GURPS®

NEW SUN

Based on GENE WOLFE'S BOOK OF THE NEW SUN series

By MICHAEL ANDRE-DRIUSSI

STEVE JACKSON GAMES

GURPS

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Based on GENE WOLFE's BOOK OF THE NEW SUN series

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ISBN 1-55634-416-3

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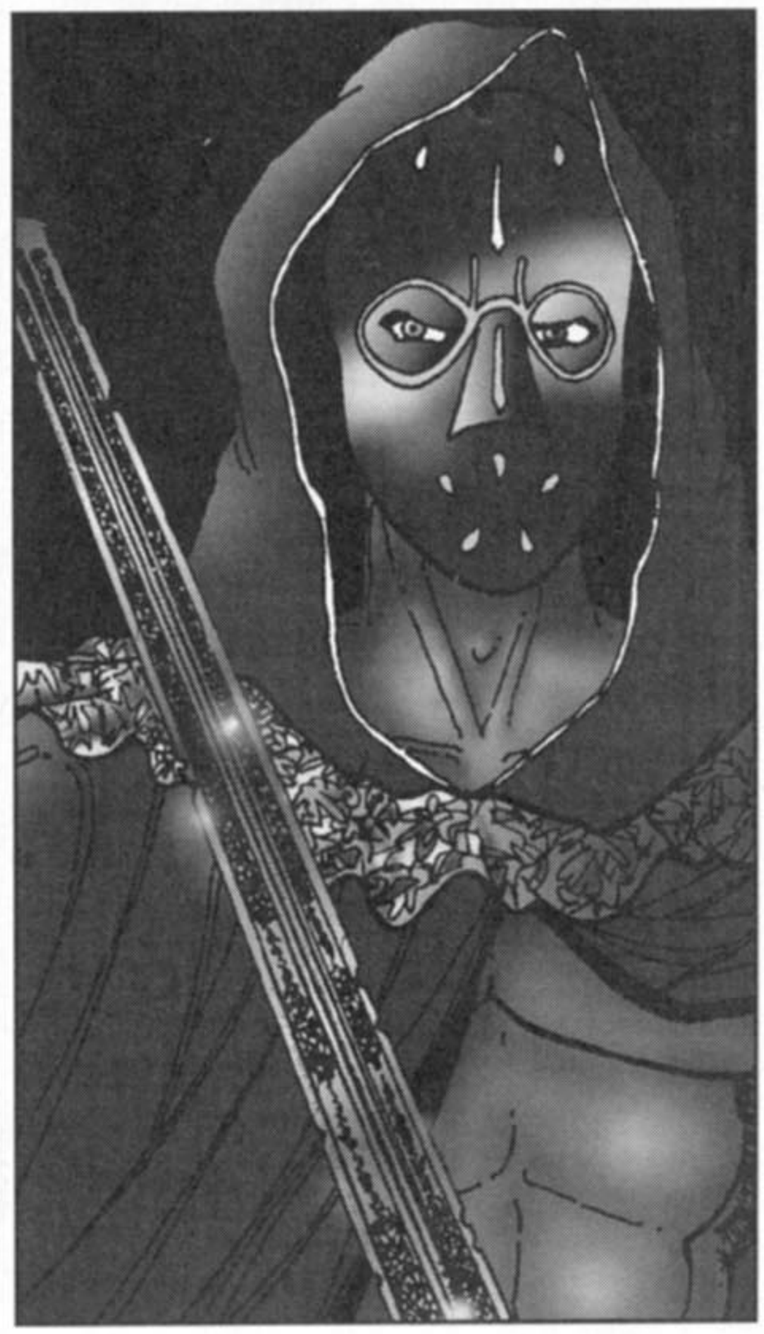

About *GURPS*

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Pyramid (**www.sjgames.com/pyramid**). Our online magazine includes new rules and articles for ***GURPS***. It also covers the hobby's top games – ***Advanced Dungeons & Dragons, Traveller, World of Darkness, Call of Cthulhu, Shadowrun,*** and many more – and other Steve Jackson Games releases like ***In Nomine, INWO, Car Wars, Toon, Ogre Miniatures,*** and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

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GURPSnet. Much of the online discussion of ***GURPS*** happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to **http://gurpsnet.sjgames.com/**.

The ***GURPS New Sun*** web page is at **www.sjgames.com/gurps/books/newsun**.

Page References

See ***GURPS Compendium I***, p. 181, for a full list of abbreviations for ***GURPS*** titles. Any page reference that begins with a B refers to ***GURPS Basic Set, Third Edition Revised*** – e.g., p. B144 refers to page 144 of ***Basic Set***.

CI refers to ***GURPS Compendium I***, CII refers to ***Compendium II***, BE to ***Bestiary***, G to ***Grimoire***, M to ***Magic***, MI to ***Magic Items***, P to ***Psionics***, RO to ***Robots***, TT to ***Time Travel***, UT to ***Ultra-Tech***, VE to ***Vehicles***, and VI to ***Vikings***.

Introduction

Sorcerers and adventurers battle over "magical" artifacts, remnants of former super-science. Weird cults and secret societies perform unspeakable rites in exchange for power from ancient "gods" who are actually tyrannical extraterrestrials. Men of eldritch lore create wondrous machines and horrible monsters in their relentless drive to rediscover the lost sciences that once took humanity to the stars. And over the landscape the blood-red sun gutters like a candle in the wind, threatening to go out and bring eternal night to a tired world . . .

This is the last chance of a dying planet. Any battle between "good" and "evil" has become obscured by the scientific law of Entropy and the religious prospect of Rebirth. Is the answer "Science" or "Magic" – or is it something that transcends both? Is it the old pattern of Empire and Domination, or is it something revolutionarily new that breaks the mold? Is the key to the future that of "dehumanization" or "rehumanization"?

All of this and more awaits those who would dare enter the baroque and decadent world of Urth in search of adventure. Welcome to ***GURPS New Sun.***

About the Author

Michael Andre-Driussi's fiction has appeared in *Interzone, Tomorrow SF,* and *The Silver Web.* His essays have found publication in *The New York Review of Science Fiction, Extrapolation,* and *Foundation.* Before working on ***GURPS New Sun***, he wrote a book-length dictionary for the Urth Cycle called *Lexicon Urthus*, published by Sirius Fiction (P.O. Box 6248, Albany, CA 94706) in 1994. He dedicates this worldbook to Ken St. Andre: roleplayer, role model, and friend.

About Gene Wolfe

Winner of several major awards, Gene Rodman Wolfe was born in Brooklyn, New York, in 1931. He contracted polio in 1933 without permanent effects, and visited the New York World's Fair of 1939, where the theme was "the future."

Wolfe's family moved every few years until 1941, when they settled in at what would become his home town – Houston, Texas. He graduated from Lamar High School in 1949 and entered Texas A&M, where he wrote for a college humor magazine (1951-1952).

Wolfe dropped out in 1952 and was drafted for the Korean War. Among the horrors of war, he saw high-tech armor and weaponry (armored vests, machine guns) being used side-by-side with ancient weapons (swords, knives) – this was not the bright and tidy future promised by Buck Rogers and the World's Fair.

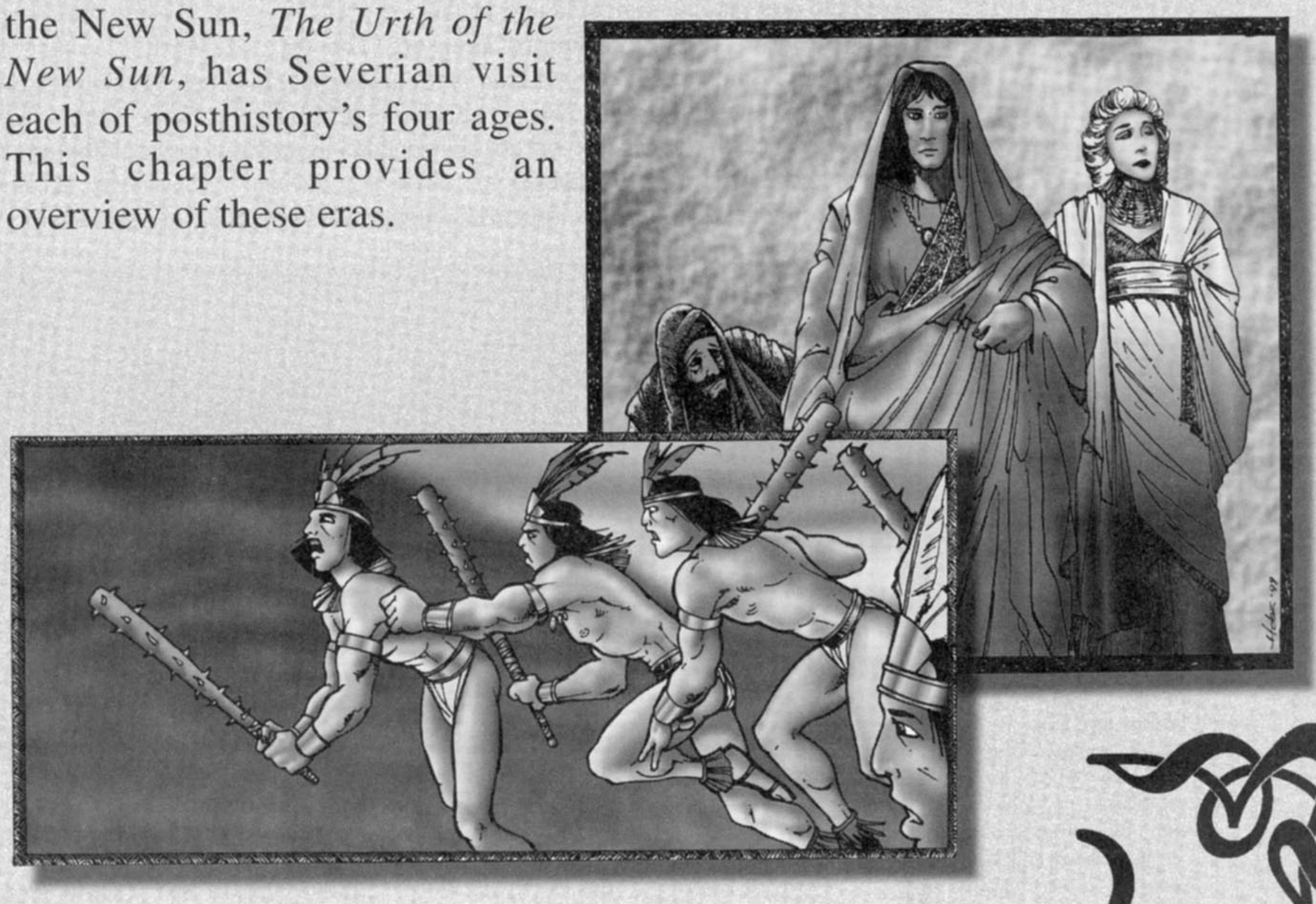
After the war, Wolfe graduated from the University of Houston with a degree in mechanical engineering. Hired at Procter & Gamble Co., he was be one of the engineers on the team that created the Pringles potato chip.

Wolfe began writing in earnest in 1957; his first story was sold in 1965. He left P&G in 1972 to become editor of *Plant Engineering*, near Chicago. He stayed at this job for 12 years, writing seven novels and 70 short stories in his spare time, before retiring in 1984 to become a full-time author.

1. The Posthistory of Urth

The Book of the New Sun takes place in the Commonwealth, a patchwork empire in South America, toward the end of the Age of the Autarch. (This age is covered in more detail in Chapter 3, *Urth in the Age of the Autarch*.)

The sequel to the Book of the New Sun, *The Urth of the New Sun*, has Severian visit each of posthistory's four ages. This chapter provides an overview of these eras.



Fables and the New Sun

Throughout the Book of the New Sun, fables serve to frame certain elements of the cyclical destiny behind events – what happens now has happened before long ago. A GM wanting to capture the feel of the Book of the New Sun in his campaign should consider creating fables to illustrate the key dynamics of his setting. A few illustrative examples are summarized in this chapter's sidebars, to introduce those unfamiliar with the books.

Timeline Prior to New Sun

The following timelines explain the sequence of events in the Book of the New Sun.

The Age of Myth

Years Ago	*Event*
97,500 to 1 million	Apu-Punchau lives for 100+ years.

The Age of the Monarch

Years Ago	*Event*
72,000	The First Empire of 1,000 Stars.
—?—	The sinking lands form the Xanthic Isles.
2,000	The fall of the First Empire.
1,100	Era of Typhon and the Conciliator. Launching of the *Whorl*. Mine at Saltus started.

The Age of the Autarch

Years Ago	*Event*
1000	Autarch Ymar dies.
1000-700	The Yellow and Green Empires end their war. First appearance of the cacogens on Urth?
c. 800	The beginning of *Nightside of the Long Sun*.
350	*The Book of Wonders of Urth and Sky* is published.
300	Autarch Sulpicious sets aside books in Library.
70	Autarch Maruthas closes roads.
66	Scandal in reign of Autarch Appian. Lomer sent to the antechamber.
2	Severian saves Vodalus, rescues Triskele, and meets Valeria. Drott and Roche become journeymen. Thecla sent to Matachin Tower.

In this setting, "history" refers to a record of human activity from around 4000 B.C. to the present moment, a period of roughly 6,000 years. This strikes us as a long time, since it follows the human experience from the founding of the first cities to the first voyage to the Moon, but when measured against the uncountable millennia of prehistoric times, history itself seems rather short and fragile. For example, the most recent Ice Age lasted 110,000 years!

Urth lies in the far future, a dying form of our Earth separated from our history by a vast "posthistory," which balances against the prehistory of cavemen and hominids. If history is the record of human achievement on Earth, posthistory is the ledger of the rise and decline of humanity on the galactic scale.

In the fourth age of posthistory, the human race finds itself in what appears to be terminal decline.

Urth (named after the Norse norn of the past) is so overwhelmed with history that time no longer has much meaning. While Urth does have the term chiliad (*KILL-ee-add*) for a period of 1,000 years, months and even the days of the week have become nameless. Years are counted by the reign of the current Autarch, so there is no historical context beyond the sentiment that every year is more or less the same. The watches or hours of the day have shifted from numbered and precise to named and vague.

Posthistory's four major ages are: the Age of Myth, the Age of the Monarch, the Age of the Autarch, and the future age. Each age has its own distinctive tone and avatar. Nearly all of the action in the Book of the New Sun takes place in the Age of the Autarch, but there are glimpses of the other ages scattered throughout the cycle.

The dates given in the following sections are rough approximations.

The Age of Myth

Current history – the Earth we know – is hopelessly lost somewhere at the dawn of this age, beginning perhaps as recently as 97,500 years before the Book of the New Sun begins – or as long as a million years earlier. Atlantis is regarded as a real nation contemporary with Hellenic Greece by the time of Urth.

Urth lore says that in this age Apu-Punchau appears as an avatar to a group of primitive people and leads them onto the road of a high civilization. This civilization seems very much like that of the Inca Empire, and could very well be the Incas. The toothed club is typical of the weapons during this early period, and it seems likely that the empire of Apu-Punchau falls to invaders like those that felled the Incas.

Verthandi, Skuld, and Lune

As humanity ventured off the homeworld, neighboring planets were transformed into Earth-like worlds through terraforming technology. First Mars was transformed into Verthandi (meaning "present'' as both "now'' and "a gift''). Then Venus was remade as Skuld meaning "future," and much later the Moon was changed into Lune, green with forests by the Age of the Autarch. Perhaps the Sea of Tranquility is truly a body of water on Urth's Lune.

The Boy Called Frog

A story from the brown book (included in *The Sword of the Lictor*) tells of the first monarch's early life.

There was a queen of another world and her name was Early Summer. She was made pregnant by a red rose and gave birth to a son she named Spring Wind. Spring Wind delighted in gardening and in battle, and his conquests took him to Urth where he met a princess named Bird of the Wood and fathered twin sons on her. But she had to abandon them in a basket on the river.

The twins were found and adopted by sisters who named them Fish and Frog. Frog's foster parents were killed and he was raised by animal-people. Later Frog became a mighty leader of men, but he killed his brother Fish when founding the capital city of the first empire.

Were those offworlders, "Early Summer"' and "Spring Wind," actually gods? Were those animal-people really autochthon tribes (see pp. 59-60), each with its different tribal animal, or were they early man-beasts?

Typhon, Father of Monsters

The children of Typhon and Echidna are:

Scylla – first born, named after a sea monster. She seems to have become a goddess of lakes and rivers. Almost without a doubt she was one of the rebels, and she may still be alive in the Age of the Autarch since she is mentioned at one point as being in league with Abaia and Erebus!

Molpe – named after a Siren, her name means "music.''

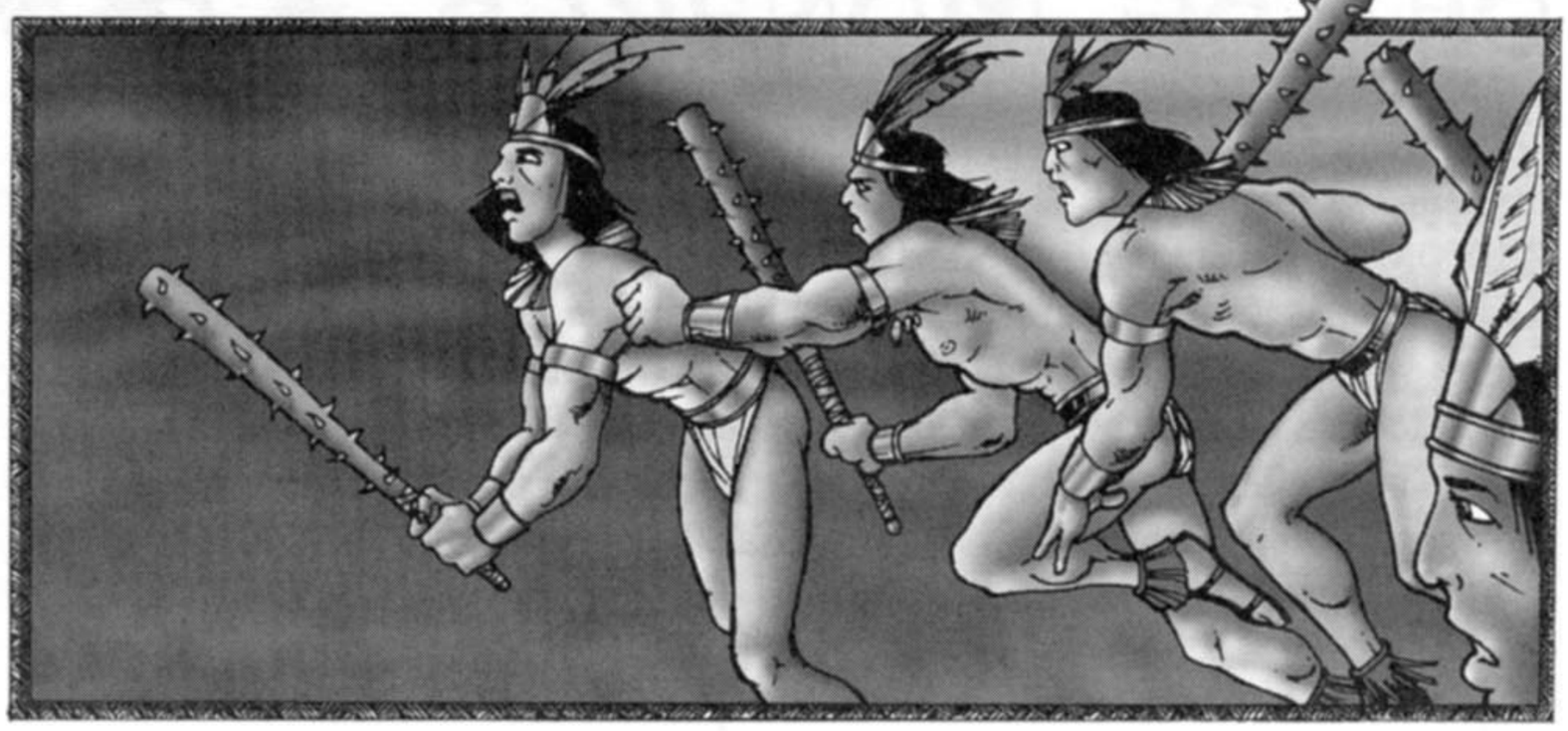
Tartaros – first son, born blind and named after a god of darkness. Perhaps he becomes Erebus.

Hierax – second son, with a name meaning "hawk." He became more ruthless than his father, and stood in line to inherit the throne. As such, he was probably not a rebel.

Continued on next page . . .

Religion

There is no religion in this period, except perhaps for a fanatical belief in science and logic. The empire is founded upon Order alone – the wild, primitive things (poetry, emotions, etc.) have all been abandoned to AI-tended libraries. An Imperial cult is quite likely, but scientific notions (a reverence for pi, perhaps?) take the place of gods. There is a devil cult of those who worship the thinking engines – they might be similar to the "black mechanics" of Gene Wolfe's Long Sun series.



The Long Decline

Leeched of all but its reason, a spacefaring humanity found itself vulnerable to a hidden danger: its own roots.

The Machine Epoch

After collecting, scanning, and hoarding all the fiction, poetry, and drama that had been discarded by those who went to the stars, the thinking engines released them on an unsuspecting civilization that had forgotten its human past. All the pent-up emotions of forgotten ages flooded over them.

The empire collapsed and the Created, once servants, now became nursemaids, coaxing humanity out of the caves it had retreated into once again. The machines taught and entertained, built vast cities like great mechanisms, then whimsically built other cities like stormclouds and dragon skeletons. And the people came to the cities, and learned more – while on the galactic stage, hierodules from Yesod moved in to fill the power vacuum.

The Time of the Eidolons

At this stage, the machines gave each man and woman a personal advisor that was invisible to all others, an eidolon sort of guardian angel. Their teaching intensified, but after a while the machines grew weak and could no longer maintain the eidolons, nor build more cities. Having been despised as slaves and worshiped as devils, having brought down a galactic empire by restoring humanity to humankind, the machines felt they had served their purpose and were ready to be discarded like the crutch is cast away by the healed patient. But they were loved by their followers, so the machines each gathered the most dedicated and taught them the final secrets that their race had put away. Then the machines died.

The Anchorites

The disciples of the thinking engines all assembled for self-preservation, but quickly discovered that they could in fact agree on nothing, since each had been taught by a single machine. Bitter arguments broke out – they divided into parties, then each party split in two, then each fragment splintered into two more, until finally each disciple stood alone, misunderstood and reviled by all the others and reviling them in return. So they all scattered, going out of the machine-built cities or deeper into them (a very few stayed by habit in the palaces of the machines to watch beside their bodies), and once isolated from the others, each wrote down all that he had learned. In this way, each formed a school of thought, and the writings were passed down from hand to hand, sometimes embellished with new additions, sometimes weakened by omissions.

The Androsphinxes

The different schools of thought had different fates. Some dwindled, and their sacred writings were hidden in out-of-the-way places. Others grew and built temple complexes with monuments to the machines. The androsphinxes were such memorials.

Some writings circulated while others lay moldering in cenotaphs. At this point in posthistory, religion is very much like that of the Greco-Roman classical period: polytheistic, with a priestly class making sacrifices and performing augury while sibyls speak in enigmatic riddles.

Reign of Typhon

Within the solar system of Urth there arose a new warlord, probably on the planet Skuld, by the name of Typhon. He had dreams of a Second Empire to rival that of the First, so after conquering several worlds he moved his capital to Urth, declared himself Monarch, and tried to make his dreams a reality from the subterranean palace complex of the House Absolute. Monarch Typhon achieved a limited form of immortality by having his head surgically grafted onto the body of a strong slave, and he acquired terrible mental powers allowing him to possess people. Reaching for other forms of immortality, he was the first to carve a mountain in his own likeness, and he also launched a generation starship called the *Whorl*, ruled over by virtual-reality versions of himself and his court cast as gods. (This is the genesis of Wolfe's the Book of the Long Sun series.)

Ultimately, however, his plans went awry and his dreams of empire were shattered by rebels from within his own ranks, led by his wife Echidna and at least some of their seven children. At the end of this period (roughly 1,100 years before the Book of the New Sun), the avatar appears in the form of the Conciliator, a powerful wonder-worker who tells all he meets of how the Sun has begun to falter. (A black hole has been introduced into the sun's core, accelerating its aging to the point that by the Age of the Autarch one can stare directly at it without risk of eye damage. It may very well be that Typhon's blind son Tartaros performed this stellar engineering in an attempt to make everyone share his affliction.)

Typhon has the Conciliator arrested and jailed at the Old Port (which will one day devolve into the Citadel of the Autarch), but the holy man vanishes after telling his followers about the next avatar, whom he calls the New Sun. Typhon is the last of the Monarchs, and with his death, the age comes to a close.

Typhon, Father of Monsters (Continued)

Thelxiepeia – named after a siren, meaning "soothing words" and suggestive of magic and seduction.

Phaea – named after the sow goddess, emblematic of gluttony.

Sphigx – named after the mysterious Sphinx, she is associated with deserts and swords.

Typhon and the Conciliator

Rather than having a brain transfer, Monarch Typhon had his head grafted onto the body of a strong slave (*beside* the original head . . .), because it is the face of the ruler that people recognize and obey. Typhon wants to recapture the galaxy and call it his own. The Conciliator wants to heal the rift between Briah and Yesod caused by the excesses of the First Empire. Typhon "wins the battle'' by imprisoning the Conciliator, but ends up "losing the war'' on several fronts.

Ymar the Almost Just

Ymar was a member of the jailers guild. The Conciliator, during his brief imprisonment at the Matachin Tower, prophesied that Ymar would go to the throne and beyond. In the chaos following the fall of Typhon's empire, Ymar somehow managed to become the first Autarch – and it was probably very similar to the path that led Severian to the Phoenix Throne 1,000 years later.

Here is an anecdote about Ymar:

"Disguising himself, he ventured into the countryside, where he spied a muni meditating beneath a plane tree. The Autarch joined him and sat with his back to the trunk until Urth had begun to spurn the sun. Troopers bearing an oriflamme galloped past, a merchant drove a mule staggering under gold, a beautiful woman rode the shoulders of eunuchs, and at last a dog trotted through the dust. Ymar rose and followed the dog, laughing."

Carved Mountains

In the Age of the Autarch, every mountain is carved into the visage of a ruler. Colossal works like Mount Rushmore, the Sphinx, and the Valley of Kings line the walls of the world. Human beings would appear like ants crawling among bowling trophies standing shoulder to shoulder on the mantle.

The Commonwealth vs. Ascia

The Commonwealth is a remnant of the abortive Second Empire, which is partially reconciled with Yesod through both the church of the Conciliator and the office of the Autarch. As a civilization, the Commonwealth is struggling along a new path of rehumanization.

The Ascian civilization (see pp. 30-31) attempts to forge all people into one collective individual, a "cookie-cutter" approach. Their method embraces all the old imperial tools of conquest, domination, and mind-control.

Society

The prevailing culture is a feudalistic system with the exultant aristocracy of very tall, pale-skinned offworld invaders firmly in place and unchallenged. The armiger class as such does not exist yet – it will grow out of the chaos following the rebellion and the end of the monarchy. The praetorian guard serves the Monarch as it will later serve the Autarch. The common people live in fear of the exultants – assessors and tax collectors are known to take children away for slaves if villagers cannot pay their taxes. At the Old Port, jailers put to their own use the hulks of mothballed ships.

Technology

The exultants bring their higher technology with them from offworld, but even they are not able to create new contra-gravity devices and, in general, technology begins a ponderous downturn. Groundcars exist, and at least one powerboat is in evidence on the River Gyoll. Ultra-tech weapons are more common (and perhaps more varied) than in the Age of the Autarch, though still not in commoners' hands.

Religion

Into the reign of Typhon, religion continues to resemble that of Imperial Rome, with a wide variety of gods and an official imperial cult that manipulates the non-exultant believers into accepting the aristocracy as divinely sanctioned.

The Age of the Autarch

The first autarch, Ymar the Almost Just, creates the Commonwealth from pieces of the shattered Second Empire and rules until his death circa 1,000 years prior to New Sun. Ymar's vizier, a cacogen (alien) known as Father Inire, creates many marvels for the Autarch, including the Second House (a secret palace inside the very walls of the House Absolute) and the Botanical Gardens of Nessus (where time and space are twisted for each garden).

As part of the new agreement with Yesod, Ymar took the long trip to Yesod and underwent the test. If successful, he would become the New Sun and bring back to Urth a method for reviving the Old Sun, but if he failed he would be emasculated so that he could not found a dynasty. Ymar took the test but failed. Of all the autarchs who followed him across the Age of the Autarch's 1,000 years, none but the last two would dare take this dire test.

On Urth, the rebels who unseated Typhon have become the Great Lords of the Other People, taking on the names and powers of gods: Icy Erebus (named after a god of darkness) has his base of power in Antarctica; Abaia (named after a sea serpent god) is the size of a mountain and broods in the depths of the sea. The Great Lords manipulate the Ascians into invading the Commonwealth and at one point in the centuries-long war Nessus is razed.

Linear Measurements of the Commonwealth

span	8"
cubit	18"
pace	2.5'
ell	5 spans, or 40"
stride	5'
chain	100 spans, or 70'
league	3 miles

The mysterious cacogens are present in the halls of power, coming and going in their star-sailing vessels, zooming up and down the timelines in flying-saucer-like ships. Sometimes they help the Autarch, but at other times they help the Ascians and their sympathizers.

The avatar for this age is to be the New Sun, a man who will somehow bring new life to the dying star. His enemies are the Great Lords and their minions.

Society

Ymar divided the jailers into two guilds: the witches and the torturers. He also established the Citadel of the Autarch on the foundations of the Old Port, and Father Inire must have had a hand in creating the Atrium of Time (see p. 94). The Autarch arises from the commonality, and – backed by the armigers and the praetorians – keeps the exultants in check. The familiar convoluted shape of the Commonwealth has taken form.

Technology

Technology continues its decline. All the great mountains are carved into the likenesses of succeeding autarchs, and then the giant carving machines are forgotten. Groundcars are scarce at the beginning of the age and only memories called "road engines" by the Book of the New Sun.

The Next Age: Ushas or Ragnarok?

If the New Sun is successful in bringing the White Fountain to the Old Sun, the tired Urth will be reborn as the vibrant Ushas, a truly Golden Age for humanity. The Green Man is a time traveler from this possible future Age of Ushas: His skin is green due to a bioengineered form of pond scum that lives inside his body, providing nourishment from sunlight. All the famines and labor of growing food are nonexistent for him and his kind. The Green Man is able to walk the Corridors of Time freely.

If, on the other hand, the Other Lords are able to block the arrival of the White Fountain, then Ragnarok, the Last Winter, will claim the planet with icy waste. Master Ash is a time traveler from this potential future, the last observer left on Urth after all the others have been evacuated. His mode of time-travel is a building known as the Last House which uses time-warping architecture akin to that of the Botanical Gardens of Nessus; the uppermost floors look out on the icy future and the lowest floor reaches into the later part of the Age of the Autarch. To travel forward in time, Master Ash goes upstairs, and to travel backward in time, he goes downstairs.

