***Sarvodáya Di'éla***

Evil Undying Wizard, searching the ruins.

*Attributes:*

**Bákte** 08 [-20]; **Chusétl** 12 [40]; **Balétl** 12 [20]

**Hlákme** 20 [200]; **Pedhétl**  20 [100].

*Secondary Characteristics:* Damage 1d-3/1d-2; BL 13lbs.; HP 18 [8]; Per 18 [0]; FP 15 [9]; Basic Speed 6.00 [0]; Basic Move 6 [0].

*Social and Communication:* Cultural Adaptability [20]; Languages: Llyáni; Ancient Bednálljan (both at native); Mrídlenelàni, Classical Tsolyáni, Tsolyáni (all accented) [24]; Religion: the Pariah Gods.

*Advantages:* Acute Senses (Ears) 2 [4], Acute Senses (Eyes) 5 [10]; Allies [150]; Appearance [20]; Charisma 2 [10]; Magery 5 [55]; Magic Resistance 5 [10]; Resistance (disease, etc.) [30]; Regeneration (slow) [20]; Signature Gear (see below) [750]; Unaging [15]; Unkillable III [150].

*Disadvantages:* Bully [-10]; Callous [-5]; Enemies (The College) [-50]; Impulsiveness [-10], Insomniac [-10]; Jealousy [-10]; Lecherousness [-15]; Obsession [-5]; Secret [-30]; Trickster [-15].

*Primary Skills:* The Power of Lord Enomé 25 [8]; The Way of Enchant-ments 25 [8]; The Way of Evocation 25 [8]; The Way of Transmutations 25 [8].

*Secondary Skills:* Area Knowledge 20 [1]; Archeology 18 [1]; Astrology 18 [1]; Autohypnosis 19 [2]; Body Control 13 [12]; Cryptography 18 [1]; Linguis-tics 18 [1]; Poetry Epics 21 [8]; Theology 22 [12].

*Sorcery Spells:*

The Artfulness of Lady Sarvodáya 25 [3]

Death to Tuléng 25 [2]

Domination of Mankind 25 [9] Prorogation of Pa**ˈ**akhán the Pious 25 [10] The Torment of All Energies 25 [15] The Visitation of Other Planes 25 [13] Oˈúùn’s First Arrogation 25 [1] Oˈúùn’s Second Arrogation 25 [2] Oˈúùn’s Third Arrogation 22 [4] Oˈúùn’s Fourth Arrogation 25 [8] Oˈúùn’s Fifth Arrogation 25 [12]

Oˈúùn’s Sixth Arrogation 25 [16] Oˈúùn’s Seventh Arrogation 25 [20] Oˈúùn’s Eighth Arrogation 25 [24] The Abstraction of Lord Thukén 25 [8] The Extraction of Lord Thukén 25 [8] Summon Voródla 25 [12] Summon Llyanmákchi 20 [16] Summon Marággu 18 [20]

Summon Kurritlakál 16 [24]

*Tertiary Skills:* Etiquette 22 [4]; High Cartography 18 [2]; History 19 [1]; Melee Weapon (dagger) 12 [2]; Piloting 14 [4]; Stealth 15 [8]; Survival 12 [2].

*Combat Stats:*

Wpn Skill Reach Parry Damage

Dagger 15 C -1 1d+2/1d+3

*Active Defenses:* Dodge 9; Parry 9.

*Possessions:* Sarvodáya looks a little like a priestess of Dlamélish, lots of skin (but with exquisite taste).

*Story:* The Lady Sarvodáya Di**ˈ**éla is an Undying Wizard, once upon a time the student of great Nyélmu. She is her former master’s agent in the worlds outside the Garden of Aghartlá. Her goal is the release from imprisonment of Nyélmu. Her immediate quest is the Squared Monolith of Lord Enomé. She is devotee of the Pariah Gods.

***Total Points:*** *1500 points.*

***Sarvodáya Diˈéla’s Sorceries***

*The Artfulness of Lady Sarvodáya P*

Allows the target to use any common or average or easier skill at Attribute level instead of default. At higher levels harder or rarer skills may be used.

*Death to Tuléng R*

A sphere of utter darkness is created with the target as its center. At lower levels of skill this sphere shrouds an area only an arm’s length in diameter. At highest levels it may engulf an entire city or even a region.

*Domination of Mankind P*

The caster gains crude control over one target at lower levels of skill, and greater control or control over greater numbers at higher levels.

*The Prorogation of Pa****ˈ****akhán the Pious R*

The caster timeports a few seconds ahead into the future, reappearing exactly where he was (so long as the space is empty). The energy cost is five fatigue points per sivél (4.5 seconds) of displacement.

