

## Choir Practice at the First Church of Lawful Evil (Orthodox): The Ramifications of Alignment

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### Introduction

*The author and I had occasion to have a couple of long chats at Gen-Con XI, which I enjoyed. The author has already collaborated with Tom Moldvay on a series of pieces dealing with well-known fantasy characters and D&D, which may or may not have debuted by now. (As I write this, the piece is being edited and segmented for serialization. Whether or not it has begun by the time you are reading this is up to too many variables to stick my neck out.)*

*We got to talking about the problems and ramifications of alignments, and he had some good points that I challenged him to elucidate in an article. I feel he has done well, and that this system offers much food for thought for all DM's.*

In my experience, a large percentage of D&D® players have only a vague idea of what alignment is really all about. Most people simply equate Law with good and Chaos with evil, despite the advanced rules' explanation that morality and Law/Chaos are on separate, perpendicular axes. Even among those who have a fairly clear idea of what Law and Chaos are, you will generally find a pronounced prejudice in favor of Law. Chaotics are automatically regarded with suspicion. This is unfortunately aggravated by a subtle, perhaps unintentional favoritism in the rules, usually as an implied assumption that player characters will be Lawful or at least Neutral (and the explicitly "evil" Chaos in Andre Norton's *Quag Keep* doesn't help either).

The D&D mating of Moorcockian Law/Chaos with medieval Christianity has always caused a lot of problems for me. The "new" nine alignments don't really resolve them, though they are a good attempt to make some sense and standardization out of the mess. I'm not entirely sure that Good and Evil as absolutes have any business being mixed up with Law and Chaos anyway. Have you ever tried to get a consensus out of half-a-dozen people on whether some action is good or evil, right or wrong? On inspection, *Good* or *Evil* usually boils down to *Nice* or *Nasty*. Are *Nice* characters allowed to do *Nasty* things without getting in serious alignment trouble? And if not, does that mean *Evil* characters can't do *Good* acts?

And where does religion fit into this framework? I don't believe the nine alignments are supposed to be religions as such (I can't imagine a character saying, "Yeah, I'm Lawful Evil. What're you?"). Most D&D groups at least pay lip service to politics, but ignore religion entirely, except for those *Chaotic Nasties* and their *Secret Death Cults*. The question of, say, an individual cleric's actual religious beliefs is rarely brought up, even though characters without religion are about as credible as characters that don't have to eat or sleep.

Our personal solution to this problem has been to attempt to integrate the concept of Law/Chaos with that of believable religions, complete with actual, physical gods who take an active interest in the doings of humans. We've tried to look at Law, Chaos and Neutrality from the viewpoint of those who would have proof that such concepts are the basis of the physical universe. They would build belief systems based upon various ways of looking at the balance of the cosmic forces. Of course, since every religion thinks they're right and all have varying ideas of right and wrong, morality has to be regarded as flexible. (Christian-chauvinists won't like this much, but they can use another system.)

We utilize the old idea that temporal gods are created and maintained by their believers' worship. There is a continual battle between religions (and sometimes even gods personally) for quantity and quality of worshippers. Each alignment represents some facet of Law, Chaos or Neutrality. With a little help from the ideas in earth's religious history, we've organized what we conceive to be the most important concepts into the prime alignments. Unfortunately, we ended up generating a few more prime alignments than just nine, but the whole set-up is more

fluid than the original and allows for a lot of variation within an alignment. Non-orthodox and splinter alignments (with correspondingly weaker gods) are probably quite common. This, rather, deals the death to the idea of alignment tongues (except possibly in the cases of High Law, Chaos and Neutrality), but they always seemed a little too convenient to me anyway. I'm sure everybody will have their own ideas about what concepts we've chosen to use and how they're described, but using these guidelines anybody can create or alter the alignments to suit themselves. The explanation of each alignment gives a general outline of the beliefs of the average cleric or worshipper in that religion.

