

# Béthorm

Tabletop Role-Playing on the Plane of Tékumel®

## Errata

### 3.1.2 Step 9: Contacts

(Add to end of paragraph 2): *The GM should populate their setting with a selection of significant NPCs from which the players may choose their Contacts. Players may propose additional Contacts, subject to GM approval.*

### 3.7.4 Willpower (Will)

Stands for both internal and superficial personality traits, *including Appearance*, fortitude, empathy, decisiveness, resistance to sorcery, and mastery of Demon-possessed items.

### 3.8 Step 5: Secondary Characteristics

If needed, the table continues as follows:

Score	Modifier	Value	Roll
21	11	453	10/13/16
22	12	640	11/14/17
23	13	905	12/15/18
24	14	1280	12/16/20
25	15	1810	13/17/21
26	16	2560	14/18/22
27	17	3620	15/19/23
28	18	5120	16/20/24
29	19	7241	17/21/25
30	20	10240	18/22/26

**3.10.4 Skill Descriptions****Animal Handling (WILL/-4, Status Varies)**

(Add to specialization list):

~~\* Cattle (Low Status)~~

\* Hma (Low Status)

\* Hmelu (Low Status)

**Craft (DEFT/ -4, Status Varies)**

(Add to specialization list):

\* Bowyer (Low Status)

**Stealth (DEFT/ -1, Any Status)**

Perception checks to notice a sneaking character are opposed by the *sneaking* character's Stealth skill.

**3.12 Step 9: Contacts**

(Add to end of 1st paragraph): The GM should pre-create a selection of significant NPCs in the campaign, which players may choose as Contacts. Players may also create Contacts of their own, subject to GM approval.

**4.14.3 Building Construction**

Land is sold by the *100* square Tsán (about 133.3 km on a side). If land is found (see the preceding paragraph), a d10 roll is made on the following table to determine its type and price. A second d10 roll then decides how much land is for sale: 1 = 1/10; 2 = 1/5; 3 = 1/4 = 4-6 = 1/2; 7-8 = 3/4; 9 = one *100* square Tsán *parcel*; 10 = 1-5 (randomly rolled) *100* square Tsán *parcels* are for sale.

\*Per *100* Square Tsán

**4.7 Adventuring Gear**

Physician's Bag, complete with bandages, herbs, salves, etc. (adds +1 to *Physician* skill checks) 100k

**8.3.2 Encounter Distance**

(2nd paragraph): Roll only *once* for each group per opposing force it may detect...

**9.2.1 Defenses**

(Add this paragraph): The defender chooses which Defense to use, from among the options that are available and applicable. For example, a character with a Shield skill might opt to Dodge a Melee attack instead if they're worried their

shield might get broken – or they might be *forced* to Dodge a Melee attack once their shield has been broken – but they could never opt to use Magic Defense against a Melee attack.

### **9.5.7 Desperation**

*Desperation also doubles the maximum range of muscle-powered missile weapons.*

### **9.7 Morale**

NPCs who are losing in combat may flee. The GM should give ~~them~~ each NPC a WILL check...

### **9.8.2 Mortal Wounds**

(Last sentence): Bleeding can be stopped by a successful *Physician* skill check (consult the *Physician* skill description).

### **10.3.2 Injected / Weapon Poisons**

(Last sentence of last paragraph): This method of poison application only fails if the poisoner fumbles their weapon, *Physician*, or unskilled DEFT check.

### **11.0 Healing**

(Paragraph 2): *Physician* skill checks may be made to attempt to heal hits at a faster rate. Each patient may only receive the benefits of one successful *Physician* skill check per day, in addition to normal healing. Consult the *Physician* skill description.

