eye fails its break or activation roll, then it is discarded.

If casting the spell requires a skill test (e.g. when used in the Magic Fight phase) and the skill roll is failed, the spell is discarded.

There are limits to how many cards you may activate during your turn:

Movement Step: one card

Encounter Step: one card Before Interaction (including Before Fights), one card during a Fight Round, and one card after combat (see below)

Note : “Always-On”, “Discard Equipment” and some Treasure cards need not be activated and therefore do not count towards these activation limitations.

Allies (Recruited Encounter Cards)

Generic Recruited Encounters (non-Companion Cards) have a standard ability value of 1 plus the following values: All values are dependent on the size of group in the Encounter Card.

Strength Value:

- +0 for Singles or as noted on the card.
- +1 for Small Groups
- +2 for Medium Groups
- +3 for Large Groups

Agility Value (negative value when Evading):

- +0 for Singles or as noted on the card.
- +1 for Small Groups
- +2 for Medium Groups
- +3 for Large Groups

Mind Value:

- +0 for Singles or as noted on the card.
- +1 for Small Groups
- +2 for Medium Groups
- +3 for Large Groups

Recruited Encounter Cards have the following Health levels:

- 1 Health for Singles
- 2 Health for Small Groups
- 3 Health for Medium Groups
- 4 Health for Large Groups

Companion Cards

Companions have some Attributes but not all of them. Many Companions have special abilities that add to your die rolls. Companions can carry one Equipment card for your Hero's party.

You may never have more than two Companions unless a card allows it. If you want a new Companion and you already have the maximum allowed number (2), you must first discard one of your Companion cards. You may discard Companion cards at any time. If such a player already has two Companions, he may not accept the new Companion offered by the Encounter card unless he first discards one of his existing Companions. Discarded Companion card are placed in the Encounter deck discard pile.

Fights

Many Challenges and Encounters can only be resolved through Fighting. Combat proceeds according to the following steps:

Evading a Hero

Evading is only possible in a Hero vs. Hero combat. The Defender may attempt to Evade before combat begins. **The roll is always at the Easy difficulty level.** If the Evade roll is successful, combat ends immediately.

Before Fight Effects and Abilities

- Encounter cards with a Before Fight ability are always resolved first
- Defending Hero resolves any desired Before Fight abilities in his party (only in Hero vs. Hero combat). One Equipment card may be activated. One Hero Action card may be played. Abilities on the Hero and any Companions may be used once each. You may use these abilities and effects in any order you desire.
- Attacking Hero resolves any desired Before Fight abilities in his party. One Equipment card may be activated. One Hero Action card may be played. Abilities on the Hero and any Companions may be used once each. You may use these abilities and effects in any order you desire.

Example: Thékúto and one of his Companions both have Before Fight abilities. After drawing a Encounter card and resolving its Before Fight abilities, Thékúto may use both his and his Companion's Before Fight abilities in any order he chooses. Thékúto also has two Equipment cards with Before Fight effects that require activation. Thékúto may only activate one of these Equipment cards.

The Fight Round

After all participants have resolved their Before Fight abilities, the battle proceeds to the combat round. Each Fight round is divided into three phases, which must be performed in order:

1. Magic
2. Ranged
3. Melee

Each phase uses a different attribute. When text or rules refer to a Fight value, it refers to the following:

- Mind Value : is also called the Magic Fight value
- Agility Value : is also called the Ranged Fight value
- Strength Value : is also called the Melee Fight value

See Companions in Combat for important information about adding a Companion's fight

value to your Hero's Attribute.

Combat Phase 1: Magic Fight

At the beginning of the Magic Fight phase, you may choose to cast a spell. Otherwise, this phase is skipped.

Your spell counts as the one card you may activate during this phase. A Defending Hero may also activate one card.

Your magic Fight value is equal to your Hero's Mind value. For Companions it is equal to their Mind value. Companions may not supplement a Hero's Mind value unless specifically stated on a card.

If you attack: Make a skill test using the magic Fight value (Mind). The difficulty level is determined by the difficulty of the spell you are casting. In Hero vs. Hero combat, your Magic Fight roll is further modified by any defensive cards or abilities the Defender has in play.

Roll the die.

If the result is equal to or lower than your modified magic Fight value, you succeed. The opponent takes the effect of the spell. Turn your spell card into the activated position.

If the result of your roll is greater than your modified magic Fight value, the spell fails and is discarded.

The magic phase is now over.

If you have not defeated your opponent and your Hero has not been knocked out, you must now play through the Ranged Fight phase.