### Gods' Abilities

Unless stated otherwise, it is assumed that all gods have the ability to cast the following standard magical spells as often as they wish:

Gate	ESP
Mind Blank	Reincarnation
Wish	Curse and Remove Curse
Permanency	All Healing and Resurrection spells
Polymorph Any Object	Comprehend Languages
Geas	Teleport Others
Teleport	Change Characters' Abilities

In battle, the prime gods always hit their targets unless they roll a one (d20). Of course, gods can't really be killed as long as they have sufficient worshippers. If they lose all of their hit points, they are merely temporarily banished from the physical plane.

### The Prime Alignments

#### LAW

- (A) Absolute Order (High Law)
- (B) Harmony/Goodness
- (C) Justice/Vengeance
- (D) Knowledge
- (E) Evolution (Social Darwinism)
- (F) War

#### NEUTRALITY

- (A) Preserve the Balance (High Neutrality)
- (B) Ambition
- (C) Nature
- (D) Esthetics
- (E) The Four Elements
- (F) Battle Glory

#### CHAOS:

- (A) Absolute Randomness (High Chaos)
- (B) Ambition
- (C) Life/Fertility
- (D) Evil/Death
- (E) Devolution
- (F) War

Law: **ABSOLUTE ORDER** (High Law) (Monks, Paladins)

Tenets: The only tolerable form of existence is one where everything is in order and in its place. It is necessary that uniformity be imposed upon the world to insure perfect control of all actions, thus eliminating all disruption and dissent.

Prime Deity: MORILIROM

AC: irrelevant HP: 300 MOVE: instantaneous

MAGIC: all magical & clerical spells

Morilirom appears as a huge, blindingly white cube, tetrahedron, octahedron or similar perfect geometrical object. He cannot be harmed

by physical weaponry. All Chaotic creatures must flee his presence or be turned to stone (range: 200'). Morilrom has little or no interest in dealing with individuals, but this indifference makes him utterly fair. He cannot be insulted or flattered. He will appear personally only in the event of a massive Chaotic incursion. He generally prefers to work by granting power to those who can aid his purposes, though this power may be revoked upon completion of the task. Talismans of protection vs. various Chaotic creatures are his usual rewards.

**(NOTE: In the case of the bi- or non-gendered deities, he has been used as a pronoun of convenience. No sexism is intended or should be implied.)**

**Law: HARMONY/GOODNESS** (Monks, Paladins)

Tenets: Order can be achieved only by all living things working together in harmony and mutual respect. The prime goal is the greatest good of the greatest number. The Golden Rule should apply to all human interaction. Most creatures have some goodness in them and can eventually be brought into the great brotherhood. Regrettably, some are so unregenerately evil and quarrelsome that force must be used to prevent them from damaging others. They must be excised like tumors from society.

Prime Deity: CYRULLIA  
AC: -4 HP: 300 MOVE: 18"

MAGIC: Standard plus all clerical spells

Cyrullia appears as a beautiful hermaphrodite dressed in flowering robes or golden ornamental armor. He rides the white gelded pegasus "Whickerwind" (HP: 40, MOVE: 56"), and often appears accompanied by half-a-dozen unicorns. Cyrullia is often called "The Physician" or "The Healer" (He is known to the Orcs as "The Leech"). One end of his white-ash staff heals all wounds instantly at a touch: the other end causes all wounds received during a lifetime to reopen and all diseases to instantly relapse. Cyrullia's Paladins can call upon him personally for aid once in their lifetimes. In extremity, there is a 5% chance that any of his priests above 7th level can call for a miracle. Usually he prefers to work more indirectly, granting aid and rewards on a smaller scale.

**Law: JUSTICE/VENGEANCE** (Monks, Paladins, Assassins)

Tenets: Good (Law) must be rewarded and Evil (Chaos) must be punished. All creatures are judged impartially by weighing their "good" and "evil" deeds. Transgressors will be punished according to the depth of their depravity. Criminals must be diligently pursued until brought to justice. (Examples of this alignment's enforcers might include Solomon Kane, The Shadow, Mr. A., and Javert.)

Prime Deity: MARLY  
AC: -4 HP: 300 MOVE: 24"

MAGIC: Standard plus See Past plus *Detect Truth/Lie*.