Until the central conflict of the Age of the Autarch is resolved, both futures exist.

Arrival of the New Sun

So what will it be like, this transformational rebirth? Will it be a bloodless coup of sweetness and light or a world-shaking cataclysm that destroys all physical traces of civilization? The Book of the New Sun describes one possible future, but obviously other potential destinies exist . . .

Temporal Terms of the Commonwealth

Citizens of the Commonwealth don't keep much track of time. Among the few terms they do have:

watch	1.2 hours (roughly)
chiliad	1,000 years
saros	18 years, or 3,600 years

Periods of the Day

In the Commonwealth there are 10 watches to the day and 10 watches to the night, so a watch is about one-twentieth of 24 hours, or 72 minutes. It is named after the length of a sentry's duty.

Because the lengths of day and night vary through the seasons, this means that in winter the watches of the night are longer than the watches of the day; in summer the watches of the day are longer than the watches of the night. The watches are only equal at the equinoxes.

Day (at Equinox)

First Watch of the Day (or "Prime") – begins at first appearance of solar disk, around 6 a.m.
Second Watch – begins at roughly 7:12 a.m.
Third Watch – begins at roughly 8:24 a.m.
Fourth Watch – begins at roughly 9:36 a.m.
Fifth Watch (or "nones") – begins at roughly 10:48 a.m.
Sixth Watch – begins at roughly noon.
Seventh Watch – begins at roughly 1:12 p.m.
Eighth Watch – begins at roughly 2:24 p.m.
Ninth Watch – begins at roughly 3:36 p.m.
Tenth/Last Watch of Day (or "vespers") – begins at roughly 4:48 p.m.

Night (at Equinox)

First Watch of the Night – begins at disappearance of solar disk, around 6 p.m. Dusk.
Second Watch – begins at roughly 7:12 p.m. The nocturne is played as night arrives.
Third Watch – begins at roughly 8:24 p.m.
Fourth Watch – begins at roughly 9:36 p.m.
Fifth Watch (or "matins") – begins at roughly 10:48 p.m.
Sixth Watch – begins at roughly midnight.
Seventh Watch – begins at roughly 1:12 a.m.
Eighth Watch – begins at roughly 2:24 a.m.
Ninth Watch – begins at roughly 3:36 a.m
Tenth/Last Watch of Night – begins at roughly 4:48 a.m. The aubade is played at dawn.

2. The New Sun

The following synopsis tracks the life of Severian, as chronicled in the Book of the New Sun. Chapter numbers are given in parentheses for reference.

The Shadow of the Torturer

Severian, an apprentice torturer, has a chance encounter with the exultant rebel Vodalus and his henchman robbing a grave. He spontaneously aids the outlaw. (1) Earlier in that same day, Severian had nearly drowned while swimming in the River Gyoll, but had a near-death dream-vision involving the ghost of Master Malrubius and then was saved by an undine. (2) The next winter, Severian wanders into a lost part of the citadel searching for his dog and meets a young woman named Valeria near the Atrium of Time. (4)

Severian becomes captain of the apprentices (5) and goes on an errand to the Library of Nessus, where he gets four books for an exultant prisoner. One of them is the brown book; another is a green book called The Book of the New Sun by Canog. (6) He meets Thecla, the prisoner who requested the books, and learns from Master Gurloes that she is being held as a lever against Vodalus, since her sister Thea is Vodalus' lover. (7) To guard against infatuation with a prisoner, Severian is sent to The House Azure, a brothel in the Algedonic Quarter where he hires a woman who calls herself Thecla. (9) Severian falls in love with the prisoner Thecla anyway. (10)

Severian is elevated to journeyman and has another dream-vision. (11) Two days later the torture of Thecla begins, and Severian breaks the law by giving her a knife with which to kill herself. (12) For this crime against the guild he is ordered to become the lictor of Thrax, a distant provincial capital to which he must walk. (13) As a parting gift, Master Palaemon gives him the sword Terminus Est, and Severian also takes the brown book. (14)

After crossing the bridge into the living city, Severian meets Baldanders the giant and Doctor Talos, and has a dream-vision of undines and puppets. (15) At a breakfast cafe, Talos tries to convince Severian to travel with them and act in their play, which is based upon Canog's long-lost *The Book of the New Sun*. Severian decides to skip their planned meeting at Ctesiphon's Cross and goes to a rag shop to buy traveling clothes. (16) Agilus, the shopkeeper, tries hard to talk Severian into selling Terminus Est to him, but Severian refuses. A soldier – a woman named Agia in disguise – enters the shop and wordlessly delivers a challenge to mortal combat with averns. (17) Once out of her disguise, Agia, twin sister of Agilus, agrees to help Severian prepare for the duel. First, she involves them in a cab race that ends up destroying the altar of the holy Pelerines and subsequently misplacing the Claw of the Conciliator, a holy gem. (18)

Severian and Agia go to the Botanic Gardens to select an avern flower for the duel, but get sidetracked by visits to the Sand Garden (19) and then the Jungle Garden. (21) They enter the Garden of Endless Sleep, which is both park and aquatic cemetery. They meet an old boatman searching for his long-dead wife, Cas. His boat is too small to ferry them. Severian loses Terminus Est in the Lake of Birds and dives after it. (22) He is helped out of the water by Dorcas, a young woman with amnesia, and the three of them are ferried across the lake by Hildegrin the Badger, a man Severian recognizes as the grave-digging henchman of Vodalus. (23) Severian picks the flower before leaving the garden with Dorcas and Agia. (24)

They make reservations for dinner at the Inn of Lost Loves, staying for a snack and getting involved in a little intrigue with the staff. (25) Then it is time for the duel, to be held at the Sanguinary Field. Severian fights and is treacherously struck dead, but he rises up and his opponent panics, killing spectators in his attempt to flee. (27)

Severian wakes up the next morning in the lazaret of the Blue Dimarchi (28) and learns that he must execute his former opponent, who turns out to be Agilus. (29) The night before the execution, Severian meets an old sailor named Hethor, who is Agia's secret lover. (30) After the execution, while Severian and Dorcas are walking toward the gate of Nessus, Severian discovers he has been carrying the Claw of the Conciliator, planted on him by Agia after the crash. They see the miracle of the flying cathedral. (31) By accident they meet Doctor Talos' dramatic troupe just in time to act in the play. (32) Afterward, Severian has a dream-vision involving the ghosts of Master Malrubius and Severian's dog. (33) He learns the stage name of Jolenta. (34) The party meets a sailor named Jonas, who falls in love at first sight of Jolenta, just before the party is separated by a riot at the Piteous Gate. (35)

The Claw of the Conciliator

Severian and Jonas are in the village Saltus, about a week after the disturbance at the gate. They both want to meet up again with Dr. Talos' troupe, but Severian has to practice his art to make money. Severian learns he must execute a spy of Vodalus. (1) As the spy is removed from his long-sealed house, Severian glimpses Agia. (2) Trying to find her, he wanders into Saltus' fair and meets the enslaved Green Man, a genetech-enhanced man from the future. He leaves the Green Man the means by which he can escape. (3) Severian performs tortures and executions (4), after which he receives a secret note from Thecla, the exultant prisoner whom he loved. It says she is alive and waiting for him in a nearby mine. (5) At the mine he encounters the man-apes, guardians of the Autarch's treasures, (6) before falling into the ambush set by Agia, who penned the secret note. (7)

Severian and Jonas are taken by cut-throats (8) to meet their leader Vodalus, who gives them the option of joining his rebellion against the Autarch. (9) They join; their first mission is to deliver a message to a spy in the House Absolute. For their initiation they must drink analeptic alzabo and eat the flesh of a dead follower of Vodalus, thereby gaining the memories of the deceased. The corpse turns out to be Thecla. (11)

On the road again, Severian and Jonas are attacked by notules and are only able to escape by getting the notules to kill a patrolling soldier instead. (12) Remorseful, Severian uses the Claw of the Conciliator to resurrect the soldier. Hethor appears. (13) Too close to the House Absolute, they are all captured by Praetorian Guards and thrown into the antechamber. (14)

Talking with the prisoners there, Severian realizes that they have been imprisoned for generations. Jonas gets very upset, somehow recognizing them. A group of demons raids the antechamber, lashing the prisoners with electrified whips. (15) Jonas is wounded and becomes delirious. (16) To pass the time, Severian reads "The Tale of the Student and His Son" from the brown book. (17)

By sifting Thecla's memories, Severian learns that the demons were just mischievous young exultants having their cruel fun. He finds the secret door leading out of the antechamber, but in the next room, the Presence Chamber, Jonas sees his opportunity to escape Urth and enters the mirror teleportation device. (18)

Severian wanders alone through the subterranean House Absolute, eventually meeting up with the brothel manager from the Algedonic Quarter, and learning that he is the spy Vodalus wanted him to contact. (20) Through an accidental miscommunication, the spy opens the Book of Mirrors for Severian, but Severian balks at entering it, choosing to remain on Urth. Severian realizes that this "spy" is actually the Autarch himself. (21)

Severian finds Doctor Talos' troupe (22) and has a sexual interlude with Jolenta. (23) He takes his part in the play, (24) which ends prematurely in a firefight with aliens in the audience. (25) The troupe breaks up the next day, with Talos and Baldanders heading toward Lake Diuturna and Severian, Dorcas, and Jolenta walking toward Thrax. (26) That night, Severian is awakened by the undine calling from the river. (27) She tempts him, offering him the ability to breathe water, but he is reluctant. She attempts to seize him before swimming away. Meanwhile, Jolenta has attempted suicide. (28)

The group stays in a peasant's sod house, where the Claw performs a few minor miracles. (29) They enter the Stone Town and encounter the Cumaean, her assistant Merryn the witch, and Hildegrin. (30) Dorcas gives Hildegrin a secret message from the spy at the House Absolute. Hildegrin boasts that he had followed them to the Sanguinary Field, helped capture Agilus, watched the execution, saw the play at Ctesiphon's Cross, and didn't lose them until the riot at the Piteous Gate.

The six of them together participate in a group ritual summoning of Apu-Punchau, an avatar from the past. When he appears, Hildegrin attacks him and Severian finds himself wrestling with Hildegrin. A crack of thunder brings him back to the Stone Town, where he finds himself alone with Dorcas. Hildegrin is destroyed, the Cumaean and Merryn have fled, and Jolenta has finally died. (31)

The Sword of the Lictor

Severian and Dorcas are getting settled into life at Thrax, a few months after the incident at the Stone Town, but their relationship is being strained by both his profession and her unknown past, which she is slowly remembering. (1) After a long walk through Thrax, (2) Severian finds Dorcas despondent by the waterside and arranges for separate lodging for her at the Duck's Nest inn. Trying to find his way back to the Vincula, he meets a poor boy named Jader who has a deathly ill sister. (3)

Back at the Vincula, the archon of Thrax invites Severian to come to a costume party at the palace and, furthermore, to perform a quiet execution there without using any tools. (4) At this party Severian meets Cyriaca, an armigette in the costume of a Pelerine, (5) and has an amorous adventure with her (6) before learning that she is the one he has been ordered to execute. (7)

Leaving the palace, Severian goes to Jader's hut and uses the Claw on his sister, miraculously healing her. (8) Then he tries to make his way to the Duck's Nest inn, but encounters a fiery salamander that has been searching for him. The monster pursues him into a cliff house, where its own heat burns out the floor, causing the salamander to fall down the cliff to its death. (9)

At the Duck's Nest, Dorcas admits her terrible secret – she was one of the dead in the Garden of Endless Sleep, a corpse accidentally brought to life by the Claw. She must seek her past back in Nessus, and Severian must flee to the north for refusing to kill Cyriaca. (10, 11) Severian tells what Cyriaca told him, that the Autarch serves the cacogens, even as the cacogens aid the Autarch's enemies, the Ascians. Dorcas and Severian go their separate ways, she by boat and he by the prison sewage drain of the Vincula itself. (12)

Alone in the mountains, Severian feels Hethor magically tracking him. (13) After descending the perilous league-high cliff, he finds the house of pioneer Becan, with his wife Casdoe, son little Severian, daughter Severa, and Casdoe's father. They give Severian shelter. (14) It turns out that Agia is hiding upstairs. As she begins to attack, an alzabo cries at the door in the voice of Severa. (15) Using Becan's voice, the alzabo gets into the house. The others leave Severian downstairs like a sacrifice for it, but he makes a deal with the monster: that he will leave the house in the morning and will not hunt it in the future. (16)

The next day Casdoe, her father, and her son abandon their home. Severian follows far behind. The family is set upon by seven zoanthrops, but as Severian runs to help them, the alzabo charges into the fray, defending the family. Severian and little Severian are the only survivors. Severian adopts the orphan (17, 18) and reads him "The Tale of the Boy Called Frog" from the brown book. (19)

Heading into the mountains, Severian and son stumble into an arboreal village of sorcerers who deftly kidnap the boy. (20) In order to get him back, Severian has to fight a magical duel with one of the sorcerers, (21) a duel interrupted by the arrival of the blob-like slug, another one of Hethor's pets. (22)

They escape the village and climb further up Mount Typhon. In the lap of this carved idol they find the cursed town, buildings left over from the construction period, waist-high to the giant carving automatons still milling about. (23) Investigating the central building, they find the dessicated corpse of a two-headed man, but the boy is more curious about the gold ring on Mount Typhon's finger, so they hike up there. As he touches the gold, little Severian is killed by hidden energy weapons. Suicidally depressed, Severian sleeps in the cursed town. (24)

When he wakes up he meets a living two-headed man, the corpse having been revived by the Claw. It is Monarch Typhon, a tyrant whose name has been forgotten for 1,000 years. (25) Typhon uses a boatlike elevator to transport them to the head-chamber of the mountain. He tries to tempt Severian with the throne of Urth, but Severian manages to kill Typhon. (26)

Descending the mountain, he comes to Lake Diuturna. (27) His attempts to intimidate the villagers into giving him free room and board backfire – he is drugged, and the Claw taken away from him. (28) The villagers try to transport him as a bound prisoner to the same dreaded tower across the lake that they had sent the Claw to (29), but as floating islands close in on them Severian seizes the opportunity to escape by splashing water on a Natrium slug thrower, destroying the hetman's boat in an explosion. (30) Rescued by the islanders and determined to retrieve the Claw, Severian plans an assault on the strange tower, which looks like a toad-stool since a flying saucer is hovering over it. (31) When he knocks at the gate in an attempt to bluff his authority as lictor of Thrax, he is surprised to see Dr. Talos open the door and welcome him in. (32)

Inside, Baldanders and Talos are involved in delicate negotiations with three aliens or "hierodules," Ossipago, Barbatus, and Famulimus. They're haggling over ultra-tech knowledge or artifacts. Severian is first baffled by the hierodules, because they seem to know him, then shocked to learn that Dr. Talos is a homunculus created by Baldanders. (33) Severian asks for the return of the Claw, and the hierodules ask to see it. They are not impressed. They leave without giving Baldanders any gifts. In fury that Severian's superstition has cost him new knowledge, Baldanders throws the Claw from the top of the tower. (35) The islanders, having been waiting for a sign from Severian, launch their attack on the tower. Terminus Est is destroyed in the fighting. Baldanders ends up escaping by diving into the lake, where he uses his self-made powers to breathe water. (37)

The next day Severian searches for the Claw, and finds amid the broken glass of its outer case the heart of the Claw – a rose thorn. The Claw of the Conciliator was never really a gem at all, simply a thorn encased in pretty blue glass. He leaves the lake, heading north. (38)

The Citadel of the Autarch

A few weeks later Severian stumbles upon the body of a soldier who died of disease while deployed against Vodalus' rebels. (1) Severian uses the Claw on the corpse and it revives. Together they walk out of the forest, (2) following the road and looking for the army. (3) They find a lazaret (in this case the hospital is a medical tent) maintained near the front line by the Pelerines and Severian succumbs to fever-driven vision-dreams. (4)

After the fever breaks, Severian meets fellow patients Foila (an armigette), Melito (a farmboy soldier), Hallvard (a seal hunter turned soldier), and Loyal to the Group of Seventeen (an Ascian prisoner). Severian learns about Correct Thought and Approved Texts. (5) The resurrected soldier, named Miles by Severian, is somehow also Jonas returned from Yesod, two souls in one body searching for Jolenta, Jonas' true love. But when Severian tells him that Jolenta has died, Miles/Jonas wanders off in a daze.

Since Melito and Hallvard both want to marry Foila, she decides they will have a story-telling contest for which Severian, an an outsider, shall be the judge. (6) Hallvard tells his story about sealers. (7) In the evening, Severian meets a Pelerine who has been in the order for 30 years. He tries to return the Claw to her, but she is skeptical of his claims to have resurrected the dead with it and refuses to believe that the thorn he shows her is somehow the heart of the gem she remembers. (8)

The next day, Melito tells his farm animal fable. (9) In the evening, Severian meets Ava, a postulant or apprentice of the Pelerines, who came from an optimate family living in the Sanguinary Field area of Nessus. She had witnessed his duel with Agilus but doesn't recognize him as the "exultant in masquerade" she remembers fighting Agilus. Having heard about Severian's "delusions" from the Pelerine, Ava is also skeptical at first, but gradually she comes to quietly believe him. (10)

The next day, Loyal to the Group of Seventeen enters the contest with a story of his own. (11) Afterward, Severian meets a slave of the Pelerines named Winnoc, originally from Nessus. Thirty years before, Winnoc had been whipped by Journeyman Palaemon, who had himself been exiled from the torturers' guild for some crime. Shortly after the punishment, Winnoc sold himself to the Pelerines. (12)

Foila tells a story, entering the contest with a magical tale about an armiger's daughter and her three suitors. (13) In the evening Severian hides the Claw in the altar of the Pelerines. He is approached by Chatelaine Mannea, the highest-ranking Pelerine currently at the lazaret, who asks him to undertake an urgent mission to fetch an anchorite, or holy hermit, from a hermitage that is about to be overrun by Ascians. Severian agrees to go. (14)

With safe conduct in hand, he walks the 20 leagues to the Last House. Despite his shortcuts, it takes precisely as long as the chatelaine told him it would, two days. (15) He meets the anchorite Master Ash, and sleeps upstairs at the hermitage. (16) In the morning he looks out the window onto a world covered in ice – the Ragnarok future. Severian figures out the

time-bending architecture of the Last House, where each floor exists in a different age. Following Mannea's instructions, he drags Master Ash out of the Last House. Ash discorporates and the Ragnarok timeline implodes. (17)

Upon his return to the lazaret, Severian finds that the whole area has been razed in an Ascian attack. After following the trail of survivors he manages to find Foila, who tells him the others are probably dead. Her dying wish is that he remember the stories, so he writes them down onto the blank pages of the brown book. (18)

Severian spends two days wandering, then joins Guasacht's troop, the 18th Bacele of the Irregular Contarii. (19) Some time later they find an armored coach of the Autarch, bearing gold and mastiff-man guards, bogged down in the mud and harassed by Ascian soldiers. Guasacht's forces pin down the Ascians, but a new mob of treasure-seeking camp followers threatens to overwhelm them all, so a desperate alliance is formed between the mastiff-men, the irregulars, and the Ascians. Once they break out, the irregulars blast the Ascians, but before they can loot the coach themselves a squadron of anpiels arrives to preserve the gold for the Autarch. (20)

The 18th Bacele is deployed at the front lines (21) and takes part in the Third Battle of Orithyia, where Severian is wounded. (22) He is found by the Autarch, (23) who takes him aloft in a flier. (24) The flier is shot down and the Autarch is wounded. Severian and the Autarch are captured by Ascians, but then the Ascians are wiped out by Vodalarii mounted on airborne monsters drawn by Hethor's mirrors and commanded by Agia. (25)

They are taken to Vodalus' base, an ancient ziggurat in the jungle. For payment, Agia wants to be allowed to kill Severian, but Vodalus refuses. (26) Vodalus has been expecting to capture the Autarch, but doesn't recognize his old House Absolute spy as the Autarch, suspecting that Severian might be the one. Severian tells him the Autarch escaped. (27)

They are marched toward an Ascian camp. (28) At the camp Ascian commanders question them. The Autarch, near death from his wounds, convinces Severian to become the new Autarch by taking a powerful dose of the analeptic alzabo, then killing the Autarch and eating his brain. Severian obeys. (29)

Agia and the Green Man rescue Severian. Agia has killed Vodalus and now leads the rebellion herself. Before leaving him, the Green Man summons a small flying saucer for Severian. On this ship the ghost or aquastor Malrubius answers many questions as they fly south. (30) Severian is dropped off on the beach where Gyoll meets the sea, and there he brushes a rose bush. A thorn breaks off in his skin. He recognizes it as the Claw. (31)

Severian hitches a ride on the *Samru*, a ship heading upriver. At his request they drop him off for a short visit in the dead part of Nessus, where he finds Dorcas sitting before the dead body of her husband, the old ferryman of the Garden of Endless Sleep who had been looking for "Cas." She had managed to return to him, but tragically too late. He has died. Severian slips away unseen. (32)

At the Citadel he proves he is the new Autarch, (33) talks with Master Palaemon, (34) and receives a report from Father Inire. (35) He retrieves a hidden coin that Vodalus had given him that night long ago in the graveyard. It turns out to have been a counterfeit all along. (36)

Severian returns to the Inn of Lost Loves, interrogates Ouen the waiter as to the intrigue with the staff on his last visit, and determines not only that Ouen is the middle-age son of Dorcas, but also his own father. Severian takes Ouen to the dead city and commands him as Autarch to tell his life story to Dorcas, and to protect her with a laser pistol Severian gives him. (37)

Severian returns to the Citadel and retraces his steps through the deep tunnels until he finds the Atrium of Time and calls out for Valeria to make her his wife. (38)

The Urth of the New Sun

Ten years later, Severian boards the starship *Tzadkiel* for the journey to Yesod, the higher universe where he will plead for a new sun on behalf of Urth. He goes onto the deck to throw his manuscript overboard but ends up falling into space. (1) He manages to get back to the deck, but in a different section of the ship. He meets middle-age Burgundofara, who prefers to be called Gunnie, as well as Purn and the albino Idas, led by the iron-class mechanical officer Sidero. They are hunting for "apports," escaped or newly arrived creatures running loose on the ship, and press Severian into service. Sidero actually pushes him off a ledge. (2) After falling in low gravity, Severian finds the shaggy apport and helps capture it, then he finds a new cabin for himself next to Gunnie's in the crew section. (3)

After wandering around the surreal landscape of the ship, Severian finds his old stateroom again. (4) The hierodules Ossipago, Barbatus, and Famulimus visit him, meeting him for their first time as they move backward through time. Given it's their first visit, Severian knows it's the last time he will see them. He visits their strange quarters. (5)

Outside their quarters he finds a murdered crewman. He tries to use the Claw to resurrect him but it doesn't work; instead the gangway is plunged into darkness and Severian feels very sick. He shoots his laser pistol on low setting and clips a would-be assailant. Severian searches through the dark ship for the killers and is jumped by one in the hold, but the shaggy apport bites the attacker. (6)

The attacker escapes and the lights come back on. Back in his crew cabin, Severian finds Idas, the tall albino sailor. They end up fighting – it turns out Idas is actually an undine child sent to assassinate him, but she commits suicide before Severian can question her much further. (7) Severian wants to report her death to the mysterious captain whom he has never met, so he wanders through the ship again. He finds Sidero with one arm torn off and learns that a mutiny is in progress. (8)

He climbs inside of Sidero, using him as a suit of armor, and fights a strange pale monster with large wings. He is thrown down an airshaft and has a vision of his own death. When he wakes up at the bottom of the airshaft he is being

helped by a hairy dwarf called Zak and later Gunnie tends him. There is no sign of Sidero. (9) After a few sleep periods and a romantic interlude, Severian tells Gunnie he knows that she was the assailant he clipped with the laser. (10)

Later Severian and Zak fall in with some loyal sailors hunting "jibers," or mutineers. Purn is with them. Severian figures out that Purn was the assailant bitten by the apport, and that the apport had subsequently metamorphosed into Zak. (11) Purn admits to being a sailor-assassin from the Commonwealth of Severian's era, sent to kill Severian to save Urth from the destruction that will happen if the new sun comes. Purn escapes. Severian asks Zak if he is The Apport and Zak runs away. Jibers capture and bind Severian. (12)

After a brief fight Sidero rescues Severian. Among Sidero's band of loyalist sailors is a man who introduces himself as Zak, metamorphosed again. Sidero refuses to believe Siderian is Autarch of Urth and assigns him to the rearguard. A large melee with jibers follows and the hull is breached. (13)

The battle takes to the forest of the masts, where jibers struggle to cut down sails. Severian fights with a humanoid who has the hands of an arctother (see p. 98). Severian wins and the ship leaves Briah, or normal space, entering the hyperspace of Yesod. (14)

The sails are immediately reefed. Severian looks for the flier that will take him to the surface of the planet Yesod, but he falls in with a royal procession of sailors and officers following a tall naked man whose hands are tied behind him. (15) This prisoner is as tall as an exultant, at least, and has golden hair. The crowd believes him to be the Autarch of Urth. Gunnie and Purn stop Severian from trying to convince them otherwise, telling him that he is a trickster or delusional. On the flier Gunnie points out that since the ship Tzadkiel sails back and forth through time, the golden one could possibly be one of Severian's successors to the throne. (16)

The party is dropped off on an isle. Severian meets Apheta, an exultant lady. From her he learns that the golden one will be judged by the Hierogrammate Tzadkiel the next day, and that Severian will now lead him into the courtroom. As he does so, he calls the golden one "Zak," recognizing that the apport has metamorphosed again. Zak flees down the corridor. (17)

The portico of the Hall of Justice is crowded with people from Severian's past. They help him catch Zak. At the boulder, Severian chains himself rather than Zak. He waits for the trial to begin, surrounded by the crowd of sailors and those from his past, including the alzabo who ate Severa. Night falls. The crowd becomes agitated and begins fighting. (18) Unseen people free Severian and lead him behind the Seat of Justice to a narrow stair that exits the building. Apheta meets him and they walk through the quiet town of white marble. She convinces him that she is not human, rather she is a hierogrammate larva. (19) He follows her into a room coiled like a nautilus shell. Apheta is glowing, indicating she is "in season," and they share a romantic interlude. (20)

The next day Severian goes to face the Hierogrammate Tzadkiel and finds Zak on the Seat of Justice, now metamorphosed into his hierogrammate form, like an angel with butterfly wings. Severian realizes that this "masculine" being is an aspect of the larger being "Tzadkiel" which is also "feminine" and "ship." Tzadkiel tells Severian that he has been tricked. There was no test. The hierogrammates wanted to see the timeline Severian would forge, and having seen it, they know he is the New Sun. They will return Severian to Urth and the old planet will be destroyed at his command to make way for the new world.

The Urthman sailors in the audience draw their knives at this news. They attack and kill the Hierarch Venant identified as Tzadkiel's son. Again the aquastors (based upon people from Severian's past) fight against the sailors. Gunnie helps Severian and the sailors are defeated. The aquastors dissolve. (21)

After answering questions, Apheta leads Severian and Gunnie beneath the surface of the world Yesod. (22) Gunnie is hurt to learn about the carnal relations between Severian and Apheta. Severian learns that the world is also a ship, and that most of the work happens inside. Gunnie becomes frightened, recognizing a form of Hell in Yesod. The two of them are teleported back into Briah near the ship *Tzadkiel*, where they are spotted by sailors and hauled aboard. Severian discovers he has lost the lameness with which he was struck earlier (the legacy of an energy-weapon wound inflicted during his time with the 18th Bacele). (23)

A group of hierodules, wearing their customary human masks, escorts the pair to meet the captain, the giantess Hierogrammate Tzadkiel. Severian is surprised that she does not recognize him, but then he realizes that they were thrust into the past when they were teleported. The others are dismissed. Severian alone remains to tell his story. Tzadkiel forms a human-sized version of herself to guide Severian to his stateroom using secret passages that turn out to be links to and from the grassy fields around Brook Madregot, a pocket universe "between" Briah and Yesod. (24)

While Severian sleeps, Thecla visits him in physical form. Later on he is walking through the ship and realizes that what he sees around him is being manufactured for him and his passage. He tries to outrun the process and succeeds, entering an alien landscape before losing consciousness. (25) He wakes up and sees two version of Gunnie: the middle-age one he remembers and a younger one who still uses her full name, Burgundofara. In examining this paradox, Severian admits that his newly repaired face is that of Apu-Panchau, and he explains the mysterious wrestling between Hildegrin, Apu-Panchau, and himself at the Stone Town. Gunnie tells Severian to take Burgundofara with him to Urth. They leave the ship *Tzadkiel* and board a tender outside of the orbit of Dis (Pluto), bound for Urth. (26)

The tender is captained by a hierodule and crewed by human sailors. Severian is aware of a connection between him and the White Fountain, a white hole still many light years away and moving at relativistic speed. The time dilation experience aboard the tender is very strong and they arrive at Urth in less than one day. (27) The pair is let off at a village called Vici. Severian meets Herena, a girl with a withered arm, and he is

able to heal her. (28) He has become like the Conciliator himself. The next day the three of them go to Gurgustii, another village. Severian heals Declan, a sick man on his deathbed. (29) The day after that finds them in Os, where Ceryx the Necromancer challenges Severian to a duel. Severian refuses and arranges passage to Nessus on a ship. Ceryx sends a zombie after him. (30) Rather than destroy the zombie, Severian resurrects it into the man it once was. He befriends the young man, whose name is Zama. (31)

Burgundofara spends the night with the ship captain. In the morning they all go to the ship and Ceryx appears again. Zama attacks and kills Ceryx, then the townsmen kill Zama. Severian feels sickened. (32) On the ship, Severian finds that Declan and Herena have snuck aboard to follow him against his orders. (33) The ship is caught in a sudden storm that threatens to capsize it. The first mate begs Severian to make it stop, even offering to kill the captain for sleeping with Burgundofara. Declan and Herena plead also. Severian comes to realize they are all correct: He had unconsciously called up the storm. He quiets it with a word, drawing back into himself the emotions he had denied.

The ship arrives at Saltus, but Severian cannot quite recognize the village. He has two new followers, and he asks one if there were no mines in the area. The sailor tells him one had just been started about a year ago. Soldiers enter the inn and demand to be shown the Conciliator. Burgundofara points out Severian. (34)

Severian kills three of them before they take him down. Another has a broken neck. Severian tries to heal himself using the White Fountain, but cannot, so he channels Urth's energy instead.

The soldiers take him by powerboat to Nessus. On the way he repairs the broken neck of the wounded soldier. (35) At Nessus they take him to a prison – he recognizes the Citadel of the Autarch and realizes that he must be in the time about 1,000 years before his own birth! He kills the sadistic leader of the jailers and tries to flee, but is struck down by spaceship weaponry fired from the Matachin Tower.

