

# TFT Tékumel

by Brett Slocum



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By Brett Slocum

## ART CREDITS:

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FRONT COVER: Soldiers Street from the Tsolyáni Legion of the Searing Flame and a soldier from the Legion of the Lord of Red Devastation fight soldiers from the Yán Koryáni Rùlla Gurek in the streets of Sunráya in Milumanayá.

I'd like to thank Professor Barker, may he rest in peace, for creating a unique world that has been so much fun to inhabit over the nearly four decades since its publication. Thanks go to Craig Smith, who refereed my first introductory campaign, with humor and sadism. I'd also like to thank the members of the Tékumel Foundation for shepherding his vision and his world.

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## Introduction

After roleplaying in countless fantasy worlds based solely on the European/Celtic models, a world that does not rely on these overused backgrounds is a refreshing change of pace. Tékumel, a world drawing heavily from Middle Eastern, Chinese, Indian and Meso-American cultures, fits the bill perfectly. First created by M.A.R. Barker when he was a child in the 1940s, Tékumel was first published by TSR in 1975 as *Empire of the Petal Throne* (EPT). Since that time, Tékumel has developed an international following and has seen several revivals, including two novels from DAW (*Man of Gold* and *Flamesong*) and the most recent *Tékumel: Empire of the Petal Throne* game based on the *TriStat* system from Guardians of Order (may they rest in peace).

Tékumel is a place with the politics and intrigue of the Roman Empire, the religions of ancient India and pre-Columbian Mesoamerica, the magic of the Arabian Nights, the monsters and demons of the Cthulhu mythos, plus ancient ruins containing the technology of a good space opera thrown in just to keep things interesting.

This book adapts *The Fantasy Trip* (TFT) rules from Metagaming Concepts for adventures on Tékumel. The TFT ruleset is needed to play this game. Alternatively, Legends of the Ancient World (a free RPG similar to TFT, from Dark City Games/<http://www.darkcitygames.com>) or Heroes and Other Worlds (a new TFT inspired game from Christopher Brandon) are suitable substitutes. For more information on Tékumel, go to the *Tékumel: The Empire of the Petal Throne* website (<http://tekumel.com>).

## Brief History

60,000 years in the future, the vast Human star empire discovered Tékumel, defeated its hostile, space-faring native races, placed them on reservations, destroyed its poisonous native plant life and extensively terraformed it using power drawn from other dimensions. Tékumel became a hub of trade and a resort for the rich and powerful. Humankind's nonhuman allies came, as secretly did their enemies.

After a millennium as a pleasure planet for the wealthy, a great cataclysm occurred, ripping Tékumel's star system out of normal space and plunging it into the darkness of another dimension. Was this caused by some alien weapon, was it a side effect of the FTL drive, or was this the scheme of some immensely powerful interdimensional being? No one knows. From the global stresses of this event, earthquakes, volcanoes, tidal waves and other disasters befell Tékumel, and without supplies from the Human empire (especially iron for this metal-poor planet), civilization fell hard.

Soon, there were no technicians to repair the great machines, though many still function to this day. How long this Time of Darkness lasted is unknown . . . perhaps 5,000 years. The first known return of civilization arose about 60 to 100 millennia before the game's current time period. The knowledge of the ancient technology has been lost, though mental techniques were developed for drawing on the power between the planes (which is what powered the machines of the ancients) and magic was born. Contact was established with extremely powerful, interdimensional beings that can only be called Gods.

The known world consists of most of the northern continent and the Five Empires, vast bureaucratic governments similar to those of Rome and ancient China.

## Character Creation

- 1 Choose Race
- 2 Choose Magic User or Hero
- 3 Choose Clan
- 4 Choose Religion
- 5 Choose Name
- 6 Choose Attributes – Strength (ST), Dexterity (DX), and Intelligence (IQ).
- 7 Choose Talents and Spells
- 8 Choose Equipment
- 9 Develop the character’s personality and history

### ***Race***

Humans predominate on Tékumel, but other alien races exist. Most of these aliens, such as the reptilian Shen, the insectoid Pe Choi, and the hate-filled Hlutrgu, were allies and enemies of the Humanspace empire that terraformed and colonized the planet millennia ago. Two races, the Ssu and the Hlúss, were the original inhabitants of Tekumel, just reaching for the stars when the humans came to conquer their world. See the *Non-Human Races* chapter for these races.

### ***Magic User or Hero***

A hero is anyone who is not a magic user. They may be trained in weapons or some area of knowledge, but they deal with the physical world, not the spiritual, magical world of the magic user. There are no casual spell casters, so heroes cannot learn spells.

A magic user has perfected the ability to cast spells after studying magic most of their adult lives. In Tsolyánu, nearly all magical training comes from the temples. Most magic users are either clergy within the temple or those who have left the temple hierarchy after their training. Because of their focus on magic, magic users are not very good at anything else. Tsolyánu also has a strong social pressure to train a person in only one area. Therefore, with a few exceptions, non-magical talents cost triple for magic users.

### ***Clan***

The clans are the major unit of social organization in Tsolyanu and other empires of Tekumel of which nearly all citizens are a part. Clans are large extended family groups. To be without a clan is to be lower than a member of the lowest latrine-cleaning clan. Clans are organized by status. At the very top is the Tlakotani Clan, the Imperial Clan. It is a large clan with a wide variety of economic levels within it. Even so, the lowliest Tlakotani peasant feels great pride being part of the Emperor’s clan. Below are listed many of the clans in Tsolyanu. More details can be found in the **Clans** chapter.

#### ***Imperial Clan***

Tlakotani

### ***Very High Status Clans***

Blade Raised High, Cloak of Azure Gems, Golden Bough, Golden Sunburst, Íto, Jade Diadem, Might of Ganga, Sea Blue, Sword of Fire, Vriddi.

### ***High Status Clans***

Amber Cloak, Dark Fear, Dark Flame, Dark Moon, Dark Water, Domed Tomb, Emerald Circle, Great Stone, Grey Cloak, Grey Wand, High Pinnacle, Iron Helm, Joyous of Vrá, Purple Gem, Red Mountain, Red Stone, Red Sun, Red Sword, Rising Sun, Staff of Beneficence, Standing Stone, Sweet Singers of Nakomé, White Crystal, White Stone.

### ***Medium Status Clans***

Black Hood, Black Monolith, Black Mountain, Black Pinnacle, Black Stone, Blazoned Sail, Blue Kirtle, Blue Shadow, Blue Stream, Broken Bough, Broken Reed, Copper Door, First Moon, Glory of the Worm, Golden Dawn, Golden Lintel, Golden Sapphire, Golden Sheaf, Golden Sphere, Green Bough, Green Kirtle, Green Malachite, Iron Fist, Iron Hand, Moon of Evening, Red Eye of Dawn, Red Flower, Red Sky, Red Star, Ripened Sheaf, Scroll of Wisdom, Silver Collar, Silver Lightning, Standing Pinnacle, Victorious Globe, Weeping Stone.

### ***Low Status Clans***

Black Hand, Black Stone Tomb, Blue Water, Deep Flowing Water, Eye of Flame, Flat Peak, Flowering Life, Green Emerald, Green Forest, Green Opal, Green Reed, Green Stone, High Tower, Ivory Staff, Open Hand, Open Sepulcher, Plume of White, Round Rock, Sapphire Bird, Woven Whip.

### ***Very Low Status Clans***

Arch of Heaven, Artificers of Iron, Black Earth, Bright Sword, Collar of Bronze, Emerald Circlet, Flat Rock, Glass Spear, Granite Lintel, Green Pyramid, Hand of Compassion, Nighted Tower, Red Moon, Scarlet Mantle, Scarlet Planet of Knives, Sinking Land, Standing Reed, Turning Wheel, Wicker Image, Woven Mat.

## ***Religion***

The pantheon of Tsolyánu consists of the ten Gods and their ten Cohorts. The Five Stability Gods are Hnálla, Karakán, Thúmis, Belkhánu, and Avánthe. The Five Stability Cohorts are Drá, Chegárra, Keténgku, Qón, and Dilinála. The Five Change Gods are Hrü'ú, Vimúhla, Ksárul, Sárku, and Dlamélish. The Five Change Cohorts are Wurú, Chiténg, Grugánu, Durritlámish, and Hriháyal. More information about these temples is presented in the *Temples* chapter.

## **Gods and Cohorts**

### **Tlomitlanyal (Gods of Stability)**

Hnalla / Dra

Karakan / Chegarrá

Thumis / Ketengku

Belkhanu / Qón

Avanthe / Dilinala

## Tlokiriqaluyal (Gods of Change)

Hru'u / Wuru

Vimuhla / Chiteng

Ksarul / Gruganu

Sarku / Durritlamish

Dlamelish / Hrihayal

## Names

Tsolyáni names have two parts, the given name and the lineage name. Before the lineage name comes the 'hi' honorific, similar to the 'von' of German gentry. For example, before he became a Prince, the Emperor's name was Mirusíya hiVriddi, and then became Prince Mirusíya hiTlakotáni. Interestingly, both the Vriddi and Tlakotáni clans have only one lineage, which matches the name of the clan. Most other clans have several.

## Male Given Names

Achán	Fíru	Kágesh	Mórusai	Pí'ur	Túrisan
Adlár	Gámalu	Kánkolu	Mottán	Qárras	Visán
Arkháne	Gayán	Kémuel	Mridók	Réshmel	Zagár
Bálesh	Hárisu	Kotáru	Nirún	Sánjesh	Zhurák
Chúrisan	Héttukeng	Marján	No'ómu	Shémek	Znayáshu
Dlamúz	Hóru	Mígor	Núromen	Tákodai	
Drakóhl	Jesékh	Mízhotl	Omél	Treshélmú	
Ekuné	Jijékmu	Mnéktu	Osumétlu	Tsodlán	

## Female Given Names

A'én	Dirúla	Layéth	Osuré	Shánü	Tlayésha
Arimái	Dzái	Linátla	Paluél	Shekkára	Umá
Asháne	Elulén	Liyása	Qiláin	Sherésa	Visháya
Atín	Halé	Mára	Raisákka	Sídla	Zhána
Balané	Háya	Míkúsa	Rayána	Srúdhál	Ziyá
Chaikúra	Isúra	Mísa	Réluen	Ta'ána	
Chashána	Jashána	Nélel	Sáyi	Talía	
Dijáya	Ke'él	Ngáya	Senértha	Táloedel	

## Lineage Names

hiAmiyála	hiChánkolel	hiFesrengála	hiKhorsán	hiMritlékka
hiArusá	hiChársha	hiGaján	hiKoródu	hiMriyén
hiBarrégga	hiChiggéne	hiGurúma	hiKurúshma	hiNáshomai
hiBeshyéne	hiChorúkka	hiHyáguru	hiKutonyál	hiNemuné
hiBurusá	hiChunúr	hiJalchéma	hiMaróda	hiNezár
hiChagotlékka	hiDelashái	hiJarásh	hiMirkétme	hiNrashkému
hiCháimira	hiDulumésa	hiKarélsa	hiMmórsa	hiPagártra
hiChaisyáni	hiFa'ásu	hiKétkolel	hiMraktiné	hiPakáillu
hiChakrésa	hiFershéna	hiKhanúma	hiMrékka	hiQolyélmú



hiQúrrodu  
hiRánmiyel  
hiReretlésa  
hiRi'inyússa  
hiSáika  
hiSanyél  
hiSayúncha  
hiSénkolum  
hiShálane  
hiShanátl

hiSharítla  
hiShétla  
hiSorúna  
hiSráshar  
hiSrúnel  
hiSsáivra  
hiSsánkoral  
hiSsánmirin  
hiSsanyúsa  
hiTáika

hiTánkolel  
hiTigál  
hiTikéshmu  
hiTishkólen  
hiTlakán  
hiTlanátl  
hiTlekólmü  
hiTlélsu  
hiTléngeku  
hiTsúnkai

hiTukéshmu  
hiTukkolén  
hiTuplángte  
hiUséna  
hiVáika  
hiVaisonér  
hiVaisúra  
hiValúro  
hiVárchal  
hiVasháka

hiVayéshtu  
hiVessúma  
hiViridáme  
hiVíridu  
hiVoruséka  
hiVorússa  
hiVrázhimü  
hiVriyón  
hiZhayárvu  
hiZhnáyu

## ***Attributes***

### **Starting Points**

You start with 32 points to build a character. These are distributed between Strength, Dexterity, and Intelligence. Humans start with 8 in each attribute and have an additional 8 points to distribute. 10 is the human average and 30 is the human maximum for any attribute.

### **Strength**

- Determines the amount of damage a person can take. When they reach ST 0 from damage, they are in danger of dying.
- Determines the amount of fatigue a person possesses. Fatigue is caused by physical effort and spell casting. Each spell has a cost to cast and a cost to maintain. A magic user cannot cast a spell that reduces their ST to 0. A person falls unconscious if the total of damage and fatigue reduces them to ST 1.
- Determines how much weight a person can carry.
- Determines other factors such as resistance to poison, the ease of knocking a person down, and the size of weapons that can be wielded.

### **Dexterity**

- Determines the order of action for the characters each turn after movement.
- Used to cast spells and perform some physical actions, such as attacking with weapons.
- Used to avoid physical calamity, such as falling.
- Dexterity is adjusted by various bonuses and penalties for injuries, range, armor, and other factors. A character's Adjusted Dexterity (AdjDX) is used to make all attack and spell rolls.

### **Intelligence**

- Determines the number of talent and spell points the character has to spend.
- Determines the complexity of talents and spells the character can learn.
- Used to perform mental tasks and to avoid the effects of some spells.

## ***Talents***

Talents are skills and abilities that can be learned during play. Select up to IQ points in Talents of appropriate IQ level or below. Tsolyáni language is free. Literacy is not. Choose one Mundane Talent (IQ 9) free as a part of your upbringing. Choose three talents or spells to be learning. Only those talents can be bought later. As you learn these talents and spells, add new talents and spells to list of talents that you are learning. Some talents can be learned by magic users at normal cost as indicated in the description. Magic-using priests of Karakán or Vimúhla can learn one weapon talent at normal cost.

### **IQ 7 Talents**

**Ax/Mace** (2)

**Bow** (2): This ability includes Sling, and costs only one point if you already have Sling.

**Brawling** (1): Gives +1 damage when in HTH. Treat as Unarmed Combat I for entering HTH.

**Crossbow** (1)

**Knife** (1): A person with this talent can learn Sword for 1 point. Magic Users can learn at normal cost.

**Pick/Hammer** (2)

**Pole Weapons** (2)

**Shield** (1)

**Sling** (1): Skill with slings and staff-slugs. A person with this talent can learn Bow for 1 point.

**Sword** (2): This ability includes Knife, and costs only one point if you already have Knife.

## IQ 8 Talents

**Bola** (1): Prerequisite: Thrown Weapons.

**Flail** (1): These flexible weapons can ignore shields and parries.

**Military Discipline** (1): Prerequisite: 6 months of soldier experience. If everyone in a party knows this talent, they gain +1 on all reaction rolls. Only those with this talent may form a shield wall.