Known as "The Inquisitor," Marly appears as a man with blazing eyes, wearing a black cowl and robes and wielding an ebony staff that delivers 4-40 points damage in magical shock at a touch. He is always accompanied by The Headman, an eight-foot tall heavily-muscled man wearing only black trousers and cowl (AC: -2; HP: 150; 100% magical resistance). He is armed with a +5 two-handed vorpal axe. There is a 10% chance that Marly will reward some meritorious avenger with a talisman of protection, usually against reprisals. There is a 5% chance he will send material aid to anyone engaged on a righteous mission of vengeance (1% if non-Lawful). It is said that Marly's spies are everywhere, and that for everyone he has a list of good and evil deeds. He demands respect, and punishes those foolish enough to forget it.

**Law: KNOWLEDGE**

Tenets: Before true Law can be brought to the world, all things must be known and understood. The measurings and methods of science and magic are inherently opposed to the randomness of Chaos. Once the possible is known, the impossible is proscribed. Only through the gradual quantification and qualification of the world can Chaos be totally expunged.

Prime Deity: SEDJIMA  
AC: 0 HP: 300 MOVE: 12"

MAGIC: all magical and clerical spells.

Sedjima appears as an old, white-haired sage. He can answer any question put to him (though he may choose not to). His priests' *Augury*

and *Divination* spells will have a better chance of success than usual (1½% per level of cleric). Magic-users professing his alignment will have a 2% better chance per level with the *Contact Other Plane* spell, and *Legend Lore* is unusually effective for them. Sedjima's rewards and punishments are always in the form of information. Otherwise, his participation in human affairs is quite passive, consisting of encouragement and cryptic advice through oracles.

**Law: EVOLUTION** (Social Darwinism) (Monks, Assassins)

Tenets: Evolution is the law of life. All species slowly tend toward the perfect by weeding out the unfit. Those better equipped to survive, in the jungle or society, are the favored of the gods. Those with the ability to exceed and rule others are required by divine Law to do so. Those who are on top obviously deserve to be, or they would not be there. All must strive at the expense of their neighbors for the good of the species.

Prime Deity: SLARSKEN OBEL  
AC: -5 HP: 300 MOVE: 36"

MAGIC: Standard plus all magical spells.

Slarsken Obel appears as a perfectly-formed man in the prime of life (in matriarchies he appears as a woman). He is strong, dextrous, cunning, inventive, charismatic, artistic, humorous and skilled in weaponry far beyond the abilities of any mortal. He is the total *entrepreneur*, taking advantage of any opportunity to advance his worship, even at the expense of the other Lawful alignments. Capitalists, imperialists and mercenaries are his primary worshippers. Somewhat to his mystification, he never seems to make much progress among the rank and file of humanity. Slarsken Obel goes into battle with any sort of weapon he chooses, striking four times per round for + 10 damage. His only reward to the faithful is praise and justification. He secretly covets Morilrom's power.

**Law: WAR** (Monks, Paladins)

Tenets: Militant Law. The simplest and most efficient way to exterminate Chaos is by force of arms. Lawful existence will not be safe until Chaos is eradicated, and with order and discipline on their side the Lawful forces have an enormous advantage over Chaos. The spread of Law is much simplified by the direct method. Humanity's cardinal virtue and Law's strongest asset is discipline.

Prime Deity: THOLTANOOMA  
AC: -6 HP: 300 MOVE: 24" MAGIC: Standard

This god appears as a giant, bearded warlord in full armor of red dragon scales. He strikes once per round with the Hammer of Law for 10-100 points damage. In his presence, all Lawful warriors fight at +4, and all Chaotics at -4. Tholtanooma will only appear in a rare cataclysmic confrontation between Law and Chaos. He usually prefers to send one of his Paladin Bodyguard to aid those he deems worthy (AC: -2; 10th level; armed with Holy Swords). He expends his forces rarely and carefully, however: years may go by without seeing one of his bodyguard on earth. Tholtanooma will often send advice to lawful military commanders in the form of omens or messages only they can see. He may (5%) reward a mighty deed of Lawful valor with a powerful magical weapon or a potion of Temporary Near-Invulnerability. He may also (5%) instill courage in any Lawful warrior stricken with Fear.