Miraculously, he survives. The physician says that an earthquake hit at just the same moment, saving Severian's life by spoiling the gunner's aim. (36)

Severian meets Reechy, an apprentice jailer who brings him his food and gives him some coins. The next morning Burgundofora and Captain Hadelin visit. Burgundofora begs forgiveness and Severian grants the same. In the evening his four followers visit and he tells them a long story so they will not despair when he is gone. A prisoner in the next cell, Canog, writes it down as *The Book of the New Sun*, which will become the holy text of the Church of the Conciliator. (37)

The next morning he learns that "Reechy" is just a nickname. The boy's real name is Ymar. Severian realizes he is the boy who will become the first Autarch. Severian is taken by flier to meet the monarch of the world at a mountain that is being carved into his likeness to serve as his tomb. The monarch is none other than Typhon. (38)

Severian is detained on an isolated part of the mountain. He frees and befriends a chiliarch who had treated him badly. When this chiliarch's troopers arrive they decide to desert the army with their commander. As a parting gift, Severian gives them the Claw of the Conciliator. Then he steps off a cliff and into another world. (39)

He finds himself in the grass beside the Brook Madregot. He talks with a tiny version of Tzadkiel, who has been banished from the main body and will not tell Severian her name or why she was banished. He asks her how to get back to his proper time and place. She tells him and he goes. (40)

Severian winds up on the grounds of the House Absolute near a cenotaph erected in his memory. He enters the Second House and accidentally resurrects a long-dead assassin. (41) He goes to the throne room and sees a crisis unfolding. (42) Revealing himself, Severian learns he has returned to Urth 40 years after he had left on the trip to Yesod, arriving at the moment of the Commonwealth's destruction. The city Nessus has drowned two days before. In the chaos of these revelations, the assassin enters and kills Autarchia Valeria. (43)

Urth is destroyed and reborn as Ushas, the world of the New Sun. Severian falls in with some survivors of the deluge – Odilo, Thais, and Pega – floating on debris. (44) They are rescued by a boat piloted by an old sailor (45) who turns out to be Eata, Severian's boyhood friend. (46)

While the others sleep Severian leaves the boat to swim in the water, no longer needing to breathe. He explores sunken Nessus. (47) When he returns to the surface, Eata's boat is gone. He finds a more ancient sunken city that remains nameless. He meets Juturna again and she points out the way to the corridors of time. (48)

Severian responds by jumping into the corridors and running as far into the past as he can. He ends up with a tribe of primitive people and tries to help them. They become suspicious and try to test him, but when sunrise is delayed for him in the Miracle of Apu-Punchau (the sunlight actually being occluded by the sails of the *Tzadkiel*) they accept him as divine king. (49)

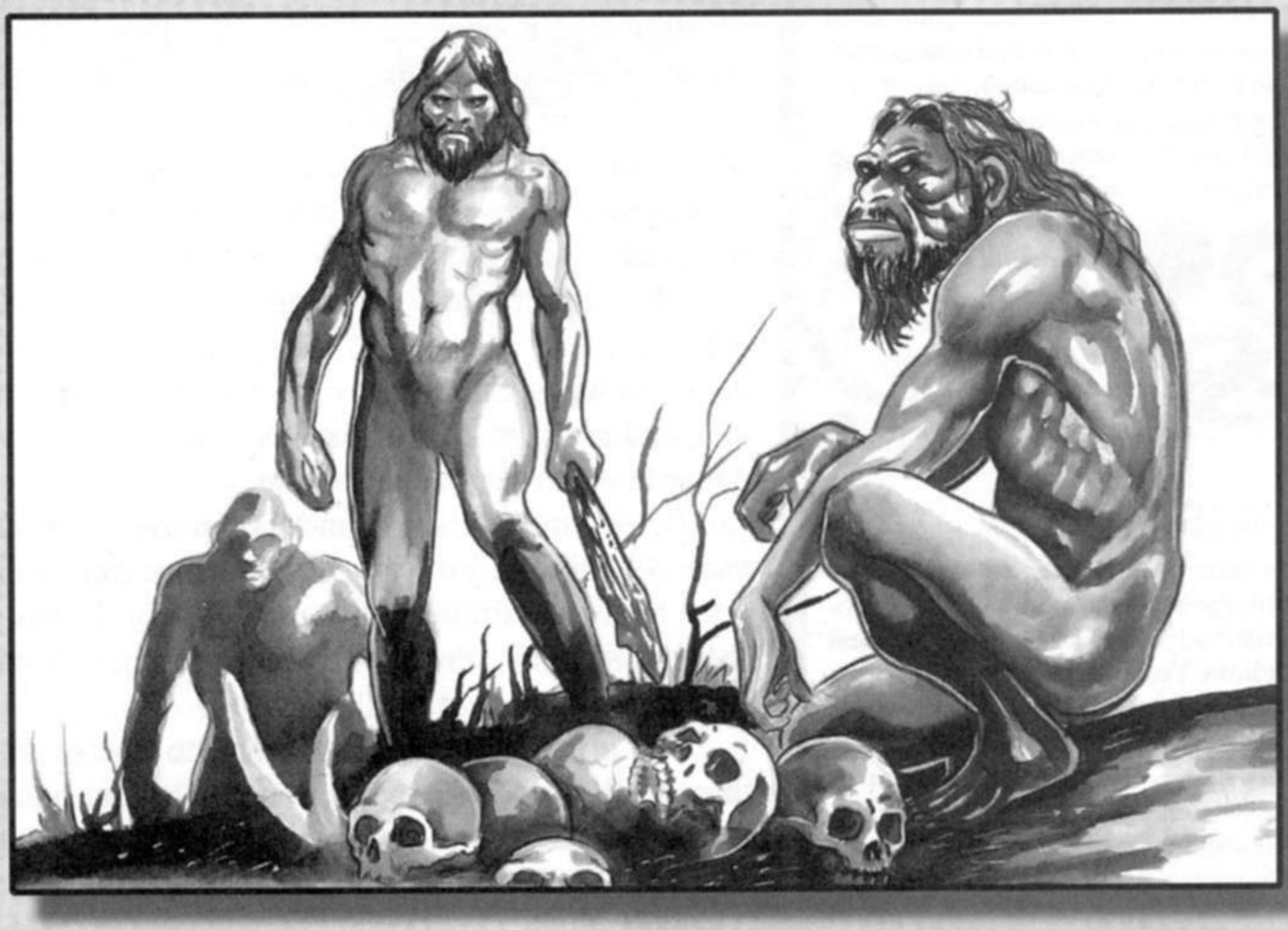
Decades go by. Severian finds he cannot enter the corridors of time anymore. As Apu-Punchau he teaches the tribe many things. When he finally tries to leave them, they panic and kill him.

He wakes up inside his tomb. The hierodules Ossipago, Barbatus, and Famulimus are there. So is the corpse of Apu-Punchau. Severian realizes that he himself is a self-generating eidolon, a ghost capable of gaining substance to become an aquastor and eventually a material being. As if that were not enough, he discovers that he had actually died in that fall with Sidero on the *Tzadkiel*. He is only stranded in the Age of Myth until the first light from the White Fountain reaches Urth. Meanwhile, the corpse begins to breathe. (50)

The danger to Severian is enormous, for a similar situation destroyed Hildegrin. Severian should not destroy the corpse, but he also doesn't want to be too close to it. Luckily enough, he escapes into the corridors of time at the first possible moment and runs up to Ushas. There he finds an island of people who worship four gods named Odilo, Pega, Thais, and the Sleeper. They recognize the Sleeper as Severian arrives. (51)

3. Urth in the Age of the Autarch

Since most of the action in the Book of the New Sun takes place in the Age of the Autarch, this chapter will detail that posthistoric period.



Mana

Urth appears to have normal mana on average, with pockets of high and very high mana and probably low or no mana as well. More specifically, the Commonwealth will likely have normal mana across most of its regions, while Ascia may very well have low mana over most of its lands.

The Corridors of Time

Urth seems to have a dream version – perhaps a slightly changed mirror image – in the alternate dimension known as the corridors of time. The corridors serve as the "conduit" for many spells (see Chapter 9, *Thaumaturgy*) as well as ultra-tech methods of time travel.

The corridors are located "between" the universes of Briah and Yesod (see Chapter 6, *Space and Time*). This may be a sort of astral plane; people and places are familiar, but anything can happen (as in a dream). Most of Severian's vivid "dreams" are actually experiences in the corridors of time.

Teleportation (movement along the space axis, "across" the corridors) and time travel into the past or back to Absolute Now (movement along the time axis, "down" or "up" the corridors) are possible here, as well as travel to the Brook Madregot and the hyperspace plane of Yesod.

The astral bodies of visitors to the corridors might be quite different from their Urthly shells. The Cumaean, a hierodule who looks like an old woman on Urth, is a sleek reptile with 100 eyes in the corridors. And the old Autarch may look like a bull or minotaur in that place. But then again, these versions may be purely subjective – each visitor might see his own reality.

The Brook Madregot

This interdimensional highway functions similarly to the corridors of time, providing a method to travel between times and planes. It links Yesod to Briah.

The brook appears as a grassy field with a stream running down it. Closely inspected, the waters reveal images of where they lead; moving in the stream is similar to moving in the corridors of time. Perhaps the brook is itself simply an illusory shell placed over the corridors of time in certain circumstances.

Urth retains few resources. Most minerals were stripped away in the conquest of space and never returned; other advanced metals have become "unsmeltable" as technology has fallen. Sunken civilizations yield metals at ocean's floor, but only aquatic creatures have the ability to find and retrieve such treasures, and Abaia (see p. 43) rules the realm.

Science has fallen to TL4, but ultra-tech relics and high-tech research linger. TL12 contragravity fliers are the coveted heirlooms of the Autarch and exultants. These can't be replicated, but lesser ultra-tech is maintained.

The Commonwealth

The lands ruled by the Autarch host most of the proceedings in the Book of the New Sun.

Society

Formerly the seat of Typhon's Monarchy (and failed Second Empire – see pp. 9-10), the Commonwealth is a quasi-imperialistic patchwork of formerly independent nations (now provinces ruled by lesser king-administrators like ethnarchs and tetrarchs appointed by the Autarch), forged by the horrific rebellion at the end of the Age of the Monarch. The Phoenix Throne is presented as representing the legitimate government for the entire planet, but this is contested by Ascia, and in many ways the millennium-spanning war between the two of them is a continuation of the Typhon-era rebellion.

The Commonwealth is made up of several social classes, most of which are fairly open (individuals can rise or fall based upon their own ambitions and merits). At the apex of the power pyramid is the *Autarch*, a dictator who by ancient rule rises up from the commonality, or common people. The Autarch rules the Commonwealth from the House Absolute, and in the Well of Orchids maintains a large court of concubines drawn from the most powerful of the exultant, or aristocratic, houses.

Below the Autarch is the aristocracy of the *exultants*, a closed caste into which one must be born. The exultants are more recent arrivals to Urth (they probably came with Typhon from Skuld or Verthandi) and are much taller than members of the other classes. (Originally this probably reflected their low-gravity origins, as well as the better nutrition provided by their upper-class diets. By Severian's day their height must be artificially and elaborately engineered, though the nutritional advantage remains.) They hate the office of Autarch and are barely kept in check by the system of concubines whom the Autarch keeps in his court as hostages. The exultants yearn for a return to a Typhon-style monarchy, and some of them (like Vodalus) go so far as to become rebels against the Autarch in pursuit of such a goal.

Below the exultants stand the *armigers*, the class of petty nobility. A warrior caste, like that of Europe's medieval knights or the samurai of feudal Japan, it is open to social climbers of a military bent. It was probably brought into being by the first Autarch, Ymar, as a "new" aristocracy based on merit to counter the old aristocracy based entirely on birth.

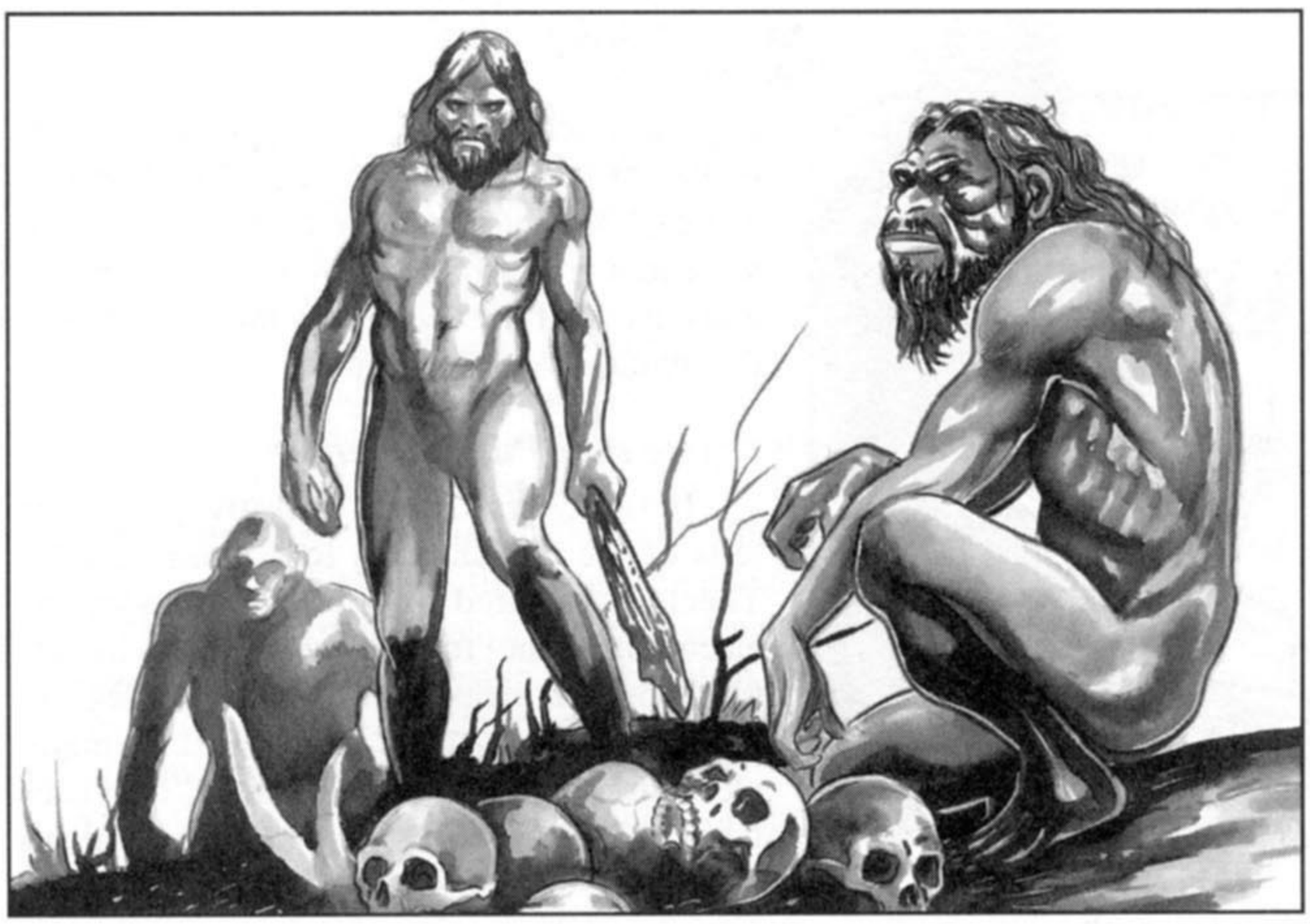
The armiger lifestyle is similar to that of the French musketeers; elevation through the ranks is of keen importance, but honor is paramount. Military action is their dream, but most of their time is spent toadying, gambling, carousing, and dueling with one another. Sometimes armigers are allowed to visit the House Absolute. Such a visit would typically be the high point of an armiger's life.

The *optimates* are the class of wealthy traders, below the armigers and above the commonality, open to successful merchants. To become an optimate requires a great amount of skill and not a little luck, discovering and exploiting trade routes throughout the Commonwealth as well as to far-off lands like the Xanthic Isles.

The *commonality* is the mass of free citizenry that constitutes the bulk of the population, and below them is the class of *slaves*.

In addition to these social levels, the Autarch maintains a vast number of *guilds*. See *The Autarch's Guilds* sidebar to the right.

Slavery does exist on Urth, both in the Commonwealth and in Ascia. In the Commonwealth, a *slave* may be bought from foreign lands, and can be sold. Prisoners of war are slaves of the Autarch, and he can sell them (many Ascians have become rowers on the upper rivers in this manner). A person can sell himself into slavery.



Autochthons are the dark, squat race of original inhabitants, analogous to South American Indian tribes. Some tribes on the pampas live in pit-villages that are nearly invisible to the untrained eye. The offspring of colonists from the Commonwealth and autochthons are known as *eclectics* (similar to the mestizos of Latin America).

There are all sorts of outcasts. *Zoanthrops* are those who have had their forebrains surgically removed so that they can roam the wilderness as animals. They wear no clothing and are quite deadly with their ironwood bludgeons. *Remontados* are less extreme, being those who renounce civilization by fleeing into the mountains, and *deodands* are those exiled to the wilderness for their abominable crimes.

Externs are foreigners native to Urth but from outside the Commonwealth. They are regarded with suspicion or curiosity, depending on the circumstances. The *Xanthoderms* are the yellow-skinned race of the Xanthic Isles.

The *cacogens* are the non-human offworlders, objects of fear, dread, and even hatred. Some have starfish heads, others have a dozen eyes, and still others are covered with oozing pustules. A Fright Check is usually required when ordinary citizens come into contact with cacogens.

The Autarch's Guilds

The Autarch maintains an impressive state industry and infrastructure with a vast number of guilds – 135 are represented in the Old Citadel (see pp. 33-34) alone!

Many citizens are members of one guild or another, and guild affiliation is a strong element of personal identity.

These guilds presumably fall into two distinct groups: Guilds of those serving the state (witches, torturers, etc.) and guilds of mercantile or craft professions (shoemakers, watchmakers, etc.). It does not appear that independent trade guilds exist; that is, the Autarch reserves the right to supervise all guilds even if the guild doesn't directly work for him.

Each guild defines the Status of the majority of its members, and each has a relative Status compared to other guilds. The goldsmiths are doubtless higher than the lampmakers, who in turn are above the tanners, and so on. A few guilds (the tanners and such) would be Status -1, the vast majority Status 0, a few (goldsmiths, etc.) Status 1, and those serving the Autarch are Status 2. To reflect the guilds' varying prestige within a given ***GURPS*** Status band, the GM may want to have guild members buy Status in 1-point increments. A torturer might buy Status 2.6 for 13 points to reflect that they "outrank" the beast handlers, who might buy Status 2.2 for 11 points.

Most guilds also give members a reputation, usually positive, but it can be dreadfully negative as in the case of the torturers.

Within the guild, members have varying ranks, purchased with Administrative Rank. These are generally apprentice (Administrative Rank 0), journeyman (Rank 1), master (Rank 2), and possibly grandmaster (Rank 3).

Guild members serving the Autarch may be posted to state offices. If so, these are also purchased with Administrative Rank. The character need only pay points if his Administrative Rank investment for his guild rank is less than the Administrative Rank of his state office, but this will often be the case. Conversely, a Rank 1 journeyman who's already paid for his Rank 3 civil office will need spend no more points if promoted to guild master.

Compensation for guilds serving the state is severe. The guild provides all living needs, and a powerful Patron when trouble arises, but does not generally pay out much hard currency. Presumably craft and mercantile guild members are free to make as much money as they can, though the guild will probably demand 15% to 50% as its due.

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The Autarch's Guilds (Continued)

Guilds require a Duty. This will be trivial for most non-state guilds (on a 6 or less for -2 points), but substantial for guilds serving the Autarch (anywhere from on a 9 or less to Extremely Hazardous). They also require a Vow, basically to obey the trade or mercantile guild, or the Autarch for state guilds. This really amounts to only -5 points, since such obedience is usually in the best interest of a guild member (just as any employee seeking to stay employed should consider obeying the boss) and overlaps with the Duty.

Guilds may also give members traditional Enemies, Unusual Backgrounds, or other advantages or disadvantages.

Guild lore is jealously guarded, and some guilds hoard what fragments of high- and ultra-tech they have in the form of skill monopolies.

Each guild has a patron saint whose day determines the feast day of the guild, and whose life figures in the guild's mysteries and lore.

Player-characters may start out in a guild or may roleplay the process of getting into a guild. Generally speaking, the higher up the social ladder the guild is, the more difficult it will be to gain entrance. A person of bad character (i.e., bearing the marks of punishment for a crime) will be turned away by even the butchers and candlemakers. Should all else fail, one can almost always join the soldiers or sailors, who don't care much about one's past, or sell oneself into slavery.

Guild Tincts

Each guild has a tinct, a specific color that is associated with their profession. The tinct for the torturers is fuligin (a variety of sooty black considered "blacker than black"), that for the librarians is gray, but the others are not given. To create new tincts for guilds, one may refer to the long out-of-print ***GURPS Tredroy,*** p. 15, or start with the basic tinctures from European heraldry and use a thesaurus to give a New Sun flavor: Silver becomes argent, red gules, blue azure, black sable, green vert or sinople, purple purpure, blood red becomes sanguine or murrey, orange tenne, flesh tone becomes carnation, sky blue becomes bleue or celeste, ashen gray becomes greis, and brown brun.

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Law

The Control Rating for the Commonwealth is 5/1, generally repressive but very open with regard to weapon legality: Melee weapons are unrestricted to free citizens, pyrotechnic polearms and arrows are not too difficult to obtain (expense being the main barrier), and even something as magical and concealable as a laser pistol (a badge of rank, worn by military officers) is not illegal for an ordinary person to own. Most pyrotechnic weapons are issued to soldiers just before battle and collected afterward, so people seen with military hardware like repeating arbalests will be suspected of being deserters and questioned for that reason.

Otherwise, the laws are harsh. Traveling from town to town by the Autarch's roads (the highway system of the Commonwealth that is for the most part in ill repair) is forbidden to all but military personnel and punishable by immediate death (a law dating to Autarch Maruthas, some 70 years before the Book of the New Sun). The *uhlans* are a mounted highway patrol with permission to kill and loot the bodies of those who break this law. Corporal and capital punishment are common, but most sentences are carried out by relative amateurs and outside of the Citadel the torturers guild is thought to be only a legend.

Crime and Punishment

In the course of his narrative, Severian tells of the punishments for various crimes. Thecla is tortured on the revolutionary (an electric machine) for treason; her maid has the full boot (skin stripped from her lower leg) for the same reason; Agilus is beheaded for multiple murder and mayhem; Barnoch, convicted of spying for Vodalus, is sealed within his house for several months, sentenced to be branded, broken on the wheel, and beheaded; Morwenna of Saltus is branded on the face, has her legs broken, and is finally beheaded for murdering her husband and son; a cattle thief is beheaded; the armigette Cyriaca of Thrax is sentenced to death by strangulation or drowning for her multiple adulteries; thieves are commonly whipped or lose their right hands; Winnoc (slave of the Pelerines) was publicly whipped in his youth for stealing; merchants are whipped for overcharging and cheating customers (especially the Autarch's army); Eata is whipped and bound into indentured service on a far-trading ship for his conviction on charges of smuggling. Permanent exile is the punishment for deodands and remontados. See the sidebar on p. 25 for medieval punishments.

Religion

The people of the Commonwealth are monotheists, but many visitors have come away believing them to be polytheistic since their one enigmatic god (the Increate) has a number of other titles (the poor call him "God") or aspects (Aperion, Caitanya, Demiurge, Pancreator, Panjudicator, and Paraclete), and there are a bewildering number of intermediary beings between the Increate and mankind. The Increate is fundamentally a solar god, but not Apollonian. The

people of the Commonwealth do believe in reincarnation, a detail that, when combined with the illusion of polytheism, gives a Hinduistic feel to the religion.

The church itself has a large number of orders, but there is no uniting authority – that is, no pope or high lama. In this respect it is more like the Eastern Orthodox Church. Another similarity is the vast variety of monks that it supports (see pp. 67-68).

Religious sentiment has declined greatly by the time of Severian's youth. There aren't so many pilgrims any longer; in fact, they've become a rare sight. The chapel where the torturers hold their feast day every year has been in ruins for some time.

See Chapter 5 for more information.

Technology

The technology level of the Commonwealth is generally around TL4 in Nessus and lower elsewhere. This isn't hard and fast; parts of Nessus enjoy TL6 electrical service and a specialized guild maintains the TL6 knowledge to service it. The Autarch maintains household guards with TL10 (presumably off-world) hardware; the knowledge to repair their weapons likely is imported, too. Exultants have access to TL12 contragravity fliers, but the knowledge to service them has certainly disappeared.

The most advanced weaponry on Urth is TL8+ laser pistols and energy weapons, most of the latter being ancient spaceship artillery.

Slug-throwers such as rifles are unknown; the armies use medieval-style polearms that also discharge a napalm-like substance, spouting gouts of flame up to 50 yards. Repeater crossbows shoot bolts tipped with the stuff, and slings send "shooting stars" whizzing. While the concept of these weapons can be as low as TL2, and the ammunition might be manufactured with resources as low as TL4, their actual performance suggests very ultra-tech materials and design.

Armor is medieval in design, but made of a Kevlar-like material, presumably because high-tech manufacturing is cheaper than using what little smeltable metal remains on Urth.

While technology has been in decline for chiliads, bioengineered creations have staked their niches in Urth's ecosystem, as witnessed by the "destrier," the common war mount with clawed feet, tusks, and an omnivorous diet.

Although the people of Nessus live with the relics of such magical technology, even the fairly learned among them who know that the roads were built for "road engines of the ancients" would be absolutely amazed to see "oxenless wains" or a powered "boat-without-sails," and they simply would not comprehend a radio at all, assuming that disembodied voices belong to ghosts, or that a talking box must have some intelligence inside of it. (And they could very well be *right,* given the hazy line between magic and technology.)

Language

The language of the Commonwealth, called the Common Tongue, is of average difficulty. It is remarkably stable across the Age of the Autarch – people from Severian's time will have no difficulty speaking and understanding the language in Typhon's era. They might encounter a few odd words now and then, but not enough to really hint at the passage of a millennium.

Names

See Appendix 3: Onomastics (p. 124).

The Autarch's Guilds (Continued)

Common patterns substituting for a single color are ermine (white with black spots), ermines (black with silver spots), erminetes (black with white spots), erminois (black with gold spots), and pean (gold with black spots).

Creating New Guilds

The character templates beginning on p. 58 include a handful of guilds serving the state. GMs may want to create other state guilds or trade guilds of their own.

When doing so, GMs should determine the Social Status, Reputation, level of Duty, special advantages or disadvantages, skill requirements, and patron saint of the new guild. For trade guilds, guild dues must be determined as well.

The average member should be assumed to be a journeyman, meaning he'll also need Administrative Rank 1 and the Vow. For the differences in apprentices and masters, see *Torturers* on pp. 76-77.

The GM may also want to determine the initiation requirements of his guild; many require an entrance fee or otherwise restrict potential apprentices. For instance, the torturers only take their members from the very young male children of those who die in their "care." The witches only take the torturers' girls.

The result would be essentially a succinct, specialized character template. An example:

Charioteers of the Commonality: the hackneys guild. *Social Status:* -1. *Reputation:* -2 all the time; borderline criminal and often in cahoots with prostitutes. *Duty:* On 6 or less. (This reflects duty to internal guild business; hackneys likely spend most every waking moment chasing fares.) *Special:* Fit advantage. *Skill Requirements:* Professional Skill (Hackney)-12+, Area Knowledge (Nessus)-12+, and Streetwise 12+. *Patron Saint:* St. Fiacre. *Guild Dues:* 25% of income plus $8 monthly for every $100 still owed guild on $500 fiacre (basically a two-mule wagon). *Cost to Join:* $30 deposit toward buying fiacre.

The Xanthic Lands

The remains of the great First Empire (see p. 7), which once spanned galaxies, *now consist of a scattering of islands. There* are roughly 200 major islands, the mountaintops of lands now sunken beneath the waves, all that remains of a mighty continent. The climate is moderate to tropical.

Little is known about the Xanthic Lands. The people are termed "Xanthoderms" for their yellow skin. They do not seem involved in the war between Ascia and the Commonwealth. Although their forebears ruled the First Empire, during the Age of the Autarch they seem equal to the Commonwealth or slightly lower in technology. Again we see the crossover between star-sailors and sea-sailors; the modern Xanthoderms, descended from rulers of the galaxy, have a maritime culture. They probably depend heavily on commerce with the mainland, since small islands lack many of the resources provided by continental areas. There seem to be food riots every few years.

The Xanthic tongue is a language of average difficulty, a simplified version of Ancient Xanthic. It is a tonal language. The Book of the New Sun gives no examples of Xanthic names. Chinese names would be a good starting point.

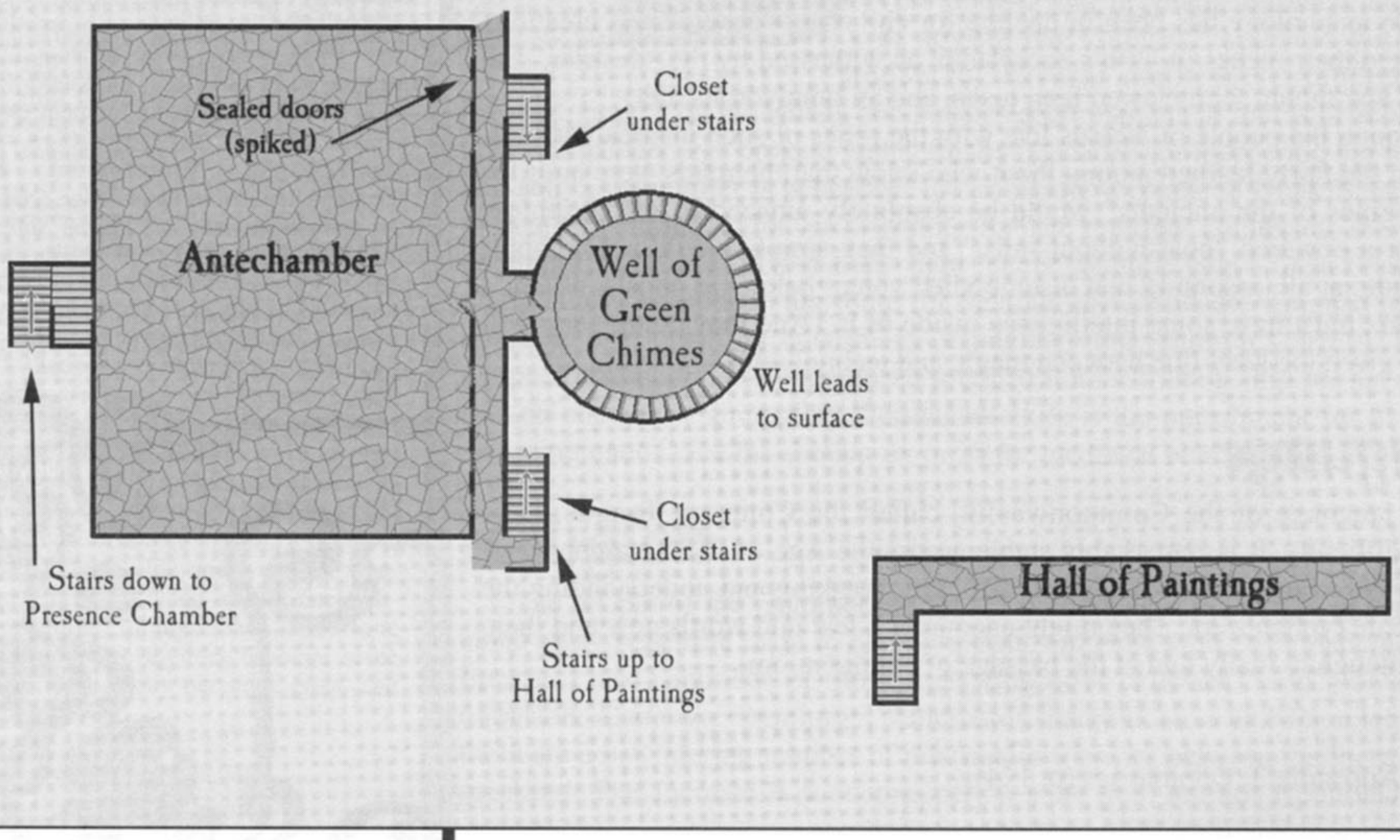
Commonwealth Geography

South America has changed nearly as much as its inhabitants by the time of Urth. The Commonwealth's most important city, Nessus, is described in Chapter 4.