**Quarterstaff** (1)

**Spear Thrower** (1): Prerequisite: either Pole Weapons or Thrown Weapons.

**Whip** (1)

**Boating** (1): Without this ability, make a 4d/DX saving roll every 5 minutes or tip the boat over.

**Farming** (1): The ability to grow plants and animals for food.

**Literacy** (1): Applies to all languages a person knows. Magic Users can learn this talent at normal cost.

**Running** (2): This talent gives +2 MA.

**Seamanship** (1): Those without this talent have a -2 DX penalty (except to cast a non-missile spell) while on shipboard.

**Sex Appeal** (1): 3d/ST or IQ (whichever is higher) roll against being killed by members of the opposite sex. You might be sold into slavery or some other non-lethal predicament. When negotiating with a member of the opposite sex, make the same 3d roll to get +1 reaction. -1 reaction if it fails.

**Swimming** (1): If you fall into water make a 4d/DX saving roll if a non-swimmer, 2d/DX roll for a swimmer. A person with Diving succeeds automatically.

**Thrown Weapons** (2): +2 DX bonus when throwing objects or casting thrown spells. Ready and throw any weapon on the same turn. Magic Users can learn this talent at normal cost.

## IQ 9 Talents

**Acute Hearing** (3): Hear approaching beings before they hear him, unless his own party is making too much noise (GM's discretion), travel in the dark at only half his normal speed, detect invisible or hidden creatures within 3 MH on a 4d/IQ roll, if his own party is silent, fight in the dark at -4 DX instead of -8. Cannot be taken by surprise from behind.

**Alertness** (2): Roll 1 less die when looking for anything hidden or when "noticing" something. 3d/IQ roll to detect any ambush before being attacked.

**Animal Handler** (2): Roll 3d/IQ to make friends with an animal -- ignore any "hostile" reaction roll, treating it as "neutral" instead. If its reaction roll was a 6, it will stay as a pet; the handler can train it over time.

**Charisma** (2): +1 on all reaction rolls, except with animals, zombies, demons, and similar nasties. Roll 3d/IQ to make friends, 4d/IQ if combat was about to occur, 5d/IQ if charisma is attempted on or by a prisoner. Ignore any "hostile" reaction roll, treating it as "neutral" instead.

**Detect Traps** (2): Rolls 2 fewer dice when looking for any trap, and 1 fewer die when making his saving roll against a trap that went off. This talent only costs 1 IQ if you already have Alertness.

**Diving** (1): Prerequisite: Swimming. The diver can save a drowning person by rolling 3/DX unless the victim is in plate or chain. If the diver fails, he must make another 3d/DX or be drowned himself. They can also resuscitate a victim within 36 turns (3 minutes) of drowning on a 4d/IQ roll. +1 IQ if a Physician, 3d/IQ roll if Master Physician.

**Priest** (1): In the temple hierarchy, performing rituals, doing scholarly research, and administering temple lands and businesses. +1 reaction from worshippers of the same deity or its cohort. Magic Users can learn at normal cost.

**Silent Movement** (2): A creature with Acute Hearing could hear him up to 3 MH away, but only if he was actively listening for something. Only leather armor or lighter, and travelling no faster than MA 4.

**Recognize Value** (1): If the value is well-hidden, make a 3d/IQ roll to notice.

**Driver** (1): Can handle animal-drawn vehicles and large riding animals (over 3-hex).

**Missile Weapons** (3): +3 DX on all missile weapons and missile spells. Magic Users can learn this talent at normal cost.

**Climbing** (1) Roll 2 dice fewer dice to make climbing rolls.

**Warrior** (2): Prerequisite is a ST of 14 or better. -1 damage per attack.

**Veteran** (3): Prerequisites: ST 16 or better, and Warrior talent. -2 damage per attack.

**Willpower** (1): +2 IQ to saving rolls for such things as control spells (Control Person, Geas, etc.), questioning (torture), going berserk. New skills and spells may be learned in 10% less time. Magic Users may learn this talent at normal cost.

**Wrestling** (1): Also known as Charáge and used in the Hirilákte arena. Knowledge of holds and pins for use in HTH. Treat as Unarmed Combat I for entering HTH and for determining the success of pins and holds. Prerequisite: leather armor or less.

**Sleight of Hand** (1): Prerequisites: DX 13 and no gauntlets being worn when used. A 3d/DX roll allows a person to make small, handheld objects "disappear" (into a pocket or sleeve). Observers can see through the trick on a 5d/IQ roll (4d with Alertness). Increase the roll to notice pickpocketing by 1d, if the object is small enough.

**Artist** (1): This talent covers painting, sculpting, drawing, and other arts.

**Calligrapher** (1): Prerequisite: Literacy. +1 reaction when petitioning the Imperial Bureaucracy.

**Musician** (1): Skill of singing or playing a musical instrument.

**Survival** (1): Ability to find food, water, and shelter in the wilderness. A person with this talent can forage for four other people without rolling while traveling without provisions.

**Mundane Talents** (1): Baker, Barber, Bootmaker, Bricklayer, Butcher, Carpenter, Carpetmaker, Cook, Dyer, Fisherman, Glassblower, Grocer, Mason, Miner, Paper-and-Ink Maker, Perfumer, Potter, Rope-and-Net Maker, Sailmaker, Tailor, Tanner, Weaver, Winemaker, and Wheelwright.

## IQ 10 Talents

**Weapon Master** (3): Prerequisite: Sword or Axe/Mace or Polearm, adjDX 13+ from armor. Double damage on any to-hit roll of 7, 6, or 5, and triple damage on a 4 or 3. Applies to one type of weapon.

**Advanced Shield** (2): Prerequisites: Shield, adjDX 13. Allows advanced shield tactics (see Advanced Shield rules).

**Remove Traps** (1): Prerequisite: Detect Traps. Roll the dice rating of the trap to remove.

**New Followers** (2): Prerequisite: Charisma. After making friends via Charisma, a 4d/IQ roll if person is of your race, 5d/IQ roll if they are of another race, and 6d/IQ roll if they are of a hostile race (with Diplomacy) will turn them into a follower. Follower/Trained Animal limit: IQ/2 rounded down.

**Diplomacy** (1): Allows a person to talk to hostile races or peoples without the automatic reaction penalty, and to command a party containing hostile races.

**Tracking** (1): 3d/IQ roll reveals what passed through an area 1 MH in size within the last day — or the last thing to pass, if many have gone by.

**Acrobatics** (3): Prerequisite: DX 12+. One less die needed for saving rolls for falls or clumsiness or to avoid large falling objects. Climb up a rope at the rate of 2 meters per turn with no risk of falling. A non-acrobat climbs at 1 meter per turn, and must make a 2d/DX saving roll each turn.

**Business Sense** (2): +1 on business-related reaction rolls. 4d/IQ to swindle a less intelligent person, selling goods at twice value or buying them at half value. On meeting the swindled person later, roll 4d/IQ to avoid hostility (-2 reaction).

**Armorer** (2): Build and maintain ordinary weapons and armor -- but not fine weapons, crossbows, or siege engines. Recognizes fine weapons, and recognizes magic weapons on 3d/IQ roll.

**Unarmed Combat I** (1): Prerequisite: DX 13+, cloth armor or less. +1 damage striking with bare hands. The martial arts of Dedarátl, which uses the hands, and Hu'ón, which uses the feet, can only be learned in the temples of Thúmis and Ksáru, respectively.

**Mimic** (2): Listeners roll 4d/IQ to avoid getting fooled. Animals roll 2d/IQ. Roll each time the Mimic speaks.

**Combat Engineer** (2): Build, maintain, and fire siege equipment, and detection of a mining operation against a castle.

**Thief** (2): Pick an ordinary lock, roll 3d/DX once per minute, some locks are tougher. Pick a pocket, 3d/DX or be noticed, 2d/DX if victim is distracted.

**Orator** (2): The talent of public speaking. Add +1 to their reaction roll from their audience..

**Poet** (2): Writing and improvising verse in the styles of the nobility. Add +1 to their reaction roll from listeners.

**Writing** (2): The ability to write engaging prose for histories, fiction, even reports. Add +1 to reaction roll in appropriate situations.

**Bowyer/Fletcher** (2): Can make bows and arrows, as an Armorer makes weapons and shields.

**Navigator** (2): Can navigate on land or at sea using the position of the planets to determine direction. A navigator is required if a ship ventures away from the coast. A navigator can also use a water compass to find magnetic North.

**Geologist** (2): Can recognize minerals and rock formations on 3/IQ roll. Their advice can give architects a +1 IQ bonus.

**First Aid** (1): Prerequisite: first aid kit. Allows the person to heal 1 point of damage in five minutes as for Physician. Those with this talent may learn Physician talent for only 1 point.

## IQ 11 Talents

**Architect/Builder** (2): If a character has this talent, the GM should give him a few extra hints when presented with mysterious labyrinth or building maps. An architect also rolls 1 less die to see a hidden trap, door, or similar item, unless he already has Alertness or Detect Traps.

**Goldsmith** (2): Prerequisite: Recognize Value.

**Shipbuilder** (2): Prerequisite: Seamanship. Given time and materials, a person with this talent can construct boats and ships.

**Two Weapons** (3): Prerequisite: DX 13+, talents for the weapons used. Options: (1) attack with both weapons, normal for 1st attack and -4 for second, (2) attack with one weapon and parry (stops 2 hits) with the other, or (3) parry with both weapons (stops 4 hits).

**Courtly Graces** (1): +1 on reaction rolls involving very high and very low social classes.

**Monster Followers I** (2): 2d/IQ per 10 ST (rounded up) that IQ 6-10 monster has at the moment. Each 10 ST counts as 1 follower.

**Tactics** (1): 5d/IQ roll to guess enemy plans. +1 on party initiative rolls, if leader.

**Physician** (2): Prerequisite: first aid kit. Heal up to 2 hits on any humanoid figure, taking 5 minutes. If you already have Vet or First Aid, this talent costs 1 IQ.

**Detection of Lies** (2): Roll 5d/target's IQ, if target is smarter; roll 4d/target's IQ, if target is equally intelligent; roll 3d/target's IQ, if target has a lower IQ to detect lies.

**Vet** (2): Prerequisite: Animal Handler. If you already have Physician, this talent costs 1 IQ.

**Engineer** (2): Includes abilities of Remove Traps and Armorer (only for crossbows and siege engines). If a character has Remove Traps, this ability costs you only 1 IQ point. Time to build traps = 2 x (dice to see, dice to dodge, dice to remove) in hours.

**Naturalist** (2): Recognize all races and creatures except GM specials. 3d/IQ roll to see a slime or similar ambushing creature, just before he walks into the ambush area, 5d/IQ roll if the naturalist is running or fighting.

## IQ 12 Talents

**Expert Naturalist** (3): Prerequisite: Naturalist. 2d/IQ saving roll to see ambushes by slimes, etc., before they occur, or a 4d/IQ saving roll if they are running or fighting. Can make a good guess (4d/IQ roll) as to the general nature of new beings the GM has introduced.

**Monster Followers II** (2): Prerequisite: Monster Followers I. Also works on monsters of IQ 11 or more. 2d/IQ die roll for every 8 ST the monster has at that moment.

**Spying** (3): Prerequisite: Silent Movement, leather armor or less. 3d/DX roll to open doors a crack and look, peek around corners without being seen, etc. A 4d/DX roll can escape pursuit (even close pursuit) by ducking into a room, branching tunnel, or wide spot if one is available.

**Assess Value** (1): Prerequisite: Recognize Value.

**Captain** (2): Prerequisite: Seamanship and two years around the sea. +1 on initiative rolls if the combat involves watercraft.

**Ventriloquist** (2): 3d/IQ roll to deceive listeners; subtract 1 per MH from your character to the target.

**Unarmed Combat II** (2): Prerequisite: U.C. I and a DX of 14+. Two extra hits of damage in any bare-handed combat. Throw your foe, knocking him down, using the shield-rush rules. Can only be learned in the temples of Thúmis and Ksáru.

**Master Thief** (2): Prerequisites: Thief and DX 14+. Roll 1 less die to pick any lock or pocket. Add 1 die to attempts to Detect Lies.

**Master Armorer** (2): Makes fine weapons. On a 4d/IQ roll, they will recognize the Weapon/Armor Enchantment spells, immunity to Drop and Break Weapon, and the ability to "flame." If he misses the roll, or if the spell is another type, he will still know the weapon is magic, but not what type.

## IQ 13 Talents

**Chemist** (3): 3d/IQ roll to identify any Chemist potions by smell. If it is alchemical, they will know that, but that only. **Warning: Chemist rules haven't been written yet.**

**Master Engineer** (2): Prerequisite: Engineer. Takes him only half the time to build traps that it takes a Engineer, or a quarter of the time, if he is assembling an existing trap in a new place.

**Scholar** (3): Prerequisite: Literacy. 3d/IQ to recognize any language; common languages will be automatic. +1 on any reaction rolls in all civilized areas. Speaks any language they know like a native. 4d/IQ roll to make a very good guess about the origin of most artifacts or objects.

**Strategist (2):** Prerequisite: Tactics, and at least two years of military experience. +2 on all initiative rolls in combat, if leading a party.

**Mathematician (2):** Prerequisite: Literacy. This ability also takes in astronomy and astrology. A mathematician who is in business for himself earns an extra 10% profit. Magic Users can learn this talent at normal cost.

## IQ 14 Talents

**Master Physician (2):** Prerequisite: Physician. Can heal 3 hits if he has a first-aid kit, or 1 hit even without such a kit. Either way, it takes 5 minutes. If you already have the Master Vet talent, you may learn this talent for 1 point, and vice versa.

**Master Vet (2):** Prerequisite: Vet. Works for animals as the Master Physician talent works for people. If you already have the Master Physician talent, you may learn this talent for 1 point, and vice versa.

**Disguise (2):** It takes about an hour to disguise oneself (less if it's a simple disguise). Each minute (12 turns), roll 6d/IQ if they are impersonating someone wholly dissimilar or someone known to those he's trying to fool; 4d/IQ for a creature of a different species than his own or a member of the opposite sex; 3d/IQ for an ordinary disguise. If a magic user casts an illusion or shapeshift to perfect your physical appearance, you roll one less die. If you have the Mimic ability (and know the language!) you roll one less die. If you don't know the language, you'd better keep your mouth shut.

**Theologian (2):** Prerequisite: Priest. Like Priest, only higher up in the temple hierarchy. +2 reaction from worshippers of the same deity or its cohort. Magic Users can learn at normal cost.

**Unarmed Combat III (2):** Prerequisite: U.C. II. Does 3 extra hits of damage when he strikes with bare hands, and can knock a foe down as described under U.C. II. Opponent must make a 5d/DX roll to avoid falling (4d/DX if the opponent has more than twice the ST the martial artist does). May attempt to "throw" any foe whose ST is less than 3 times his own. Can choose the "defend" option bare-handed. Can only be learned in the temples of Thúmis and Ksárul.

**Unarmed Combat IV (2):** Prerequisite: U.C. III, DX 15+. Side hexes count as front hexes, and the rear hex counts as a side hex. If they take the "defend" option bare-handed, attackers must roll 5d/DX to hit him. Can only be learned in the temples of Thúmis and Ksárul.

**Unarmed Combat V (3):** Prerequisites: U.C. IV, DX 16 or better. An attacker must roll 4d/DX to hit this figure in normal combat, 6d/DX if he is dodging, 7d/DX if he is defending. If they strike an armed foe and do more than 3 damage, that foe automatically drops his weapon. Can only be learned in the temples of Thúmis and Ksárul.