Neutrality: **PRESERVE THE BALANCE** (High Neutrality)

(Paladins)

Tenets: The perfect existence can only be achieved by carefully balancing Law and Chaos in equal parts. Living creatures need both the order of Law and the constant change of chaos. Through evolution, all things move toward perfection: Chaos insures that all possibilities will be tried, but Law insures that only the best will survive. Law and Chaos of themselves are dead ends. "Both light and shadow are needed to see."

Prime Deity: MANTURIN  
AC: -5 HP: 300 MOVE: 24"

MAGIC: Standard plus all clerical spells.

Manturin appears as a mighty titan struggling under the weight of an immense balance which he wears as a yoke. From the right pan of the balance he can throw 15-dice lightning bolts, while from the left pan he can throw 8-pointed stars that explode into 10-dice fireballs. He can do either or both of these once per round. If Manturin is called upon for

aid, he always carefully considers all the factors before deciding whether or not to help. Incautious supplicants may find him aiding their enemies! His aid often comes in the form of granting warriors Javelins of Lightning (20 points) or fireball stars (15 points): Magic-users or clerics may find wands or scrolls of similar value. Those whom he aids may never know who their benefactor was — Manturin prefers to work behind the scenes. Neutral Paladinhood is possible in his service to those sufficiently dedicated to the Balance. Such Paladins may find that Manturin is subtly directing their actions through omens, signs, etc., visible only to themselves.

**Neutrality: NATURE**

(Druids)

Tenets: Man is a part of nature, and must be fully integrated with the ecology. The cycle of life is the closest thing to perfection on this plane: there is a place and a part to play for each creature. Man, in his arrogance, deems himself outside the Wheel of Nature, and thus causes disharmony within nature and within himself. Only in the give-and-take of the natural life can man find contentment. Those who ignore this truth and would upset the ecology even further must be prevented from doing so. Death, after all, is just one more turn of the wheel.

Prime Deity: RILLIFLOHAM

AC: -4 HP: 300 MOVE: 12"

MAGIC: Standard plus all Druidical spells.

Rillifloham appears as a 40-foot treant, bearing in his branches fruits and nuts of every kind, and with squirrels, birds and other small animals living in his leafy crown. He is slow to anger, but implacable once his anger has been stirred up. His friends have an easy time of it in the wilderness, as all the plants and animals seem to aid them. His enemies, however, find all the living things of the wild conspiring against them. Rillifloham can strike with his fists for 8-80 points damage, and can summon 3-18 treants (as well as any other wild creatures that are around) to his aid. Fire does only normal damage against him. He may (10% chance) reward meritorious actions on Nature's behalf with a wooden artifact of great power or the assistance of an animal as a familiar.

**Neutrality: AMBITION**

(Assassins)

Tenets: Personal aggrandizement is the only goal of the followers of this alignment. Law and Chaos are irrelevant to the individual save as a means to an end. Total solipsism — self is all that matters. The fate of others, even as a consequence of one's own actions, is of no concern. They are but tools. A person should rely on his own strengths and skills.

Prime Deity: RASAN KORYA

AC: -3 HP: 300 MOVE: 12" MAGIC: Standard

This god appears as a richly-appareled man or woman. He fights, if he must, with a flaming sword that does 5-50 points damage and can

shoot fireballs of 10-dice value. Worshipers who have contributed enough at his shrines may have a favor done for them (5% chance). Rasan Korya is whimsical at times, bored or indifferently cruel at others. A supplicant requesting aid in battle may receive the help of a Kobold or a cavalry brigade, depending on Rasan's mood. He really only looks with favor on those who can manage without his help. Why should he do anything for weaklings, who can do nothing for him?

Rasan Korya lives in a huge stone hall where he presides over a continuous banquet. The guests there continually duel among each other for the honor of sitting closer to the head of the table. Mortals may be invited to this party as a reward for meritorious service. Rasan is always scheming to usurp the power of other gods, and several minor, forgotten deities have been his victims.

**Neutrality: ESTHETICS**

Tenets: Man's highest achievements are in the arts, for only there can he transcend his mortality. The only worthwhile occupation is the creation and appreciation of beauty. Man can make himself an art form, and appreciation thereof begets Love, which refines the senses and further increases our appreciation of all that is beautiful. Anything that must be done may as well be done with style and flair. What you do is not nearly so important as *how* you do it.