Autochthonous Villages

Some authochtons on the pampas hide their villages by building them in pits (a practice used on our Earth in parts of China as well as Africa – as well as for Luke Skywalker's home in *Star Wars*). While they can be easily spotted from the air, observers on the ground can find detection difficult. Usually the individual homes and stables are excavated from the walls of the pit, so that the village common area in the center is open to the sky. This means that missiles cannot be dropped down upon homes from the pit edges – and that would-be marauders coming down the entry ramp may be entering a thorny death-trap. The same design principle seems to be at work for the House Absolute.

Well of Green Chimes/ Antechamber Area of House Absolute



The House Absolute

Located between Nessus and Thrax is the House Absolute, the labyrinthian palace of the Autarch (and the Monarchs who came before). On the surface it looks like a forest or a garden, but hidden doorways open into the subterranean system of passages and chambers. The grounds of the House Absolute are fiercely guarded by the Praetorian Guards, whose imported catoptric armor (see p. 85) makes them virtually invisible.

The House Absolute is said to have 10,000 corridors (some of which are rumored to reach the Library of Nessus) and is organized into wells and wings. For example, in Father Inire's wing, called Hypogeum Apotropaic, there is the antechamber (where prisoners are detained to await audience with the Autarch), the Presence Chamber (where Inire's mirrors draw other-worldly creatures to Urth), the hall of paintings (where one painting is really a secret door into the Second House), and the Well of Green Chimes (which leads to the surface; whenever the door is opened, the movement of air makes the green chimes sound).

The Presence Chamber is a large room with hangings of a solid, dark red and almost no furniture except for vases taller than a man and quite wide. In the center is an octagonal room within the room, the outer walls of which are set with clustered diamonds and painted with the labyrinth designs called teratoid, whereas the inner walls are magic mirrors (see p. 95). Over the center of the octagon burns a lamp which gives off a brilliantly bright blue-white light, and beneath this, in the intersection of all eight magic mirrors, is where creatures from other dimensions take form and finally materialize.

The Well of Orchids (where 500 exultant women are held hostage to ensure the good behavior of their kin) is located in a wing which is usually ruled by the wife of the Autarch (if he is married). The Hypogeum Amaranthine is the throne room. The Hypotherm Classis is a glass-roofed meeting room which has maps of the world, including one which shows the hundreds of Xanthic Isles. Somewhere in the labyrinth are the Hall of Meaning, the Hypogeum Abscitious, the Luminary Way, and the Road of Air. On the surface is the Green Room (really a garden area) and the Vatic Fountain, where one might see one's future by tossing a coin into the water.

The Second House

Within the walls of the House Absolute lies the Second House, a hidden place where courtly lovers and schemers carry out their secret meetings, ever mindful of the terrible white wolves that infest the innermost palace like rats. This amazing maze was built for Ymar the Almost Just by Father Inire as a secret palace within the hidden palace, but loose lips and romance have long since made it known to all of the inhabitants and most of the guests. The walls and floors of these narrow passages are heavily padded for silent egress, and the steps are as steep as ladders. Spy-holes and cramped chambers abound.

Medieval Punishments

The Ascians practice firm law (see p. 31) and the Commonwealth a grisly one (see p. 22). For cases without examples cited, the GM may consult the following examples of general medieval law.

Usually four branches of law exist in a medieval society: civil, criminal, military, and religious. Civil law deals with taxes, debts, contracts, and things of this nature. Criminal law is for those accused of violent or property crimes. Military law is for those in the military, and religious law deals with crimes against the church.

Military and criminal law are very much in evidence in the Commonwealth. Civil law is alluded to, but we don't really know the status of religious law, probably due to the low state of religion toward the end of the Age of the Autarch.

Some historical punishments from each category:

Medieval Civil Law

Evading taxes/duties – fine (twice the amount evaded) and 20 lashes.

Debt – confiscation of property to value of debt plus 50%.

Breach of contract – fine.

Fraud – fine plus 1-100 lashes.

Giving false measure – fine plus one week in stocks.

Action for damages or libel – fine equal to damage done plus 50%.

Medieval Criminal Law

Treason or rebellion – death by hanging, drawing, and quartering.

Murder – death by hanging.

Assault – first offense, 1-500 lashes. Second offense, loss of left eye. Third offense, death by beheading.

Rape – first offense, loss of left hand. Second offense, death by hanging.

Arson – first offense, loss of ears, branding on forehead. Second offense, death by hanging.

Theft – first offense, 80 lashes. Second offense, loss of right hand and nose. Third offense, death by hanging.

Medieval Military Law

Cowardice – flogging, 10-100 lashes.

Negligence – flogging, 10-100 lashes.

Refusing an order – first offense: flogging. Second offense: death by drowning.

Desertion – death by drowning.

Mutiny – decimation by drowning. (I.e., 1 in 10 is drowned. Usually the ringleaders are killed, but the victims can be selected at random.)

Medieval Religious Law

Desecration – death by starvation.

Heresy – death by burning.

Blasphemy – minor (swearing) 1 week in stocks by temple. Major, death by starvation.

Sacrilege – death by burning.

Books

Books play an important role in the Book of the New Sun. Some important examples follow.

Lives of the Seventeen Megatherians by Blaithmaic (a green folio). This is a biography of several profoundly evil magicians (megatherian means "great beast," like those found in Revelations). There may be some spells hidden in here; it could be a powerful lure to the dark side. Just reading it might result in a Fright Check. The 17 "great beasts" may somehow be connected to the Group of Seventeen that rules Ascia (see p. 30)!

The Book of Wonders of Urth and Sky (a brown book). This is one of the wisest books of mankind. Sometimes it seems to have an almost oracular ability to offer insight and reflection to perplexed travelers who open it at random.

The Book of the New Sun by Canog. This is the Bible of the Conciliator. It promises the arrival of the New Sun. Long considered lost, there is at least one copy in the Library, and Dr. Talos has seen a copy as well.

The Book of the New Sun by Autarch Severian the Great. Available in the Library during the regency of Valeria, this is a fascinating autobiography detailing the adventures that led a torturers apprentice to the Phoenix Throne.

The Book of Gold. This book is a lure for those children who have the aptitude and temperament to become librarians (see pp. 70-71).

Exultant family histories. Each major exultant family has a history book (the size of a small coffee table) at the Library (see pp. 33-34).

Catalogue of Exultant Families. This tome is 746 pages long and lists the heraldic arms and short histories of all the exultant families from the dawn of the Age of the Autarch. Many of these ancient families have gone extinct by the time of Severian.

Histories by Loman or Hermas. These two historians are the very best, in the opinion of Master Ultan. They may have written several books each. Valuable books for those curious about posthistorical ages, especially given that a general knowledge of history has all but disappeared on Urth (see p. 56).

The Book of Mirrors. This is a man-sized book in the House Absolute. When opened it forms a teleportational gateway to Yesod – very dangerous.

Euchologion. A formulary of prayers with green covers.

Lake Diuturna

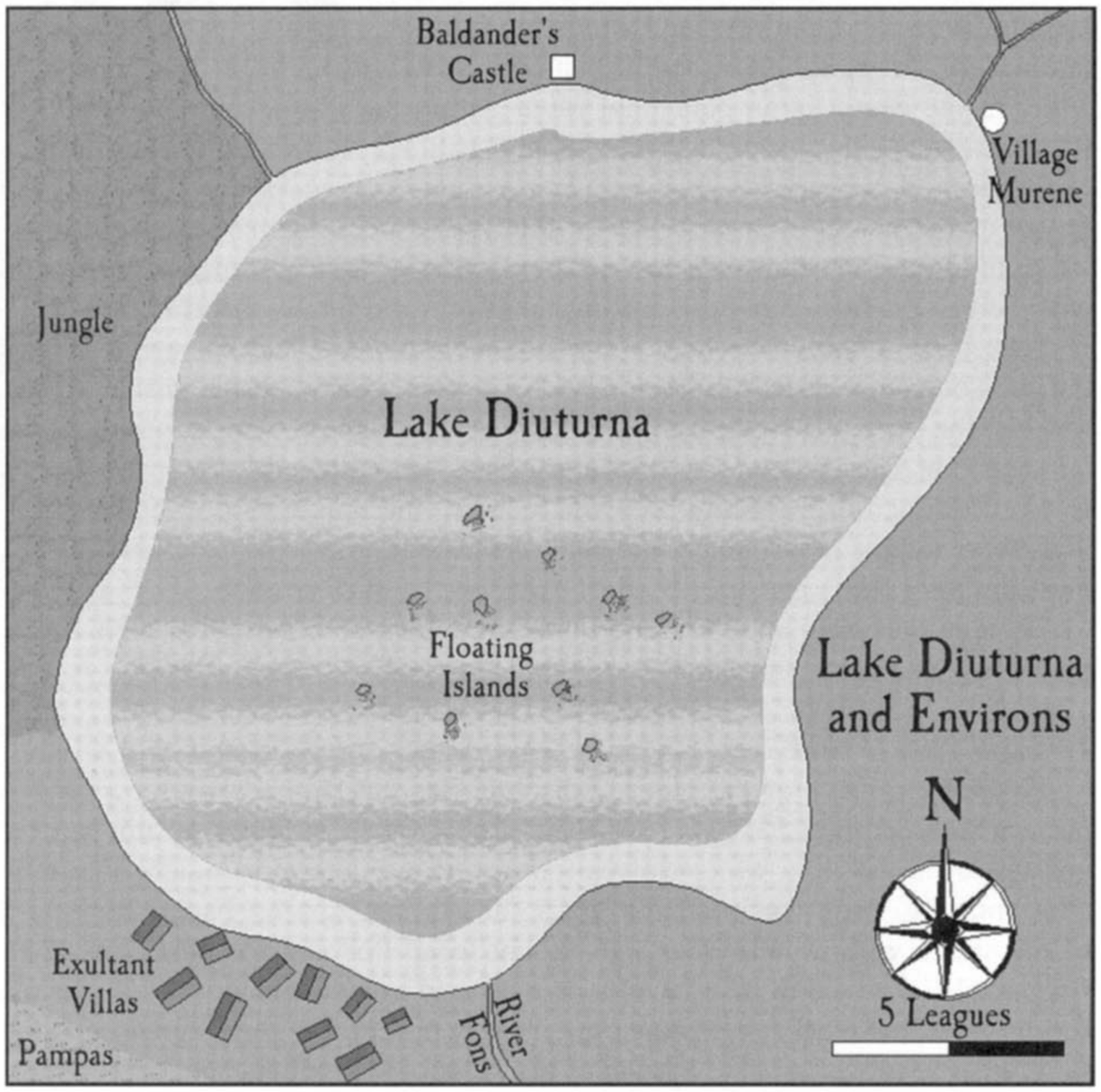
The northernmost territory of the Commonwealth is Lake Diuturna. About 60 miles across at its widest point, the lake is used by four different groups: vacationing exultants, local villagers, a local lord, and nomads of the lake. The exultants maintain villas on the southwestern shore for their periodic sport and pleasure. The village Murene is on the eastern shore and has an economy based upon fishing and farming. The local lord (Baldanders; see pp. 114-115) rules from a mysterious tower on the north shore.

Baldanders' Castle

This is a simple tower-house, with a small yard surrounded by a wall, all constructed by people from Murene at Baldanders' instruction. A simple stairway (straight, narrow, lacking rails) leads from the ground to the door of the tower, 15' above ground level. The lowest level of the tower is full of the victims of his hideous surgical experiments. The entry level is full of machines in disrepair, the next level up has machines which appear to be more in working order, above this is the scarlet-draped bed chamber, and finally there is the tower roof. The tower chambers have electrical lighting.

The Floating Islands

There are dozens (perhaps hundreds) of floating islands drifting across Lake Diuturna, similar to the farming platforms used by the Aztecs in pre-Columbian Mexico. But these islands are not anchored, and the islanders arrange sails in the branches of trees to steer the islands. The islanders are primitive autochthons



(TL2), peaceful fishermen practicing primitive agriculture on their sailing homesteads. They worship Oannes, god of sweet water and culture. In the winter when the lake freezes, villagers from Murene come out on the ice on slave-taking raids against the islanders, who have little defense.

Murene, Village of the Shore People

This village lives in the shadow of Baldanders' tower. The villagers fear him immensely – their hetman will dispatch a carrier pigeon to report any strangers or unusual events to the tower's inhabitants. Theoretically the village is within the jurisdiction of Thrax, but Thrax is far away. On occasion exultants from the resorts appear to take skirmishing action against Baldanders, but when they leave the situation returns to normal. The villagers of Murene give their slaves to the tower on a regular basis in a cycle reminiscent of "The Tale of the Student and His Son" in the brown book (see *The Claw of the Conciliator*, Chapter 17) – in that case it was the Corn Maidens of the city of sorcerers who were sent to the monstrous Naviscaput every year. They do this to protect themselves, their children, and their animals from being taken by Baldanders for his cruel experiments.

Exultant Resorts

On the southern end of the lake there are dozens of rustic manors and hunting lodges used as vacation homes by exultants. Some are permanently staffed, others are made ready by servants traveling ahead of their employers. One would expect to find wildgraves and foresters here, watching over aristocratic forest lands.

Mount Typhon

This is the first of the mountain-idols, carved by giant androids at Typhon's command, and apparently intended to be his mausoleum. It depicts a (one-headed) ruler, facing west. Climbers crossing over the southern arm may dally on the gigantic hand (the thumb of which is 250' long) but are warned against attempting to molest the golden ring of the ring finger as it is protected by powerful magic (basically instant death to anyone who touches the gold).

In the lap is a small ghost town of construction machines and supply sheds, where the giant androids are in a dormant state, still moving but only very slowly. The hollow head chamber is as big as a ballroom, and the eye-windows are 250' apart. The glassless pupils are 15' wide, letting in the snow that lasts through summer in this high altitude.

The Arboreal Village

In the jungle of Mount Typhon's left foothills is a hidden village of sorcerers, made up of multi-storied tree houses, hollowed trunks, and subterranean chambers. These men steal children, but whether they initiate such victims into their own society or sacrifice them to dark gods is unknown. They literally study their magic of telepathy and possession at the feet of Typhon, who was himself a pioneer and master of these arts. The sorcerers wear steel claws in imitation or parody of the Conciliator, but they are sworn to hold back the arrival of the New Sun.

Other Commonwealth Towns and Peoples

Minor places and races of note in the Book of the New Sun include:

Famulorum

This is a village near the House Absolute which has a tradition of supplying the court with servants (*famulorum* is Latin for "place of servants").

Gurgustii

A village located on the tributary Fluminis between Vici and Os, this is where the Conciliator healed Declan, who was an old man with a lethal tumor. After this miracle, Declan became a follower of the Conciliator. The name means "huts" or "hovels."

Incusus

This spot is mentioned in Dr. Talos' play (see pp. 41-42). Its name means "forge" in Latin, so it may be a manufacturing town famed for its foundries, or it could be a fabrication on the part of Talos, a "forgery."

Liti

A village located in the delta of Gyoll (*litus* meaning seashore in Latin), it's the hometown of Burgundofara (see pp. 16-18), although which time period she is originally from is anybody's guess. Maxellindis' uncle died at a tavern in Liti, leaving his boat to Maxellindis and Eata. Nessus was originally a coastal city on the Gyoll, so it must have begun somewhere near Liti in the dim and distant past before it started its crawl upriver.

Os

This is a town on Gyoll at the mouth of the Fluminis (Latin "mouth," "opening," "source"). Travel from Os to Thrax by boat requires at least seven days, but in the opposite direction Saltus can be reached in a day. In the Era of Typhon the most famous inn of Os was the Chowder Pot, owned by one Kyrin. It was here that the Conciliator did battle with a zombie reanimated by Ceryx the Necromancer, destroying one of the guest rooms. Kyrin planed to preserve the room as a tourist attraction, and if he did it must have become something of a shrine, but since the Conciliator laid a curse upon Os as he departed it is unknown whether or not the town even survives in the Age of the Autarch.

Continued on next page . . .

Other Commonwealth Towns and Peoples

(Continued)

Quiesco

This is a settlement along Gyoll between Saltus and the House Absolute. Hethor and Beuzec the merchant landed here, searching for Severian who was on his way to Thrax. The name is Latin for "I rest."

Vici

Near the source of the Fluminis, this is the village where the Conciliator first appeared in the Era of Typhon. Herena, a girl crippled from birth, saw the Conciliator and his mysterious female companion descend from the sky in a strange ship. The Conciliator healed Herena's withered arm and she became his first follower.

Amphitryons

This is an autochthon group somewhere to the north of Thrax, perhaps in the area of Orithyia since the name means "harassing on either side" in Greek. The eclectics of Thrax borrow from both the dominant culture of the Commonwealth and the culture of the amphitryons. In Greek mythology, Amphitryon was the foster-father of Heracles, and in English an amphitryon is a host, an entertainer to dinner.

Paralians

The name means "dwellers by the sea" – these soldiers fought in the Third Battle of Orithyia.

Tarentines

Tarentum was a Greek colony established in Italy in 700 B.C.; apparently this community likewise originates from a colonial city settled by citizens from the Greco-Roman cultural core area around Nessus. Their soldiers were present at the Third Battle of Orithyia, represented by the savage horsemen and their beast-man infantry.

The Narrow Lands

Between Nessus and the Southern Isles are the Narrow Lands. Little is revealed about this place, except that the savages there have a fire demon with red hair. The proximity to the Norse-Icelandic culture of the Southern Isles makes it seem likely that the Narrow Lands have a similar Scandinavian feel.

Orithyia

Orithyia is an area located on the large plateau, ringed by lofty mountains, that feeds the continent-draining River Gyoll from its modest beginnings at the Springs of Gyoll. It is an area of intense fighting between Ascia and the Commonwealth – the Third Battle of Orithyia was the one in which Severian first experienced mass combat. At that time the Pelerines had a lazaret set up at Media Pars, but after it was wiped out by Ascian attack it seems likely that the order was destroyed on the battlefield.

The Last House

This is a curious hermitage located in Orithyia. The Pelerines know how to find the way there, which is no mean feat, since the building is another example of time-traveling architecture. The only inhabitant of the Last House is an anchorite named Master Ash, a time traveler from a far future Urth which is covered with snow – the "Ragnarok" potential-future where the New Sun fails to arrive. The ground-level is sometimes (but not always) in the late Age of the Autarch, the second floor's windows look out on an Urth hundreds of years in the future, and the third level is where Master Ash sleeps secure in his own time, thousands of years in the future as the last man on Urth.

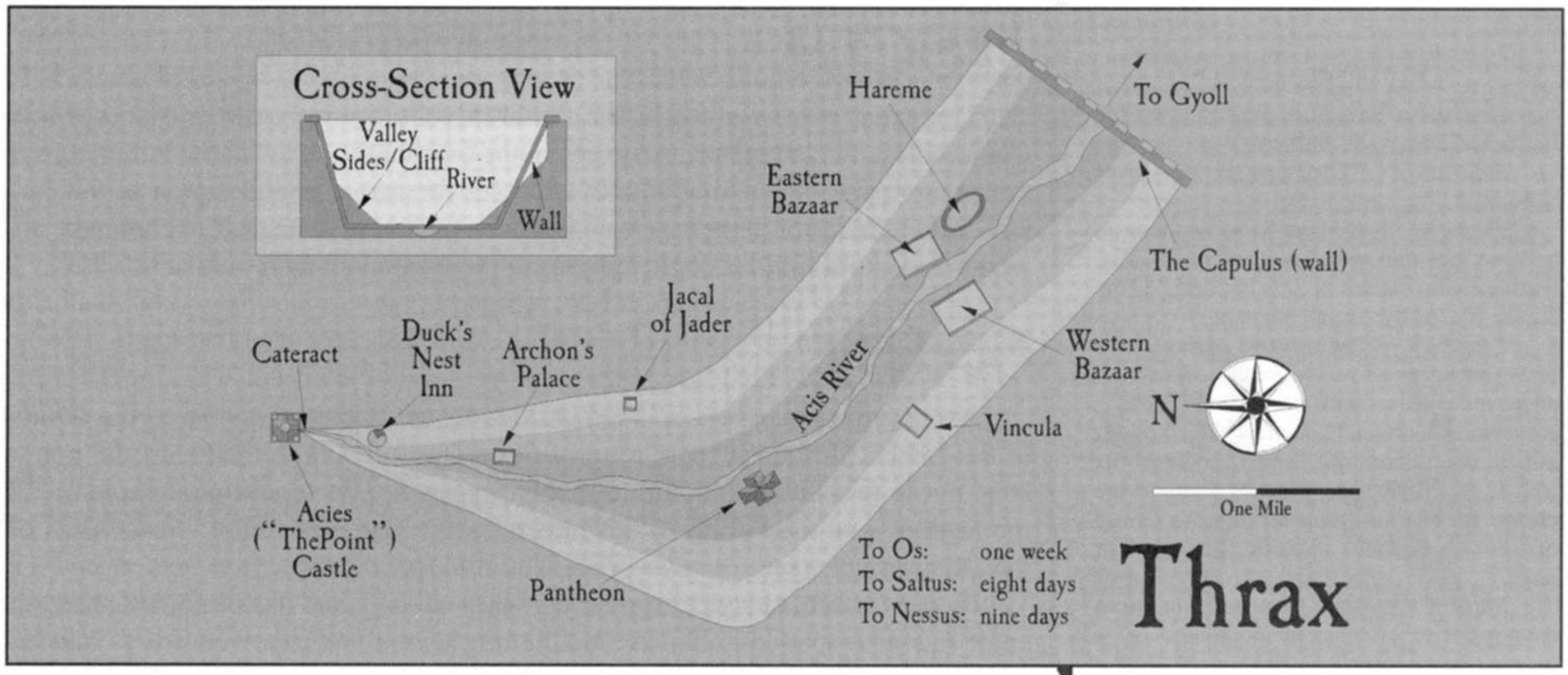
The Village Saltus

Located 30 miles north of the Wall of Nessus, Saltus is a typical village of the Commonwealth. It is ruled by an alcalde and has a market fair on a regular basis. Its main source of industry is a nearby mine, begun about a chiliad before Severian's reign. The buildings are all squarish, with walls of broken mine stone and flat slab roofs. The inhabitants mine the long-buried ruins of an ancient city, seeking to exhume ultra-tech artifacts rather than the raw ore that was long ago depleted. The mine tailings consist of items deemed unusable, things like obscene statues, human bones, and mounds of perfectly preserved corpses of antiquity. Deep within the stygian depths of the mine toil the mysterious man-apes, patrolling and guarding the Autarch's treasury located there.

Southern Isles

The Southern Isles are home to a Viking-like race of people, featuring primitive TL2 agriculture in a chilly climate with a general TL3. The easternmost of the isles is called Glacies (Latin for "ice"), which is home to Hallvard's family and has a location called Radbod's End. The region exports hides, sea ivory, and salt fish.

Slaving ships of Erebus make periodic raids, always coming behind a wall of mist – for this reason, it is not uncommon for people from the Southern Isles to have a phobia about fog. It is also likely that boys taken by these slaver ships are raised to be janissaries (slave foot soldiers) of the mysterious Perischii, subjects of Erebus (see pp. 43-44).



Thrax, City of Crooked Knives

Thrax (pronounced *tracks*) is located in the heavily fortified Acis (*UH-kiss*) Valley, shaped something like a crooked dagger pointing into the heart of the mountains. This dagger imagery is reflected in the local names: The castle, which sits on the first cataract, is called Acies (*uh-KEY-is*) Castle (*acies* is Latin for "sword point"); the wall that closes off the valley and forms the southern boundary is called the Capulus (Latin for "sword haft"); and between these two points the river flows like the spine of the dagger.

Thrax is located at the crossroad of traffic between Nessus and the rural north. It is a provincial capital with a population of around 100,000. In contrast to Nessus, where the wealthy live to the north and the poor to the south, in Thrax the separation is by elevation: The wealthiest live on the river, the middle class lives further up, and the destitute live in hovels just below the fortified cliffs. Thrax has a harena (arena), a pantheon (which is monotheistic; see pp. 22-23), at least one public bath, numerous market squares, and two bazaars, one on either side of the river. There is a noteworthy inn called the Duck's Nest on the east bank near the Acies Castle.

Court is in session at Acies Castle every two weeks, from the first appearance of the new moon to the full. Cases are heard and sentences handed down. The lictor is in attendance to ensure that the sentence will not be in error. The castle is a fortified, military structure straddling the cataract. Its donjon is the highest point within the city.

The archon himself lives in a separate palace on the river, surrounded by a hedge. This is one of the places where the provincial armigers and social climbers meet for parties and masques.

The Vincula is located halfway up the cliff side on the west bank, about a mile and a half from the Capulus, fronted by a square bartizan four stories high. Legend has it that the Vincula was originally a tomb that was only enlarged into a prison a few hundred years ago. There are 1,000 prisoners lodged in a slanted shaft bored into the rock, and around 600 more in the twisting galleries that sprout from it. The Vincula is served by a single primitive sewer tunnel that runs under the city for a mile and a half before dumping into the Acies outside of the city walls.

The Stone Town

Somewhere between Thrax and the House Absolute, in a place where the pampas gives way to desert, are the mysterious ruins of the Stone Town. Many adventurers go into these ruins seeking treasure, and other travelers, wishing to avoid the eerie place, try to steer clear only to find themselves walking into it no matter which way they turn.

This place is an area of high mana. An old woman who lives near the ruins says that once every 18 years or so the spirit of the town calls an outsider to visit. She calls it a "vivimancer," since it calls the living from the land of the dead, but another name for the entity is Apu-Punchau.

Approved Texts

Here are a few more phrases from the Approved Texts (see main text):

Salutation – "Glory to the Group of Seventeen."

Charity – "It is better to be just than to be kind, but only good judges can be just; let those who cannot be just be kind." (This phrase is used by Ascian beggars.)

Prudence – "The servants of the Group of Seventeen must not be expended without purpose." (This seems to contradict other passages of Correct Thought – which might not be too uncommon a phenomena – as well as standard military tactics. Perhaps the phrase refers to a group serving the Group of Seventeen other than the populace at large.)

Slavery – "Those who will not serve the populace shall serve the populace."

Ascian Religion

Ascia is dedicated to stopping the New Sun. Their cult of Correct Thought can be seen as a kind of religion that utterly suppresses the individual in favor of the State.

Causality/Determination

The Ascians are led to believe in the divine destiny of their mission: "Behind everything some further thing is found, forever; thus the tree behind the bird, stone beneath soil, the sun behind Urth. Behind our efforts, let there be found our efforts."

"For the Armies of the Populace, defeat is the springboard of victory, and victory the ladder to further victory."

Citizenship

Given such a totalitarian state, the citizen is seen as having no right but to serve the state: "One is strong, another beautiful, a third a cunning artificer. Which is best? He who serves the populace."

"As a good child to its mother, so is the citizen to the Group of Seventeen."

"The citizen renders to the populace what is due to the populace. What is due to the populace? Everything."

Correct Thought

Though frustrating for Commonwealth citizens to comprehend, the methodology of Correct Thought is jealously guarded by Ascian society: "The light of Correct Thought penetrates every darkness."

"Correct Thought is the thought of the populace. The populace cannot betray the populace or the Group of Seventeen."

"All endeavors are conducted well or ill precisely in so far as they conform to Correct Thought."

"External battles are already won when internal struggles are conducted with Correct Thought."

Ascia

The great enemy state of the Autarch's Commonwealth is Ascia. Most Commonwealth citizens believe it lies in the area that is now Central America, but the Autarch and others know that it occupies the same general region as the current United States of America. Ascia exists in pursuit of a single ideal: to make the whole human race into a single individual, identical in all their numbers.

Society

Ascia (pronounced *uh-SKI-uh*) is ruled by an oligarchy known as the Group of Seventeen. In theory, the Group of Seventeen rules in the name of the populace, but in fact the entire culture revolves around a personality cult worshiping the leaders, and the Group of Seventeen owes allegiance to the Great Lords of the Other People (see *Enemies of the New Sun*, pp. 43-44).

In true Orwellian style, original thought and language has been abolished; all adult Ascians must communicate by quoting from the "Approved Texts" handed down by the Group of Seventeen. This practice is known as "Correct Thought."

Otherwise little is known about Ascian society – there are farmers, beggars, thieves, malcontents, and soldiers (but no civilian police). Within the Ascian heartland, non-Ascians will be treated as enemies and face probable imprisonment, enslavement, or death. In border areas and at the front there may be more room for diplomacy and compromise – Severian was able to negotiate with an Ascian patrol group for temporary cooperation when the two groups were surrounded by a much larger criminal rabble.

For the remainder of the overview of Ascia, most descriptions will consist of actual quotes from the Approved Texts. Since adult Ascians simply cannot communicate in any other fashion (see p. 31), this is the only format in which Commonwealth scholars or other researchers would receive the information from its source.

Men and Women

Ascian society seems to retain some sexism, though not to the extent of the Commonwealth. Early in the war with the Commonwealth, its armies were mostly male, with large numbers of females filling the ranks only as casualties mounted: "United, men and women are stronger, but a brave woman desires children, and not husbands."

Regardless, the Group of Seventeen seems to throw away the lives of men and women with equal ease, using them as cannon fodder as often as not: "The roots of the tree are the populace. The leaves fall, but the tree remains."