**Alchemy (3):** Magic Users can learn this talent at normal cost. A 3d/IQ roll to identify any alchemical potion. If the potion is a chemical one, they will learn that, and that only. **Warning: Alchemy rules haven't been written yet.**

## LANGUAGES

A character starts off knowing their native language at no IQ cost. Each additional language learned (whether the learner is a hero or a magic user) requires one IQ point. If a language is on a character's Learning list, the character can attempt to communicate in the language by making 3d/IQ rolls for each sentence (spoken by either person).

**Modern Languages:** Aomórh, Hijajái, Jannuyáni, Livyáni, Lo'orúnankh, Milumanayáni, Mu'ugalavyáni, N'lússa, Pe'é, Pecháni, Sa'á Allaqiyáni, Salarvyáni, Tká Mihállí, Tsolé'i, Tsolyáni, Yán Koryáni.

**Ancient Languages:** Ái Ché, Ancient Mihállí, Bednálljan Salarvyáni, Classic Mu'ugalavyáni, Classic Tsolyáni, Duruób (Classic Livyáni), Engsvanyáli, Llyáni, Súnuz, Thu'úsa, The Tongue of the Lord of Worms, The Tongue of the Priests of Ksáruł, Tsáqw (Ancient Yán Koryáni), Zna'yé.

## Spells

The teaching of magic in Tsolyanu is controlled by the temples. Unless you pay for a private tutor, you will be learning new spells from your temple. Some spells are known to all temples, some spells are known only to a subset of temples or one temple.

If a temple or temples are listed for the spell, only followers of that temple may learn that spell. For spells with multiple temple designations, the Cohort of the listed deity also can take that spell. So, for instance, since the Confusion spell can be learned in the temples of Ksarul, Sarku, Thumis, any members of the temples of Gruganu, Durrítlamish, and Ketengku can also take the spell.

Because of the advanced and proprietary nature of these spells and the restrictions placed on learning them by the temples, spells with only one temple listed, as well as Summon Lesser Demon, Summon Demon, Shield of Defense, and Revival, require the Theologian talent.

## Spell List

### IQ 8 Spells

**Aid ST (T):** Temporarily adds 1 to ST of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Aid DX (T):** Temporarily adds 1 to DX of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Aid IQ (T):** Temporarily adds 1 to IQ of subject for each 1 ST used to cast. Lasts 2 turns. Temples: Ksáruł, Sáрку, Thúmis.

**Blur (T):** Costs 1 ST / +1 each turn. Makes subject hard to see. -4 DX to hit subject.

**Detect Magic (T):** Cost: 1 ST. Tells caster whether a single item or being is magic or has any spells on it.

**Drop Weapon (T):** Costs 1 ST or 2 ST if victim's ST is 20 or more. Makes target drop whatever is in one hand -- a weapon, shield, etc. Will not make a ring or amulet fall off. Temples: Avánthe, Dlamélish, Karakán, and Vimúhla.

**1-Hex Image (C):** Costs 1 ST. Creates any one hex image.

**Light (T):** Costs 1 ST. Lights up small object for one day. Will it off, must recast to get it back.

### IQ 9 Spells

**Bladesharp (T):** Cost: 1 ST per extra hit damage. Increases the damage of any bladed or piercing weapon by 1 hit per ST put into the spell, up to 5. Lasts 3 turns. The damage is magical and is not included in any doubling (pole arm or critical hit). Temples: Karakán, Sáрку, and Vimúhla.

**Clumsiness (T):** Subtract 2 from victim's DX for every 1 ST used to cast. Lasts 3 turns, or 1 turn if victim's ST is 30+. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

**Comprehend Languages (T):** Cost: 1 ST / +1 per turn. Caster can understand a human language spoken within 2 megahexes. Double casting cost for non-human languages.



**Confusion (T):** Subtract 2 from victim's IQ for every 1 ST used to cast. Lasts 3 turns. A magic user can't use spells above his adjusted IQ, but can still power spells already cast. Temples: Ksáru, Sárku, Thúmis.

**Create Meal (C):** Cost: 1 ST. Creates food and water for 1 person for 1 day.

**Dark Vision (T):** Cost: 3 ST. Gives subject the ability to see normally, even in total darkness, for 1 hour. This spell does not penetrate invisibility, magically induced shadow, etc. Temples: Belkhánu, Hnálla, Hrü'ú, Ksáru, Sárku, Thúmis.

**Darkness (S):** Costs 1 ST per megahex range. Temporarily extinguishes artificial lights, torches, even light spells, in one megahex area. Lasts 3 turns, duration can be extended for +1 ST.

**Deflect Missiles (T):** Costs 1 ST / +1 each turn. Missiles attacks on the target are deflected and continue past the target as if the target was missed.

**Detect Life (S):** Cost is 2 ST; range can be increased by 1 megahex (in all directions) for each +1 ST. Range: 3 megahexes. Detects living beings within the range area (except members of caster's party). Can be restricted to one hex or megahex in the range, or one kind of life (i.e. Shén). Note: tiny life (e.g. germs, flies) doesn't count, but large plants do, so this spell is not very useful in a forest.

**Fear (T):** Cost: 2 ST. Causes fear and panic in the subject. They will flee without regard for their defense. The victim gets a 3d/IQ saving roll.

**Flame Shield (T):** Costs 2 ST / +1 each turn. All foes in the magic user's hex take damage as if in a magic fire hex. Temples: Karakán and Vimúhla.

**Heal Minor Wounds (T):** Cost: 2 ST. Cures 1d hits of damage.

**Lighten Burden (T):** Cost: 2 ST / +1 per 5 minutes. Reduces the weight of a burden by 300 pounds. Lasts 5 minutes.

**Neutralize Poison (T):** Cost: 2 ST. The subject is cured of any poisoning, except the drug Zu'ur.

**Reveal Magic (S):** Costs 1 ST. Range: 15 hexes. Reveals active secret protection spells. Cast on any one figure (you can see) at a time. Also reveals slippery and sticky floors within range. Temples: Belkhánu, Hnálla, Ksáru, Sárku, Thúmis.

**Slow Movement (T):** Costs 2 ST. Halves MA for 4 turns. Two spells do not reduce a character to 1/4 MA, but doubles how long spell lasts. (Keeps him at 1/2 MA for 8 turns.) Temples: Avánthe, Dlamélish, Hrü'ú, Ksáru, Sárku, Thúmis.

**Summon Small Animal (C):** Costs 2 ST / +1 each turn. Brings a small animal to follow magic user's orders. The animal summoned may be any 1-hex animal with 11 or less ST, 14 or less DX and 6 or less IQ. Some examples: Kurgha, Kuruku, Hyahyu'u, large snakes, Dlaqo, Mnor, etc.

**Weakness (T):** Subtract 2 from victim's ST for every 1 ST used to cast. Lasts 3 turns, or 1 turn if victim's ST is 30+. Temples: Avánthe, Dlamélish, Karakán, Vimúhla.

## IQ 10 Spells

**Clairvoyance / Clairaudience (T):** Cost: 1 ST / +1 per turn. The subject can see and hear through a hex of solid material, but not metal, to a range of 10 hexes, even if the area is dark.

**1-Hex Complex Image (C):** Cost: 2 ST. Creates a complex image up to 1 hex in size. This image can be made up of multiple moving parts and is capable to display a scene with several characters.

**Control of Self (S):** Cost: 2 ST / +1 per turn. The caster can control their own body: hold their breath, stop their heart, hold an object without dropping it, enter a trance, recall a memory, stop hearing, etc. Actions impossible for a body cannot be performed (e.g. growing a tail).

**Dazzle (S):** Costs 3 ST. A blinding psychic flash that causes all sighted creatures (friend or foe) in an area within 15 hexes of the caster (except magic user) to suffer -3 DX for 3 turns. Temples: Hnálla, Hrü'ú, Ksáru, Thúmis.

**Detect Enemies (S):** Cost is 3 ST; range can be increased by 1 megahex (in all directions) for each +2 ST. Like Detect Life, but picks up only on beings with general or specific hostile intent. Can also detect some kinds of hostile magic: Blast Trap, Proxy (of a hostile being), Rope, Giant Rope, Hand of Glory, and other traps of a magical (but never physical) nature.

**ESP (T):** Cost: 2 ST. Reads the surface thoughts of the subject. Caster gets an impression of what the subject is thinking at the moment.

**Far Vision (T):** Cost: 1 ST. Subject of this spell can see "like a hawk" for 60 turns (five minutes); their distance vision is increased a hundred times. Temples: Karakán, Vimúhla.

**Gold Sight (T):** Cost: 2 ST / +1 per turn. The subject can sense gold and gems within 5 megahexes, even if buried or invisible.

**Heal Serious Wounds (T):** Cost: 3 ST. Cures 2d hits of damage.

**Lock/Knock (T):** Costs 2 ST. Lock/seal doors. Open doors with ordinary locks and Lock spells. Temple: Vimúhla.

**Madness (T):** Cost: 3 ST / +1 per turn. If the subject fails a 3d/IQ saving roll, they are rendered temporarily insane. The GM randomly controls the actions of the victim. Someone using Control of Self is immune. Temples: Belkhánu, Hnálla, Hrü'ú, Sáru.

**1-Hex Shadow (C):** Costs 1 ST. Fills one hex with total blackness. -6 DX to attack through or from a shadow hex, attacking into a shadow hex is a -4 DX

**Shock Shield (T):** Costs 2 ST / +1 each turn. Causes 1d damage (armor doesn't stop) to all creatures in magic user's hex at end of each turn. Temple: Vimúhla.

**Speed Movement (T):** Costs 2 ST. Doubles MA for 4 turns, two spells do not quadruple MA, but makes spell last 8 turns. Double movement options, an archer can move 2 hexes and fire. Temples: Belkhánu, Hnálla, Karakán, Vimúhla.

**Summon Fighter (C):** Costs 2 ST / +1 each turn. Brings a fighter to follow magic user's orders with ST + DX = 24 and 8 IQ. This fighter may have any 1-handed sword, axe/mace or pole weapon plus a dagger for weapons, and may wear either cloth, leather or no armor, but may not have a shield. MA as appropriate for armor.

**Trailtwister (S):** Cost: 4 ST. Confuses pursuing enemies to take the wrong path at an intersection. The leader gets a 4d/IQ saving roll to penetrate the spell. Lasts one day, or until the casting magic user is killed or wills the spell to end. At each return to an intersection, the pursuers have a 50% chance of still being confused. Temples: Hrü'ú, Ksáru, Sáru, Thúmis.

**Trip (T):** Costs 2 ST or 4 ST if victim's ST is 40 or more. Does no damage but makes you fall down. If on the edge of a pit target will fall in unless he makes a 4d/DX roll.

**Ward (S):** Cost: 2 ST. Booby traps a doorway or area of floor (up to 3 hexes) to warn the caster psychically of intruders and whether they have hostile intentions, even if he is asleep, busy, or facing another way. The caster must stay within 15 hexes. Lasts 1 day.

**Climb Walls (T):** Cost 2 ST. Allows subject to climb walls and similar surfaces like a giant spider. Very smooth surfaces (marble, glass, etc) will not hold, but trees, castle walls, tunnel ceilings, etc all work. Note that climbing involves at least three appendages so complex spell casting and fighting can't be done while holding on to a wall (any spell that you have 3 or more IQ point more than needed to cast could be done, but no melee attacks without falling).

**Throw Web (T)** Cost 2 ST. Throws a 1-hex web from the caster's hand/staff to ensnare a victim. Treat as the Giant Spider's web from In The Labyrinth. If the magic user makes his AdjDX roll, assume the person is

ensnared and must roll 3d against DX to avoid falling. If they do not fall, they can stand and fight at -4DX or cut through the web. If they fall they can only cut through the web with an edged weapon.

Only works on creatures with less than 30 ST. Any creature with 30 or more ST will simply yank it off like so much loose yarn.

## IQ 11 Spells

**Acute Hearing (T):** Costs 2 ST / +1 per hour. Target will have the Acute Hearing talent for the next hour.

**Blindness (T):** Cost: 2 ST / +1 per turn. The subject cannot see for the duration of the spell. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, and Hrü'ú.

**Control Animal (T):** Costs 2 ST / +1 each turn. Does not work on humans or animals with ST 20 or more. 3d/IQ saving roll allowed when spell first hits. Images and illusions disappear when spell strikes. Does not work on intelligent creatures, undead, demons, or Underworld creatures.

**Create Banquet (C):** Cost: 3 ST. Creates food and water for 1d+4 people for 1 day.

**Cure Disease (T):** Cost: 2 ST. The subject is cured of most diseases. If used on a nonhuman or animal, the magic user must make an additional 3d/IQ roll to succeed.

**1-Hex Illusion (C):** Costs 2 ST. Creates any 1 hex illusion.

**Levitate (T):** Cost: 2 ST / + 1 per turn. The subject of this spell can float up or down with an MA of 6. DX penalties are as for flight. Horizontal movement is difficult at best with this spell. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ú, Ksáru, Thúmis.

**Medium (T):** Cost: 1 ST / +1 per turn. Allows subject to speak with spirits of the dead. Treat like Telepathy with a 3d/IQ saving roll for the dead to keep their secrets. Temple: Belkhánu.

**Plague (T):** Cost: 3 ST. The subject is infected with a horrid disease, rendering them incapacitated. They die after 2 turns, if Cure Disease is not successfully cast on them. Persons touching the victim must make a 3d/ST saving roll to avoid catching the disease. Temples: Avánthe, Dlamélish, Sárku.

**Persuasiveness (T):** Cost : 2 ST, +1 per minute. Target rolls one less die when using talents that convince others to do something (Charisma, New Followers, etc.). Target also gets +2 on any reaction roll. Lasts 1 minute. Temples: Avánthe and Dlamélish.

**Read Languages (T):** Cost: 1 ST / +1 per turn. Caster can read and write documents written in a human language. Double the cost for non-human languages.

**Reveal/Conceal (S):** Cost: Reveal is always 2 ST; Conceal is 2 ST for the first casting, and doubled for each subsequent casting on the same object, to a maximum of five castings per object. This multi-purpose spell can be used to find and hide things and spells. A Conceal spell will make an object or an enchantment on an object harder to find. For each Conceal cast on an object, add a die to the roll to detect the item. For example, if a trap requires a 3d/IQ roll to find, it will need a 5d/IQ roll after two Conceal spells are cast on it. Conceal will also work on spells and enchantments cast on objects. It will add a die per casting to the roll for Detect Magic or Analyze Magic. A Conceal spell lasts until removed.

A Reveal spell will remove a Conceal spell on an object or hex. It will also make something that is hidden easier to find. When you are looking for hidden things, Reveal may be cast in a given hex. For each Reveal spell cast (any number may be used) one Conceal spell in that hex is eliminated. When all Conceal spells (if any) in that hex are gone, each Reveal spell cast in that hex makes each hidden item in that hex 1 die easier to find. If two Reveal spells were cast in a hex containing a 4-die hidden door, the party would only need a 2d/IQ roll to see the door. Used this way, a Reveal spell lasts only 12 turns.

A Conceal spell does not hide an object from the person who put it where it is. If your sword has a Conceal spell on it, you don't have to spend all day searching for it when it's in your belt.