Prime Deity: DEMYURITAS

AC: -2 HP: 300 MOVE: 24" MAGIC: Standard

Demyuritas appears as a stunningly beautiful youth who can be either male or female. Beings who annoy him are merely teleported away 1-20 hexes in a random direction when he points his finger at them (once per round, no saving throw). Demyuritas can't stand vulgar types in his presence. He may be impressed by charismatic, stylish, smooth-talking types (though he may not trust them, he will enjoy their company). Extremely charismatic persons may even be taken as lovers for a night. Bards are always a favorite with Demyuritas. His gifts include musical instruments and artistic and magical implements of wondrous beauty and power.

**Neutrality: THE FOUR ELEMENTS**

Tenets: This is basically a primitive philosophy. The powers that rule the elements are propitiated in the hope that they will grant favors, or at least withhold their wrath.

**Prime Deities**

Earth: GUNGER

AC: -4 HP: 200 MOVE: 12" MAGIC: Standard plus all earth spells.

Gungger is the Overlord of the earth elementals. He strikes with his fists for 10-100 points damage. He can summon 1-12 earth elementals to his aid, and can cross water without trouble. Gungger is primarily worshipped by the mining and subterranean peoples.

Air: HARA

AC: -2 HP: 200 MOVE: 72"

MAGIC: Standard plus all air spells.

Hara is the Queen of the air elementals. She can hit six times per round for 3-30 points damage each, and can summon 1-12 air elementals to her aid. Hara cannot be touched by projectiles launched into the air. Mariners and the flying races are her most common worshippers.

Fire: ZKRAEL

AC: -2 HP: 200 MOVE: 36"

MAGIC: Standard plus all fire spells.

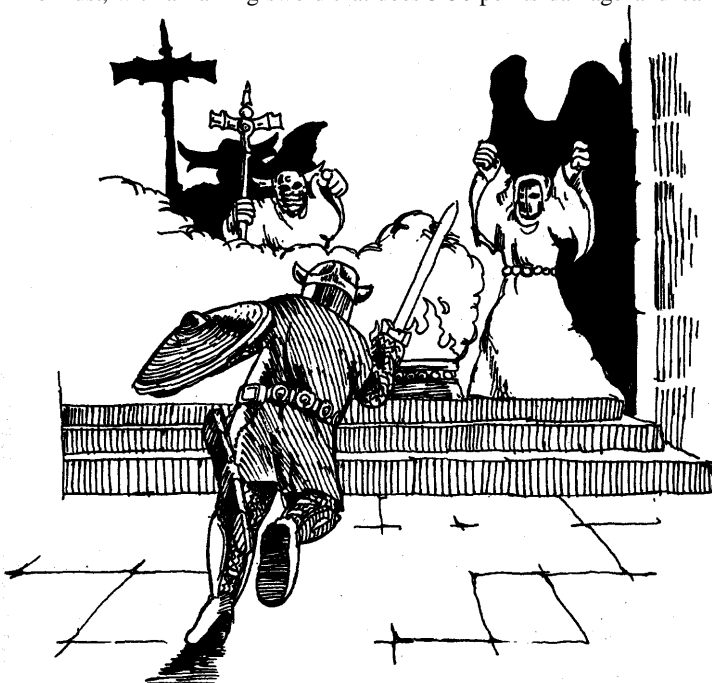
Zkrael is the Tyrant of the fire elementals. He hits for 5-50 points fire damage, and can throw a 20-dice fireball every round (save vs. spells, ½ damage). He can summon 1-12 fire elementals to his aid, and is not affected by water. It is said that he can spy through any fire. Many hearths and forges have shrines to Zkrael.

Water: SHALIROI

AC: -2 HP: 200 MOVE: 12"/36" (H<sub>2</sub>O)

MAGIC: Standard plus all water spells.

Shaliroi is the King of the water elementals. He hits for 3-30 points damage, and once per round can envelop and instantly drown any creature that does not make its save vs. spells. He can summon 1-12 water elementals to his aid, and is not affected by heat. Mariners, fishermen and the aquatic races are his primary worshippers.