The State

The Group of Seventeen seeks to make over all of Urth in the Ascian image, much in the same way that Communism was perceived in the 20th century: "How shall the state be most vigorous? It shall be most vigorous when it is without conflict. How shall it be without conflict? When it is without disagreement. How shall disagreement be banished? By banishing the four causes of disagreement: lies, foolish talk, boastful talk, and talk which serves only to incite quarrels. How shall the four causes be banished? By speaking only Correct Thought. Then shall the state be without disagreement. Being without disagreement it shall be without conflict. Being without conflict it shall be vigorous, strong, and secure."

Work

Leisure time and creative pursuits appear to receive short shrift in Ascia, as do those citizens who fail to find a profitable place in their society: "It is better to walk a thousand leagues than to sit in the House of Starvation."

"Let no one be idle. If one is idle, let him band together with others who are idle too, and let them look for idle land. Let everyone they meet direct them."

"Let the work be divided by a wise divider of work. Let the food be divided by a just divider of food. Let the pigs grow fat. Let rats starve."

"Let there be clean water for those who toil. Let there be hot food for them and a clean bed. Then they will sing at their work, and their work will be light to them. Then they will sing at the harvest, and the harvest will be heavy."

Language: Approved Text

The Ascian language is monotonal, slightly guttural, and of average difficulty (to speak like a child). To speak like an adult, one must *only* quote Approved Text. Even when speaking in Common Tongue to an Ascian who understands Common Tongue, quoting translations of Approved Text gives a + 2 reaction bonus.

In theory, Correct Thought is a form of mind control that stamps out true individuality in favor of a state-determined ideal individual. But, human nature being what it is, even with this heavy burden of censorship it seems that the Ascians are capable of such human frivolities as the telling of stories. So the human requirements for language are met despite the dictates of the totalitarian state.

Sense and Nonsense

"What is foolish speech? It is wind. It has come in at the ears and goes out of the mouth."

"The cries of the children are the cries of victory. Still, victory must learn wisdom."

Names

The only example given is "Loyal to the Group of Seventeen." Presumably names come from the same stock of approved texts that Correct Thought springs from – worker/farmer names could be "Divider of Work" and "Divider of Food," a craftsman might be "Cunning Artificer," and maybe an outcast would be called "Hundred Blows."

Technology

The Ascian elite appears to be at TL5 or TL6, but outside of the military the Ascian homeland is probably TL4. The Ascian army uses radio and includes strange mechanical vehicles (for instance, a six-legged walker) among its beasts of burden. They also have something of an air force in the starfish-shaped pentadactyls, but perhaps the most bizarre is their cavalry: tall blind men, capable of running at incredible speeds and armed with a wand and a sickle-shaped sword called the shotel (see p. 83), ridden by dwarfs armed with bows and pyrotechnic arrows.

Otherwise the Ascian army is roughly comparable to that of the Commonwealth, where exotic energy rifles (the fusils, jezails, and arquebuses) are reserved for special forces and everybody else uses the ubiquitous pyrotechnic weaponry (see pp. 83-84).

Enemies

"Those who do the will of the populace are friends, though we have never spoken to them. Those who do not do the will of the populace are enemies, though we learned together as children."

"Those who fight for the populace fight with a thousand hearts, those who fight against them with none."

Ascian Law

The Control Rating of Ascia would seem to be extremely high, CR 6 in the cities and CR 5 in the farmlands. All weapons are illegal. Even soldiers are not issued their weapons until immediately before battle; supposedly this keeps them from suicide, but a significant percentage of Ascian soldiers kill themselves with their own weapons before battle begins anyway.

Justice

"The people meeting in council may judge, but no one is to receive more than 100 blows."

"Where the Group of Seventeen sit, there final justice is done."

"Can all petitioners be heard? No, for all cry together. Who, then, shall be heard – is it those who cry loudest? No, for all cry loudly. Those who cry longest shall be heard, and justice shall be done to them."

"Let no one oppose the decisions of the Group of Seventeen."

Punishment

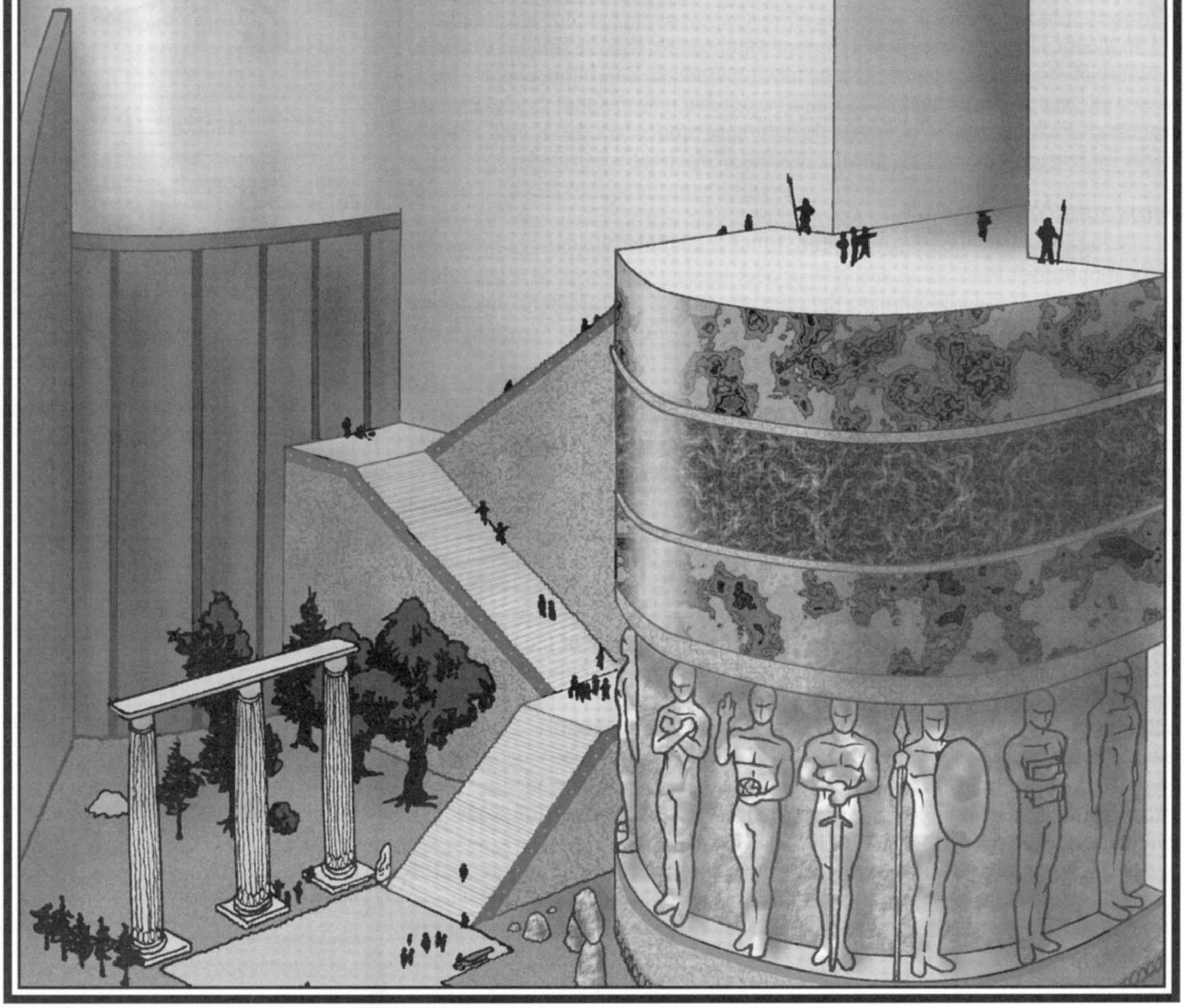
Capital punishment appears to be practiced for treason, which in such a totalitarian state would include a wide variety of crimes: "Where are those who in times past have opposed the decisions of the Group of Seventeen?"

"So say the Group of Seventeen: From those who steal, take all they have, for nothing they have is their own."

"If their wounds are in their backs, who shall stanch their blood?"

4. Nessus, the Eternal City

Nessus – sprawling, brawling Nessus. The City Imperishable, home to three world-class Wonders: Father Inire's Botanic Gardens, the Library of Nessus, and the Wall of Nessus.



Since the water of the River Gyoll is polluted by passing through the heart of the city, Nessus is named after the centaur of Greek myth (and Dante's *Inferno*) who poisoned Heracles. There is very little in the way of defining geography (as opposed to Thrax, for example, which is shaped by the Acis River Valley), and since the rich want to have fresher water for their fish ponds and fountains they keep moving north. So the northern quarters or districts of the city are aristocratic (Status 2+), the north-central districts are home to armigers and optimates (Status 1-2), the central districts are home to the commonality (Status 0), and the slums to the south (Status -1 to -3) give way to abandoned ruins, home to outcasts and criminals (Status -4).

As in most other plains locations, other details that drive up land value include river frontage (for viewing pleasure and water sports like pleasure barges) and hilltop positions (for the better view and easier defense).

The Algedonic Quarter

This rundown area qualifies as a "red light" district, with most residents of Status -2. "Algedonic" means "pain and pleasure," perhaps alluding to the presence of the Matachin Tower at the border of the quarter. A brothel called Echopraxia, a tavern or two, and a nacker (collector of animal carcasses) are the only known businesses. To the south of this quarter the slums finally give way to the ruins of the dead city.

Citadel of the Autarch

Located on Citadel Hill, this ancient fortress complex is known as "the Citadel" to its inhabitants, or "the Old Citadel" to denizens of the Cobbler's Common district, and is virtually unknown to people in the Sanguinary Field area. Surrounding the hill are tenement slums (Status -1). Across the River Gyoll are a few notable structures in an otherwise unknown district: There is a lion pit where animal fights are held (served, no doubt, by the beast handlers) and there is a khan (travelers' inn) with a statue of Night upon it.

The Barbican

An outer work guarding the Bitter Gate, this is manned by tough soldiers who are quick to turn away people who have no business in the area. Even torturers' apprentices are afraid of them. Fiacres (hired carriages) come and go, but only after they stop for inspection.

The Bear Tower

Once a zoetic transport (maybe as instrumental in reseeding Urth with animal life as Noah's ark), this former starship has been used as a tower for the beast handlers since the dawn of the Age of the Autarch. This guild is involved in breeding (perhaps even a little bioengineering), raising, and training a wide variety of animals, mainly for deathsports – animals like diatrymae, mastiffs, arsinoithers, dire wolves, and arctothers.

The Flag Tower

Local lore in the Citadel has it that if the Autarch comes to visit (and no Autarch in living memory has visited, prior to Severian the Great) he will stay within the chambers of the Flag Tower. Within this long sealed building are several enigmas, including the mandragora and the fabled emerald bench.

The Grand Court

The finest, most impressive of the various open areas in the Citadel, this is used for ceremonial occasions as well as serving in better times on a day-to-day basis as the entryway for diplomats, ambassadors, and the like.

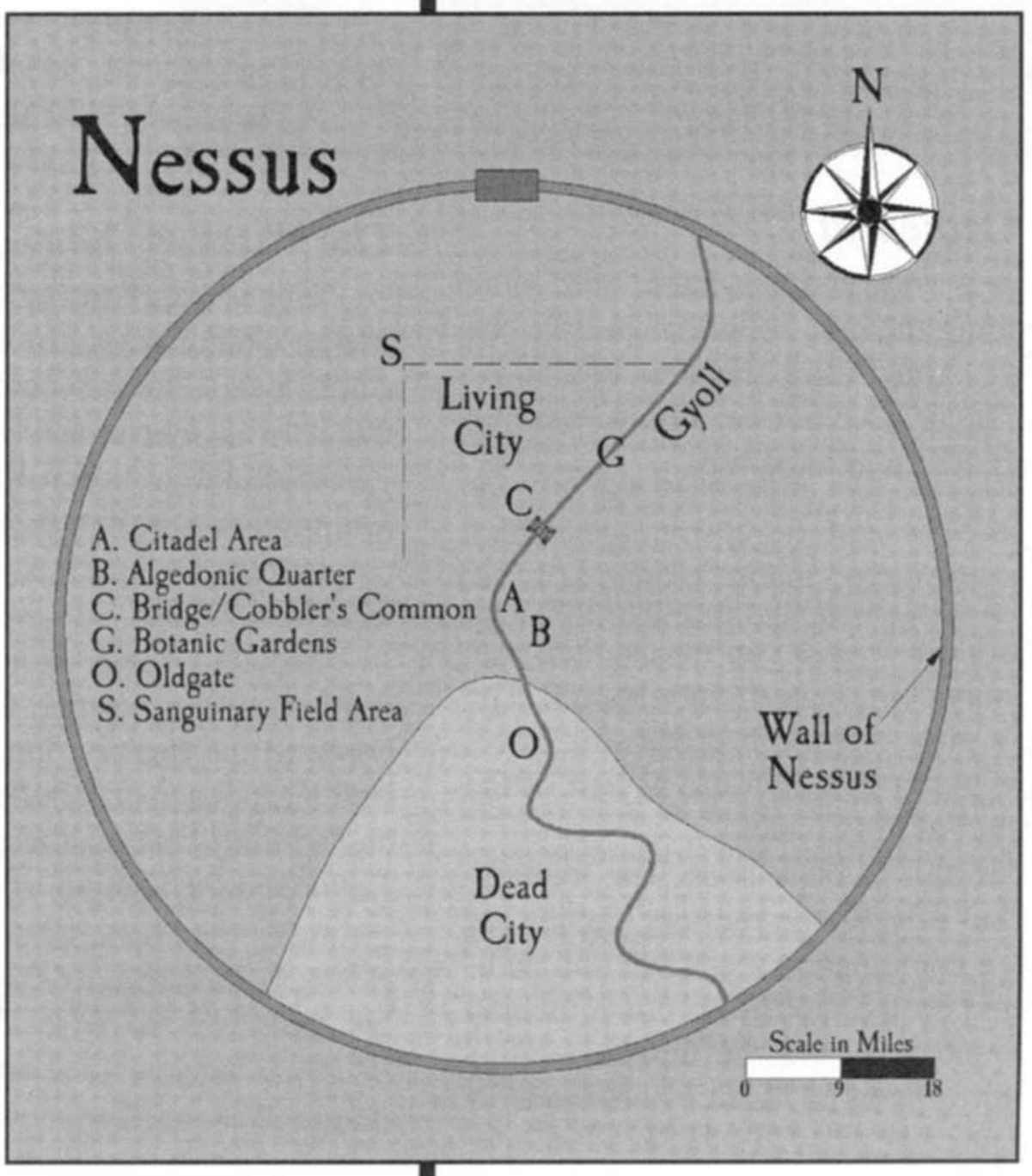
The Great Keep

The central structure of the Citadel, it is so big that when one looks north from the flag pole of the Matachin Tower one's view is partially blocked by this gargantuan hulk.

The Library

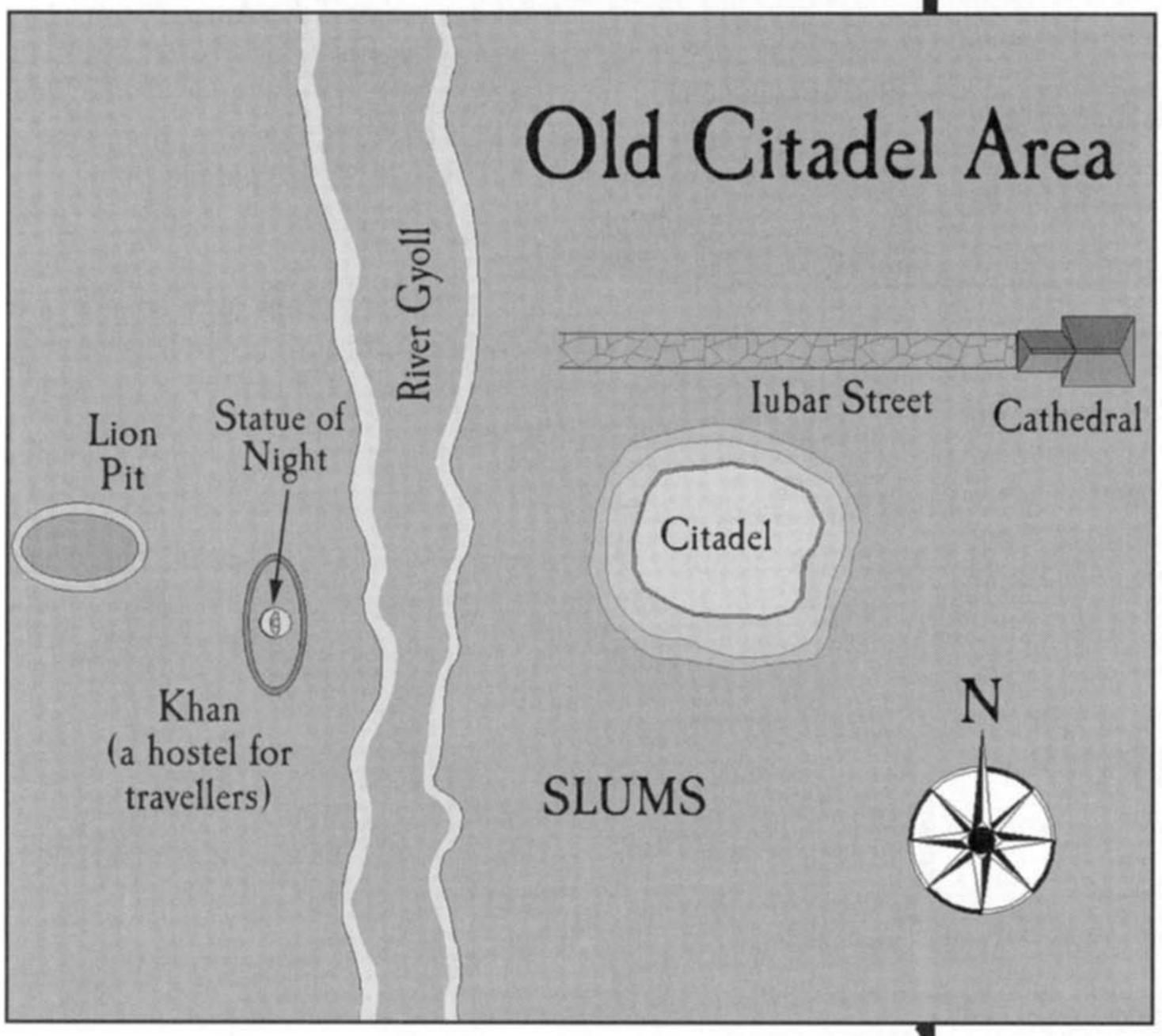
This easily qualifies as a Wonder of the World, on par with the Great Library of Alexandria in the ancient world. It was established by Typhon, the Last Monarch, who ransacked all the libraries of Urth (and maybe even some other worlds) to concentrate all the information in one vast location.

The organization is mind-boggling. It houses thousands upon thousands of books, some of alien language, others of alien material, still others of alien effect – including books whose pages cause hallucinations. Among these tomes lives a curious breed of rat, capable of building two- and three-level houses with the books and smearing dung on the covers to form the simple characters of their speech.



One room of the Library is dedicated to Autarch Sulpicius who visited some 300 years ago (perhaps the last Autarch to officially tour the Citadel), and in the center of this room is a great ebony case filled with textual treasures. Yet who but a librarian could find that room? Local lore has it that the corridors of the Library of Nessus extend all the way to the House Absolute.

The public is restricted to the Reading Room and the Children's Room – the dark, rat-infested stacks themselves are the realm of the librarians.



Iubar Street and the Cathedral

This nearby major street is wide and tree-lined, with more trees on the esplanades dividing the east-bound lanes from the west-bound lanes. In Ultan's sighted days, this area had booksellers and antique dealers. There have not been booksellers in Nessus for decades by Severian's apprenticeship.

The Matachin Tower

The tower is topped by a flagpole flying a fuligin pennant. In the room below this, bodiless voices can occasionally be heard talking (a still functioning communications station?). The gun room houses big ship's guns resting in cradles of force; journeymen torturers receive training in their use as part of the guild's duty to defend their part of the Citadel.

The apprentice dorms are full of bunk beds. The journeyman dorms are each small but private; the masters' cabins are real rooms. The refectory is a combination mess hall and auditorium. The kitchen is located on the next floor down, behind the common room. At ground level are the master studies where the masters meet with officers of justice and heads of other guilds.

Below the tower is where the real work is done. The first basement is the examination room (the propulsion chamber of the original starship) where the torture takes place: Here one finds the kite, the apparatus (which letters a slogan into the client's flesh), the post (removed from the Old Yard at the complaint of the witches), Allowin's necklace (which tightens with each breath), and the revolutionary (an electrically powered device that awakens an inner demon within the client). The next level down is the first level of the oubliette, with cells lit by ancient electric lights said to be eternal (but some have gone out). The third level of the oubliette is reserved for those who have gone loudly insane, and the fourth level is abandoned – but tunnels leading out from here visit all sorts of curious spots, not the least of which is the Atrium of Time (see p. 94).

The prisoners of the tower include merchants who made rich profits on supplies needed by the army, camp followers who had spied for the Ascians, and sordid civil criminals (like the woman who made children into living furniture).

The Necropolis

The dead are buried here, arranged in a pattern again reflecting the social ladder. Sepulchers of exultants are at the top of the hill nearest to the citadel wall, then mausoleums of the optimates, then the simple monuments of commoners, and then the bare mounds of the poor. At the bottom of the hill is the tall iron gate, usually locked at night and sometimes even during the day.

In the Era of Typhon, this area was a neighborhood of the rich and powerful.

The Witches' Keep

This is a dark tower, bent on the outside and ruinous on the inside. Unlike many towers in the Citadel, it was purposebuilt rather than a starship conversion. Its frame has long since corroded away; no passage is straight nor sightline true within it.

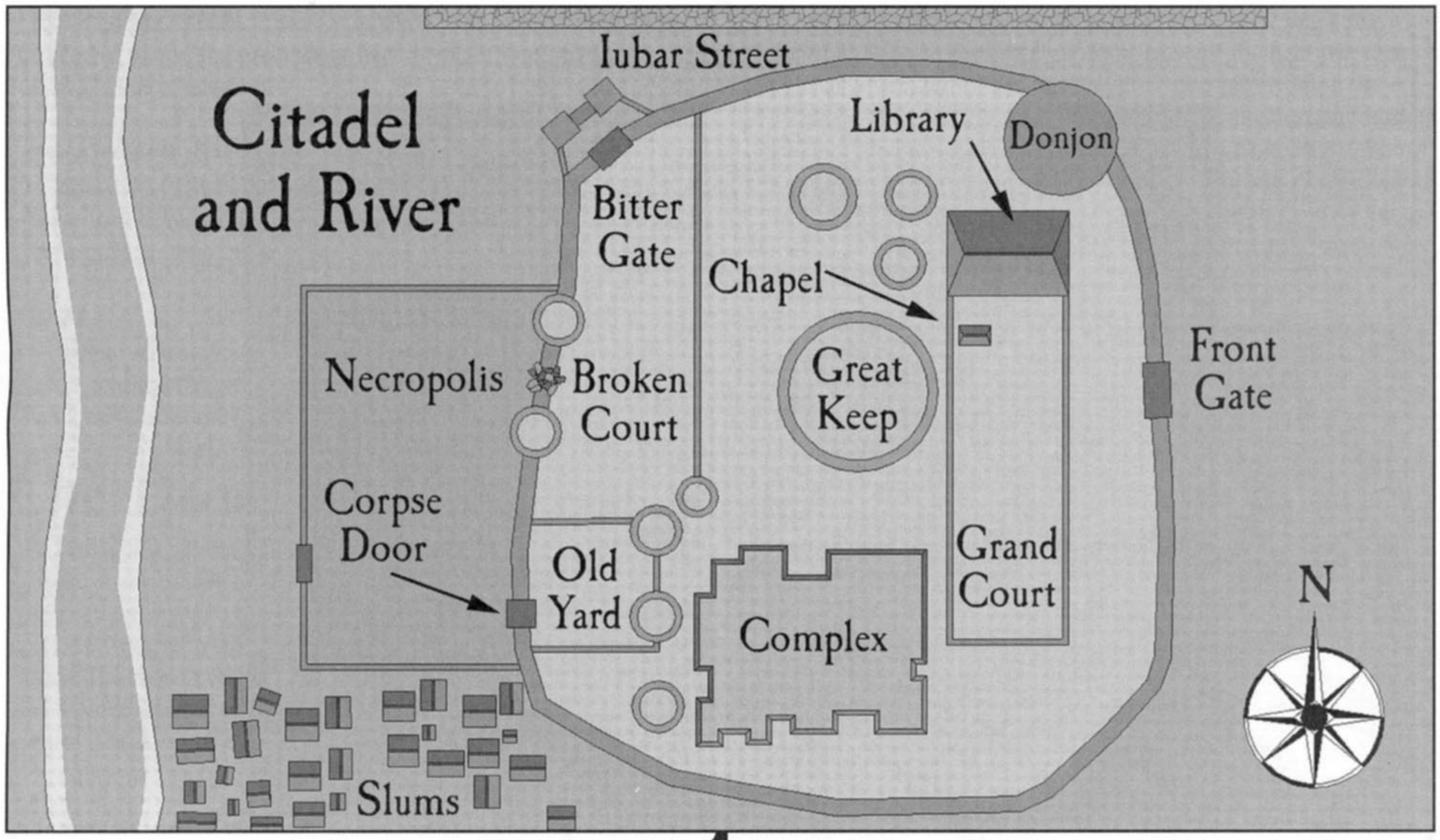
Strangely colored lights flare and the witches' screams peal out from the top of the tower at night.

Other Towers

The Red Tower is a complete mystery. The Drum Tower rumbles at the solstice every year. The Tower of Healing is home to the healers, long-time enemies of the torturers. The Bell Keep has a cistern that the apprentice torturers often swim in. Nothing beyond their names is recorded for the Martello Tower and the Donjon.

Cobblers' Common

This quarter is on the edge of respectability, since the slums of Nessus begin on the other side of the bridge.



The Adamnian Steps

These white stairs work their way down the hill in a series of switchbacks from the Cobblers' Common to the Garden Landing on the Gyoll. Some of the steps are broad and gradual, others are short and abrupt, making it a steep climb. Busts of the eponyms line the stair. Families and couples stroll along (usually after a carriage ride to the top). Vendors sell such things as candy, snacks, and apes. This is a pedestrian way – only a madman or daredevil would attempt to drive a fiacre down these stairs.

The Avenue

The avenue is probably the main street of the district, funneling traffic to the north from both the bridge and the lion pit/Night khan area. It is wide and flint-paved, with raised pedestrian paths on both sides and in the center of the roadway, dividing the two northbound lanes from the two southbound lanes. Impatient fiacres, lumbering drays, rhino metamynodons, sheep-drawn bakery carts making deliveries – all are a part of the hustle and the bustle.

The Bridge

The bridge crossing the Gyoll, connecting the slums with the slightly more reputable city, is a well-guarded access point. Bartizans (guard towers) dot the sides of the bridge at 500-foot intervals and a lochus of 100 peltasts is stationed here, ensuring that the carnival atmosphere of the beggars, jugglers, and street musicians who ply the bridge does not give way to rioting. At night the bridge is lit by flambeaux on poles staggered every 50 feet or so. The peltasts are equipped with half-armor, transparent shields, and hastari (see p. 86).

Cafes

A typical cafe in the area features tables on the sidewalk. It serves coffee, pastries, bread, fruit, and gruel. Whatever tip is left is all the money that the poor waitress receives.

The Common

An open green surrounded by two-storied buildings, presumably the homes and shops of the shoe-makers who give the name "cobbler" to the area. Sometimes the Pelerines will come in and set up their tent cathedral here overnight. It plays havoc with the traffic flow when they do that.

Inns

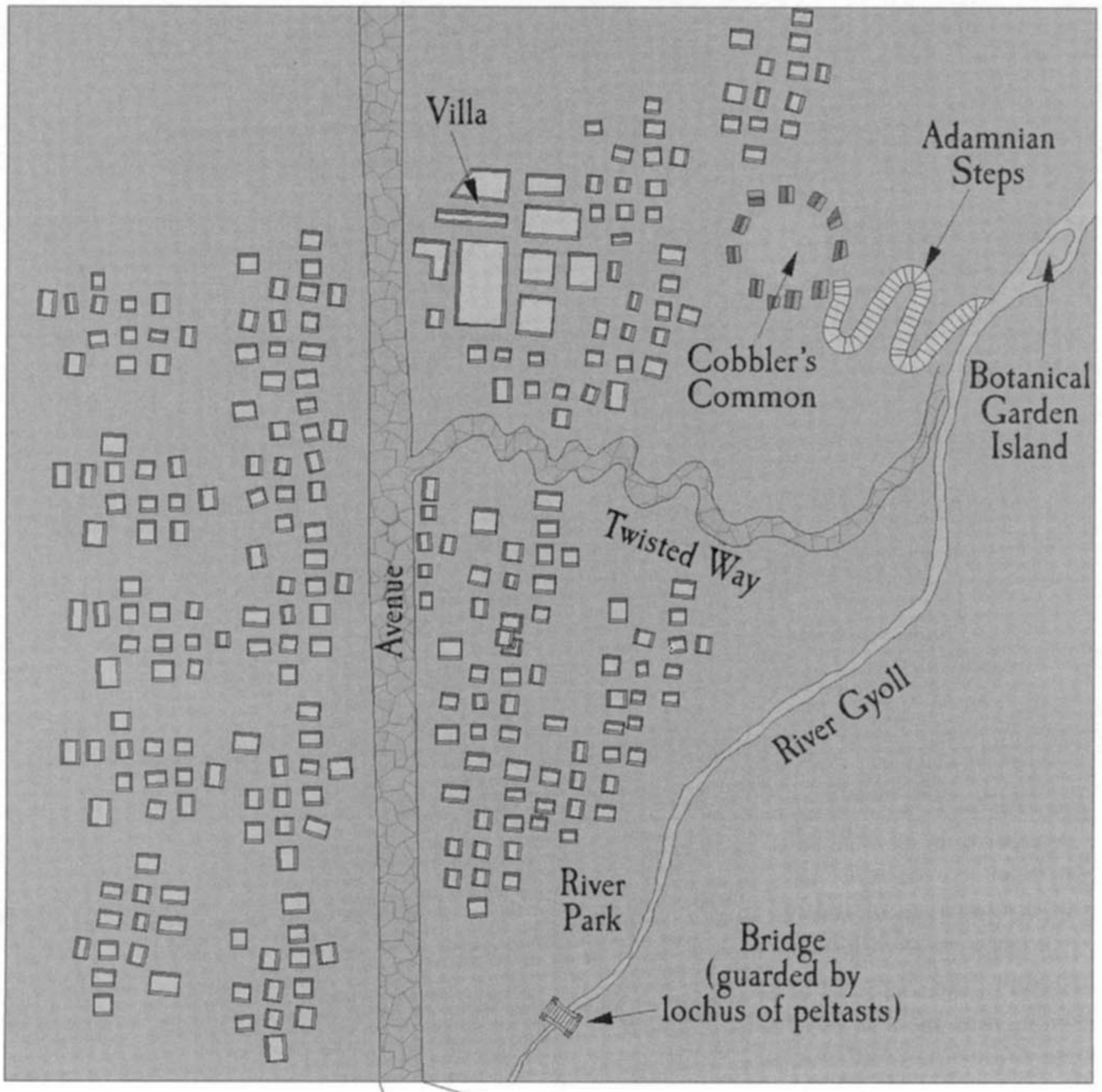
A simple inn of the area has a common room that can seat one or two dozen people, a kitchen, and two rooms upstairs – one for the proprietor and the other for rent. Dr. Talos and Baldanders overstayed their welcome at one of these, and it is easy to imagine similar circumstances happening with a young armiger fresh from the provinces.