**Reverse Missiles (T):** Costs 2 ST / +1 each turn. Causes missile weapons or spells to reverse and hit the firer instead. Reveal at the end of the turn, after all first missile weapons have fired.

**Silent Movement (T):** Cost: 1 ST / +1 each turn. Lets the target walk, run, climb, etc., totally noiselessly. Temples: Belkhánu, Hrü'ú, Ksárul, Sárku.

**Sleep (T):** Costs 3 ST. Wake up if hit or shaken by figure in adjoining hex (takes two turns). Does not work if ST 20+. A sleeping figure falls down.

**Summon Animal (C):** Costs 3 ST / +1 each turn. Brings a 1-hex animal to follow magic user's orders with 20 or less ST, 14 or less DX, and 6 or less IQ. Some examples: Dzor, Zrne, Biridlu, giant spider, Dnelu, Ngoro, Vringalu, Gerednya, etc. Can also summon 2 small animals as specified in Summon Small Animal.

## IQ 12 Spells

**Analyze Magic (T):** Cost: 4 ST. Reveals the exact nature of the enchantments on any one object, one spell per casting, low IQ spells before higher IQ spells. Caster may specify that they are looking for "harmful" or "beneficial" spells. Temple: Thúmis.

**Blast (S):** Costs 2 ST. Does 1d damage to every creature, friend or foe (except magic user), in magic user's megahex. Temples: Karakán and Vimúhla.

**Break Weapon (T):** Costs 3 ST. Shatters one weapon/shield. Broken weapons do 1/2 damage. Temples: Hrü'ú, Karakán, Sárku, and Vimúhla.

**Control Undead (T):** Cost: 3 ST / +1 per turn. Controls an undead creature to do the caster's bidding. A 3d/IQ saving roll is allowed for undead that are not mindless. Temples: Ksárul, Sárku, Thúmis.

**Drain Strength (S):** Drain life force from humanoids into magic user or others. 5 ST drained gives 1 ST to recipient. All must be adjacent to each other. Magic User makes DX roll, failing loses 1 ST. Cannot exceed current ST of victim and victim must cooperate or if unwilling be restrained. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ú, Ksárul, Thúmis.

**Megahex ESP (T):** Cost: 4 ST. The same effect as ESP, but applied to all targets within a megahex.

**Eyes Behind (T):** Costs 3 ST / +1 each turn. All side hexes treated like front hexes and rear hex treated like a side hex for all purposes including the ability to attack. Temple: Keténgku.

**Find Object (T):** Cost: 2 ST / +1 per turn. The subject can sense an object at a distance of up to 20 megahexes. The object must be something the caster has touched.

**Fireball (M):** Cost: 1 ST per 1d-1 damage. Can be used to set fire to flammable objects. Temple: Karakán, Vimúhla.

**Freeze (T):** Costs 4 ST. Totally freezes victim for 2d turns. Victim can disbelieve and can only cast a spell if spell is an IQ level 5 below his IQ. Does not work if ST is 30+. Temple: Dilinála.

**Invisibility (T):** Costs 3 ST / +1 each turn. Makes subject invisible. -6 DX to hit an invisible figure, minus not cumulative with shadow, darkness or blur. Doesn't work on images/illusions.

**Mag Sight (T):** Costs 2 ST / +1 each turn. Allows you to see objects concealed by blur, shadow, invisibility, or ordinary darkness. Temples: Belkhánu, Hnálla, Hrü'ú, Ksárul, Sárku, Thúmis.

**Magic Fist (M):** Cost: 1 ST per 1d-1 damage. If Magic Fist does 6 points of damage before armor then it will trip target unless he makes a 3d/ST or DX roll, use highest attribute. Appears as large fist. Temples: Chegárra.

**Magic Rainstorm (C):** Costs 4 ST. Creates a "storm" 1 megahex in size that puts out all fires. Moves 1 hex per turn. Fireballs, lightning, and dragon fire cannot pass through. Lasts 12 turns. Temple: Avánthe.

**Repair** (T): Costs 6 ST. Repairs simple breaks in small objects; e.g. weapons, ropes, pots, etc. Temples: Avánthe, Karakán, Ksárul, Thúmis, and Vimúhla.

**3-Hex Shadow** (C): Costs 2 ST. Like shadow spell but covers 3 connecting hexes.

**Summon Warrior** (C): Cost 3 ST / +1 per turn. Brings a human fighter with ST + DX = 28 and 9 IQ to follow the caster's commands. The ST must be at least 14, and the fighter knows the Warrior talent. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear cloth, leather, chain, or no armor and may have a shield. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ú, Ksárul, Thúmis.

**Web of Kriyag** (M): Cost: 2 ST / +1 per turn. Shoots a web that immobilizes the target. They get a 3d/DX saving roll. Affected persons cannot move or attack. On a 5d/ST roll, they can break free.

**Wound Pool** (T): Cost: 2 ST per 1d of hit points. This spell gives the subject a pool of ST to use for damage. Damage comes out of the wound pool first, then off the character's ST. Damage vanishes when the spell ends. This ST cannot be used for spells or fatigue. Lasts one hour.

## IQ 13 Spells

**Calm** (S): Cost: 2 ST / +1 per turn. A wave of peaceful energy flows out from the caster, stilling storms, Wall of Water, Wall of Wind, rioting mobs, and other violent disturbances. It moves out from the caster at a rate of 2 megahexes per turn to a maximum of 6 megahexes. Temples: Avánthe, Belkhánu, Hnálla.

**Control Person** (T): Costs 3 ST / +1 each turn. Works on humanoids. Target gets a 3d vs IQ saving roll. If target is successful, magic user only loses 1 ST, not 3. Images and illusions disappear.

**Curse** (T): Cost: 2 ST per 1 point of Curse. For every point of the Curse, every die roll the victim makes is modified by 1 against the victim -- if they want to roll low, add 1, if they want high, subtract 1. It lasts until removed by Remove Thrown Spells. An individual may not know that he is cursed (although it's usually easy to figure out), but a Detect Magic spell will detect it, and an Analyze Magic spell will give its nature.

**Megahex Fear** (T): Cost: 4 ST. As for Fear, but affects a megahex.

**Fireproofing** (T): Costs 3 ST / +1 each turn for each hex of the size of the subject. Makes you and your clothing/objects immune to fire. Temples: Avánthe, Ksárul, Thúmis, Vimúhla.

**Flight** (T): Costs 3 ST / +1 each turn. MA = 12. Any attack on a flying figure is at a -4 DX, even if you are flying. Flying figure won't be used to flying so -2 DX for attacks or spell casting and -4 DX for thrown or missile weapons as well, this is in addition to the -4 to attack. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ú, Ksárul, Thúmis.

**4-Hex Image** (C): Costs 2 ST. Creates a 2 to 4 hex image.

**Megahex Heal Minor Wounds** (T): Cost: 4 ST. Like Heal Minor Wounds, except it affects everyone in a megahex.

**Open Tunnel** (T): Costs 10 ST. Turns object or being in one hex into air. Living creatures get a 4d vs DX to escape by jumping back one hex. Multi-hex beings loose a % of ST. Temple: Hrü'ú.

**Seeing Other Planes** (T): Cost: 2 ST / +1 per turn. Allows caster to see nexus points within 3 megahexes. Temples: Belkhánu, Hnálla, Hrü'ú, Ksárul, Sárku, Thúmis.

**Slippery Floor** (T): Costs 3 ST. Makes floor over one megahex slippery. Reveal only when 1st victim enters it. 3d/DX roll for each hex you enter or stand still in. Effects images and illusions.

**Sticky Floor** (T): Costs 3 ST. Makes floor over one megahex sticky. Reveal only when first victim enters it. Must stop immediately. Your MA reduced to 1 each turn you are in the megahex, MA 2 if you are ST 30+. Lasts 12 turns. Effects images and illusions.

**Stone Flesh (T):** Costs 2 ST / +1 each turn. Stops 4 hits in addition to other armor. Temples: Belkhánu, Karakán, Sárku, Vimúhla.

**Stop (T):** Costs 3 ST. Victim has MA zero for the next four turns. Cannot move to another hex under any circumstances but may do things like attack, cast spells, etc. May change facing.

**Summon Large Animal (C):** Costs 4 ST / +1 each turn. This spell summons any size animal with 50 or less ST, 15 or less DX, and 6 or less IQ to follow the caster's commands. Some examples: grizzly bear, tiger, lion, giant scorpion, etc. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ú, Ksárul, Thúmis. Can summon 2 animals as specified in Summon Animal, or 3 small animals as specified in Summon Small Animals.

**Telekinesis (T):** Costs 2 ST per turn. Objects may be picked up, thrown, etc. Treat as if magic user has an "invisible body" which he can place anywhere he can see, -1 per hex distance. Can use a weapon this way at an additional -4 DX.

**Transmute Floor (M):** Cost: 3 ST / +1 per additional megahex, up to 4 total megahexes. This spell turns a megahex of water, mud, dirt, or stone into one of the other forms. So a stone floor can be turned to dirt, mud, or water, mud can be turned to water, dirt or stone, etc. Water and mud reduce MA by half and act as broken ground. This spell lasts 12 turns. Temple: Hrü'ú.

**Withering (T):** Cost: 4 ST. The subject of this spell loses the use of one or more limbs (roll 1d: 1 = one arm, 2 = one leg, 3 = both arms or both legs, 4 = one arm and one leg, 5 = torso, 6 = head). A 3d/DX saving roll is allowed. An affected limb is withered permanently and can only be cured with a Restore Limb spell or an Eye of Restoration. If the victim is hit in the torso, they become paralyzed 3d days. If they are hit in the head, they fall into a coma for 2d days. Temples: Avánthe, Hrü'ú, Ksárul, Sárku.

## IQ 14 Spells

**Amnesia (T):** Cost: 4 ST / +2 per hour. Makes the subject forget all or specific events of one hour duration. If questioned, subject will remember nothing for 24 hours after the spell is cast, will remember on 5d/IQ roll on the following day and on a 3d/IQ roll on any subsequent day. Subject will not remember spontaneously. If specific events are to be forgotten, spell will take several turns to cast. Temple: Sárku.

**Bladeturn (T):** Costs 4 ST / +1 per turn. Casts a protective aura over the subject against physical attacks. Anything making physical attacks on the subject must roll 5d/DX to hit. Temples: Karakán and Vimúhla.

**Cold (T):** Cost: 1 ST per 1d damage. This spell fires a blast of cold 1 hex wide toward the target. Caster must roll 3d/DX to hit each subject in the line, -1 DX per hex range. Range: 6 hexes. Temple: Hrü'ú.

**Control Creature (T):** Cost: 3 ST / +1 per turn. Controls an underworld creature or animal to do the caster's bidding. A 3d/IQ saving roll is allowed. This spell does not affect humans, intelligent non-humans, undead, not creatures with ST 30 or more.

**Dispel Illusions (S):** Costs 5 ST. Causes all illusions within 15 hexes to vanish immediately, regardless of size and who created them. Temple: Hnálla.

**Explosive Gem (S):** Can be created to go off when disturbed at all, or to explode only when thrown, at the creator's choice. Its creator may handle it without danger. Explosive gems of 6 dice power or more also put one die of damage on each figure in a hex adjacent to that in which they explode! Temple: Karakán.

**Fresh Air (T):** Cost: 2 ST / +1 per minute. The subject of this spell can breathe normally, regardless of location - entombed in rock, underwater, surrounded by noxious gases, etc. The spell magically brings him air from elsewhere. Temple: Avánthe.

**Glamour (T):** Cost: 10 ST. A Glamour is cast over some living creature to make him appear as other than what he is; it is a magical disguise. A Glamour does not give the disguised creature any of the abilities of his disguise,

and cannot make him appear to be more than twice his actual size. A Glamour cannot be penetrated by disbelieving. It lasts until removed by Remove Thrown Spell, until the caster wills it away, or until the englamoured one or the caster dies. A creature with Mage Sight may have a 4d/IQ roll once only, to see through a Glamour when it is first encountered. If successful, this removes the Glamour - but only for him; others will still see the illusion.

**The Hands of Krá the Mighty (M):** Cost: 1 ST per 1d damage. This spell grabs and squeezes the subject telekinetically. Temples: Avánthe, Belkhánu, Dlamélish, Sárku.

**4-Hex Illusion (C):** Costs 3 ST. Creates a 2-4 hex illusion. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ú, Ksáru, Thúmis.

**Infernal Barrier (C):** Cost: 3 ST / +1 ST per turn. This spell creates a sparkling barrier in front of the caster. An enemy must roll a 5d/DX roll to pass through the shield. This shield does not stop missiles, but makes the subject harder to see: -2 DX to missile attacks. It will stop a Wall of Water or Ice, and will stop a Cold spell or Eye of Frigid Breath. Temple: Vimúhla.

**Lightning (M):** Cost: 1 ST per 1d damage. 5 points of lightning damage will blast through one hex of a wall, clearing hex. If a being is killed by lightning then all magical items it carried are destroyed. Temple: Vimúhla.

**The Missile of Mettalja (M):** Cost: either 3 ST for sleep, or 5 ST to kill. Caster may choose whether to put the target to sleep or to kill the target with this psychic blast. If target is ST 30 or more, the lethal version does 5d damage. Temples: Ksáru, Thúmis.

**Remove Thrown Spell (T):** Costs 2 ST. Negates any thrown spell. Can be used to dissolve an enemy's spell or to eliminate a foe's own magical protection. Has no effect against a spell shield.

**The Silver Halo of Soul-Stealing (M):** Cost: 4 ST. Sends a shiny ring of energy toward the target. If the target is hit, they lose their soul, leaving them in a mindless state. A 3d/IQ saving roll is permitted. This spell is deflected by Invulnerability or Pentagram -- on a 1d roll of 2 or less, this spell hits a nearby target, randomly selected. Once a victim's soul is gone, only a Revival or a Reincarnation spell can restore them. Temples: Belkhánu, Hrü'ú.

**Spell Shield (T):** Costs 3 ST / +1 each turn. Prevents any spell from being cast on its subject. Does not affect spells already cast or protect you from physical damage by illusions.

**Summon Lesser Demon (C):** Cost: 20 ST. Summons a minor demon, who will perform one service for the caster, or fight for 12 turns, but will not grant a wish. The demon is a 1-hex creature with ST 50, DX 13, IQ 16, and infinite MA due to its ability to teleport itself. It may use any weapon. It does 2 dice damage in hand-to-hand combat; its skin stops 3 hits/attack. The summoning takes 5 undisturbed turns to complete, and, if the magic user fails the DX roll at the end of the summoning, the demon will appear anyway - and attack. Temple: All.

**Summon Veteran (C):** Cost: 4 ST / +1 per turn. Brings a human fighter with ST + DX = 32 and 9 IQ to follow the caster's commands. The ST must be at least 16, and the fighter always knows both Warrior and Veteran talents. This fighter may have any sword, axe/mace or pole weapon plus a dagger for weapons and may wear either any non-fine armor or no armor and may have a shield. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ú, Ksáru, Thúmis.