Combat Phase 2: Ranged Fight

At the beginning of the ranged Fight phase, you must have a range weapon to attack. Otherwise, this phase is skipped.

You may activate one card during this phase. A Defending Hero may also activate one card.

If you attack: Make a skill test using the Ranged Fight value (Agility). The difficulty level is determined by the difficulty listed on the Encounter or by the Defending Hero's Agility Attribute (see Fights Between Heroes below). If the combat is against an Airborne group, the Difficulty is increased by one level. In Hero vs. Hero combat, your Ranged Fight roll is further modified by any defensive cards or abilities the Defender has in play.

Roll the die.

If the result is equal to or lower than your modified ranged Fight value, you defeat the Encounter. (See Step 3: Draw Encounter Cards for the effects of defeating an Encounter). If attacking another Hero, the Defending Hero takes a wound unless his shield or armor blocks the attack. If the Defending Hero takes a wound, you win the combat (see Fights Between Heroes for after fight effects).

If the result of your roll is greater than your modified ranged Fight value, the ranged attack fails.

The ranged phase is now over.

If you have not defeated your opponent and your Hero has not been knocked out, you must now play through the Melee Fight phase.

Combat Phase 3: Melee Fight

At the beginning of the Melee Fight phase, you must have a non-range weapon to attack.

You may activate one card during this phase. A Defending Hero may also activate one card.

If you attack: Make a skill test using the Melee Fight value (Strength). The difficulty level is determined by the difficulty listed on the Encounter or by the Defending Hero's Strength Attribute (see Fights Against Heroes below). In Hero vs. Hero combat, your Melee Fight roll is further modified by any defensive cards or abilities the Defender has in play.

Roll the die.

If the result is equal to or lower than your modified Melee Fight value, you defeat the Encounter. (See Step 3: Draw Encounter Cards for the effects of defeating an Encounter). If attacking another Hero, the Defending Hero takes a wound unless his shield or armor blocks the attack. If the Defending Hero takes a wound, you win the combat (see Fights Between Heroes for after fight effects).

If the result of your roll is greater than your modified Melee Fight value, the attack fails and you take a wound. You may take extra wounds depending on the size of group in the Encounter as follows:

- +0 for Small Groups
- +1 for Medium Groups
- +2 for Large Groups

Some Encounters will also deal extra wound(s) because of their ferocity or special natural weapons. The amount of extra wound(s) is listed after the level of Difficulty in their Fight value.

Any Slaves you have will make a Mind skill test to desert you.

The Melee phase is now over.

The Fight Round is now over. If you were fighting an Encounter card, it is now discarded unless the optional rule for Undefeated Encounters is in use. If you were fighting another Hero, the Defending Hero may now choose to initiate another Fight Round, but is not

required to do so. If he does initiate, he becomes the attacker for that round. In this way, multiple Fight Rounds can be fought between Heroes if each Hero keeps choosing to attack.

The Fight Roll

When you roll the dice to attack or defend in the ranged, melee, and magic phases, this action is called a Fight roll. Many card abilities and effects can add to your Fight roll in addition to the relevant attribute.

Defeating Challenges

If a Challenge takes a wound, it is immediately defeated.

When you defeat a Challenge, you receive the reward listed on the card or board, if any.

Taking Wounds

You take wounds when:

- Your shield or armor fails to block a successful Fight roll from another Hero.
- Your attack fails in the Melee phase of the Fight Round.

When taking wounds, remove one Health from the Hero for each wound and return it to the bank.

However, if the Hero has Companions or Allies, you may choose to have a Companion or Ally sacrifice itself instead and take the wound for the Hero. Companions usually can only take one wound before being killed (discard into the Encounter deck pile). Allies may take multiple wounds depending on the size of the group.

Heroes are knocked out when their Health reaches zero (0) and are considered captured. See Knock-outs below.

Surrender and/or Imprisonment

PCs may always Surrender to the Tsolyáni or Yán Kóryani troops. The PC is immediately imprisoned at Avánthar or Yán Kór, respectively.

Certain regional challenges have chances for imprisonment by the Tsolyáni Omni-potent Azure Legion or the Yán Kóryani Surgeth. The player may avoid imprisonment with a Hero Action Card.

- Discards any Allies or Equipment to the relevant discard piles. Keep your Káitars and Companions.
- Discard all Slaves and the items they were carrying.
- Ransoms: You may attempt to ransom yourself at the beginning of your next Movement Phase. The ransom is equal to your current Lán +1.
- Escape: You may attempt to escape the prison at the beginning of your next Movement Phase. To Escape, you must either use an Escape Hero Action card or make an Evade roll @ Difficult. If successful, the PC may draw two Equipment cards.