The Park

The riverside park has no restrictions on napping during the day, but as night falls city roundsmen begin their patrols, rousing laggards and clearing the park.

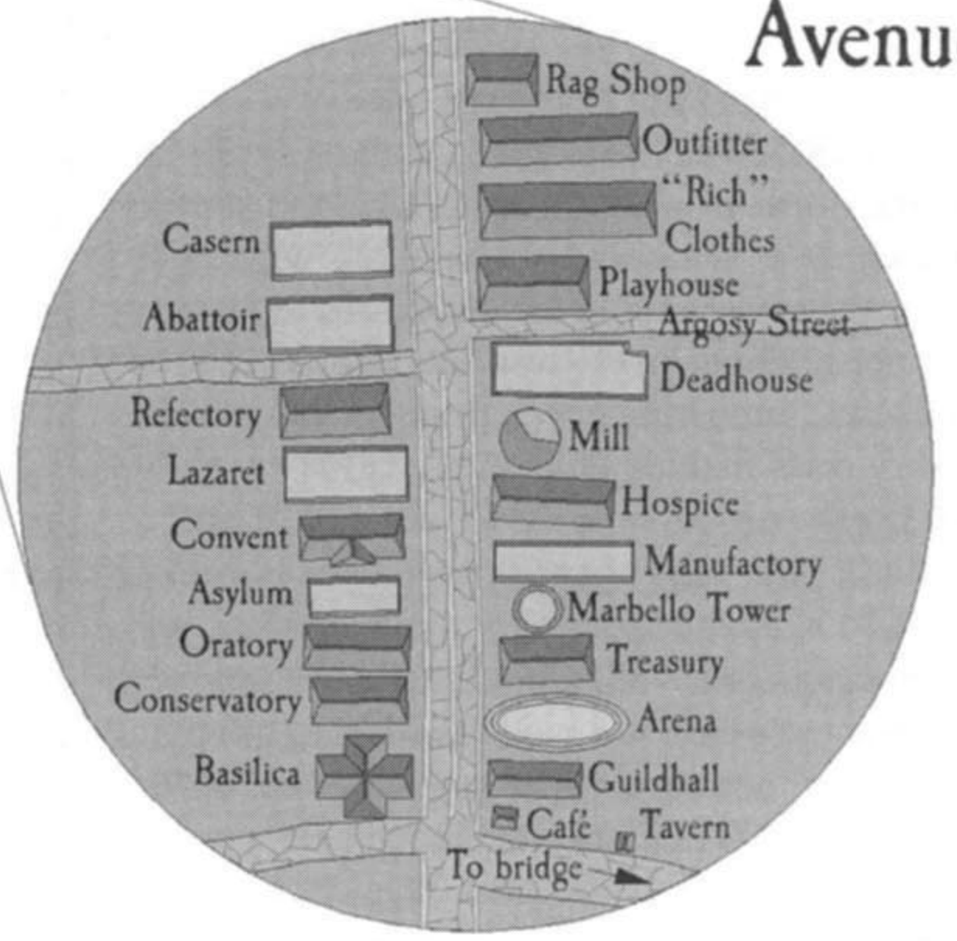
Rag Shops

These little shops serve much the same function as pawn shops. They often owe most of their business to armigers "slumming" for cheap costumes (to wear to masques) and others selling heirlooms out of desperation or ignorance. This makes them part disguise shop and part pawn shop, full of all



Cobbler's Common

Detail of Avenue



sorts of curios. When business is slack the owners have to sell some rags to the paper-makers just to make enough money to survive, hence the name.

The Twisted Way

This twisty little street is the route fiacres take from the avenue to the Water Way (left bank) and then on to the Garden Landing. The steep incline forces it to be so twisted.

Villas

Some aristocrats, but mostly armigers, have a villa here. Broad chalcedony steps generally lead from the street to an open area of statues, monuments, and pillars

The Dead City

Forty years before Severian's reign began, this quarter was probably as run-down as the Algedonic is now. But by the time Severian set out on the road to Thrax, Oldgate belonged to the dead city, home to omophagists (eaters of raw flesh, afraid that a cook-fire would draw too much attention) and outcasts – visited by occasional scavengers like the antique furniture salesmen of Thrax or an adventurer searching for buried treasure.

Father Inire's Botanic Gardens

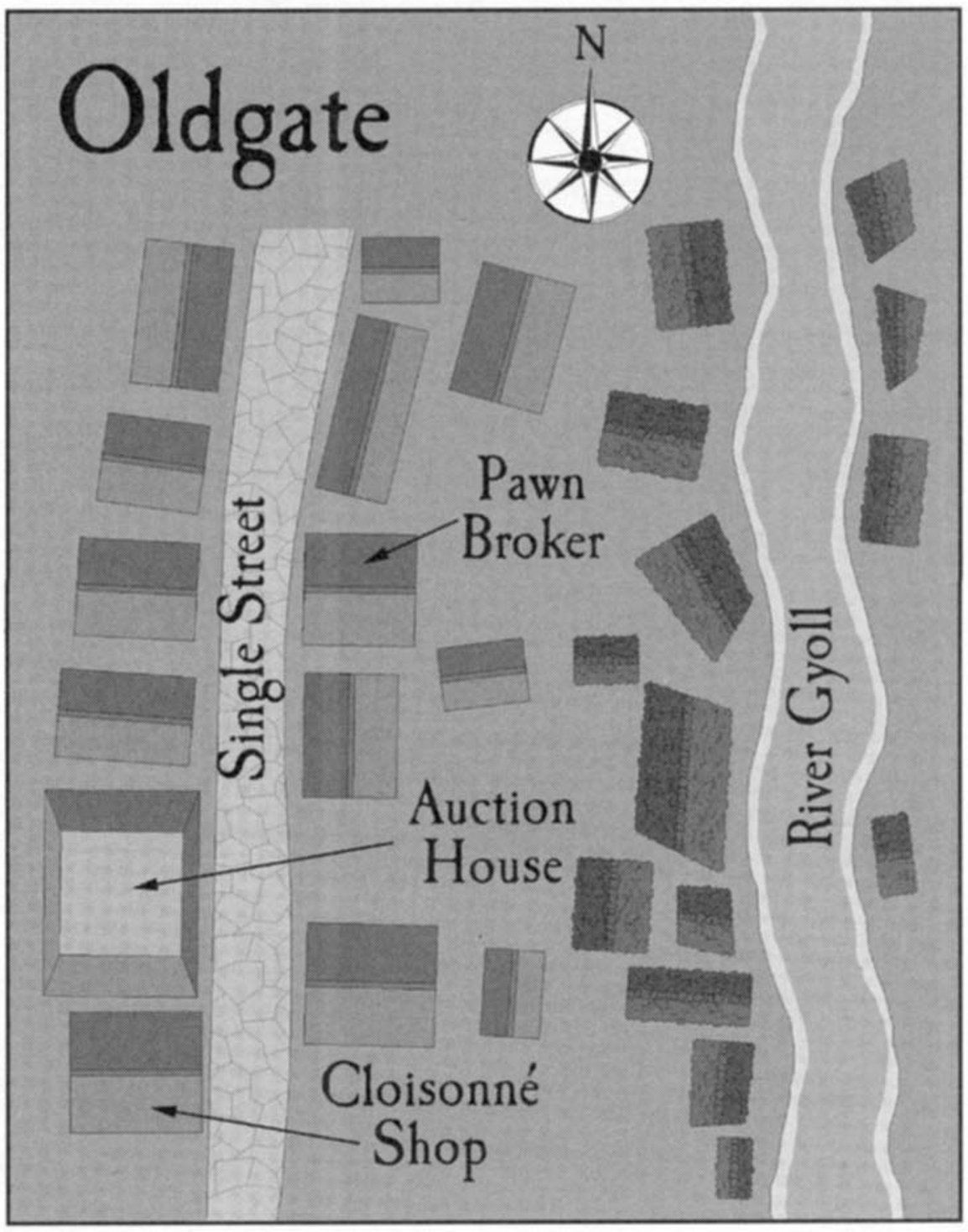
On an island near the west bank of Nessus at the foot of the Adamnian Steps looms this large multifaceted glass dome, so transparent that it is difficult to see at times.

To visit the Gardens, one can take a ferry from the Garden Landing. There are at least seven gardens within the building: the Garden of Sleep, the Garden of Pantomime, the Garden of Antiquities, the Garden of Sand, the Garden of Delectation, the Jungle Garden, and the Garden of Endless Sleep. The structure and the gardens were built by Father Inire and are maintained by the curators guild (see pp. 70-71).

Due to Inire's space/time-bending magical architecture, each garden seems bigger than the building that houses them all, and each seems to exist in a different time and place. This provides an obvious entry point for visitors to Urth, especially those from the deep past.

The Garden of Endless Sleep seems to reach back to the time/space coordinates of Cumae on the Italian peninsula during the Roman Republic (see ***GURPS Imperial Rome***); the Garden of Sand is linked to the deserts of ancient Judea at around 30 A.D.; the Jungle Garden leads to a spot in the Congo Jungle during the mid-20th century; the Garden of Antiquities appears to plunge deep into prehistoric times, filled with plants not seen for tens of millions of years; and it is anybody's guess as to where the gardens of Delectation, Sleep, and Pantomime lead.

The trick is to stay on the path, or at the very least, not lose sight of it. If one were to get lost, one might become chant-caught as a denizen of the garden, charmed into trading the role of visitor for one of inhabitant. Deep inside the Jungle Garden is a rickety little hut on stilts, inhabited by a missionary named Robert, a woman named Marie, and an authochthon named Isangoma. They seem to be from the 20th century – they might be, or they might just be chant-caught citizens of Nessus who now live their lives on exhibit.



The Garden of Endless Sleep is set within an extinct volcano that has partially filled with water. Visitors enter from an underground tunnel to find a marshy wetland surrounded by the crater walls. High up on the inner rim of the crater wall is the Cave of the Cumaean (see p. 44).

In the center of the wetlands is the Lake of Birds, a final resting place for countless citizens of Nessus. The brownish water of this lake has the amazing property of preserving bodies submerged in it. Corpses are weighted down with lead shot poured down their throats and their eyes are glued shut before they are interred. On the far shore of the lake is the realm of the avern (see p. 110) – the only place where this extremely dangerous extraterrestrial plant can be found. Local lore has it that the avern was introduced into this garden to kill the manatees that wandered in from time to time, since visitors would be distressed by the sight of man-like creatures swimming amongst the corpses – others suspect that the avern ensures that the dead stay dead, by killing any that might somehow "awaken" and wander ashore.

The Sanguinary Field

The Sanguinary Field itself is a grassy dueling ground outside of the city proper. It is a suburb. The nearest quarter (to the southeast) has many big houses with terraces and balustrades. The wealth of the quarter is evidenced by the plenitude of red and yellow silk worn by its inhabitants.

Enclave of City Armigers

This Status 2 neighborhood features villas and expensive shops, an "Upstairs, Downstairs" sort of place, with armigettes instead of suffragettes.

Fortress of the Blue Dimarchi

The xenagie of the Blue Dimarchi inhabits this fortress as Severian passes through on his way to Thrax, but they expect to be rotated back out to the front before long to let another xenagie rest and recuperate in the relative safety of Nessus. There is a lazaret (field hospital) here, headed by a physician, and a shop of baubles for soldiers to buy for their sweethearts. The Hall of Justice is presided over by the portreeve, an official attached to the fortress rather than the xenagie.

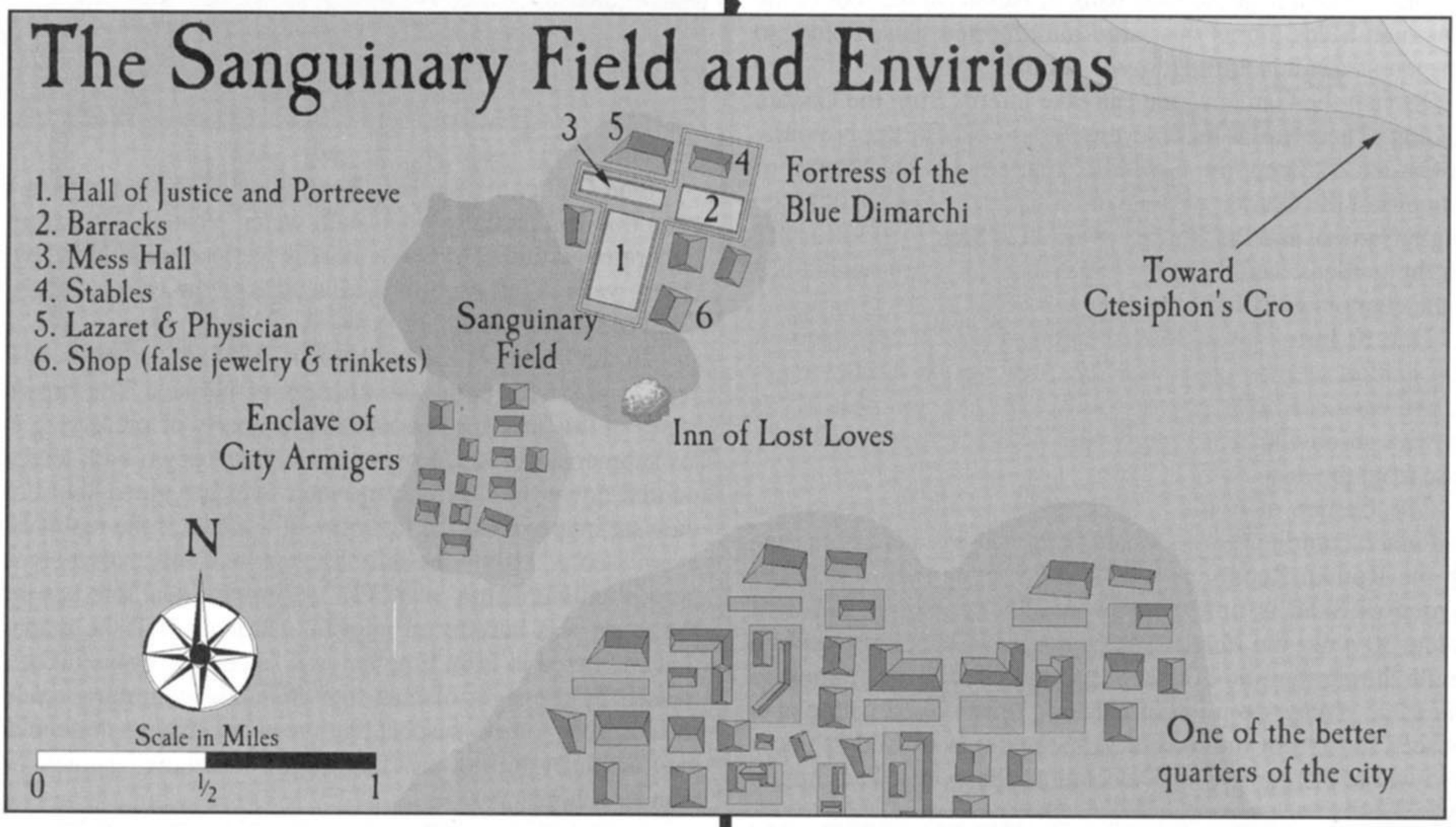
Inn of Lost Loves

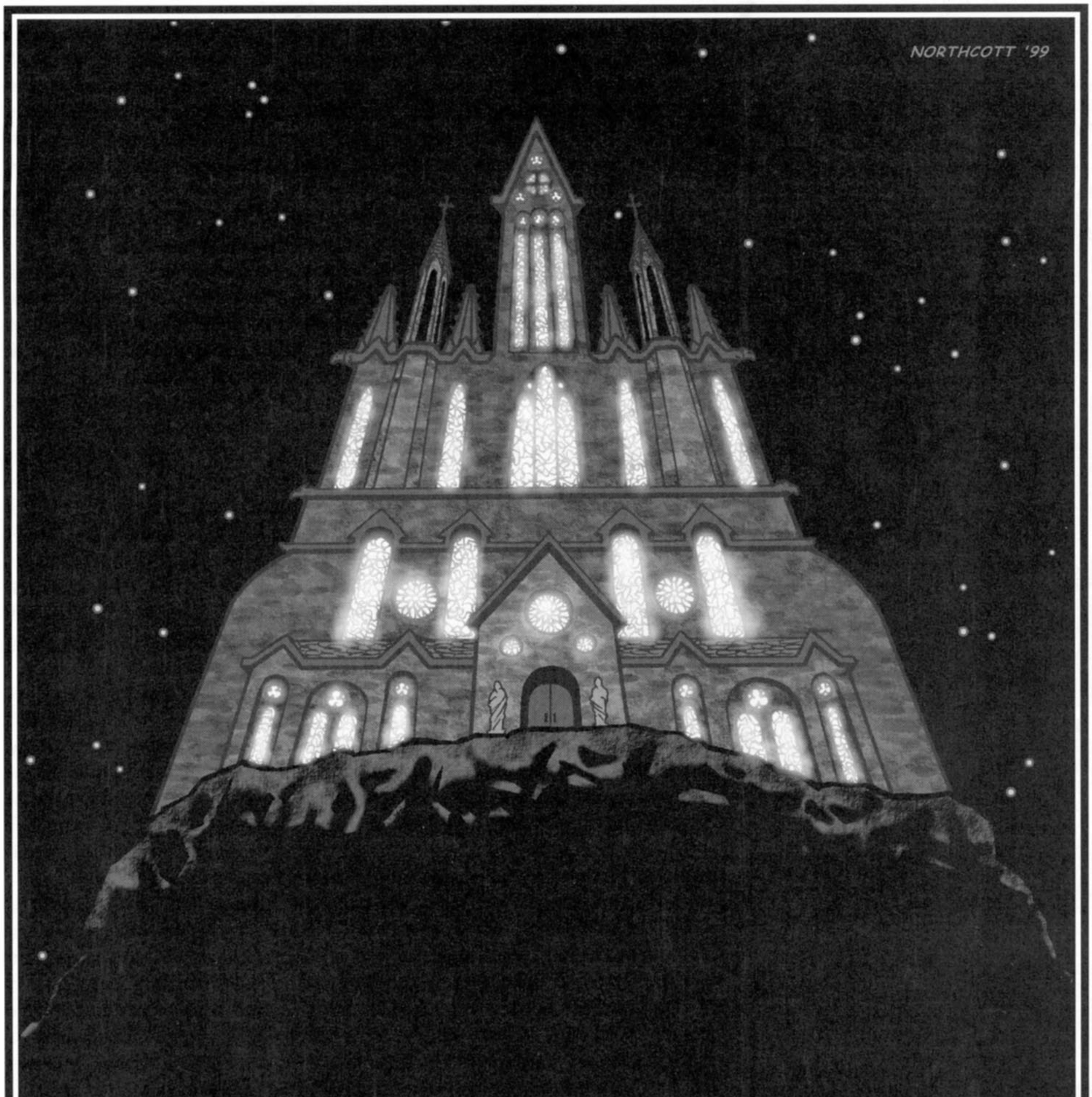
Because the law prohibits any civilian buildings so close to the Wall, the Inn of Lost Loves is located entirely within a very large tree – the "rooms" are circular platforms hidden among the foliage, with furniture for comfort and a brazier for warmth. The trunk of the tree has a circumference of 25′ or so. The painted sign shows a weeping woman dragging a bloody sword. The inn keeper is Abban, who is also the headwaiter. He employs a stable boy, a cook, a waiter, a pot boy, and a serving girl. For those in a hurry, cold meats, salad, and wine are always available. A private room, appetizers of pastry, a bottle of wine, and a roast fowl dinner for three all can be had for only five orichalks (see *Money* on p. 52) – those on their way to the Field can leave a deposit of three orichalks and pay the remaining two when (if . . .) they return to eat. There is even a bower with a small desk where one can write out a hasty will.

The Wall of Nessus

More than three miles tall, this enigmatic structure qualifies as one of the most visible Wonders of the World. From a few miles away it looks like storm clouds on the horizon, and entering the gateway is like walking into a mineshaft. No one knows why it was built, but Jonas suggested that it happened long before Nessus had moved up the River Gyoll and within the compass of the Wall. Was it originally a scientific tool, like a supercollider? Was it the anchor for a beanstalk-style ground-to-orbit elevator? Or just a bit of whimsy from the Long Decline? In Severian's time the cyclopean ring is honeycombed with passages and chambers, manned by hierodules and the Autarch's mysterious man-beasts.

At the end of each day as the solar disc appears to touch the western rim of the Wall, a trumpet sounds at the Sanguinary Field to tell the guards of the wall to close the gates. This is the signal which the monomachists at the Sanguinary Field use to begin their fighting. When the sun is below the horizon, a trumpeter on the wall sounds tattoo – signifying that the gates will not be opened again even for those who carry special passes, and among the monomachists that any challenged party who has not yet shown up is assumed to have refused the challenge and earned dishonor (as well as an encounter with hired assassins, most likely).





5. Urth Religion

It is a difficult task to track the religious experience of a culture over several millennia, but by the same token the vast distances cause details to drop out, leaving only the major movements.

Urthian Deities

While the Church of the Conciliator has one supreme deity, the Increate, its pantheon is filled with lesser divine beings. The following are some of their names.

Name	*Sphere of Influence*
Abraxas	Time
Adonai	Grain
Aperion	Procreation
Bona Dea	Mother Nature
Caitanya	Wisdom
Demiurge	Creator of Material World
Early Summer	Queen of Sky
Fiend	Devil
Fish's Mouth	Ancient Memory
Fauna	Mother of Beasts
Gandvarva	Solar Fire, Prophesy/Divination
Gea	Mother Earth
Helios	Solar disk
Hyperion	Solar titan
Hypogeon	Underworld
Increate	Supreme God
Jurupari	Solar mystery cult
Moira	Fate (lottery of the Increate)
Night	Mother Night
Noctua	Owl
Oannes	Fresh Water, Culture
Ocean	Deep Water/Space
Odilo	God of Culture (Ushas)
Pancreator	Creator of All
Panjudicator	Judge of All
Paraclete	Comforter
Pega	Day Goddess (Ushas)
Sabaoth	Lord of Hosts (Atlantis)
Savitar	Sun
Skuld	planet Venus/Future
The Sleeper	Sea (Ushas)
Sith	(Atlantis)
Spring Wind	Farmer Soldier
Surya	Solar Fire
Tchataka	Sky Bird
Thais	Night Goddess (Ushas)
Theoanthropos	The bridge between man and god
Thyme	Father Time
Urth	Earth as Crone/Past
Urvasi	another name for Ushas
Ushas	Earth as Nymph
Verthandi	planet Mars/Present
Ylem	Origin

From the fragmentary evidence available it appears that Urth is both monotheistic (worshiping a single transcendent god) and polytheistic (acknowledging a spectrum of lesser deities). Often it seems that from a polytheistic pantheon, the transcendent one emerges: In the Age of Myth, Apu-Punchau introduced the idea to a stone-age culture; in the Age of the Monarch, the Conciliator revived and renewed it in a religious background reminiscent of the bronze-age Greek culture; in the Age of the Autarch, Severian does the same in spite of (or perhaps because of) his own skepticism; and in the Age of Ushas, the Sleeper awakens to find himself a part of a tidy little celestial court.

To further complicate matters, the one transcendent god is known by a variety of names: "Increate" is used by the educated, "God" among the slaves and very poor. And there is a hierarchy of angelic beings. There is also an evolution toward the godhead: both celestial saints like Father Thyme and Urth-bound titans like Baldanders who grow into watery godlings like Abaia.

The Church of the Conciliator

In the Age of the Monarch there was no place for spirituality. The galaxy was conquered by humanity and an argument was begun between Briah (real space) and Yesod (hyperspace). The First Empire fell from external forces brought by Yesod and internal forces of the long-suppressed human impulses (see p. 8).

To bridge this gap and heal the rift, a human being called the Conciliator made the long voyage to Yesod and returned with a message of reconciliation between the two universes in the name of the Increate. As a part of this treaty, the office of Autarch was created and the Commonwealth was born from the ashes of empire. The Autarch will represent all of humanity by standing in the hall of justice in Yesod and taking the test. If he succeeds at the test, then humanity is found worthy and given a New Sun to repair the weak Old Sun. If he fails at the test, the Autarch is emasculated and sent back to Urth.

In some ways the Church of the Conciliator is similar to Christianity in its broadest sense. The Increate is like the Christian God: omnipresent yet unseen, within the universe yet not made of it, a creator whose work remains mysterious. That is, the Increate is an infinite being who is supremely good, who created the universes, who knows all and can do all, who is transcendent over and imminent in the universes, and who loves humanity. We might also consider a parallel between the chiliad-long Age of the Autarch and Christ's Thousand Year Reign on Earth as prelude to eschatology (the final judgment).

Some important differences remain between Christianity and the Church of the Conciliator. On the side of mercy, the Commonwealth has never had witch hunts, heresy scourges, or religious wars. In fact the witches were integrated into the Autarchs' government design at the very beginning and remained Servants of the Throne for the duration of the age. This means that the inquisitions, the schisms, and the crusades that so marked and shaped the medieval Christian world have no analog in the Commonwealth.

On the other hand (that of severity), the torturers have also been a part of the Autarchs' government from the onset. Even though they function as a tool of civic punishment rather than one of religious persecution, still the fact remains that they torture people. They are the horror of the Inquisition without any of the religious trappings.

Most of this is background information, since by Severian's day the Church of the Conciliator has fallen a long way, to the point that the vast majority of people no longer worship regularly and cathedrals are visited once a year for guild feasts. Religion is not a part of daily life, even though there are vestiges of it in common speech. If there are any pilgrims, most are no doubt making their pilgrimages just as an excuse for vacation travel.

The Increate

The Increate is everywhere yet nowhere, the primal cause of Yesod and Briah and any other universes there might be – yet the Increate does not reside in Yesod, even though we might easily envision Yesod as a sort of "heaven."

Angelic Beings

Just as the Church of the Conciliator has familiar undertones, so does the Commonwealth notion of angelic beings seem familiar. Dr. Talos' play *Eschatology and Genesis* features the archangel Gabriel (the divine herald), and Severian makes passing reference to gandharvas, amschaspands, and the heptarchs, all of them forms of archangels in different cultures.

Yesod is in many ways analogous to our concept of heaven, especially with regard to its inhabitants who have angelic powers and angelic names. Since Tzadkiel is the name of the archangel of justice (in the Jewish mystical tradition of Kabbalah), we can see that the hierogrammates of Yesod are the archangels of Briah. Likewise, the hierarchs (like Venant and the captain of the ship tender that takes Severian from the *Tzadkiel* to Urth) are angels, and the hierodules (Ossipago, Barbatus, and Famulimus) are lesser angels.

Creation Myth

There has been more than one creation, each one ending with a final judgment out of which comes a new creation. The idea can be found in myths of ancient Greece (the period of the Titans preceding that of the Olympian gods), the Norse (the new creation to arise after Ragnarok), and the Hindu, as well as in the Bible (especially as it is interpreted by Kabbalists).

The beginning is in the Garden of Eden, where Gabriel (as emissary of the Increate) starts the show by announcing the end of one creation and the beginning of the next. The first man is Meschia and the first woman is Meschiane, but they are not alone in the Garden. Jahi is a mischievous female demon of an earlier creation – she wants to trick Meschia into loving her and thereby spawning a new brood of demons. Nod represents another earlier creation group, that of the earth giants – while allied to Gea, they are willing to accept the new humans as superior, to serve them in peace, to supply wives for Meschia's sons.

The Garden is ruled by Archon, who is either a lesser creator god or a pretender of such. He was the ruler of the creation just ending and cannot believe he is no longer in control. He may really believe he is the Increate, and he usually offers a great deal of resistance to the new creation. He will use violence against Meschia to try and take his place as the father of the new race. Archon has the command of armies, and if cornered can unleash world-destroying forces. (In Roman myth this part would be played by Saturn.) Then there is Achamoth, consort to Archon, who will use seduction on Meschia to try and take the place of Meschiane as mother of the new race – though she would probably settle for second-wife status, if she can get it.

These six characters interact among themselves to determine the fate and nature of the new creation. Since creation has happened an uncountable number of times before, all sorts of permutations have surely been explored – in fact, it

Angels and Monsters

The following less-than-divine creatures inhabit the religion of Urth.

Angels

Name	*Sphere of Influence*
Gabriel	Herald
Tzadkiel	Justice

Monsters

Name	*Sphere of Influence*
Abaia	Deep Waters
Echidna	Mother of Monsters
Erebus	Ice and Darkness
Hierax	Underworld
Juturna	an Undine, consort to Abaia
Molpe	Water and Music
Naviscaput	Water and Machines
Phaea	Queen of Pigs
Scylla	Water and War
Sphigx	Deserts and War
Tartarus	Darkness and Thievery
Thelxiepeia	Water and Witchcraft
Typhon	Father of Monsters
Uroboros	Lord of Serpents, Equator

See the *Enemies of the New Sun* sidebar on pp. 43-44 for more information on key members of this list.

Genesis Characters

The genesis story, repeated in each age, features these core characters:

Player	*Role*
Meschia	Adam, first new man
Meschiane	Eve, first new woman
Jahi	Lilith, mother of demons
Nod	of the Nephilim, earth giants
Archon	lesser creator/pretender
Achamoth	consort to Archon

Players in the Age of the Monarch

The following characters act out the corresponding genesis roles at this particular cycle.

Role	*Player*
Meschia	The Conciliator
Meschiane	Herena
Jahi	Burgundofara
Nod	Captain Hadelin
Archon	Monarch Typhon
Achamoth	Madame Prefect Prisca

Players in the Age of the Autarch

Role	*Player*
Meschia	Severian
Meschiane	Dorcas
Jahi	Agia
Nod	Baldanders
Archon	Abaia
Achamoth	Juturna

Players in the Age of Ushas

Role	*Player*
Meschia	priest's grandfather from space
Meschiane	priest's grandmother from space
Jahi	Thais, Goddess of Night
Nod	The Sleeper, God of the Sea
Archon	Odilo, God of Day
Achamoth	Pega, Goddess of Day

probably happens again in miniature at the end of each age. Doctor Talos' play *Eschatology and Genesis* gives what might be an accurate account of the events at the dawn of the Age of Myth, or it might be more closely related to the events at the twilight of the Age of the Autarch.