**Telepathy (M):** Cost: 4 ST / +1 per turn. Can send and receive messages between the caster and a target. 2 pieces of information can be conveyed per turn. Subject get 4d/IQ roll to resist. This spell can also be used to delve deeper into a subject's mind than the ESP spell. 2 questions can be asked per turn. In this case, the caster must touch subject, and subject must be conscious. Works on humanoids, non-humans, and animals.

**The Vapor of Death (S):** Cost: 5 ST / +1 per turn. A wave of poisonous gas flows out from the front of the caster. It moves at 1 megahex per turn, and the caster must be sure the wind is still or blowing away from the caster's party. All persons caught in the cloud get 3d/ST saving rolls, and, if successful, the subject takes 1d

damage. If the saving roll is failed, the subject dies unless a Neutralize Poison spell is cast on them within 2 turns. Temples: Hrú'ú, Ksáru, Sárku, Vimúhla.

**Weapon/Armor Enhancement (T):** Cost: 2 ST per plus / +1 per turn. This spell adds +1 DX to hit or +1 to the damage a weapon does for each 2 ST put into the spell. Can also add 1 to the hits armor stops per 2 ST. Temple: Karakán, Sárku, and Thúmis.

**Megahex Web of Kriyag (M):** Cost: 5 ST / +1 per turn. The same effect as Web of Kriyag, except it affects all creatures in a mega hex.

## IQ 15 Spells

**Astral Projection (S):** Cost: 10 ST. Lets the magic user send their 'astral body' to another place while their physical body sleeps. The astral body can go anywhere the magic user knows about if they know (approximately) the path. Distance is no barrier. The astral body can observe events in other places for one hour; at the end of that time, it automatically returns.

A magic user cannot take real physical objects (magical or otherwise) into the astral plane. An astral body looks like the magic user's real body, and is dressed and armed the same way.

A magic user in the astral plane may look for traps, read open books, etc., just as though they were there in physical or insubstantial form. A magic user in the astral plane may cast a spell on themselves, or on another astral figure, exactly as though they were physically present. However, if an astral figure wishes to cast a spell on any physical person or object, the ST cost is tripled. Furthermore, a magic user in astral form cannot use the Create Nexus Point or Control Nexus Point spells at all.

Combat between astral beings is handled exactly like combat between 'real' creatures, except that (a) there are no physical barriers on the astral plane, and (b) no magical item can be used. Magic Users can cast spells at one another, just as though the fight were physical. Other forms of combat also work; two astral figures can battle with weapons or hand-to-hand combat. An astral figure will have astral weapons identical to the 'real' ones he was carrying, but they will not have the magic powers (if any) that the real ones did.

Nothing in the physical plane, except a Dazzle spell, can harm an astral body; in fact, an astral body cannot communicate with a physical being except by telepathy (the ST cost for telepathy is the ordinary cost, not the tripled one). Pentagrams, wards, and other magical protections will stop an astral body.

A physical being cannot observe an astral body in any way except by Mage Sight. Detect Life will detect nothing. Detect Enemies or a Ward spell will warn that something is present, but that's all.

An astral body has the ST that its possessor did immediately after the spell was cast to send him onto the astral plane. ST lost by the astral body (due to spells cast, wounds, or anything else) is also lost by the physical one. An astral body cannot draw ST from an AID spell cast by a physical being. He can use the Drain Strength spell, if he knows it, but only on a willing subject. Death of the astral body kills the physical body, and vice versa. Temple: Belkhánu.

**Megahex Control Animal (T):** Cost: 4 ST / +1 per turn. The same effect as Control Animal, except it affects all animals in a megahex. Works on animals with ST 30 or less.

**Control Missile (T):** Cost: 3 ST / +1 per turn. Acts exactly as Reverse Missiles, except that the subject has the option to redirect an attack on a target other than its originator. Only 1 attack may be redirected per turn, all others are simply reflected back. The attack must be from a visible foe and a 3d/DX roll must be made in order for the redirected attack to hit. Temples: Ksáru, Thúmis.

**Hammer Touch (T):** 1d damage per ST. Makes your fist a lethal weapon. Lasts 3 turns. Subject of a 4 pt. spell could deliver three 4d punches. Roll a 17-18 take 1d damage. Temple: Karakán.



**7-Hex Image (C):** Costs 4 ST. Creates a 5 to 7 hex image.

**Iron Flesh (T):** Costs 3 ST / +1 each turn. Stops 6 hits. Temple: Vimúhla.

**Open Nexus Point (T):** Cost: 2 ST / +1 per turn; +1 ST will inform the caster as to the nature of the other side. Will open a nearby nexus point, allowing the party to pass through. The caster should be the last one through, because the nexus point will close after they enter. Temples: Belkhánu, Hnálla, Hrü'ú, Ksáru, Sárku, Thúmis.

**Circle of Protection (C):** Cost: 5 ST / +1 per turn. A circle drawn on the floor and filled with mystical symbols, covering one megahex, which is a barrier to magic and evil. A Circle of Protection will act as a Spell Shield to stop any magical attack from outside the megahex. It will also stop images, illusions, and summoned beings. The only thing it will not stop is a totally "natural" thing - such as a purely physical attack by a non-magical creature. Drawing the Circle of Protection takes 3 full turns; if the magic user is disturbed while drawing it, they lose 1 ST and must start over. When the first attack is made against the circle, the caster must make a 3d/IQ roll to see if they drew it correctly. If they miss the roll, the Circle of Protection is faulty and offers no protection. A demon may be summoned into a Circle of Protection. If the circle holds, everyone outside its perimeter will be safe.

**Control Will (T):** Cost: 4 ST / +1 per turn. Exactly like the Control Person spell, but a 4d/IQ roll is needed to save against it.

**Restore Limb (T):** Cost: 3 ST to restore if limb is intact; 6 ST to restore if limb is lost. Restores one limb from the effects of paralysis, the Withering spell, or injury. If the limb was intact, the effect is immediate. If the limb was lost, the limb regrows in a week.

**7-Hex Shadow (C):** Costs 3 ST. Like shadow spell but covers 7 connecting hexes.

**Shield of Defense (T):** Cost: 5 ST / +1 per turn. This spell creates an invisible dome of energy around a megahex that stops all missiles, The Hands of Krá the Mighty, Lightning, Fireball, and Telekinesis. It also prevents creatures of ST 12 or less from entering the megahex. Temple: All.

**Spellturn (T):** Cost: 4 ST / +1 ST per turn. Casts a protective aura over the subject against magical attacks. Anything making magical attacks (spells, or summoned creatures and illusions) on the subject must roll 5d/DX to hit. This spell will not protect against magical weapons wielded by real (non-summoned) creatures. Temples: Avánthe, Dlamélish, Ksáru, and Thúmis.

**Strike Blind (M):** Cost 3 ST. Either a flash of light or an enveloping darkness (light for Hnálla, darkness for Hrü'ú) permanently blinds those within the target megahex. This spell affects living beings only. It can be cured with an Eye of Restoration or a Restore Limb spell. Temples: Hnálla, Hrü'ú.

**Summon Giant Animal (C):** Cost: 5 ST / +2 per turn. Summons an animal of any size or ST. May include Akho, Sro, Aqaa, etc. Temples: Avánthe, Belkhánu, Dlamélish, Hrü'ú, Ksáru, Thúmis. Can summon 2 large animals as specified in Summon Large Animal, or 3 animals as specified in Summon Animal, or 4 small animals as specified in Summon Small Animal.

**Megahex Teleport (S):** Cost: 6 ST. This spell transports the caster and all targets in the caster's megahex to any place the caster has visited in the last hour. Unwilling targets get a 3d/DX saving roll. Only items carried by the targets can be transported with the group. If other beings occupy the destination, an explosion occurs doing 3d to each member of both parties.

**Unnoticeability (T):** Cost: 3 ST / +1 per turn. This spell makes its subject hard to notice. They are not invisible, so Dark Vision, Mage Sight, etc., are of no help; they are simply very easy to overlook. Anyone who would normally see (hear, smell, etc.) an "unnoticeable" person must make a 4d/IQ roll. Failure to make the roll means that they will never realize the subject is there. They will not look, walk, or fire missiles in the vicinity unless absolutely necessary. Even if they bump into the subject, they won't realize it if they have missed their IQ roll before.

Figures in battle roll one more die to notice; figures with Alertness or Acute Hearing roll one less die for each talent. If an "un-noticeable" person attacks someone, the one attacked will notice him. Once you notice an unnoticeable figure, you can see him clearly, but those who have not noticed him must still make a roll to see him, even if you point. They may decide you're insane! Temples: Avánthe, Belkhánu, Hrü'ú, Ksáru, and Sáрку.

## IQ 16 Spells

**Control Monster (T):** Cost: 5 ST / +1 per turn. This spell works like Megahex Control Animal, except that it can control one animal of any size or a megahex of animals with ST 30 or less. This spell affects animals and Underworld creatures. Temple: Ksáru.

**Control Weather (S):** Cost: 5 ST / +2 per turn. This spell creates weather of the caster's choosing within the area 12 megahexes of the caster. Rain, snow, sun, clouds, wind, and storms can all be created. The caster can walk out of the area of effect as long as they maintain it. This spell can be dissipated by casting Remove Thrown Spell on the caster or on the center megahex of the effect. Temple: Avánthe.

**Doomkill (M):** Cost: 6 ST. This special missile spell creates a terrific explosion in the target hex. Anyone in the megahex who misses a 4d/DX saving roll takes 8d damage. Anyone who makes their saving roll takes 2d damage. Revival of victims of the Doomkill require 3 weeks recovery. On a critical failure of the casting of this spell, the caster targets his own hex accidentally. Temples: Hnálla, Karakán, Vimúhla.

**7-Hex Illusion (C):** Costs 5 ST. Creates a 5-7 hex illusion.

**Long-Distance Telepathy (S):** Cost: 12 ST. Allows caster to send a short (5 words) message to any character he knows, whatever the distance. Allows 2 magic users who know each other and know the spell to converse for 30 seconds (they split the ST cost).

**Megahex Sleep (T):** Costs 8 ST. Affects every creature of ST less than 20 in a megahex (except the magic user), or any single figure of ST 50 or less.

**Mind-Bar (M):** Cost: 4 ST. After failing a 3d/IQ saving roll, the subject is controlled by the caster for 12 turns. Victims may be made to kill themselves, to fight against their former allies, and to otherwise do the caster's bidding. Temples: Belkhánu, Hnálla, Hrü'ú, Ksáru, Sáрку, Thúmis.

**Re-embodiment (T):** Cost: 10 ST. The soul of a person not more than 1 hour dead may be placed into an 'empty' body (see Silver Halo of Soul-Stealing). Temple: Belkhánu.

**Trance (S):** Cost: 10 ST. Caster seems to sleep for one hour of game time. During this period, he may ask one yes-no question of the GM. The GM will answer truthfully. If the magic user missed his DX roll, the trance fails; the GM does not get to lie to him. Temples: Hnálla, Hrü'ú, Ksáru, Thúmis

**Vallation (C):** Cost: 5 ST / +2 per turn. This spells creates a wall of material that moves away from the caster. A 3-hex wall is created in front of the caster, and on the next turn it moves away from them at one megahex per turn. These walls do 4d damage to all who miss a 3d/DX saving roll. Those who makes a saving roll still take 1d damage. Vallation automatically dispels creatures created or summoned through magic. Walls stop all physical attacks and missiles, as well as Doomkill, Fireball, Hands of Krá the Mighty, Silver Halo of Soul-Stealing, and Vapor of Death. If two walls collide, make a 3d roll for each, with the wall with the lowest result winning, and the other wall dissolving. In case of a tie, both walls are stopped for a turn and reroll on the next turn. Each temple teaches a different form of this spell: Avánthe = Water, Belkhánu = Wind, Dlamélish = Serpents, Hnálla = Calm, Hrü'ú = Ice, Karakán = Swords, Ksáru = Indigo Fog, Sáрку = Grave earth and worms, Thúmis = Grey Mist, Vimúhla = Fire. Temples: All.

**Write Scroll (S):** Lets magic user create a Magic Scroll. The magic user must know both the Write Scroll spell and the spell to be written on the scroll. Writing a scroll requires a magic user's whole effort for as many days as

the IQ required for the spell; he must make his DX roll once on each of those days or his pen slips and he ruins the scroll. Therefore, ST cost is inapplicable; it just takes time and effort. A scroll cannot be made for any spell that creates a magic item.

## IQ 17 Spells

**Blast Trap (S):** Cost: 6 ST to make a blast doing 1d+1 damage to anyone in the same hex, 12 ST, to make a blast doing 2d+2 to anyone in the hex, and 1d damage to anyone in an adjacent hex, 24 ST, to make a blast doing 3d damage to anyone in the same hex, and 2d damage to anyone adjacent. An object prepared with this spell will explode under a condition set by the magic user when he casts the spell. Any condition may be set, as long as it has some immediate relation to the trapped object. For instance, an Blast Trap could not be set to explode when the King of a far-away city sneezed, but it could be set to explode when some-one in the same room with the object sneezed. There may be only one triggering situation per spell, though an object may have more than one Blast Traps on it. The Detect Traps talent will not detect this spell, but the Detect Enemies spell will. Since this is not a "Create Magical Item" spell, the cost to cast it does not vary, whether other spells are on the object or not. This spell lasts only a day; it must then be re-cast. Blast Trap can only be used on relatively small objects (no more than 20 pounds).. When the item explodes, it is totally destroyed. Any exposed flammable items in the affected hexes will also catch fire unless their holders make 3d/DX saving rolls.

**Cleansing (T):** Cost: 20 ST. Kills all small life forms (disease germs, vermin, etc.) within the specified area. Up to 7 connected hexes may be cleansed with one spell. This spell will make moldy food safe to eat, cure a plague victim, or kill off the lice in your garments. It will not affect poisons or make something inedible good to eat. Any living being wholly within the cleansed area will be killed, except those specifically named by the magic user who casts the spell, thus, this spell can be used as a weapon in emergencies. However, you can't kill a serudla by cleansing one of his hexes. Unfortunately, the spell always puts 1d of damage even on the individual(s) the magic user does not want to injure, so there is a risk involved when a very weak individual is cured this way. Temples: Avánthe, Belkhánu, Hrü'ú, and Thúmis.

**Megahex Control Person (T):** Cost: 5 ST / + 1 per turn. The same as Control Person, except it affects all humanoids in a megahex.

**Megahex Flight (T):** Costs 5 ST / +1 each turn. The same effect as Flight, except it affects all within a megahex. Temples: Avánthe, Belkhánu, Dlamélish, Hnálla, Hrü'ú, Ksáru, Thúmis.

**Geas (S):** Cost: 10 ST. A geas is a command to do, or not to do, a certain thing. A magic user who has this spell may lay a geas on any figure just by talk-ing to him - no DX roll required. The victim gets a 4d/IQ saving roll. A magic user may only attempt a given Geas once (ever) on any person, and a person may have only one Geas at a time. Examples might be (a) not to touch weapons for a year, (b) to go on a quest for a certain thing and bring it to the magic user, (c) to attack all magic users on sight . . . etc. Analyze Magic will detect a Geas; only a Wish or Dissolve Enchantment will remove it. Temple: Sáрку.

**Insubstantiality (T):** Costs 4 ST / +2 each turn. Nothing but thrown spells can affect you. Move at 1 hex per turn and can pass through solid objects. You can only use thrown or creation spells and you can make no physical attacks. If you become solid in the middle of another creature, both die. You appear as a dim, foggy shape. Temple: Hrü'ú.