### **12.2.1 Magical Aptitude**

(Final Paragraph): ~~Characters who qualify individually for Ritual and Psychic magic, but not for both, must choose to be trained in one or the other.~~

### **14.3 Wilderness Encounters**

(Table):

Clear Terrain: *01-50* Humans, *51-65* Nonhumans, *66-00* Creatures  
 Forest/Mountain: *01-25* Humans, *25-40* Nonhumans, *41-00* Creatures  
 Desert/Swamp\*: *01-15* Humans, *15-25* Nonhumans, *26-00* Creatures

### **14.4 Aquatic Encounters**

(Table):

River/Lake: *01-55* Humans, *56-70* Nonhumans, *71-00* Creatures

Seacoast: **01-45** Humans, **46-70** Nonhumans, **71-00** Creatures  
 Deep Sea: **01-10** Humans, **11-20** Nonhumans, **21-00** Creatures

#### **12.7.4 Preparing & Holding a Spell**

*The energy cost is paid when the spell is initially prepared, but the casting roll is not made until the spell is actually released.*

#### **12.9.1 Universal Spells**

##### **10A. Treat Minor Wounds (Ritual)**

*The failure penalty only applies to the target's current set of wounds. If their wound status changes, the penalty goes away (even if they only heal 1 point, or take 1 more point).*

#### **12.9.2 Generic Spells**

##### **40B. Major Doomkill (Ritual)**

A d10 is rolled: 1-3= no significant damage occurs; 4-7= there is a minor collapse in the area of the circle of effect, and all within it suffer **a further 3/5/7 damage**; 8-10= a major cave-in occurs, burying all targets beneath stones and rubble.

#### **12.9.3 Temple Spells**

##### **77A. Resuscitate (Ritual)**

**1d10** is rolled; 1 = he/she loses 2 points from his/her PHYS, 2-8 = 1 point is lost...

##### **80A. Toxin (Ritual)**

...There are no external signs of this toxin, and a **Physician** or Sorcery skill check at -1 is needed in order to deduce that a hostile mage has cast this spell upon a character...

##### **131A. Obsidian Obstacle (Ritual)**

It shields the caster from missiles, blows, and most of the weaker destructive spells, serving as **Material Strength 11/7** heavy cover, but the mage cannot see through it or cast spells of his/her own in that direction.

##### **131B. Obsidian Wall (Ritual)**

This form of the spell creates a **Material Strength 12/8** solid wall of hardest obsidian.

##### **156D. Molten Sphere (Ritual)**

By casting this spell a second time during the **tenth minute**, the mage can maintain a continuous fiery sphere around himself/herself and any companions.

**158D. Iron Fist III (Ritual)**

As above, but it deals 11/14/17 physical damage, and any target up to size -1 is killed if it fails **a further** Resistance Check, while a larger creature is stunned for 1/2/3 minutes.

**180A. Citadel I (Ritual)**

Cost: 10; NRG: 15; aimed; 1 target self only; touch; duration: 3 **minutes**; prep: 1 round

**13.0 Outdoor Travel**

A large map hex (**as on page 254**) represents 133 kilometers, while a small map hex represents 9.5 kilometers.

**16.1.2 Customizing Creatures**

**Example:** Tim wishes to give a lair of Dnélú a larger, more experienced leader. A standard Dnélú's danger rating is 1.3; Tim gives the leader the "**Gigantism**" Disadvantage ( -1 to its Size Mod) for -.4, but also attribute +1 (PHYS) for +.4 and Talents for +1 to hit and +1 to dodge (+.2 each), for a total modified **d** danger rating of 1.7.

**16.2 The Bestiary List**

**Atlun, Small (.3), (.7) if poisonous**

Bite Damage: 2/3/**4**

**Dzór "the Forest Giant"**

Dzór (**2.7** unarmed, 3.2 armed)

**Shedra "the Eater of the Dead"**

**Infectious:** A person slain by one of these will himself become a Shédra unless a **Dispel Universal (5A)** spell is applied within 2 combat rounds. Once a victim has become a Shédra, only a **77A or 77B** spell of Revivication (or divine intervention, or wish) can return him or her to the living.

**Ssu (Black)**

**Hypnosis:** 13- [INTL+2] to hit vs. Magic Defense. On a critical hit the target fights their allies, on a normal hit they are simply immobilized. Make a Resist Sorcery skill check each round to recover. An extra recovery check is allowed each time the victim is injured.

**17.5.1 Eye Determination****59-60 26. The Eye of Raging Power**

*Affected targets each suffer 7/10/13 energy damage.*

**17.12.2 Category 2: Items Powered by Magical/Technological (Other-Planar)****Batteries**

(4th paragraph): A Category 2 device functions like a 20th-level sorcerer's spell  
*(with a spell casting check of 19 or less).*