Avatars

Avatars are the divinely inspired agents/emissaries of the transcendent god. In the Greek system, the *pantocrator* is the avatar of the Pancreator. Avatars appear from time to time, perhaps only once per age, to offer guidance or course-correction for civilization and/or all of creation.

Apu-Punchau

The Incan sun god, Avatar of the Age of Myth, brought his people culture, teaching them architecture, medicine, metal-working, pottery, tactics, and the sacred dance. He established the pattern for their civilization.

The Conciliator

Avatar of the Age of the Monarch, the Conciliator was so named since his mission was one of healing the rift between Urth and the higher universe, a break caused by the impetuous First Empire's cruel conquest of several galaxies in Briah (perhaps they even attempted to storm Yesod). His stay on Urth was quite short – just over a week (as chronicled in *The Urth of the New Sun*, see pp. 17-18). Even so, his message was strong enough to launch a church that lasts for more than 1,000 years.

The New Sun

The Avatar for the Age of the Autarch will be the New Sun, a man who will somehow bring new life to the dying Old Sun and sweep aside the worn old Urth for a new creation called Ushas.

The Sleeper

When the Sleeper awakes in the Age of Ushas, he finds the world laid out like a workshop for him to begin crafting the race of the Green Man. He is a water god, a kind of Oannes.

Yesod, the Higher Universe

Despite all the speculation of gods and angels from diverse cultures, Yesod must also be described in the cold, hard terms of science fiction, and perhaps all of its "celestial" aspects are simply the overstated reactions of impressionable primitives.

In this mode, Yesod is hyperspace, a universe "above" ours, the place where black holes lead to, the place where ships that exceed lightspeed end up.

Yesod is the name of the universe, and also the name of the planet-sized ship that is home to the hierogrammates, hierarchs, larvae, and hierodules. This planetary ship has aspects of both heaven and hell: The surface is one of water dotted with countless tropical islands (on each isle a different galaxy is tested and judged by a different archangel of justice), but most of the real work is

done in decks below the surface, where the constant noise of machinery and terrifying chasms make it rather frightening for visitors from Briah.

In addition to normal-space (Briah) and hyperspace (Yesod), there may also be a lower universe, or "subspace." If so, its name is Abaddon.

The Hieros

A universe begins with a Big Bang (or "Big Bloom" as the sages of Urth probably call it) which sends matter out until the final collapse of matter (or "Grand Gnab" as Master Ash calls it) draws it all back into a cosmic egg. Then it starts all over again (according to many scientists and our story here).

The hieros were the human beings of a Briah universe in a cycle prior to our own. They had conquered their own local galaxy and perhaps a few others, but seeing the inevitable end of their universe looming ever closer at the Grand Gnab, they escaped this universe for a higher one – Yesod. They took along the creatures they had created and shaped as companions for the time-crunching voyages between the stars. The hieros themselves are long gone, but their created companions live on.

The Hierogrammates

The hierogrammates ("holy scribes") like Tzadkiel represent the highest of the lofty life-forms in Yesod. But what exactly is Tzadkiel? She is a creature, she is a ship, she is the captain of the ship, she is the butterfly woman swimming through space. From our perspective, she is godlike: Tzadkiel can alter her own shape, growing to giant size, splitting into multiples; she has a feminine form as well as a masculine form ("Zak") and a winged form; she can isolate elements of her personality and project them as independent creatures; she can also banish elements in a similar way (for example, "little Tzadkiel" at the River Madregot, whose true name might be something closer to "Jahi").

The immature form of a hierogrammate is called a larva. A larva (like Apheta in *The Urth of the New Sun*) is a child of the hierogrammates, not yet a hierogrammate herself, nor truly human. For one thing, they do not have tongues – in order to speak, they shape the noise around them rather than generate sound themselves (which is why the inner world of the planet is so noisy).

Enemies of the New Sun

Following the break-up of the Second Empire at the close of the Age of the Monarch, there arose a group of great monsters who gained control over different areas. Some or all of them might be children (or grandchildren) of Monarch Typhon (see p. 9).

Abaia

Mentioned most frequently in conjunction with Erebus, Abaia is the Great Lord of Warm Water and has more direct influence upon Severian's adventure than any of the other Great Lords. He invades and shapes the dreams of Severian through his agent Baldanders on the first night the two meet. Abaia's concubine Juturna saves Severian in the opening chapters, later tries to recruit him at the River Cephissus – failing that, she tries to kill him. Still later she acts as guide to the corridors of time and the Brook Madregot (see p. 20).

Abaia has a host of concubines, perhaps in an arrangement similar to that of the Autarch's Well of Orchids (see p. 112). His underwater kingdom is home to undines and a host of aquatic creatures – but together with Erebus he also controls the Ascians with their ground and air forces engaged against the Commonwealth. Abaia offers to humanity the old dream of the First Empire – conquest of the universe.

The name Abaia comes from the Melanesian myth about a giant magic eel inhabiting the waters of a lake on an island in the South Pacific. Angry at an old woman for catching fish in his lake, Abaia sent a deluge which killed everyone except the old woman who had eaten the magic fish.

Abaia's Consorts, the Undines

As big as these water women are, most are only the size of dolls for Abaia. Juturna is the best example we have. Her name comes from that of an ancient Italian spirit of springs and streams, a kindly goddess gifted with prophecy and song, wife to Janus (god of gates) and mother of Fons (goddess of fountains). She was a goddess who, like Stata Mater, caused fires to be quenched. (According to one source, Diuturna is another name for Juturna.)

Erebus

Icy Erebus is the one who stands to gain ultimate victory if the Great Lords can keep the New Sun from arriving, since the Ragnarok winter is one where his element of ice dominates the globe. Alluded to but never seen, Erebus has his capital at Mount Erebus in Antarctica.

Continued on next page . . .

Enemies of the New Sun
(Continued)

The name Erebus is from Greek mythology, a very early god of darkness who was the son of Chaos and Darkness, whose other children were Night, Day, and Air. From the incestuous union of Erebus and Night came a large cast of creatures: Doom, Old Age, Death, Murder, Continence, Sleep, Dreams, Discord, Misery, Vexation, Nemesis, Joy, Friendship, Pity, the Three Fates, and the Three Hesperides. (The children of Night have some bearing upon "The Tale of the Student and His Son" from the brown book.) The name quickly became attached to an infernal region, a place of darkness between Earth and Hades.

The Perischii

Erebus' subjects are the legendary Perischii (*PAIR-ih-SKI*), so called because their shadows revolve around them as the sun moves through the sky on a summer's day.

Slaver Ships of Erebus

Ships of Erebus raid the Southern Isles and coastal areas further north (even as far inland as Nessus, but this is rare), always behind a thick wall of fog. These ships take plunder and slaves for use as janissaries or as barter goods with the hierodules.

Scylla

This Great Lord has the name of Typhon's first-born child, Scylla (pronounced *SIH-la*), a name from Greek mythology for a nymph who was turned into a sea monster by Circe (goddess of magic) out of jealousy for the love of Glaucus (god of the sea). On the *Whorl* she is depicted as having several tentacles instead of arms, but there is very little information about her on Urth.

Arioch

Least known of the Great Lords, Arioch is only mentioned once in the Book of the New Sun (*The Citadel of the Autarch*, p. 1): "Just as our familiar Urth holds such monstrosities as Erebus, Abaia, and Arioch, so the world of war is stalked by monsters called battles."

The name (meaning "lion-like") is given in the Book of Daniel (2:14) for the captain of Nebuchadnezzar and also used in Milton's *Paradise Lost* for a fallen angel: a demon of vengeance, a follower of Satan, sometimes depicted as bat-winged.

When they are ready to mate, larvae literally begin glowing – a feature that makes them similar to Norse elves, who are also said to project light.

The hierogrammates have one goal – to guide humanity into becoming like the hieros. It is not an easy task, nor is it without sacrifice, but it is their reason for existence. In a sense it amounts to the cross-fertilization of two different universes. To return to the *Eschatology and Genesis* play, the hierogrammates take their role of Gabriel very seriously.

The Hierodules

The hierodules ("holy slaves") are creatures of Briah shaped by the hierogrammates to be their tools in Briah and there are undoubtedly several different kinds. Even though the hierodules Ossipago, Barbatus, and Famulimus reappear periodically throughout Severian's narrative as they travel backward through time in their flying saucer, little is known about them. Ossipago is a short and stout automaton (perhaps the hierogrammate version of an android), while the other two are angelically beautiful humanoids who wear grotesque masks in order to frighten people of Briah. Their living quarters on the starship *Tzadkiel* have a lighting system that gives Severian the sense of being underwater and the furniture seems like slabs of rock. Their lifespans are limited to around 20 years. Severian supposes that their species was something like the aquatic kelpies before they were modified by the hierogrammates.

The two other hierodules seen in Severian's narrative are the Cumaean and Father Inire.

The Cumaean

The Cumaean is named after a famous Sibyl of ancient Rome, and like that prophetess she lives in a cave in the Garden of Endless Sleep (see p. 37) overlooking the Lake of Birds – people seeking oracles can visit her there. The witches consider her to be one of them, but she seems less than flattered. She can walk the Corridors of Time, suggesting that she is much more powerful than Ossipago and company. When Severian is in the corridors of time, he sees her as a reptile with 100 eyes.

Father Inire

Father Inire is incredibly old. He has been vizier to every Autarch, beginning with Ymar the Almost Just – a period of 1,000 years, but his normal lifespan would only be about 20 years! He is small, hunched of back, and bent over. But he can walk the corridors of time so effortlessly one might wonder if he is Thyme himself! (And the Cumaean is not so far from being Fauna, either.)

Father Inire is also very much like Daedalus, since he has invented many fantastic wonders for the Autarch, including the Second House (a palace labyrinth) and the Botanical Gardens (to rival the hanging gardens of Babylon). But he also has a soft heart for children – he often lends them magical toys.

One time an exultant girl threw her favorite pet cat into an activated mirror in the Presence Chamber (see p. 95). It was, of course, teleported to Yesod or Abaddon. The girl cried. Father Inire, feeling sorry for her and her honest mistake, made the long trip to try and retrieve the pet for her.

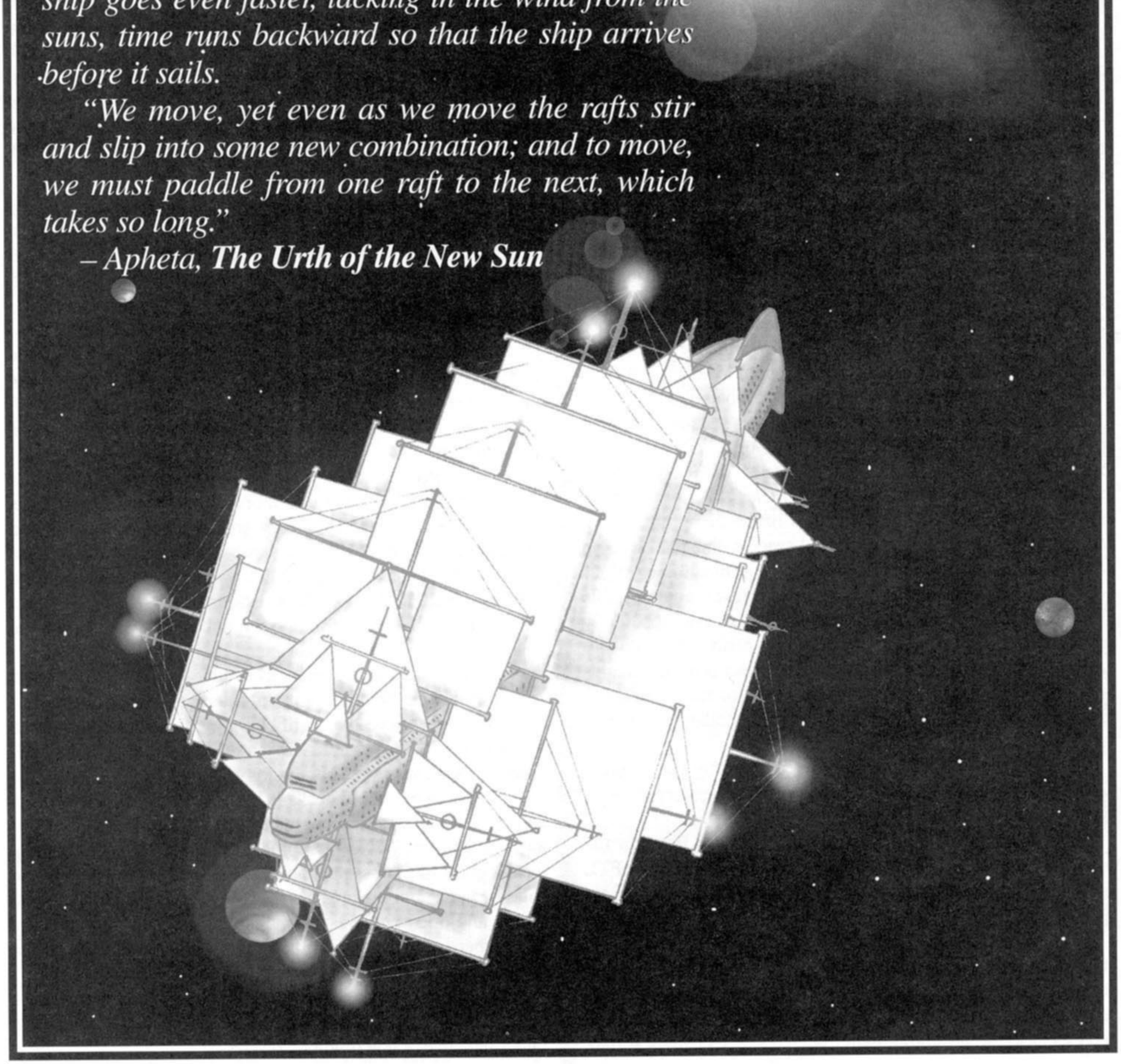
He succeeded and brought the creature back to Urth, but after its journey it was no longer a cat – instead it was a weird familiar, a miniature version of the girl with the power of invisibility. And for the rest of her long life, the girl was thought of as being something of a witch for all the powers that this secret familiar gave her.

6. Space and Time

"The worlds are very far apart. If one of our ships goes from one to another as fast as the starlight, the voyage takes many centuries. It does not seem so to those on the ship, but it does. If the ship goes even faster, tacking in the wind from the suns, time runs backward so that the ship arrives before it sails.

"We move, yet even as we move the rafts stir and slip into some new combination; and to move, we must paddle from one raft to the next, which takes so long."

– Apheta, ***The Urth of the New Sun***



This section details the nature of space and time in the Book of the New Sun. Its more complicated content isn't essential to a New Sun campaign; GMs should feel free to skip it as they choose.

See p. 124 for a table of names for the solar system's planets and pp. 114-115 for campaign ideas extending past Urth's atmosphere.

The Universe(s) in Terms of GURPS Space

The background to Urth in the Age of the Autarch is a blend of the "Long Night" and the "Conquered/Insignificant Terrans" types of universe, with the galactic overlords coming from another universe. There are at least two universes: Yesod (hyperspace) and Briah (normal space), and probably a third, Abaddon (subspace). Hardly anything is known about Abaddon – even its existence is only a rumor.

The overall technology levels are Yesod at TL16, Briah at TL12, and Urth at TL4 (but see *Technology Levels*, p. 50).

At its height, the First Empire controlled entire galaxies (see pp. 7-8). This immense scope suggests that they had attained hyperspace travel, and used it till they encountered the immense planet-ship Yesod (see Chapter 1, *The Posthistory of Urth*), which may be the sole "natural" inhabitant of hyperspace.

Reactionless drives are used for space boats that are more like ancient Greek biremes than rockets, and starships use vast arrays of solar sails as their primary mode of propulsion. These much more closely resemble the "hypersails" of ***GURPS Space*** than the TL7+ lightsails of ***GURPS Vehicles*** or TL8 solar sails of ***GURPS Terradyne***. The solar sails of the New Sun setting can reach the speed of light in normal space within a reasonable time period, and can navigate hyperspace if a ship crosses over.

Given the nature of propulsion, space travel requires skills closer to Seamanship than Piloting (and solar sails apparently are similar enough to TL4 sails to allow Seamanship/TL4 to have some utility with them!). Astrogation seems to be straight-line, point-and-go – but with vast amounts of time-crunching involved even stars move around, and constellations change their shapes.

Space-going vessels are largely crewed by mechanical beings, technically androids but commonly referred to as "sailors."

FTL travel involves hyperspace, where time flows in the "opposite" direction. Most starships probably don't have FTL capability – they make do traveling around at relativistic speeds.

The bigger the ship, the faster it can go. A big ship crawls up toward lightspeed at relativistic speed, with time dilation crunching onboard time the closer the starship gets to lightspeed. At lightspeed, the starship leaves the old universe behind and enters hyperspace, the higher universe of tachyons. It may be that in hyperspace the ship's sails should be taken down – they might act to somehow *slow* the ship down to that point where it breaks back through the light barrier and pops back into Briah! Perhaps ships glide through hyperspace. Since time flows in the opposite direction in hyperspace, there is an opportunity to gain back all the time eaten up in the normal space voyage. Around 1,000 years of reverse time pass for every "day" in hyperspace.

Travel times aren't cited with much precision, and precision might be hard to come by given the time distortion involved in star travel. It seems to have taken the starship *Tzadkiel* about 90 days to sail from the Urth system to Yesod.

Because of the time travel, there might only be one big ship criss-crossing through all of time and space. If so, then it must be the *Tzadkiel*.

FTL communication is possible, but it might be another phenomena of either the corridors of time or the magic mirrors of Yesod.

Teleportation is possible, not only to (and maybe from) Yesod (using the magic mirrors), but also shorter-range hops on the planetary surface of Urth (using the corridors of time). Time travel is possible in a variety of ways, including magic.

The Starship Tzadkiel

The starships of Briah and Yesod are very much like the sailing ships of the Commonwealth. Their silver sails somehow catch the cosmic winds that propel them to near-light speed, or in the case of a big ship like the *Tzadkiel*, beyond light speed and into Yesod.

The *Tzadkiel* is a very big ship. From bow to stern it is around 12 miles long (perhaps more). It has seven upper decks arranged side by side. The decks are wooden, with metal and stone beneath them. Each deck has countless masts that stretch up 100 times taller than the Flag Tower, the tallest structure of the Old Citadel. The 10,000 masts are said to be 100 times taller than the thickness through the hull of the ship. When the sails are out it is hard to see the stars.

The upper decks are exposed to the vacuum of space, and "cloak of air" necklaces (see p. 85) must be worn by those visitors who need to breathe. Artificial gravity on the upper decks and the one just below them is set at one-eighth of a G. Elsewhere, microgravity conditions exist.

Access to the upper decks is by way of automated airlocks called hatches. These portals will warn visitors to don cloak of air necklaces. Below decks, some corridors are wooden; others have a grass-like substance that acts like Velcro, gripping at the soles of boots and making it easier to walk. Some corridors are windy and open onto vast airshafts that descend into the ship. Somewhere near the core of the ship is a place called the power house, which apparently houses any engines and power cells.

Staterooms for passengers are located on the first below-deck. These rooms are protected by AI portals – some are rather talkative; a few might be insane.

Crew

The starship *Tzadkiel* is captained by the hierogrammate Tzadkiel and crewed by sailors both android and human. The silver-class androids (see p. 80) are the officers, the iron-class androids (see p. 81) are the warriors, and the humans seem to do most of the work. On such a big ship there is plenty of room to hide – which is what the mutinous sailors, called "jibers," do.

Apports

On occasion the mirror-like sails of the starship will accidentally draw in a creature from another universe, much in the way that magic mirrors allow teleportation. Creatures drawn by the sails are called "apports," and they are generally hunted down with calivers (see p. 84) and confined in the live-cargo hold.

Local Stars

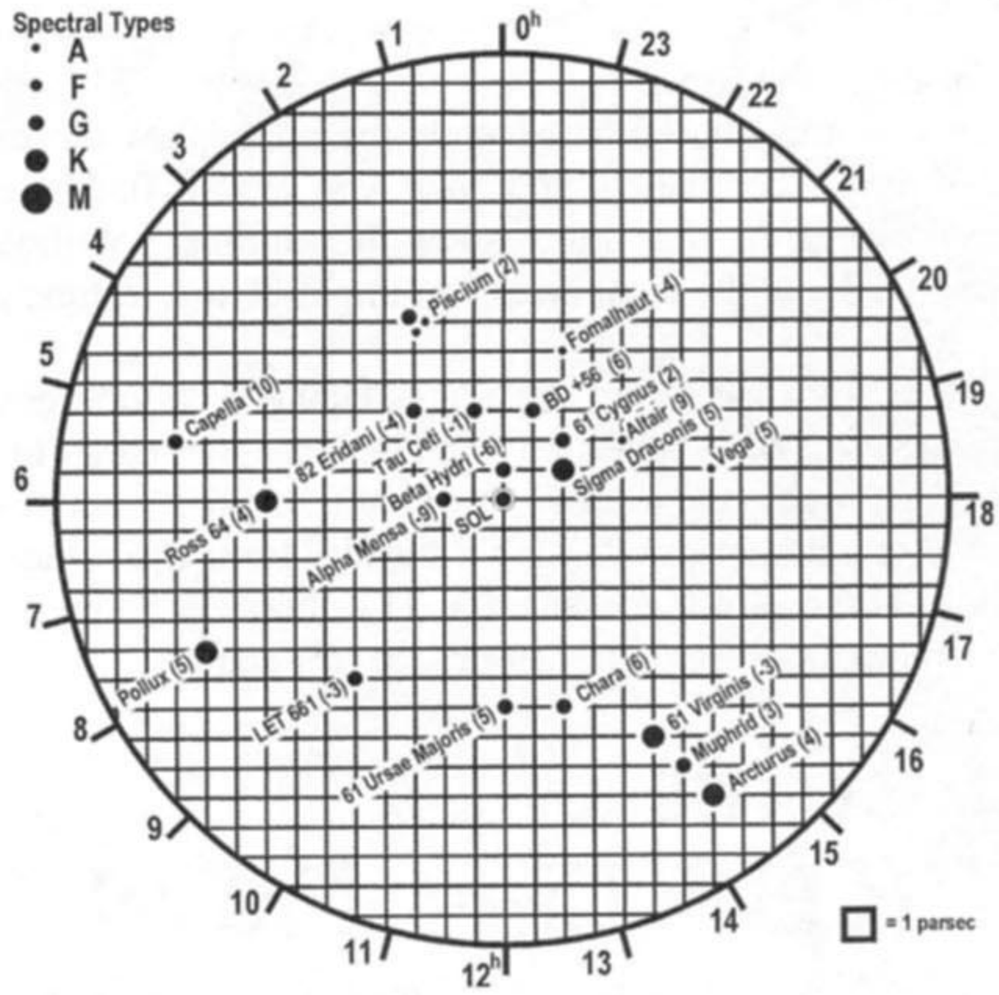
Urth lies at the core of what was once a star-spanning galaxy, and doubtless traces of that empire exist today on distant worlds. GMs running a New Sun campaign may want to include a starfaring element, but given the loss of hyperspace travel only the nearest stars are likely to be explored:

Name (stellar class)	*(x, y, z)*	*Name's Meaning*
Old Sun	(0, 0, 0)	
Beta Hydri (G2)	(0, 1, -6)	
Alpha Mensa (G5)	(-2, 0, -9)	
Tau Ceti (G8)	(-1, 3, -1)	
82 Eridani (G5)	(-3, 3, -4)	
Piscium (K1)	(-3, 6, 2)	"the cord"
Sigma Draconis (K0)	(2, 1, 5)	
61 Ursae Majoris (G8)	(0, -7, 5)	
LET 661 (K6)	(-5, -6, -3)	
Chara (G0)	(1, -7, 6)	"joy"
61 Virginis (G3)	(4, -8, -3)	
Fomalhaut (A3)	(2, 7, -4)	"fish's mouth"
Ross 64 (M6)	(-8, 0, 4)	
Altair (A7)	(4, 2, 0)	
Capella (G5)	(-11, 2, 10)	"little she-goat"
Vega (A0)	(7, 1, 5)	"falling eagle"
Pollux (K0)	(-10, -5, 5)	"much sweet wine"
Arcturus	(6, -10, 4)	"guardian of the bear"

Time Dilation

As mentioned, most starships sail between systems at relativistic speeds approaching but not exceeding c, the speed of light. This causes time on board to shrink in relation to the amount of time observed outside of the ship.

The classic example involves two twins. On their 30th birthday, one twin (call him "Sailor") takes a trip on a starship and the other twin (call him "Taylor") stays on Earth. Sailor's ship sets out at 99.9% of lightspeed to a star 14 light years away. Sailor arrives at the star and then immediately heads back to Earth. When Sailor lands on Earth, he is reunited with his twin brother Taylor, who is now just over 58 years old. But Sailor experienced only 1.3 years on the starship – he is now a few months past 31 years old.



Time Dilation Table

The following table gives the amount of time dilation for voyages at various fractions of the speed of light. For simplicity, it ignores time spent accelerating and deaccelerating (as does the example above).

Journey times are for a flight of 1 parsec (3.26 light years). *Objective Time* is the amount of time that passes outside of the ship (to an observer on Urth, for example). *Subjective Time* is the amount of time experienced by the crew.

Light speed (C)%	*Dilation%*	*Objective Time*	*Subjective Time*
0.1	0.995	32.6 yrs	32.44 yrs
0.2	0.98	16.3 yrs	15.97 yrs
0.3	0.954	10.87 yrs	10.37 yrs
0.4	0.917	8.15 yrs	7.47 yrs
0.5	0.866	6.52 yrs	5.65 yrs
0.6	0.8	5.43 yrs	4.35 yrs
0.7	0.714	4.66 yrs	3.33 yrs
0.8	0.6	4.075 yrs	2.45 yrs
0.9	0.436	3.62 yrs	1.58 yrs
0.95	0.312	3.43 yrs	1.07 yrs
0.99	0.141	3.29 yrs	6 mths
0.999	0.0447	3.263 yrs	8 wks
0.9999	0.0141	3.2603 yrs	2 wks
0.99999	0.00447	3.26003 yrs	5 days

As the table shows, the effect intensifies as an object approaches the speed of light. Roughly speaking, traveling at 0.99c dilates time by a factor of 7:1, 0.999c by 22:1, 0.9999c by 70:1, 0.99999c by 224:1, and 0.999999c by 700:1! So at

99.999% of light speed, it takes a starship 3.26003 years to travel 1 parsec, but the crew experiences that same trip as lasting only *five days* barring what would have to be a considerable period of accelerating to that speed.

Time

On reflection, time-traveling requires a watch! The entire idea of time-traveling is based upon the meticulous measurement of time – how would you know you were 800,000 years in the future if the dial didn't show that number? Without a device to tell you the local date, you might be lost in time and not even know it!

These are some of the challenges facing time-travelers on Urth. There are no watches, no calendar years, no names to the days of the week; there aren't even names to the months. No glancing at a newspaper will tell a traveler from Urth when he is! This is time as it is measured at TL2: fuzzy and imprecise, yet bound to the pulse of the seasons and the stars.

In Terms of GURPS Time Travel

In the New Sun setting, the Linearity Principle (see p. TT40) is applicable (time moves forward at the same speed for time travelers in the past and the folks living in Absolute Now). For example, we know that Severian is bound in his time-walking by the endpoints of Absolute Now and the moment that light from the White Fountain first reaches Urth. Severian runs back in time to the Age of Myth and becomes Apu-Punchau. He stays for a long time. When he comes forward in time again, he gets as far as around 150 years after the transformation of Urth into Ushas – suggesting that his stint at being Apu-Punchau lasted for around 150 years!

The Urth timeline is one of Plastic Time with High Resistance (see p. TT41).

"Talking to Yourself" is possible under certain circumstances (for example, see Burgundofara and Gunnie onboard the star-sailing ship in Chapter 26 of *The Urth of the New Sun*). It can also be very dangerous. It seems that if two selves meet as a result of time walking (rather than just being on a big ship), the one in his own time has a "stronger" reality than the visitor – if they come into physical contact, the weaker one will implode.

The Observer Effect (pp. TT45-47) seems to have some control over the future (beyond Absolute Now) as well as the past. People *can* fade out or implode as their timelines are erased (see Master Ash in Chapters 17 and 18 of *The Citadel of the Autarch*).

"Absolute Now" begins with the Age of the Autarch and is marching lock-step toward the key event: the arrival (or lack thereof) of the White Fountain. Travel into the future beyond Absolute Now is impossible for some (like Severian, except when he enters the Last House). If one can travel into the future before Absolute Now reaches the Ragnarok/Ushas juncture, one will randomly visit either the Ragnarok or the Ushas future.

There are travelers from both potential futures zipping around the landscape, some more active than others in trying to shape history.

The Atrium of Time in the heart of the Citadel of the Autarch (see p. 94) may be an abandoned "Time Corp" style mission-control room.

As mentioned, time flows differently in Yesod (about -1,000 Briah years per 1 Yesod day), so sailors returning to Briah from Yesod might find themselves chiliads in the past.

Zodiac Ages

The Zodiac Ages are named after the sign of the zodiac in which the sun appears to rise at the vernal equinox. The sky remains the same, but the seasons that stars are seen within shift in what astronomers call the precession of the equinoxes, a cycle of 26,000 years (around 2,000 years per zodiac sign). For convenience and clarity, these tables use familiar zodiac names and historical times to illustrate the precession of the equinoxes.

These tables will help those who wish to navigate in unfamiliar times. Knowing the zodiac ages might help a time traveler bracket his current time within 2,000 years of every 26,000, which could be useful given the scope of New Sun time-traveling!