**Invulnerability (T):** Cost: 4 ST / +1 per turn. Similar to Iron Flesh, but better. The subject becomes immune to all chlén-hide and normal steel weapons and missiles. Enchanted steel weapons, Eyes, and spells (except Doomkill, Silver Halo of Soul-Stealing, and Telekinesis) can all penetrate this protection. Temple: Karakán.

**The Little Death (T):** Cost: 1 ST if voluntary or unconscious; 5 ST if unwilling. This spell puts its subject in a suspended animation closely resembling death. The subject will lose 1 ST every day, until they are truly dead, or until the spell is removed (through Dissolve Enchantment or Remove Thrown Spell). A figure cannot voluntarily leave the Little Death. The only way to tell the figure is alive is through Analyze Magic, which reveals this spell is being used. This spell is quite useful for preserving the life of a badly- wounded friend. An ingenious magic user will find many other applications. Temples: Avánthe, Belkhánu, Dlamélish, Ksárul, Sárku, and Thúmis.

**Remove Cursed Object (T):** Cost: 20 ST to cast. This spell a temporary disenchantment. It suppresses a Curse or other spell on an obnoxious magical object for just long enough to allow the wearer to put it down or take it off. If you have been tricked into picking up a sword that reduces your DX, putting on a Helm of Stupidity, or donning a ring which geases you to sing bawdy songs at the top of your voice, this is the spell you need. You can usually get it done at the temple for a mere 500 K. If you don't have the money, they will do it for free - but they keep the object after it is removed. This spell makes no permanent change in the magical nature of an object.

**Sending of Evil (M):** Cost: 6 ST. Like Plague, but a missile spell, which affects a megahex at the target. Temples: Avánthe, Dlamélish, Sárku.

**Spellsniffer (T):** Cost: 2 ST / +1 each turn. This spell gives the subject a combined Reveal, Detect, and Analyze Magic ability that covers everything within 5 hexes. Roll twice for every item in range. If the first 3d/IQ roll is successful, the spell/magic item is detected. If the second 4d/IQ roll is successful, the spell is analyzed, as per Analyze Magic. If a figure or item has several spells on it, a separate pair of rolls are made for each spell. A figure using this spell will know (if he makes his 3d roll) that an illusion or image has magic about it, and will also know (if he makes his 4d roll) that it is an illusion or image, as the case may be. Conceal, of course, impedes this spell just as it impedes Analyze Magic. Temple: Thúmis.

**Summon Demon (C):** Cost: 30 ST. Allows magic user to summon a 3-hex Greater Demon. The demon will do one of three things: (1) Fight for 12 turns and disappear. Its ST is 100, DX 14, IQ 20. It does 4 dice damage in bare-handed combat, and may use any weapon. Its skin stops 4 hits/attack. (2) Grant one regular wish (see Wishes). (3) Perform one service. The service is up to the GM; legitimate services include transporting the magic user and his party (up to 10 people) to another place, bringing the magic user some known object from a known place, etc. The demon can transport itself instantaneously - but if it has to fight (or search) for more than 12 turns, it will vanish rather than finishing the job. Also, demons are very literal-minded. The GM (acting for the demon) may be as obtuse and perverse as he wishes in conforming to the letter of a magic user's instructions - but precisely worded instructions should be followed precisely. However, the time it takes to instruct a demon counts against the 12 turns that he will stay!

The other catch in summoning a demon is that (1) it takes 10 undisturbed turns to finish the summoning (any disturbance costs the magic user 1 ST and forces him to start over); (2) if the magic user blows his DX roll at the close of the summoning, the demon will attack, which makes a pentagram good life insurance; (3) if the magic user demands a wish from the demon, he must make a 3-die roll on the difference between his IQ and the demon's or die. See the section on Wishes for details.

Demons will not cast spells while in our plane; they are highly magical, but don't use magic as we know it. Temple: All.

**The Walking Dead (T):** Cost: 7 ST. A dead comrade is brought back to a sort of half-life, having all their mental faculties and -5 on ST and DX. This state lasts two more weeks, and then they die again permanently with no chance of revival. This period gives the person time to walk out of the wilderness or underworld. If Revival is cast on them, they are returned fully to life. Temples: Hrú'ú, Sárku.

**Weapon/Armor Enchantment (T):** Cost: 10 ST a day for two weeks. With this spell, steel armor (and shields) can be enchanted to enhance their protective value, and steel weapons can be enchanted to hit more often and/or do more damage. For details on casting this spell, see Creating Magical Items.

Any suit of armor, or any shield, can be enchanted to stop more blows. Applying this spell in its weakest form will produce an item that magically stops 1 extra hit/attack. Applying it in a stronger form will let an item stop more hits/attack, up to 5. Any weapon can be enchanted to do more damage, or to hit more often, or both.

Applying the spell in its weakest form will create a weapon that does +1 damage, or increases its user's DX by 1, whichever the maker specifies. Stronger applications can give a weapon with damage and DX bonuses totaling up to 5 - never more.

An item that is both offensive and defensive (a spike shield, for instance) could have both offensive and defensive bonuses on it - but not totaling more than 5.

This spell takes two weeks to complete the casting. Every week a 3d/DX roll must be successfully made or the spell must be started over. No other magic can be performed during that time.

This spell is permanent. It may be removed by a Remove Thrown Spell - like any other thrown spell, but the bonuses on a multiply-enchanted object must be removed one at a time. Temples: Karakán, Sárku, Vimúhla.

## IQ 18 Spells

**Control Nexus Point (C):** Cost: 10 ST. Reveals where the other end of a Gate is and what rules govern it; a second cast-ing can change the rule on either a temporary or permanent basis. A magic user who knows this spell can also destroy a Gate (both ends) at a cost of 50 ST; he must be within Creation Spell range to do so.

**Megahex Freeze (T):** Costs 12 ST. Affects every creature of ST less than 20 in a megahex (except the magic user), or any single figure of ST 50 or less. Temple: Dilinála.

**The Grey Hand (T):** Cost: 5 ST. The subject of this spell can touch a person and turn them into a pile of dust with no saving throw. Treat touch as an attack, rolling 3d/DX. The victim gets a final blow. Revival of the victim subtracts an additional 2 points of attributes. Spell lasts for 3 turns or until a successful hit is made. Temple: Wuru.

**Shapeshifting (T):** Cost: 20 to shift another, 10 to shift yourself. Turns its subject into any known type of creature with any attributes. However, the IQ may not be raised, and the total of ST and DX may not be raised. ST and DX may be traded off, lowered, etc., as long as neither is reduced more than 1 below the usual minimum for the new shape. A person could be shapeshifted into a relatively clumsy wolf, but not a wolf of DX 6! GMs may use their discretion as to what kind of shifting is allowed. The individual's memory, spells, and talents remain intact, though he will not be able to use those spells and talents for which he no longer has IQ. Likewise, DX for spells and some talents will be impaired if the new shape has no hands!

Shifting to a new shape gives you the physical, but not the mental, abilities of that shape. If you shift to Goblin shape, you will move and fight as a Goblin, but you will not magically learn the Goblin language. The spell is permanent unless removed by Dissolve Enchantment, a wish, or another shapeshift. Temple: Dlamélish.

## IQ 19 Spells

**Long-Distance Teleport (S):** Cost: 20. Teleports the caster or another person from anyplace to a destination the caster has been or can see (or has a clear memory of) by some means, magical or otherwise. A crystal ball visualization is not accurate enough for this spell. Up to 50 kg of possessions can be carried by the subject.

On a failed casting, if the roll is exactly 16 (regardless of his DX), the teleported character goes, not to the intended destination, but some- where in some way similar to that place. (GMs: determination of this place is up

to you. Make it interesting.) On any other failure, the teleported character is dead, kaput, finished, lost forever. A magic user can use this spell to get rid of a foe, but cannot use it to deliberately disintegrate him or otherwise fail on purpose. Temple: Hnálla.

**Revival** (T): Cost: 50. This spell will restore any dead creature to life within one hour of death. The spell cures all minor wounds and diseases and leaves its subject unconscious with a ST of 1. To succeed, most or all of the body must be present. If the body has been severely burned, mangled, or otherwise dam-aged, or if limbs are missing, the magic user must make his DX roll on four dice. Revival does not restore missing limbs. The character who is revived loses 5 points from some attribute or combination of attributes. See DEATH. No one has found a way to make this spell work when read from a scroll. Temple: all.

**Zombie** (T): Cost: 5 ST + whatever ST (minimum 2) is being put in the Zombie. Reanimates a corpse to create an undead servant with no IQ and a DX of 2 less than it did in life. Its ST is equal what the magic user puts into it when they cast the spell. Its creator can see through its eyes. A zombie's wounds cannot heal on their own, and it loses 1 ST a day as it rots; however, healing potions, further Zombie spells, etc., can give it more strength. If the controlling magic user dies, his Zombies will wander aimlessly. Make a reaction roll for everything they encounter. On a bad reaction (1 or 2) a Zombie will attack. Burned, beheaded, or dismembered corpses cannot be used for zombies. An intact skeleton can be used; it will make a zombie Skeleton. Temple: Sárku.

## IQ 20 Spells

**Create Nexus Point** (C): Cost: 5 ST / +1 per minute. Creates a nexus point to a plane the caster knows about through studies, books of magic, or a teacher. Lasts one minute. Temple: Belkhánu.

**Possession** (S): Cost: 20 ST if it succeeds, 5 if the victim makes his saving roll; the ST is spent when the attack is made, not when the "trap" item is prepared. Cost to prepare the trap: 10 ST. The magic user casting this spell puts himself into a trance and takes over the body of some other creature. To be possessed, a person or animal must be in physical contact with the possessing magic user or some object he has previously prepared as a 'trap' or must be well known to the magic user. The victim gets a 4d/IQ saving roll to avoid being possessed when the attack first takes place; if he succeeds, he will know who tried to possess him.

Possession may be noticed by either a Scholar or a good friend of the possessed victim on a 4d/IQ, the first time the victim is encountered after possession. It may also be detected by an Analyze Magic spell cast on the victim. Possession ends when (a) the possessing magic user dies, (b) the victim dies (this also does 2d damage to the magic user!), (c) the possessing magic user voluntarily lets go, or (d) a Dissolve Enchantment spell is cast on the victim or the magic user. Temple: Belkhánu.

## Equipment

Tékumel is a metal-poor planet and iron especially has become a rare and precious commodity, the more so since it is practically the only metal that can be enchanted. Therefore, most metal objects are made out of bronze and other soft metals, and iron or steel weapons and armor are worth hundreds to thousands of times more than their bronze equivalent. Only steel weapons can be made better than Good quality.

However, there is another substitute which is even more useful. The chlén, a large reptilian work animal similar to a triceratops, produces a hide that can be chemically hardened to produce a light, yet strong, substance used to form weapons, armor and other items. This hide is removed in sheets from living animals. It then regrows in a few weeks. Chlén-hide weighs one-third as much as steel.

For game purposes, chlén-hide armor is the assumed material for weapons and armor; therefore, the statistics for hits stopped and damage are unchanged. Armor made from steel stops 1 extra hit when struck by chlén-hide weapons, and steel weapons do 1 extra damage on chlén-hide armor. Chlén-hide swords also break like cheap weapons when used to parry steel weapons (1-2 on a 1d roll). The lighter weight of chlén-hide armor reduces the DX penalty of the armor by 1. Thus, chainmail has a -2 DX penalty. The reduced weight of chlén-hide weapons lowers the Required ST by 1 as well.

## Weapon Charts

Sword/Knife	Damage	Min. ST	Cost	Wt (kg)
Dagger*	1d-1	-	5 K	0.1
Scimitar	2d-2	9	9 K	0.4
Short sword	2d-1	10	10 K	0.4
Broadsword	2d	11	12 K	0.5
Bastard sword	2d+1	12	13 K	0.75
Bastard sword †	3d-2			
2-handed sword †	3d-1	13	15 K	1.5
Great sword †	3d+1	15	20 K	2

Axe/Mace	Damage	Min. ST	Cost	Wt (kg)
Club*	Varies	-	free	1+
Hatchet*	1d	-	5 K	0.4
Hammer*	1d+1	9	6 K	0.75
Small axe*	1d+2	10	6 K	1
Mace*	2d-1	10	7 K	1
Military pick	2d	11	8 K	1.5
Medium axe	2d	11	8 K	1.5
Broad axe	2d+1	12	9 K	2
Maul	2d+1	12	9 K	2
Great hammer †	2d+2	13	10 K	2.5
Battle axe †	3d	14	12 K	2.5

Polearms	Damage	Min. ST	Cost	Wt (kg)
Javelin*	1d-1	-	4 K	1
Spear*	1d	10	5 K	1.5
Spear (2 hands) *†‡	1d+1			
Halberd †‡	2d	12	8 K	5
Pole hammer †‡	2d	13	9 K	5
Pike axe †‡	2d+2	14	12 K	6
Heavy pole hammer †‡	2d+2	15	10 K	6
Pike †	2d+1	11	8 K	4

Pick/Hammer	Damage	Min. ST	Cost	Wt (kg)
Hammer*	1d+1	9	6 K	1.5
Military pick	2d	11	8 K	1
Great hammer †	2d+2	13	10 K	2
Pole hammer †‡	2d+1	13	9 K	5
Heavy pole hammer †‡	2d+2	15	10 K	6

<b>Flail</b>	<b>Damage</b>	<b>Min. ST</b>	<b>Cost</b>	<b>Wt (kg)</b>
Morningstar	2d+1	12	8 K	1.5
Flail †	3d	14	8 K	2.5

<b>Bow/Sling</b>	<b>Damage</b>	<b>Min. ST</b>	<b>Cost</b>	<b>Wt (kg)</b>
Thrown rock	1d-4	-	-	0.1
Sling (including rocks)	1d-2	-	3 K	0.25
Staff sling	1d-1	-	8 K	1
Lead sling pellets (20)	-	-	1 K	0.5
Small bow †	1d-1	9	15 K	1
Medium bow †	1d	10	20 K	1
Longbow †	1d+2	11	30K	1.5
Composite bow †	2d-1	12	50 K	2
Great bow †	2d	14	60 K	2.5
Quiver with 20 arrows	-	-	20 K	0.5

<b>Crossbow</b>	<b>Damage</b>	<b>Min. ST</b>	<b>Cost</b>	<b>Wt (kg)</b>
Light crossbow †	2d	12	20 K	3
Heavy crossbow †	3d	15	40 K	5
Quiver with 30 quarrels	-	-	20 K	1
Cranequin	-	8	30 K	2

<b>Special Weapons</b>	<b>Damage</b>	<b>Min. ST</b>	<b>Cost</b>	<b>Wt (kg)</b>
Blowgun †		-	20 K	1
20 Blowgun darts			2 K	0.2
Whip	1d-1	8	5 K	1
Bola*	-	9	2 K	2
Quarterstaff †	1d+2	11	5 K	2
Spear thrower	+2		5 K	0.5

### Legend

\* = throwable

† = 2-handed

‡ = 2-hex jab

### Notes

Small bow                    2 shots/turn, if adjDX = 15+.

Medium bow                2 shots/turn, if adjDX = 16+.