## Neutrality: BATTLE GLORY

Tenets: A man's worth is best proved by his bravery and prowess in battle. Nothing surpasses the glory of honorable contention, and the best evidence for this is the fact that Man's highest achievements in magic and science are all related to the art of fighting. Those who refuse to fight when called upon are weaklings who will be culled out of the race by the inexorable forces of history.

Prime Deity: HISK

AC: -5 HP: 300 MOVE: 21" MAGIC: Standard

Hisk appears as a big, burly bear of a man, dressed in a sabre-tooth tigerskin with the skull of same for a helmet. Any sort of weapon that he wants will instantly appear in his hands. Though there's nothing Hisk likes better than a good scrap, he rarely appears on the Prime Material plane, as he is too involved in the great battles and contests going on in Gallarna, his kingdom in the clouds. An occasional feat of great valor and prowess may (5%) catch his attention, especially if it was done in his name. Then, the lucky hero may be given a sign that he can hope to enter Gallarna upon his death (assuming he dies in battle). Those especially favored by Hisk may receive the gift of an automatic *bless* spell whenever they enter into battle.

## Chaos: ABSOLUTE RANDOMNESS (High Chaos)

Tenets: Co-existence of all possibilities is the ideal. This will come about when the bonds of Law (and Time, which is a Lawful concept) are broken. The ultimate goal is a return to that natural condition of total randomness that existed before the imposition of Law.

Prime Deity: KARNAWENN

AC: -6 HP: 300 MOVE: instantaneous MAGIC: All spells

A formless, sizeless, timeless mass. The sight of Karnawenn in his true form drives mortals instantly mad (no saving throw). Fortunately, it is possible for no more than one of his tentacles to appear on the prime material plane, and that must take some kind of a form (usually that of a human). This tentacle contains only 10% of Karnawenn's hit points, and its appearance is continually changing subtly. With this form, Karnawenn can throw any possible spell. More often he works through agents. He rewards those who aid him by subtly altering them to improve their abilities, and by absorbing them into his substance upon their deaths.

## Chaos: AMBITION

(Assassins)

Tenets: The destruction of Law offers the greatest opportunities for a clever person to take advantage of. Chaos holds the promise that anyone can be great and powerful under the right conditions. The rigid forms of Law offer no chance for the individual to get ahead. By fomenting disorder, an unscrupulous person can get an "in" to the personal power he desires.

Prime Deity: BLESKUTA

AC: -5 HP: 300 MOVE: 18"

MAGIC: Standard plus Shape Change

Bleskuta usually appears as a werebear the size of a Frost Giant. He fights with a huge granite club that strikes for 6-60 points damage. He will aid supplicants only in return for large endowments of his temples or the blood-price of a Lawful bureaucrat. His aid usually comes in the form of a temporary doubling of the strength, level and/or hit points of the beneficiary. In extremity, he may send 1-6 werebears or others of his servants to help (3% chance). Bleskuta is careful to appear stupider and much less cunning than he is. He has been known to walk the earth in many different guises, intriguing and fomenting discord. Generally, the more successful his worshippers are, the more he favors them.

## Chaos: LIFE/FERTILITY

Tenets: Life in its infinite variety is the true finest expression of Chaos. Fertility and change are the watchwords. Law, as the imposition of order and stagnation, ultimately equals death. Such an end must be fought vigorously so that life will have a chance to explore all possible options.

Prime Deity: TEMANAMAT

AC: -1 HP: 300 MOVE: 12" MAGIC: Standard

Temamat appears as a full-breasted, wide-hipped woman carrying a cornucopia from which she can pull any form of life she desires, including creatures to fight for her (once per round). With a few spells

she can cause the driest wasteland to become fruitful. Her clerics' healing spells are more effective than usual (10% more so per level of cleric). She usually uses Satyrs as her messengers and agents. Farmers, barren women and sterile men are her most common supplicants.

## Chaos: EVIL/DEATH

Tenets: Random wickedness and cruelty is Chaos' greatest weapon against Law. Seemingly pointless violence and atrocities can create more confusion and disruption of the social order than any other cause. Ultimately, life must be completely eradicated: the only real difference between living and unliving matter is that living beings actively impose restrictions upon the world around them. Life is a product of Law, and Death is a returning of organized substance to disorganized Chaos.