- Failure to Escape: A PC who has made two unsuccessful escape attempts will automatically escape on their third turn.

Knockouts

If your Hero takes a number of wounds equal to or greater than its Health value, your Hero is immediately knocked out. When this happens, do the following:

- Discard all your gold into the bank.
- Keep one each of your Hero's Ally and Equipment then discard the rest.
- Discard all Slaves and the items they were carrying.
- Make a Recruit roll for each Companion to see if they remain with the Hero.
- Move your Hero figure to the nearest City space or as directed by the Challenge or Encounter. (If two cities are equally close, you can choose the city to which your Hero figure is moved.)
- Restore your Hero to full Health.
- If playing with Undefeated Encounter Cards, place the corresponding undefeated Encounter card face-up on the Region space where the Encounter card was drawn.

Your turn then ends.

Companions in Combat

Not only do many Companions provide your Hero with useful special abilities; they are also very valuable in combat.

When your Hero is fighting against an opponent, you may choose to have a Companion attack using her or his spells during a Magic Fight phase.

When a Hero attacks in the Ranged or Melee phase of the combat round, one Companion may participate by adding their Fight value to your Hero's attribute.

If a Companion aided an attack and the attack is successful, his special damage value (if any, otherwise use your Hero's) is applied to the opponent. If the attack fails, the Companion suffers the wound or other harmful effect first. The Hero may not elect to take a wound for a Companion.

When a Companion takes one wound, the Companion is killed, unless the Companion's Health is higher than normal. Discard the Companion card into Encounter deck discard pile.

Fights Between Heroes

The Difficulty level in each Fight phase is determined by the Defending Hero's level in the relevant Attribute (Agility for Ranged Fight, Strength for Melee Fight).

<u>Attribute</u>	<u>Difficulty Level</u>
1-5	Easy
6-10	Average
11+	Difficult

At the end of each phase of Fight between Heroes, the attacker becomes the defender and vice-versa.

When a Hero takes a wound or the defender escapes, the combat ends and the current player's Encounter step is over. A Hero is not considered wounded if his shield or armor blocks the attack. If either Hero takes a wound, the other Hero wins. The winner may take one Equipment, Companion, or Ally of his choice or all of the defeated Hero's gold. If the winner takes a Companion card, the Companion retains any items and spells he possesses.

The defeated Hero loses one Lán. The winning Hero does not gain any Lán from this combat.

Skill Tests

Throughout the game, you will be required to make skill tests for your Hero

The character's attribute, Item(s) bonuses (or penalties), and Companion(s) bonuses (or penalties) are added to determine a total skill value. The Difficulty level of the task modifies this.

There are three Difficulty levels: Easy, Average, and Difficult. The last two levels are usually abbreviated Ave & Diff.

1. Easy is rolled equal to or under twice your total skill value.
2. Ave is rolled equal to or under your total skill value.
3. Diff is rolled equal to or under half your total skill value.

When an adventure card requires you to make a skill test, it will look like one of the following examples

Example Hero: Strength=5/ Mind=4/ Agility=7/ Lán =4/

Example Companions Totals: Fight=0/ Mind=6/ Evade=6/ Recruit=2.

Example A: Evade (13) vs. Diff

In this example, you add your Agility value and add your Companions' attribute bonuses; halve the total result (round down). You roll the die, if it is equal to or less than 6, you succeed at the test. If the result is greater than 6, you fail and cannot evade the adventure.

Example B: Fight (5) vs. Easy

In this example, double your Strength value. You roll the die if it is equal to or less

than 9, you succeed at the test. If the result is 10 or greater, you lose the fight, since 10 is always a failure.

Example C: Recruit (8) vs. Average

In this example, you add your Lán plus 1 point per 2 Mind and add your Companion's attribute bonus; this is the total result. You roll the die, if it is equal to or less than 8, you succeed at the test. If the result is greater than 8, you fail and cannot recruit the encounter to join your Hero.

Example D: Trade (6) vs. Average

In this example, you add your Mind value or use your Companion's Mind attribute; you may also offer the encounter gold Káitars on a one for one basis. You offer 1 gold Káitar. The total result is 7. You roll the die, if it is equal to or less than 7, you succeed at the test. If the result is greater than 7, you fail and cannot trade with the encounter.