Longbow                    2 shots/turn, if adjDX = 18+.



Great bow                    2 shots/turn, if adjDX = 18+ and ST 16+.

Light crossbow            1 shot/2 turns. 1 shot/turn, if adjDX= 14+.

Heavy crossbow            1 shot/3 turns. 1 shot/2 turns, if adjDX= 16+.

## Armor Chart

Armor Type	Hits stopped	DX penalty	Cost	Wt (kg)	MA
Cloth Armor	1	-1	10 K	5	10
Leather Armor	2	-2	20 K	8	10
Chainmail	3	-2	40 K	10	8
Fine Chainmail	3	-1	400 K	7.5	10
Scale Mail	4	-3	50 K	12.5	8
Fine scale mail	4	-2	500 K	12.5	8
Half-plate	4	-4	60 K	15	6
Fine Half-plate	5	-3	600 K	15	6
Plate Armor	5	-5	70 K	18	6
Fine Plate	6	-4	700 K	18	6
Pack on Back	1	-1 or -2	Varies	-	-
Small Shield	1	0	10 K	3	-
Spike Shield	1	0	15 K	3.5	-
Large Shield	2	-1	20 K	6	-
Tower Shield	3	-2	35 K	10	-

### Notes

Pack on back      Stops 1 hit from rear only  
                           If used as 2nd weapon, does 1d-2 damage with DX -

Spike Shield      4.

## General Equipment

Item	Cost	Wt (kg)	Notes
20 chlen spikes and mallet	4 K	2.5	For scaling walls and wedging doors
Flint, steel, and tinder	5 K	-	Steel is rare and expensive
Hooked chlen grapnel	5 K	0.5	
Torch (10)	2 K	2.5	Burns for about an hour.
Lantern	5 K	1	Burns 6 hours on oil from 1 oil flask
Lamp oil flask	1 K	1	1 liter lamp oil in bottle

15-m rope	3 K	0.75	
100-m rope	18 K	5	
10-m rope ladder	40 K	2	With hooks at top.
Collapsible 2-m pole	3 K	1	Wood, very strong. 3 sections.
Crowbar	5 K	1	In combat, a club if ST = 12+.
Belt pouch	1 K	0.2	Holds 1 lbs. of small items
Small sack	1 K	0.5	Holds 15 lbs.
Large sack	3 K	1	Holds 60 lbs.
Backpack	5 K	2	Holds 60 lbs.
Compass	50 K	5	Bulky, fragile water compass
Charting paper, pens, ink	3 K	-	
Heavy outdoor boots	15 K	3	
Tsural buds (bunch)	2 K	-	Repels certain creatures
Rations (hardtack and jerky)	2 K	0.5	Enough for one person for one day.
Rations (bread, cheese, sausage)	3 K	0.5	Enough for one person for one day.
Ngalu wine bottle	1 K	1	1 liter decent wine
Waterskin - 1 liter	1 K	0.1	Weighs 1 kg when full of water.
200 coins or large gems	-	1	Any variety; most coins weigh the same.
Scroll (or similar object)	-	0.1	Any scroll-sized object
Book (or similar object)	-	0.5	A medium-sized book
Physician's chest	50 K	2	Bandages, poultices, salves, splints, etc. Must be restocked after each adventure (10 K).
Magic User's chest	1000 K	5	Needed for ritual magic. Must be restocked every month for 50 K.
Clothing: upper-class	100 K	2	Suitable for a merchant or noble.
middle-class	30 K	2	Suitable for a townsman.
lower-class	5 K	2	Suitable for a peasant or brigand.

## **Non-Humans**

### **Pé Chói (The Listeners)**

In the western forests of Tsolyánu live the Pé Chói, beautiful insectoids with considerable magical talents. These six-limbed beings are 6' to 7' tall, they have two legs and four arms, and they are capable of using all four arms at once. They have fan-shaped external ears and a long jaw. They also easily join human society, rising nearly as high as humans within the bureaucratic hierarchies. Pé Chói seek revenge on those who kill their kind without provocation.

Pé Chói characters start with ST 8 DX 10 IQ 8 and 8 extra points. They have an MA of 10. Pé Chói chitin stops two hits, and they also make armor and weapons suited to their unique anatomy. Their lower set of arms is at -2 DX, and when attacking with more than two arms, all attacks are at -4 DX.

All Pé Chói can learn spells and talents at normal cost – no tripling for magic users to learn non-magical talents. The race's excellent hearing and sight gives them natural Alertness. They have a psychic connection to members of their own race, which allows them to detect the death of one of their own within a 5 kilometer radius. Beyond that, they have an innate awareness of all living things, allowing them to perceive the presence of lifeforms within a range of 2 meters (same effects as Detect Life spell, except Pé Chói can tell the difference between animal and plant life).

### **Shén (Demon Warriors)**

The Shén, a powerful reptilian race, have their enclave on the southernmost tip of the northern continent, south of Livyánu. They work as mercenaries or ply the oceans as merchants. These powerful reptilians usually stand between 6 and 8 feet tall.

Shén characters start with ST 14 DX 8 IQ 8 and 8 extra attribute points. They have an MA of 10. Because of the beak and the sharp claws, Shén do +2 in HTH combat. Their tails can be swung as a 1d weapon at any persons in their rear or side hexes. Their scaled body stops two hits of damage and they can also wear armor made for them. Shén use weapons, their favorites being a sword-axe (treat as a broadsword) and the pistol crossbow. A Shén can either attack with its weapon or with its tail to the rear, or both at -4 DX, though Two Weapons talent can be learned.

### **Hlutrgú (Swamp Frogs)**

The Hlutrgú are a swamp-dwelling amphibious race so inimical that they will attack any other race with no provocation. Only their rapid reproduction, ferocity, and soggy homeland on the southern coast of Tsolyánu have kept them from being wiped out. Hlutrgú are four feet tall on average, and they have frog-like heads and sharp teeth.

Hlutrgú start with ST 10, DX 8, IQ 8 and 4 extra points. They have an MA of 10. Their hide stops one hit, and they will sometimes wear leather armor. Hlutrgú use weapons, preferring javelins and darts. Their legs can be used as crude hands at -2 DX. Being amphibians, Hlutrgú are natural swimmers and have no combat modifiers when fighting in water or boggy swampland (treat as broken ground for others). They learn Boating from an early

age. Those who approach the shores of their homeland will find hundreds of coracles headed their way, filled with blood-mad Hlutrgú, using mob tactics, and throwing large forces at intruders in their territory. They are poor magic users (-2 DX on all spellcasting).

## **Hlúss (Spawn of the Old Ones)**

In the middle of the southern ocean is the island of Hlússuyal, where the dreaded Hlúss live. These aquatic creatures are one of the original races of Tékumel, before it was discovered by the Terran star empire and severely terraformed. They travel the ocean in their huge hive-ships, each carrying a queen of their race, much like a bee or ant colony. They are five foot tall 2-hex creatures. Roughly scorpionid in appearance, Hlúss have four legs with two smaller forearms and a tail stinger that injects paralyzing venom. They have a chitinous hide and a row of sharp teeth in their jaws. They often embed gems into their chitin.

Hlúss start with ST 14 DX 8 IQ 8 and 6 extra attribute points. They have an MA of 8. Their hide stops 4 hits and they will use no armor, only shields. They fight with weapons and receive +2 damage in HTH combat. The Hlúss can attack with both their weapon and stinger in the same turn at -4 DX. The stinger does 1d+1 damage and if the damage penetrates the armor of a victim, the victim must make a 3d/ST every turn or start losing 1 DX per turn. When the victim is at -10 DX, they are paralyzed. Once paralyzed, the victim starts to recover in 20 - ST hours, minimum 1 hour. Paralyzed victims aboard a hive-ship will become food for the Hlúss queen and her young.

## **Gray Ssú (Enemies of Man)**

These rather shaggy, six-limbed beings are one of the native races of Tékumel, cousins to the Hlúss. These magically adept beings live in their subterranean cities north of Salarvyá. Their bodies exude the odor of musty cinnamon, and they speak in high chiming voices. Needing only small blue lights, the Ssú can be found in the tunnels and installations of the ancients, looking for the remnants of old technology.

Grey Ssú start with ST 10, DX 8, IQ 8, and 8 extra points to spend. They have an MA of 10. They rarely wear armor, but warriors will often use shields. Ssú have two arms and four legs, the front pair having crude manipulators (-2 DX) making them capable of being used as hands. They have a keen sense of direction underground, as well as good night vision. All Grey Ssú can learn spells and all talents at normal cost. Grey Ssú can hypnotize victims within five meters, making them obey metal commands (treat as a Disbelieve action -- the Ssú makes 3d/IQ roll to succeed and the target gets a 3d/IQ roll to resist). Only the death of the commanding Ssú can free one so enthralled. Ahoggyá, Swamp Folk, and Tinalíya are immune to this effect.

## **Shunned Ones (unpronounceable)**

In the northern area of Yán Kór are the sealed cities of the Shunned Ones. This race breathes an atmosphere that is toxic to humans, and they can only come out of their cities for excursions of a week or less, wrapped in their voluminous cloaks. Individuals are five and a half to seven feet tall and gangly. Their hooded forms scour the underworlds of human cities, looking for devices of the ancients.

Shunned Ones start with ST 10, DX 8, IQ 10, plus 8 additional points to spend. They have an MA of 10. Their cloaks and alien physiology stop 5 hits. All Shunned Ones can learn spells and talents at normal cost. They have a very powerful stench, smellable up to 70 meters away. At 10 meters distance, humans must make 3d/IQ rolls to avoid fleeing from their fetid reek. Many Shunned Ones are powerful sorcerers: most parties are led by a Magic User of at least 40-points, equipped with Eyes and other magical devices.



## Underworld Creatures

### Biridlú (The Mantle)

These black, flying creatures hide on the ceilings of the Underworld, ready to drop on a victim and suffocate them in their muscular bodies. Biridlú are often used as treasure guardians and they fight to the death.

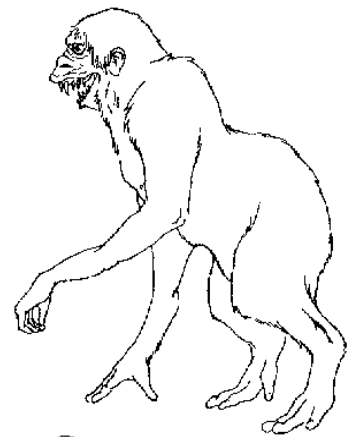
They have ST 18-22, DX 12, IQ 6 and a MA of 4 on the ground and 12 in the air. Their natural toughness stops 3 hits and they claw for 1d+1 damage. Their powerful bodies take full damage from steel weapons, magic, and fire; other weapons are ineffectual. Biridlú regenerate 2 ST per turn unless the damage is caused by fire.

They ambush their opponents from the ceiling (4d/IQ to avoid the ambush, 3d/IQ with Alertness). If this roll is made, the victim moves out of the way and the creature falls to the ground. If the Biridlú falls on a victim, roll for HTH Combat with the beast at +2. Once inside the folds of the Biridlú's cape, the victim gets no DX bonus for HTH. Victims take 1d damage per turn (no to-hit roll needed) plus an additional 1d damage per turn from suffocation after the second turn. Friends can help cut a victim out, but treat attacks as if striking into HTH. If the Biridlú is on the ground, they can claw or attempt HTH (without the +2 bonus) and envelope a victim.

### Chnéih (Ape-Mutant)

Constructed by the priests of Ksárul long ago from ape stock, these anthropoids have long jaws and sharp teeth, a crude nose, large faceted red eyes. They can be found in small family groups of five to ten individuals or tribes of up to 50 or 100.

ST 13-18, DX 12, IQ 8, and an MA of 10. Their hide stops 1 hit and they do not wear armor. They fight with crude spears or clubs and do +1 damage in HTH combat due to their claws and teeth. They will attack if they outnumber the party, but flee if outnumbered. They are semi-intelligent, and can make organized attacks. They cannot be trained.



### Dláqo (Carrion Beetle)

These six-legged crawling insects have an iridescent green shell and large pincer jaws -- they eat carrion. Dláqo come in three sizes:

Size	ST	DX	IQ	MA	Armor	Bite
1-hex	15	11	2	6	3 hits	1d
2-hex	25	11	2	6	4 hits	2d
4-hex	40	11	2	6	5 hits	3d

These creatures only attack individuals or pairs, or when they can surprise the party; otherwise they flee when attacked. Dláqo eat carrion, so there is a high chance of finding them in areas of recently killed creatures (8 or

less on 3d roll). Their bite is very dirty: anyone bitten must make a 3d/ST roll to avoid infection. Infected wounds won't heal and will cause an additional 1d damage per day unless cured with a Cure Disease spell.

## Hrá (Bloodsucker)

These undead creatures are the creations of the Temple of Ksárul. Standing 10 to 12 feet tall, these are 3-hex creatures. They drink blood and are vulnerable to sunlight. Hrá have ST 35, DX 10-13, IQ 8, MA 10, and their tough skin stops 4 hits. Hrá can use weapons normally, but when they get a chance, they will grapple the victim in HTH combat and bite their neck (1d-2 damage with no armor). If at least 1 hit gets through, they will suck their victim's blood, draining 2 ST from the victim and gaining 1 ST per turn. Hrá are at -4 DX in sunlight and lose 1 ST every 2 turns. They regenerate 1 ST per turn if killed, unless touched by Amulet of the Good God.

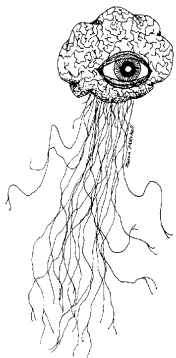
Any Priest of Ksárul can control a Hrá with a successful 4d/IQ roll (3d/IQ if Theologian). Treat this attempt as the Disbelieve option. Each priest only gets one chance per Hrá. If the party is successfully ambushed, priests get no chance to control the creature. Treat as Control Person spell. The hrá gets a 4d/IQ roll every minute to break the control.

## Hurú'u (Howler)

These spectral undead wander the underworld, howling loudly; they can be heard for 60 meters. Hurú'u have ST 18, DX 10, IQ 8, MA 8, and their tough flesh stops 2 hits. Chlen-hide weapons do -1 damage against Hurú'u. If the creature howls, those within 3 meters are deafened until the battle is over. After the battle, make a 3d/ST roll every minute to recover. They fear fire and will flee if they fail a 2d/IQ roll. Anyone slain by a Hurú'u and later revived must make a 3d/ST roll or lose an additional 2 points on top of the 5 points they lose for revivification.

## Káyi (The Eye)

This creature looks much like a gas-filled, floating jellyfish a yard or more across with a single large eye and long tentacles hanging below its bulbous body. They tend to float in dark corners of the underworld or dense forests, waiting to drop their tentacles to trap a victim. Káyí are usually found in groups of five or less, but larger groups of up to thirty have been seen.



Káyí have ST 16-24, DX 12, IQ 3, MA 12 when flying, and their leathery hide and stringy tentacles stop 2 hits. The tentacles sting for 1d-1 plus they drain 1d-1 ST from the victim. If the káyí successfully grapples with its tentacles, the target is entangled and must make a 4d/ST roll to break free, or cut the tentacles away. The káyí does not need to roll to hit an entangled target. The entangled victim is at -4 DX. Friends can help cut a victim out, but treat the attack as if striking into HTH.