Prime Deity: GOLOD

AC: -4 HP: 300 MOVE: 24"

MAGIC: Standard plus all Death spells.

Golod's huge squat body has four arms that end in taloned hands. His face is flat and apish, with tusks protruding from his mouth. Tattooed on his chest is the Yellow Sign. Golod can only be appeased by human sacrifice. He will look most favorably upon those who have sent him the most lives. He fights with his four clawed hands, which hit for 3-30 points each plus paralysis (save vs. spells). His servants include a Legion of the Undead, and he may send aid in that form if his followers are in dire need (5% chance). Those who serve him in life can expect to serve him afterwards as members of the undead. Golod may (5%) reward some particularly evil deed with the gift of some terrible artifact or weapon.

## Chaos: DEVOLUTION

Tenets: It is possible to return down the ladder of evolution to the primal oneness of the beginnings of life. Great truths are hidden in the primordial ooze from which we sprang. We must devolve in order to understand these ancient cosmic secrets. Degeneration is first mental and then physical. The first step in this sacred task is the sloughing off of humanity for the bestial and depraved. It may actually take many generations before the Devolving Ones can fully grasp the meaning of the hidden knowledge.

Prime Deity: SOG-MORTHOTH

AC: -2 HP: 300 MOVE: 18"

MAGIC: Standard plus Shape Change

Sog-Morthoth appears as an amorphous creature about 40 feet in diameter, oozing greenish slime from its surface and sprouting thick tentacles and pseudopods apparently at random. It radiates a permanent *Fear* spell in a 100' radius, which must be saved against each round. If its worshippers call upon it for aid, it may (5% chance) help them by temporarily doubling their strength and/or the effectiveness of their spells (1-10 rounds duration). Those in Sog-Morthoth's service tend to gradually become less human and more bestial, and begin to prefer subterranean living to the surface world. They may actually develop *infravision*.

## Chaos: WAR

Tenets: War is the most inherently chaotic action humans can undertake. Conflict is to be encouraged, not only against Law, but for its own sake. A good all-out civilization-toppling war may disrupt things so much that Law may lose its grip on the world completely.

Prime Deity: THAKTA TYLDEN

AC: -6 HP: 300 MOVE: 24" MAGIC: Standard

This god appears as a huge warrior in black armor with red trim. In his presence, all Chaotic warriors fight at +4, all Lawfuls at -4. He wields the Whip of Chaos, which can strike up to three opponents at once for 4-40 points damage each. It is extremely rare for Thakta Tylden to appear at anything less than Armageddon-sized battles. He prefers to send one or more of his sons to fight for him:

LAKUNTH, a 15th-level Weretiger (AC: -1; HP: 75);

PAKUNTH, a Stone Giant (AC: 4; HP: 45; 50% magic resistance);

RAKUNTH, an Orcish demi-god (AC: -2; HP: 60; 3 attacks per round, +6 to hit, +8 damage);

QUAKUNTH, a winged 10th-level Troll (AC: 2; HP: 45);

Cont. from pg. 33

knew nothing, working days or weeks later, with no memorandum, and subject to all sorts of interruptions, it would not be surprising if he made some mistakes.

It was not quite the regular formula "A mac B." The friend had aimed at something more poetic. But the vital thing was the name, Conan and the epithet COLGAC "Swordsman." Whatever else, the stone-cutter must get those words right! So, blow by blow, he hacked out CONA. . . But in that day, around AD. 300, the final sound of "Conan" was not quite a simple N. Three or four centuries earlier, it had been /GN/, then this had been worn down to a sort of /N/, which might be pronounced either as /Ny/ or /yN/. The correct letter for that, the Druid had instructed him, was three "intercepts" like this:

But what the poor stone-cutter put down, perhaps after much head-scratching, was three undercuts, like this:

But those few people who came to the hilltop *and* could read Ogam-script would know perfectly well that it was the famous Conan Mac Moma of Connacht who was buried in that mound, so the grooves to them spelled out CONAGN. It remained for the literati of a far later time to point out the mistake. The stone-cutter's wife milked the cow, and her husband never had the "fluttering wisp" blown in his face. But what did the full inscription mean to say?