*The Torment of all Energies R*

Disenchants target spell of equal or lesser power. Higher levels of skill allow faster casting and the targeting of more powerful spells and magical effects.

*The Visitation of Other Planes R*

The caster perceives any interplanar nexus points at lower levels of skill. At higher levels the caster may open a “gate” into the other plane and cross physically into that world.

*The Arrogations of Lady Oˈúùn*

The target must be willing or helpless. The caster must be touching the target through the entire casting ritual. Critical failures reverse caster and target.

*Oˈúùn’s First Arrogation R*

The caster steals FP from a living sapient target. Exertion and exhaustion are instantly affected. Fatigue Points can only be lowered to -1.

*Oˈúùn’s Second Arrogation R*

The caster steals HP from a living sapient target. Skills such as Carousing and all damage stats are instantly affected. Hit Points can only be lowered to -1.

*Oˈúùn’s Third Arrogation R*

The caster steals points from a target’s basic attributes. Secondary characteristics and skills, spells, and active defences are instantly affected.

*Oˈúùn’s Fourth Arrogation R*

Makes the target less likely to heal or be healed. It is resisted by the target’s Balétl. The spell subtracts 1 – 5 points from any natural recovery roll or healing skill, spell, or device effect. Only a remove curse can break this spell.

*Oˈúùn’s Fifth Arrogation R*

The caster steals one skill from a living sapient target. Resisted by the skill’s ruling attribute. Lasts one day. To cast, this spell costs 1 FP per character point represented by target skill.

*Oˈúùn’s Sixth Arrogation R*

The caster steals one spell from a living sapient target. Resisted by the spell’s ruling attribute. Lasts one day. To cast, this spell costs 1 FP per character point represent by target spell.

*Oˈúùn’s Seventh Arrogation* R

The caster steals levels of appearance from a living sapient target. Resisted by target’s Bákte. Permanent. To cast, this spell costs 10 FP per level of appearance stolen.

*Oˈúùn’s Eighth Arrogation R*

The caster steals years of life from a living sapient target. Resisted by target’s Balétl. Permanent. To cast, this spell costs 10 FP per year stolen.

*The Abstraction of Lord Thukén R*

The caster places a non-sentient object in a small interplanar void, from which it can recalled at will. Works on automatons and androids, but not on undead, intelligent magical weapons or artifacts containing a spirit of some sort. Resisted by Padhétl if applicable.

*The Extraction of Lord Thukén R*

The caster places the spirit-soul of a living sentient being into a small interplanar place, from which it can rescued at will. Works on intelligent magical weapons and artifacts containing a spirit of some sort, but not on undead, automatons, androids, etc. Resisted by Padhétl. Target becomes listless.

*Summon Voródla R*

The caster summons to him and crudely controls these shadowy creations at lower skill levels, and controls more or controls better at higher levels.

*Summon Llyanmákchi R*

The caster summons to him and crudely controls this demon at lower skill levels, and controls better or controls for longer at higher levels.

*Summon Marággu R*

The caster summons to him and crudely controls this uncertain demoness at lower skill levels, and controls better or controls for longer at higher levels.

*Summon the Demon Prince Kurritlakál R*

The caster summons to him and crudely controls this great demon prince at lower skill levels, and controls better or controls for longer at higher levels.

***Sarvodáya Diˈéla’s Magic Items***

Aside from talismans, scrolls, rings, eyes, armbands, bracers and other lesser magical items, Sarvodáya owns the following:

*Necklace of the Five-fold Veddhóru*

This Bednálljan necklace has five amulets plus two powerstones (one red and one green) depending from a central crescent. It essentially protects its wearer from all physical, psychic, ritual, ancient techno, and gaze attacks. It is very powerful. Only an Undying Wizard or demon could hope to pierce its shield.

*Jar of Shadows*

Sarvodáya enchanted this item herself. It releases 3d6 Voródla, all of which obey her commands.

*The Metabrogolor*

This Mrídlenelàni item presents puzzles to one who operates it, fascinating that target as per the spell.

*Hypnotic Orb*

This creation of the great Nyélmu presents illusions to one who gazes into it, invading his dreams and eventually trapping her in the wizard’s garden.

*Moon Boots*

These boots allow rapid travel by foot if the moons are in the sky. Speed depends on the phases of the two moons.

*Ship of the Great Ancients*

This space yacht is crewed by five, and can accommodate passengers. It is able to open nexus points (and even can create them) to the Planes Beyond, having been through the Unending Grey several times. It fairly bristles with sorcerous and technological weaponry. It reaches hypersonic speed in Tékumel’s atmosphere.