They are very vulnerable to fire, especially flaming arrows, as their bodies are filled with hydrogen -- all fire damage is doubled. Pole-arms or arrows may be necessary to reach them, if hiding near the ceiling in the Underworld or in high trees.

## Kúrgha (Eaters of Carrion)

These six-legged, shaggy, carrion-eaters have three eyes and sharp beaks. Kúrgha have ST 9-11, DX 12, IQ 4, and an MA of 10. Their furry hide stops 3 hits and they bite with their sharp beaks for 1d-1. They attack only if

they outnumber their opponents. Kúrgha eat carrion, so there is a high chance of finding them in areas of recently killed creatures (8 or less on 3d roll). Their bite is very dirty -- anyone bitten must make a 3d/ST roll to avoid infection. Infected wounds won't heal and will cause an additional 1d damage per day unless cured with a Cure Disease spell. Kúrgha have a very powerful stench, smellable up to 15 yds, even through doors. All within 5 yds. are at -2 DX from their smell.

### **Marashyálu (The Whimperer)**

These creatures of the Underworld are masters of illusionary disguise. They were created by the ancients as treasure guards. They often appear as helpless women or children, or wounded comrades, crying and begging for help.

Marashyálu have ST 20-25, DX 12, IQ 10, and an MA of 10. Their stringy bodies stop 2 hits of damage. Marashyálu psychically hypnotize up to six beings that can see them to believe the illusions they project. All must make a 4d/IQ roll to avoid being entranced. Then the marashyálu can sow dissent among the party, making them fight each other. If a marashyálu has a chance, they will suck the bodily juices of the victim by inserting their feeding tube into a body opening, doing 1 hit per turn. If attacked directly, this creature will warp the attacker's perceptions, making it very hard to hit (-4 DX).

### **Mrúr (Undead)**

Mrur are reanimated corpses raised by various spells known to the priests of Sarku. These undead creatures have ST 14-18, DX 10, IQ 7, and an MA of 6. Their undead flesh stops 2 hits. They can wear the armor as they did in life, as well as wield weapons. Mrur always fight until killed. They regenerate 1 ST per turn, except for fire damage. If killed, they will resurrect when their ST reaches 6.

### **Mu'ágh (Jellyfish)**

These gelatinous creatures secrete acid to digest any living matter they come in contact with. They live in dark, damp places, oozing along the ground in search of something slow enough to overtake. Mu'ágh come in three sizes, small (1-hex), medium, (3-hex), and large (1 megahex). Small mu'ágh have ST 20, medium sized ones have ST 40, and large specimens have ST of 80. They have IQ 1, and an MA of 2. DX is irrelevant since they attack by moving -- only creatures that cannot move faster than the mu'ágh can be attacked. Their lack of vital organs and flexible substance gives them impossible to damage with edged or blunt weapons. Only extreme heat and cold or magic can kill them. Damage from acid is permanent. If mu'ágh acid hits a victim, randomly roll for what body part is hit -- that location is withered and useless, unless a spell of Restore Limb is cast on the affected body part. Chlen hide is immune to this acid and protects the areas of the target covered by the armor. Their acid will eat through metal weapons and armor in a matter of turns. For metal armor, the number of hits stopped is reduced by 1 per turn -- at 0 hits, the armor falls apart. Metal weapons drop one level of quality (Fine to Good to Average to Cheap to broken) per turn.

### **Qáqtla (Swamp Snake)**

These armored serpentine creatures can grow up to 3 meters in length, and are very aggressive, always attacking any party. Their main weapon is a whip of tentacles with poisoned barbs and they have sharp teeth as well.



Qáqtla have ST 15-30, DX 11-12, IQ 4 with an MA of 10 on land or in water. Their heavy scales stop 5 hits and their whip can reach from 2 to 4 meters away from the head of the beast. It does 2d-1 damage. If any hits penetrate armor, the target must make a 3d/ST roll to avoid an extra 1d of poison damage. A qáqtla bite does 1d+2.

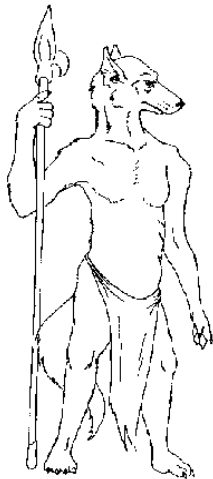
### Qól (Serpent-headed Ones)

Originally created by the Temple of Ksárul, these intelligent humanoid mutants have flattened, snake-like heads and tentacle arms. Qól are often used as tomb guardians, or may be found wandering in the Underworld, singly or in groups of up to thirty.



They have ST 9-12, DX 11, IQ 10 with an MA of 8. Their scaly skin stops 2 hits and they often wear armor and use weapons and shields. Qól have good vision in darkness, but they fear bright lights -- sudden intense light will stun them (-2 DX) for 2 turns. Their poisonous bite does 1d-1 damage and a 3d/ST roll is needed to avoid an additional 2d damage from the venom. They carry weapons and arrows which are poisoned with the same venom. Qól will only attack if they outnumber a group.

### Rényu (Loyal Follower)



These humanoids have a long muzzle with pointed, dog-like ears, black to brown fur, and a tail. They are intelligent, can understand and can make simple speech, and can use weapons. They can be found in packs of up to twenty in forest and mountain terrain, as well as other places.

Rényu have ST 8-13, DX 13, IQ 8 with an MA of 10, or 12 on all fours. Their fur stops 1 hit. They have good night vision, as well as excellent senses of hearing and smell, giving them natural Alertness talent. If a rényu is brought to ST 1 and captured, an Animal Handler can domesticate and train them in 3 to 6 months. They become very loyal to their masters.

### Shédra (Eater of the Dead)

These flesh-eating undead, withered and ashen beyond recognition as something once human, wander in wilderness or underworld, searching for food.

Shédra have ST 15-20, DX 11, IQ 8, and an MA of 8. Their twisted forms stop 3 hits. They often have steel weapons. Anyone killed by a shédra becomes one in 2 minutes unless a Remove Thrown Spell spell is cast on the body. Once they become a shédra, only a Wish or Divine Intervention can return them to life. Shédra heal wounds by consuming the flesh of those they kill.

### Thúnru'u (Eater of Eyes)

These large, rubbery humanoids have 2 large eyes, a sharp beak, and rolls of pale skin that appears from a distance as robes. They stand 8 to 10 feet tall and are 3-hex creatures. They love to eat eyes, preferring the káyi, but they will settle for human eyes as well. They can survive eating just about anything living. Thúnru'u are repelled by tsúral buds (they must make a 3d/IQ roll to remain in the area). Mages, priests, and warriors may

have these creatures domesticated as servitors, and they can be controlled with various spells, eyes, or other magical means. They can be trained to use weapons and shields and to speak crudely.

Thúnru'u have ST 25-35, DX 12, IQ 8 and a MA of 10. Their skin stops 4 hits and they can claw for 1d+3 damage. Their claws give them an extra +1 damage in HTH.

### **Tsú'uru (Illusion Master)**

These treasure guards of the ancients are akin to the Marashyálu. They can use ESP to create an illusionary disguise to deceive unsuspecting persons, waiting until an opportune moment to attack. They can appear as someone known to the party, an injured person, a robot, or any 1-hex creature. Tsú'uru will maintain the illusion until slain. Their natural appearance is that of a bulbous brain stem and collection of stringy tentacles. They have ST 20-30, DX 12, IQ 10, and an MA of 10. Tsú'uru are immune to spells, as well as ESP or telepathy that would reveal their true nature.

### **Voródlá (Flying Undead)**

These dusty black undead, which stay near tombs and ruins, were created by the Temple of Ksarul as tomb sentries. They are flying undead with large bat wings.

Voródlá have ST 20-30, DX 13, and IQ 6 with a flying MA of 16 and a ground MA of 6. Their leathery hides stop 3 hits. They can see in darkness, but fight at -2 DX in daylight. Any critical hit will drain d6 fatigue from the victim, which cures 1 ST damage on the voródlá. They regenerate 1 ST per turn, as well, except for burn damage. If killed, they will resurrect when their ST reaches 6.

### **Yéleth (Angel of Doom)**

These very beautiful white-skinned, dark-haired androids come in both male and female models. Yéleth hypnotize their victims and are able to target a megahex full of creatures within two megahexes in front of them, making them fight their comrades, or simply paralyzing them permanently. All must make a 3d/IQ roll to avoid being entranced. The Eye of Healing or a Remove Curse spell is effective at eliminating the paralysis. Yéleth have ST 15-20, DX 14, IQ 10, and an MA of 8. Their artificial flesh stops 3 hits and they can use weapons.

## ***Magic Items***

### **Eyes**

Eyes are small magico-technological devices of the ancient Humanspace space empire that settled the planet millennia ago. They are about the size of a human eye with an aperture on one side and a stud and perhaps a counter in some unintelligible script on the other. Some have inscriptions painted on them by more recent owners, and some of the counters have been renumbered in more modern scripts as well. These devices can store up to 100 charges and can only be recharged by a Thoroughly Useful Eye, the rarest of all the Eyes. Wars have been fought over a single Thoroughly Useful Eye.

### **Excellent Ruby Eye**

This device puts the targets into permanent time stasis, until released by another charge from the Ruby Eye. The victims cannot be harmed by any means. The name comes from the reddish luster that victims of this eye acquire. Persons have been released from the effects of this Eye after many millennia with no ill effects. This Eye affects all within a megahex and has a range of 20 yards. Treat as a missile weapon for distance modifiers. Targets get a 3d/DX roll to avoid the effects.

### **Eye of Frigid Breath**

A cone of freezing cold is projected by this Eye. To 10 yards, the cone is 1 yard wide; from 11 to 20 yards, the cone has a megahex radius. Targets failing a 3d/ST roll take 5d damage. The effect is not blocked by intervening targets, so all within the cone are affected. This Eye can be used in a smaller area without harming the user. The maximum range is 20 yards. Treat as a missile weapon for distance modifiers. The effects of this Eye are not stopped by armor.

### **Eye of Non-seeing**

This Eye turns all targets in a megahex invisible as for the Invisibility spell. The effect lasts 30 minutes and moves with the Eye. All targets must remain within a megahex with the Eye at the center to stay invisible.

### **Ineluctable Eye of Healing**

This Eye casts the Cure Serious Wounds spell on the subject. Roll 2d for the number of ST healed. It can cure blindness and deafness caused by magic or injury. This device may also be used instead of a ST roll for either poison or disease, but must be used before the roll is attempted. This Eye has a range of 3 yards, with no range modifiers.

### **Eye of Calling Forth an Unconquerable Army**

This Eye releases a group of up to 100 mechanical automatons from a dimensional pocket. They have ST 15, DX 12, IQ 8, and MA 12. Their metal bodies stop 6 hits. They carry steel broadswords and medium shields. All automatons, including those destroyed and their equipment, return to the dimensional pocket after 12 turns. Up to 100 automatons always appear, even if some have been previously destroyed. If used in a confined area, the automatons will appear in all hexes in the room, including occupied hexes, up to the number determined above. This is a rare eye.

### **Eye of Being an Unimpeachable Shield Against Foes**

This Eye produces the effects of the Shield of Defense spell on all targets within a 2-yard radius of the user for 10 minutes. The area of effect moves with the Eye.

## **Eye of Retarding Destiny**

All the targets are slowed by this eye, so that they can only act every other turn. The effect has a 2-yard radius and lasts 5 minutes. A 3d/ST saving roll is permitted. This eye affects living beings and undead. Androids, automatons, demons, and magically-created beings are immune. Maximum range is 30 hexes.

## **Eye of Opening the Way**

This device finds and opens all secret doors, panels, or other openings within 10 yards. It also buzzes when within 5 yard of a trapped object. The effect lasts 1 minute.

## **Abominable Eye of Detestation**

This Eye causes all targets, including undead, to flee, as per the Panic spell. This effect can be resisted by a IQ roll. Since this Eye is especially effective against undead, they must roll against IQ-2. A 2-yard radius may be affected. The effect lasts 1 minute. SS 12, Acc +2, Max 10.

## **Eye of Ruling as a King in Glory**

This device causes all targets in a 40-yard radius who fail their Will roll to loyally follow the user as for the Loyalty spell for 1 hour. This Eye has no effect on animals, automatons, androids, or undead. This is a rare Eye.

## **Eye of Exquisite Power Over Maidens**

This device will charm a member of the opposite sex of the user's race. The subject is allowed an IQ roll to resist. If the subject fails, they will adore the user until released by a second charge from the Eye. Treat this effect as the Loyalty and Emotion Control (Love) spells. Duration: 1 hour.

## **Incomparable Eye of Command**

This Eye turns all targets in a 3-yard radius into slaves as for the Command spell for 10 minutes. SS 12, Acc +2, Max 60.

## **Eye of Retaining All Things**

This device opens a dimensional pocket that can store up to 1 ton of equipment. Twisting the stud will empty the contents of this dimension; this process does not use a charge of the Eye. No oxygen exists in this pocket, so living beings will die of suffocation. Items may drift in this dimensional pocket, so multiple objects must be tied together, or bound by some other means. Any size of object, up to the maximum capacity of the dimension, can be put into the Eye, if some small corner can be put within the aperture.

## **Eye of the Creeping Fog of Doom**

This device would produce any gas the user wanted, but the method of selection has been lost. Now most of them produce poisonous gas (roll 3d: 3-10 = nerve gas, 11-14 = contact gas, 15-18 = some harmless gas, such as carbon dioxide).

The gas is expelled from the Eye at a rate of 1 yard every 2 seconds, and the resulting cloud will eventually cover an area 3 yards in radius. It will remain for 4 minutes before dispersing. Wind can blow the cloud back at the user, and the Eye cannot be used safely in a confined area, since the gas needs at least the area mentioned above to spread.

## **Eyes of All-Seeing Wonder**

A beam 2 yards wide that has the effect of the See Invisible and Light Jet spells is produced by this Eye. The beam lasts for 10 minutes and has a range of 20 yards.

## **Books**

### **The Scroll of the Scarlet Brotherhood**

Written in Engsvanyali Can change the alignment (Stability/Change) of anyone reading it. 40 or more point characters get a saving roll (4d/IQ). If they succeed, they get the ability to enchant weapons to +3 and armor to +2, and avoid the alignment change. Can be performed once a week and takes a day to add a +1 bonus. Nonhumans simply take 2d damage.

## **Amulets**

### **Amulet of Warding Off Thúnru'u**

### **Amulet of Power over the Undead**

### **Amulet of Finding Treasure**

### **Amulet of Ruling the Renyu**

## **Miscellaneous Magic Items**

### **The Clockwork Automaton of Qiyór**

This device is a magical robot warrior that will fight for ten turns and then needs one turn to rewind. The automaton has ST 50, DX 14, IQ 8, and MA of 12. Its steel body stops 7 hits. It is equipped with two +2 damage broadswords. The book "Básrimyal hiMazák" (Men of Power) by Tlekku Beshyene states that the wizard Qiyór made ten of these devices for his patron. One is known to have been destroyed recently in Milumanayá, and the Red Hats of Mu'ugalavyáni have another.

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## **Wonderous Enhancer of Jewels.**