

## Tekumel board game rules change list

Pg 8: under Hero Boards. Added list of all game characters and their bonuses. Changed “Cetána of the Golden Lintel clan. Bonus: May test to gain 1 bag of Káitars during Refresh.” This is a Mind vs. Average test.

Pg. 9: under Spell Cards. All spells are written in ancient languages. ... Your Hero may cast spells if he knows the language it is written in or if he belongs to the appropriate religious faction.

Pg 12: No. 10. Choose ancient languages to use a variety of spells.

Pg 13: No. 16. All players may participate in a Gearing Up pregame phase. Flip face up one Equipment card for each player plus one extra card. In reverse turn order, each player may purchase one of the face up Equipment card or from the Torch or Slave cards.

Pg 18: Skill Tests on p. 32 for further details.

Pg 21: Buy Torch(es): Choose a Torch card(s) from the City Market and pay its cost (1 Káitar for each Torch card) to the bank.

Pg 22: Returning a clan cousin means you must travel to the specified city. It is assume that your clan cousin was assigned to you at your current location.

Pg 23: If the last 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.

Pg 23: If the card played has a positive effect to the current player, then the player who played the last Hero Action Card receives one Lán. The current player does not receive one Lán if he plays the last Hero Action Card.

Pg 24: ***Casting a spell requires a skill test (e.g. when used in the Magic Fight phase) and the skill roll is failed, the spell is discarded. Otherwise turn the Spell Card sideways to show that it has been activated this turn.***

Pg 25: Companions with spells are treated like players. Spell Cards are discarded when it fails. A new Spell Card(s) is acquired during the player's Refresh Phase.

Pg 30: Discards any Allies to the relevant discard piles. Keep your Káitars and Companions.

Pg 30: You may use Káitars or Equipment to pay the ransom.

Pg 30: If successful, the PC may opt to discard up to two Equipment cards and draw two Equipment cards. If character's party has no Equipment, then draw two Equipment cards.