FAN LI DAF ICA CONAGN COLGAC COS OBMDA  
Certainty here is impossible, but my guess is that the friend of Conan meant to have his inscription read;

"Weak is our retinue (without you):

Conan the Swordsman! Resting (*imda*) here (*cos*).

That says a great deal in very few words.

#### SUGGESTED READING

Standish Hayes O'Grady — SILVA GADELICA

Thomas Rolleston — High Deeds of Finn.

Eoin MacNeill — DUANAIRE FINN.

Barry Fell — AMERICA B.C.

George Vallancey — VINDICATION OF THE HISTORY OF IRELAND

Thomas F. O'Rahilly — EARLY IRISH HISTORY AND LITERATURE

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and DAKUNTH, a 20th-level Type VI Demon (AC: 2; HP: 90; 85% magic resistance).

Thakta Tylden may reward valuable service on his behalf with a mighty weapon or powerful destructive wand (10% chance). On the other hand, cowardly followers may be turned into Kobolds.

#### EPT Variant

## Naming People, Places and Things In Petal Throne

G. Arthur Rahman

When M.A.R. Barker created the world of PETAL THRONE he endowed it with languages quite unlike Western Indo-European speech. Tekumel's languages derive from Tamil, Arabic and Mayan sources and the modern tongues of the planet show their alien origins.

But rare is the referee who can spew names like Hyahyu'u, Mnet-tukung or Girikteshmu with the ease swift play demands. For this reason too many Mariuses, Borises and Igors walk the streets of Jakalla. This thwarts the intentions of Professor Barker whose game strives to escape the cliches of the Greco-Roman-Medieval fantasy world. Something is lost in play enjoyment too, for the authentic name has something of magic in it

Wrestling with the problem of coming up with a large number of authentic-sounding names quickly, I developed the "Petal Throne Name Generator." It consists of a table for generating random numbers from one to sixty-four. Following the table is a list of corresponding one and two-syllable name segments, derived from words in use on Tekumel. The language of Tsolyani provides most of the segments, but they represent no single language. Uniting them in various combinations produces thousands of Tekumel-style names for people, places and things.

To use the Name Generator, decide the number of segments a name should contain. Two or three segments provide the most euphonic results. Then roll a pair of eight-sided dice to derive a numbered name segment. Once combined these segments will provide names like "Durrirkoi," "Nalljatoranu" or "Khirscholkar."

Soldiers, magicians, forests and towns which previously have gone anonymous due to mental fatigue and other reasons can now be provided with names quickly and painlessly, with a corresponding increase in authenticity.

#### Petal Throne Name Generator

		First Die Roll							
		1	2	3	4	5	6	7	8
Second Die Roll	1	63	04	09	15	34	28	54	42
	2	30	25	64	33	48	52	27	01
	3	43	14	50	07	31	26	08	13
	4	23	56	10	29	62	05	35	02
	5	49	03	37	21	36	12	22	19
	6	55	11	53	17	61	40	20	47
	7	44	32	46	16	45	06	41	39
	8	18	59	24	57	60	58	51	38

01. Jak	23. Eth	45. Durit
02. Innga	24. Eno	46. Bush
03. Thu	25. Anu	47. Yelu
04. Alla	26. Andar	48. Kesh
05. Imal	27. Ruva	49. Cho
06. Dili	28. Sak	50. Fesh
07. Wu	29. Shed	51. Kolel
08. Qon	30. Kar	52. Galu
09. Khir	31. Be	53. Ghar
10. Ruku	32. Do	54. Aho
11. Chol	33. Ku	55. Rodla
12. Gari	34. Bin	56. Bozh
13. Mru	35. Lara	57. Nallja
14. Yuni	36. Nay	58. Huru
15. Hru	37. Rul	59. Qol
16. Tor	38. N'ga	60. Purch
17. Thri	39. Vim	61. Yassu
18. Za	40. Revi	62. Zal
19. Tima	41. Yan	63. Koi
20. Siri	42. Hanu	64. Jurru
21. Hir	43. Lish	
22. Unal	44. Mis	