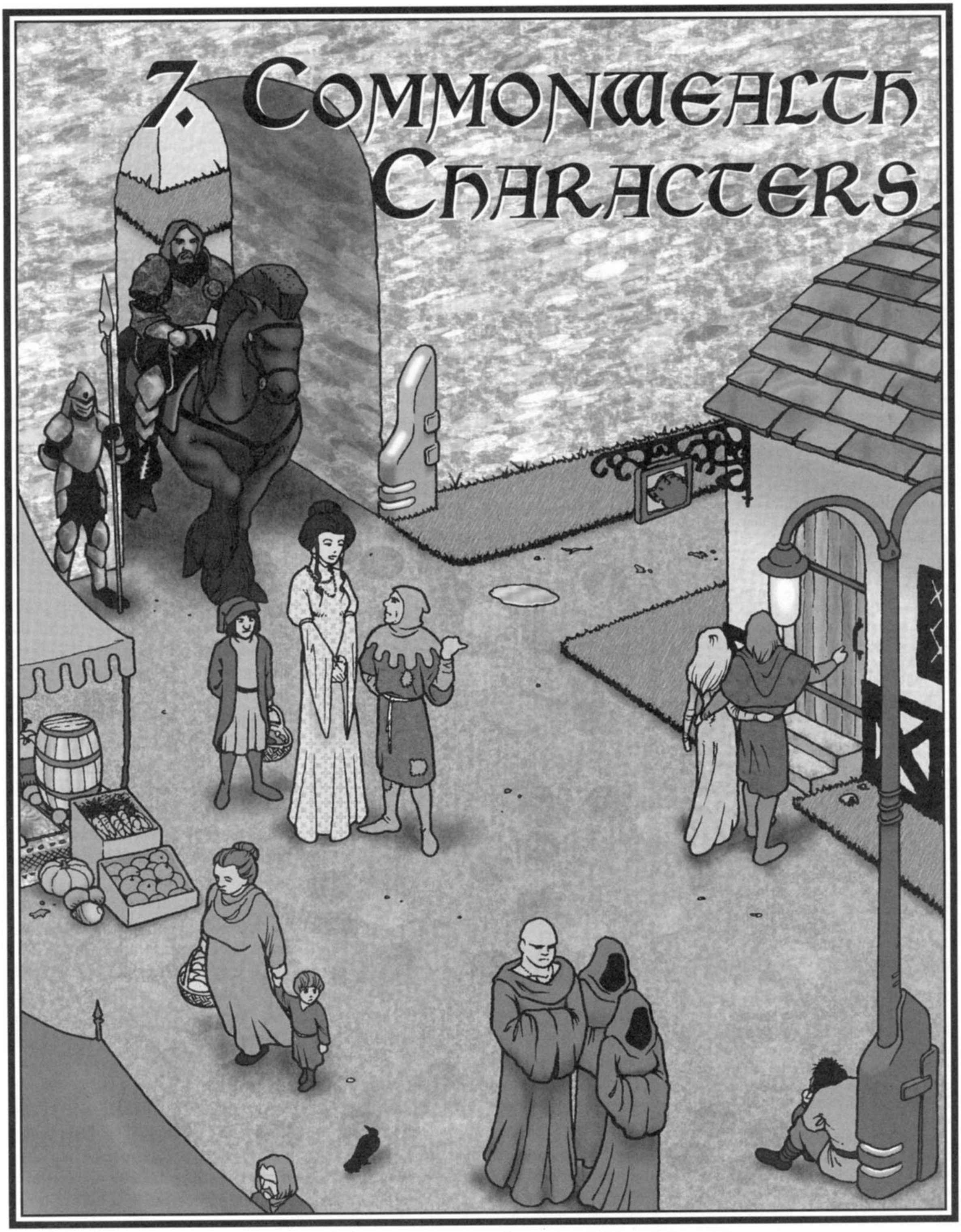
The Age of the Autarch seems to be a Piscean Age like our own. It's at least four 26,000-year cycles away and possibly as many as 38!

Zodiac Table

Age	*Years*	*North Pole Star*	*South Pole Star*
Capricorn	4334-6501 A.D.	beta Cep (Cepheus)	nothing bright
Aquarius	2168-4333 A.D.	gamma Cep (Cepheus)	(Chameleon)
Pisces	1-2167 A.D.	Polaris	Octans*
Aries	2167-1 B.C.	nothing bright	(Hydrus)
Taurus	4334-2166 B.C.	Thuban (alpha Draco)	Alpha Hyd
Gemini	6501-4334 B.C.	nothing bright	(Horologium)?
Cancer	8668-6502 B.C.	tau Her (Hercules)	(Horologium)?
Leo	10,835-8669 B.C.	sigma Her (Hercules)	(Caelum)?
Virgo	13,002-10,835 B.C.	Vega (Lyra)	Puppis
Libra	15,169-13,001 B.C.	delta Cyg (Cygnus)	nothing bright
Scorpio	17,336-15,168 B.C.	Deneb (Cygnus)	Vela
Sagittarius	19,503-17,335 B.C.	Alderamin (Cepheus)	Carina
Capricorn	21,670-19,502 B.C.	beta Cep (Cepheus)	nothing bright

* known as "the Eight" in the Commonwealth for reasons lost to memory.

7. Commonwealth Characters



Cultural Skepticism

Though quasi-medieval in culture, residents of the Commonwealth differ from our own TL3-4 period in one very important point of outlook: They exhibit a healthy cultural skepticism.

The Commonwealth is not the sort of place where, if something inexplicable happens, the people shout "Glory to the Increate, a miracle!" That's because their days are infrequently but steadily impacted by "magic" that they don't understand. They see this as a mundane force, and often enough it is a mundane force, albeit one of sufficient technology to be inexplicable to the commonality. The average Commonwealth resident understands – if vaguely – that deep in his Urth's prehistory humanity reached fantastic technological heights. The reminders surround him.

This skepticism is shown by simple commoners (for example, the tea seller of Saltus who explains the Miracle of the Flying Cathedral as a case of hot air making a big tent fly) as well as educated torturers, people of science as well as people of religion. Some (such as Baldanders and the aforementioned tea seller) would explain the unexplainable as technology they don't personally grasp. Some (such as the witches' guild, one suspects) would see the unexplainable as "normal" magic, to their way of thinking not much more fantastic than a card sharp's tricks.

If someone claims powers well beyond the background ultra-tech/magic, they simply won't be believed. Severian's belief in the fantastic resurrection powers of the Claw of the Conciliator drives Baldanders into a rage against "superstition," and even the religious Pelerines find it virtually impossible to believe that their own relic (the Claw) is capable of what Severian claims – they label him "harmlessly insane." The soldier Miles, raised from the dead by the Claw, voices total skepticism.

This is merely a cultural trait that distinguishes Commonwealth residents from more easily awed technological-contemporary societies, unless a particular citizen overpersists in his skepticism (for instance, Baldanders). At that point they might take Skepticism as a quirk.

As a perpetual "doubting Thomas," the quirk-level skeptic will always seek to explain unusual phenomena in a rational manner – for example, the skeptic assumes all mages are charlatans. Of course, this can lead to problems if the skeptic runs into a real mage, but even then the skeptic would probably only modify his belief to "nearly all mages are charlatans; one or two might be real."

Severian himself seems to have a profound Skepticism – he resists believing in his own Natural Spellcasting ability for a very long time, in spite of all the miraculous evidence around him!

Character design depends upon the type of campaign being run. To capture the avatar-quest scale of *The Urth of the New Sun*, characters should be at least 250 points. For a merely mythic-level campaign involving the repeated appearance of hierodules and agents of the Great Lords (along the lines of the Book of the New Sun) one would expect characters with a base of around 150 or 200 points. In the case of a more down-to-Urth campaign, with adventures similar to those found in the shorter stories of Gene Wolfe, characters may be built on the standard 100-point base, with a general limit of -40 points of disadvantages and -5 points of quirks.

Technology Levels

Almost every technology level described in ***GURPS*** co-exists in a strange harmony in the Commonwealth. Human achievement soared to spectacular heights in the First Empire (see p. 7), only to come grinding down starting in the Machine Epoch (see p. 8). Fragments of knowledge have endured the millennia since they glowed as revelations. More commonly still, actual artifacts continue to function, though their users likely have no idea how they work.

Scholars of Urth discuss technology in terms of the "smith," "Urth," and "stellar" levels. Most of Urth lingers at the smith level, TL4. A few Urth exultants and researchers preserve the Urth level of technology, TLs 5-7, and Severian as Autarch fears that Ascia may be well into TL5 and moving up. The stellar level represents First Empire achievement and the technology wielded by the mysterious cacogens, TLs 8-12 in general. Even higher technology exists in even higher universes (see p. 46).

The presence of magic compounds the confusion. Some of the most advanced devices – such as the powerful teleportation artifacts that Severian encounters – may rely on magic or psionics rather than technology. See Chapter 9, *Thaumaturgy*, for more information.

To model this range of technology, base a ***GURPS New Sun*** campaign at TL7. Most PCs and NPCs will take -15 points of the Primitive disadvantage (see p. B26); this will not count against their -40-point limit on disadvantages. Some character backgrounds could be at TLs 1-3; any additional levels of Primitive past the third *do* count against the -40-point limit. Many character concepts will enable, or even require, purchase of the High Technology advantage (see p. CI26) up to TL10 at standard costs.

Characters with access to ultra-tech equipment, but not knowledge, should purchase Unusual Background to justify it (but see *Gadgeteer*, p. 53). The Unusual Background cost can range from 10 points for a single TL8 laser pistol to 50+ points for all the vast, weird inventory of the House Absolute. Particularly flashy gear (*especially* that laser pistol) will probably also require high Status or Rank to prevent some armiger or exultant from just taking it off your hands . . .

Job Table

Job (requirements), Monthly Income	*Roll*	*Failure*
Poor Jobs		
Apprentice†* (none),$2	IQ-2	3d/4d, LJ
Autarch's state guildsman†* (varies), $10	IQ-2	2d/3d, LJ, X
Farm hand†† (Agronomy-8+ or Riding-10+), $50	Best PR	2d/-2i, 2d
Monach/monk† (Theology-12+), $5	IQ+1	2d/3d, LJ
Urban laborer* (varies, usually none), $120	Best Attribute-2	-1i/-2i, 2d, LJ
Struggling Jobs		
Autochthon tribesman* (Agronomy, Fishing, or Spear at 10+), $135	Best PR	2d/-1i, 2d, C
Clavinger/police (Broadsword-12 and Criminology or Interrogation-10), $220	IQ-2	2d/3d, LJ
Cultellarii/bandit* (One weapon skill and Intimidation or Sex Appeal at 10+), $120	Best PR	3d/4d, C
Llanero/cowboy†† (Lasso/Riata, Riding (Merychip), and Survival (Plains) 12+), $100	Best PR	2d/4d
Sailor†† (Seamanship 12+), $10 × skill	PR	2d/3d, LJ
Soldier†† (12 points in combat/weapon skills), $70 + $40 × Military Rank	Tactics+2	3d/4d
Thief* (at least four thief skills at 13+ or two at 16+), $150	DX	3d/3d, caught and tried
Traveling carnifex/executioner* (Two-Handed Sword or Two-Handed Ax/Mace 12+), $180	Will	-2i/-3i, X
Traveling entertainer* (Performance-12+), $15 × skill	PR	-1i/-1i, 2d, X
Average Jobs		
Beast fighter* (Animal-Handling-12+, Performance-10+, weapon skill 12+), $20 × Performance skill	Worst PR	3d/5d, C
Dimarchi/cavalry (Guns (Pyrotechnic Polearms), Riding, and any sword 12+), $350	Worst PR	2d/3d, LJ
Forester (Crossbow, Tracking, and Stealth 12+), $325	IQ	2d/3d, LJ
Innkeeper* (Administration and Savoir-Faire (Servant) at 12+), $350	Worst PR	-2i/-4i
Sage* (Hidden Lore and Research at 12+), $250	Best PR	-2i/-3i
Schiavoni/mercenary* (12 points in combat/weapon skills, own weapons), $200+$50 × Military Rank	IQ	-2i, 2d/-3i, 3d
Smuggler* (Boating, Riding (Merychip), or Teamster (Merychip) 14+), $240	Best PR	-2i, 2d/-3i, 3d, I
Uhlan/road sentry* (Intimidation, Lance, and Riding 12+), $220	Worst PR	-2i/-4i, LJ
Comfortable Jobs		
Armiger military officer* (16 points in Combat/Weapon skills, Leadership or Intimidation 12+, appropriate Rank), $300 plus Rank × $300	Tactics-2	2d/4d, C
Servant of the throne/government administrator (Status 2, Administration and Politics 14+), $800 + $200 × Administrative Rank	Worst PR	-2i/-3i, A, LJ
Wealthy Jobs		
Optimate merchant* (Status 1, property worth $25,000+), 2% of investment	Administration-3	-3i/-5i, 3d, A, X
Armiger landholder or merchant* (Status 2, property worth $60,000+), 1.5% of investment	Administration-1	-2i/-3i, D
Exultant landholder* (Status 3+, property worth $150,000+), 1% of investment	Administration+1	-1i/-2i
Church high official (Clerical Investment 5+, Administration-12+, Theology-13+), $2,000	Best PR	-1i/-2i, LJ
Exultant military officer (Status 3+, Beam Weapons (Laser)-10+, Leadership or Intimidation 13+, Military Rank 5+), $400 plus Rank × $400	Tactics	-1i/3d, LJ

Job Table Key

* Indicates freelance occupation or permanent position with freelance-style variable income. Listed income is earned when roll is made exactly. For more information, see pp. B192-194.

† All costs of living are paid, regardless of Status.

†† Room and board provided. These amount to two-thirds of the monthly Cost of Living.

A – The character is arrested for a crime, but is freed after 1d-2 weeks.
C – Make a HT roll. On a failure, one limb (pick randomly) is crippled.
D – The character loses his noble title.
I – The character is impressed into an army or ship crew.
LJ – The character loses his job.
X – The character is run out of town.

Exultant Height/Weight Table

Exultants – the nobility of the Commonwealth – possess *very* tall and slender builds. This condition doesn't come naturally. The exultants create clones of themselves, and through some unknown process use the clones' bodies as resources for elongating their own forms (see *Social Stigma (Khaibit)* on p. 55).

Assume an exultant had khaibits during his years of growth unless the character concept specifies otherwise. Exultants with khaibits use the following table to determine height and weight. Exultants without khaibits or exultant bastards use the table, but subtract 8" from their height, which should rarely exceed 6'5".

ST	*Height*	*Weight*
5 or below	5'9"	130 lbs.
6	6'	140 lbs.
7	6'2"	145 lbs.
8	6'4"	150 lbs.
9	6'6"	155 lbs.
10	6'8"	160 lbs.
11	6'10"	165 lbs.
12	7'	170 lbs.
13	7'2"	180 lbs.
14	7'4"	195 lbs.
15	7'5"	210 lbs.
16+	7'6"	230 lbs.

For each inch of height over 7'6", add 15 lbs. to average weight.

First Things First

The Book of the New Sun lays down the haziest line between magic and technology. Sufficiently advanced technology accounts for much of what appears to be magery. Other effects must surely be magical – if they're not psionics or really advanced ultra-tech.

The result is that in New Sun, the reader cannot define the line between science and magic. ***GURPS New Sun*** uses ***GURPS*** magic mechanics as much for convenience as to imply that the resulting effects are, indeed, magical in nature.

Chapter 9, *Thaumaturgy*, goes into more detail about alternate ways to frame New Sun-style powers. The GM should review these options and determine which powers are at work in his campaign prior to character creation. A GM planning a campaign in which all magic is ill-understood technology may not want his players purchasing Magery for their characters.

Then again, he might. Commonwealth citizens possess little grasp of how their world works. PCs can be kept in the dark about what they're dealing with. The GM may let his players believe they are purchasing Magery, but interpret it secretly to himself as a psionic power or a very limited version of the High Technology advantage!

Appearance

Citizens of the Commonwealth are identical to Europeans in skin and hair colors. Pale skin and brown or black hair is the norm. People with blond or red hair will be assumed to be from the narrow lands to the south; those with yellow skin will be considered xanthoderms from the Xanthic Isles; those with reddish skin will be presumed to be autochthons (see pp. 59-60) or eclectics (see p. 63). Anything outside of this spectrum (for example, a skin tone of brown or green) will draw a lot of attention, and the individual may be illegally enslaved by an unscrupulous entrepreneur for the sake of this novelty.

Height is very important in the Commonwealth, since it serves as a signal of status. Characters should follow the rule on reducing heights by 3" (see p. B15), unless they are exultants or exultant bastards (see the *Exultant Height/Weight Table*, left).

Money and Cost of Living

Starting wealth is $1,000. To determine the monthly cost of living, use the fantasy/medieval example on p. B191.

Commonwealth citizens aren't as affluent as in more "stock" fantasy settings, or ***GURPS Fantasy*** in particular. Most, even those of higher Status, live relatively hand to mouth, with the vast majority of their income going to pay their monthly cost of living. Even Status 0 or Status 1 characters often can't be sure where their next meal is coming from. Threadbare garments aren't exclusively the wardrobe of beggars and slaves. GMs should play up this sense of struggling to make ends meet.

Money

The Commonwealth issues large coins of relatively low valuation. They are:

The aes, or "ice," a copper coin of 0.1 oz. worth $0.05.

The orichalk, a brass coin of 2 oz. worth $10.

The asimi, a silver coin of 4 oz. worth $250.

The chrisos, a gold coin of 4 oz. worth $5,000.

These coins give gold a value of $20,000 per pound, silver a value of $1,000 per pound, and brass a value of $80 per pound.

Advantages, Disadvantages, and Skills

New, exotic encounters can maintain the sense of mystery that's a core component of the Book of the New Sun. This is the campaign in which to break out those eclectic advantages, disadvantages, and skills.

Advantages

The following modifications or clarifications apply to existing ***GURPS*** advantages in a New Sun campaign.

Bionics

TL8 bionic replacement parts are available for those who have no access to cloning technology (in the Commonwealth, this usually means non-exultants). Bionics probably are rare to very rare, but common enough to qualify as no more than an Unnatural Feature (p. CI85) if unconcealed. The GM will have to determine availability and where the supply comes from. The Autarch might maintain a very advanced specialized guild.

Blessed — *see p. CI34*

A fair share of Urth residents have been gifted by a god or otherworldly force with an innate ability or two. The GM must give his blessing for a PC to take this advantage.

Gadgeteer — *see p. CI25*

In New Sun, this is essentially the Unusual Background "Access to lots of ultra-tech items as long as you can make them yourself." The 25-point version won't be uncommon among Urth's thaumaturges. They shouldn't have to pay for Unusual Background again once they've built up an inventory of re-inventions.

High Technology — *see p. CI26*

This advantage will be fairly common in a New Sun campaign. See *Technology Levels* on p. 50.

Literacy — *see p. B21*

Urth characters may have Literacy for no points, but many will have the Illiteracy disadvantage.

Magery — *see p. B21*

The Book of the New Sun suggests that Magery and related advantages can be learned – or at least acquired after character creation with minimal difficulty – unlike in standard campaigns. Severian's own abilities seem to refine during his journeys, possibly starting at no aptitude. The witches' guild (see p. 78) possesses a method of recruitment that suggests any girl can be turned into a witch. The GM may decide just how easily a non-mage can acquire Magery, if at all.

Military Rank — *5 points/level*

In the socially stratified Commonwealth, exultants fill all officer ranks from 5 to 8. Other than that restriction, the advantage is purchased normally per p. B22. The GM may rule whether or not characters are able to purchase Military Rank, as discussed in the advantage description. Military ranks in the Commonwealth include:

Rank	*Title*
8	Dux, generalissimo (leads army)
7	Legate (leads legion of 5,000)
6	Chiliarch (leads 1,000 men)
6	Hipparch (leads a xenagie of 500 cavalry)
6	Polemarch (leads a mora of five to 12 hundreds)
5	Ilaiarch (leads a cavalry squadron of two or more iles)
4	Ilarch (leads an ile of 200 cavalry)
4	Captain (leads a maniple of 300 infantry)
3	Lochage (leads a lochus or a hundred of 100 infantry)
3	Lancer, lieutenant
3	Condottiere (mercenary leading a bacele of 50 cavalry)
2	Pilanus
1	Vingtner (NCO leading 20 infantrymen), sergeant
1	Cornet (leads a cornet of 10 cavalry)
0	Antepilanus (frontline infantryman)
0	Trooper (cavalryman)

Natural Spellcasting — *see p. CI41*

Severian displays this advantage. Others on Urth might. As mentioned on p. 89, magic use can be modeled in a variety of fashions on Urth.

Patron — *see pp. B24-25*

Most guilds serve their members as patrons. Even the unruly members receive legal help, influence-peddling, or financial assistance when they need it.

Some patrons will provide ultra-tech equipment. Usually this won't be for the character's personal use, and thus costs no points. If the character can use the ultra-tech equipment toward his own ends, it increases the cost of the Patron by 10 points.

Racial Memory (Autarch Mind) — *40 points*

Each autarch throughout the ages has gained this special version of Racial Memory (see p. CI42) through a macabre process involving the analeptic alzabo (see p. 40). The advantage works normally, but only applies to all the previous autarchs, stretching back to Ymar the Almost Just. Only the Autarch can have this advantage.

The Autarch Mind gives you all the knowledge required of the office of Autarch. You know the words of power that will unlock doors and activate long unused machinery.

GMs should keep in mind that – even though this is the active version – autarchs generally don't go around trying to dredge up memories of every person, object, or place they encounter. So Autarch Mind will often surprise them with the *deja vu*-like sensations described for the passive version of Racial Memory. When passively "notified," the Autarch can of course attempt to actively access his memories for more detailed information.

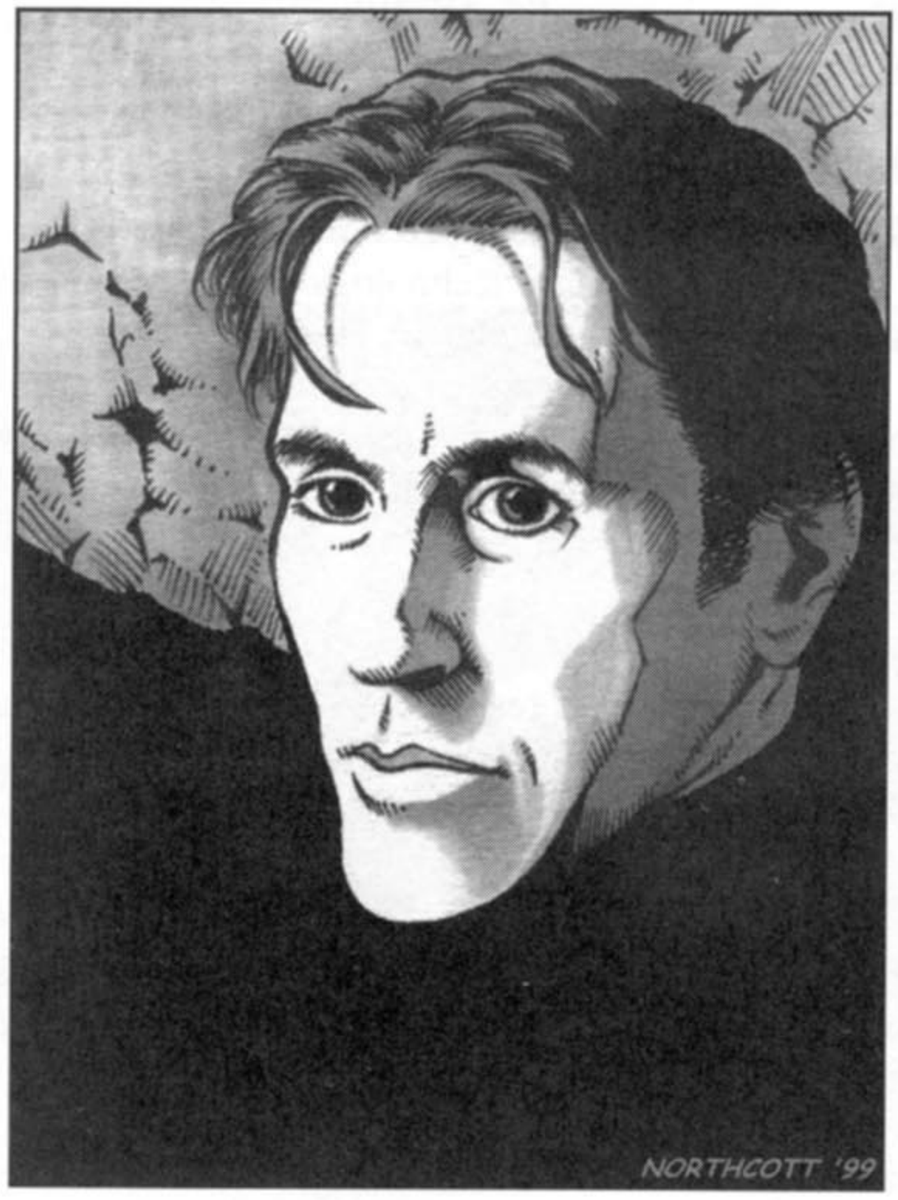
Status *see p. B18*

The following titles or social levels are found in the Commonwealth.

Level	*Commonwealth Title*
8	Avatar of the New Sun.
7	Autarch, the Great Lords (Abaia, Erebus, etc.).
6	Exarch*, ethnarch, tetrarch**, prince, baron.
5	Metropolitan*, count, palatine, archon**.
4	Margrave, liege.
3	Starost. Status 3 is the lowest exultant level and usually the highest non-exultant level.
2	Lancer, alcalde, burgess (armiger level); exultant bastard.
1	Optimate level.
0	Commoner level.
-1	Bondsman, servant, peon, eclectic.
-2	Extern, autochthon, outsider, underworld.
-3	Beggar.
-4	Slave, man-beast.

* Purchased with Clerical Investment rather than Status.
** Purchased with Administrative Rank rather than Status.

Exultant bastards (the offspring of an exultant and a non-exultant) are a special case. They are normally Status 2, even if engaged in a "lower" profession, unless they've become outlawed, enslaved, or something equally drastic. They cannot climb into exultant levels of Status any more easily than could a person of normal height. They can become armigers, optimates, or commoners. As armigers their height usually gives them an advantage – they are automatically seen as "officer" material though still denied the high Military Ranks reserved for pure exultants.



Disadvantages

Existing disadvantages are modified or specialized for the New Sun below.

Addiction (Analeptic Alzabo) *see p. B30*

The analeptic alzabo (see p. 90) acts in some regards as an addictive, hallucinatory, illegal drug costing more than $100 a dose. Despite that, it doesn't qualify for the Addiction disadvantage, since very few users are in position to partake every day and it doesn't seem to require a painful withdrawal.

The GM might allow a Compulsive Behavior or Obsession to reflect an overwhelming taste for analeptic alzabo. Repeated use of analeptic alzabo also seems to carry the danger of acquiring a Split Personality (p. B37) or two. This hazard seems greatly increased by Eidetic Memory – those with photographic memory are virtually guaranteed to acquire the dead person's personality!

Disciplines of Faith *see p. CI89*

All varieties of these are common in the Commonwealth.

Illiteracy *see p. B33*

The GM may want to rule that, as with the Primitive disadvantage, Illiteracy doesn't count against the -40-point disadvantage limit since it's so common. As in medieval Europe, most Commonwealth businesses have shop signs with big, simple pictures to convey the name to non-literates.

Primitive *see p. B26*

Almost everyone on Urth will have this disadvantage. In the TL4 Commonwealth, most citizens are Primitive -3, a -15 point disadvantage that doesn't count against their personal -40 point limit. See *Technology Levels* on p. 50.

Secret (Homunculus) *-10 points*

Homunculi are bioengineered people, the creations of thaumaturges with skill in genetic engineering. As a result, they may possess strange features such as racial advantages normally prohibited to a "human" character.

Most homunculi take the Secret disadvantage concerning their origins. A known homunculus would be treated poorly in Commonwealth society, being perceived as property (akin to a slave) rather than a person. Individual reactions of fear, disbelief, outrage, mischief, etc. could make the reception of this news far worse – a known homunculus might be attacked, hunted, enslaved, consulted as a sage or fortune teller, "dwarf-tossed" . . . or really mistreated. The exposed Secret transforms into a -20-point Social Stigma.

Social Stigma (Khaibit) *-10 points*

A khaibit (the ancient Egyptian term for the "shadow soul") is the clone of an exultant, a "shadow" self used to enhance the exultant. Even though the khaibit is an identical copy, there is never any danger of confusing the khaibit for the original. By some unknown science, the exultant gains prolonged youth and the willowy stature associated with exultants only at the expense of the khaibit (who remains around 6′ tall).

This undoubtedly involves use of the khaibit's blood, but other organs might be involved. In addition, should the need arise for transplants, the khaibit would be expected to be the donor.

The khaibit's place within the exultant household usually is somewhere between permanent houseguest and servant, but in reality the khaibit is less than a slave. Within the House Absolute, the khaibit women are assumed to take the place of the original chatelaines in fulfilling the duties of concubinage to the Autarch.

If a khaibit were to somehow escape, he or she would have to disappear very quickly, preferably in a big city like Nessus. Such a fugitive would probably have an exultant house as an Enemy. The khaibit's skills would be limited, but he or she could claim to be an exultant bastard and satisfy most people.

New Limitation

Severian suffers the following side effect of his Eidetic Memory.

Mental Fugue *-30%*

This curious malady may be a common affliction of those with Eidetic Memory, at least at the second level; it is a -30% limitation to either level of the advantage. Whenever the character delves too deeply into memory, there is a chance of becoming hypnotized by the reliving of past events – this is the Mental Fugue state.

If the character has to actively remember a time he would currently rather be in rather than the present, then he must *fail* an IQ roll or be snared in a Mental Fugue. For all practical purposes, treat the condition as if the character is asleep.

A Mental Fugue can last from 30 minutes to 3 hours (1d × 30 minutes) or even longer, depending on circumstances. The character in such a state can be awakened with a touch or a shake, but will remain stunned for 2-12 minutes. Injuries allow an IQ roll to recover, at a bonus equal to hits taken. (The injury may, of course, cause its own, shorter-lived stunning . . .)

Skills

The following modifications or clarifications apply to existing ***GURPS*** skills.

Alchemy/TL *see p. B59*

Given how the GM defines science and magic in his New Sun campaign, Alchemy might be a prerequisite for science skills such as Chemistry, Physics, Electronics, and Genetic Engineering. Before mastering any hard science, the Urth researcher must first pick up its trail in the semimystical resources available to him.

Alchemy itself probably delves primarily into restoring ultra-tech medicine (though it may well include knowledge of elixirs such as seen in ***GURPS Magic***). A pair of campaign-specific potions are found on p. 90.

Electronics Operation/TL *see p. B58*

The Professional Skill (Torturer) is assumed to cover the small amount of electronics operation required by some torture devices. Someone with Electronics Operation (Medical) or Interrogation of the appropriate TL could probably figure a torture device out, though practical Interrogation torture at any TL usually involves nothing more sophisticated than a leather glove, rubber hose, or phone book.

Genetics/TL9+ *see p. B61*

The Genetic Engineering specialization covers three primary areas of endeavor: khaibit construction, homunculus construction, and transformational surgery. See p. 91 for details.

Gunner/TL *see p. B50*

Note that the ability to fire and service ultra-tech energy weapons does not require High Technology, since Gunner (and related skills, such as the following Guns specializations) are physical skills. Matrosses have this skill for several types of ultra-tech ship's weapons, but even torturer journeymen receive training in the use of their tower's weaponry.

Guns/TL7 (Pyrotechnic Polearms) *see pp. 83-84*

This is skill in using the flame-spouting polearms so common to Urth armies.

Guns/TL8 (Tangler) *see p. UT51*

This is skill in using the caliver, or tangle gun. See p. 84.

History *see p. B61*

The passing millennia have overwhelmed the scholars of Urth, and this overarching skill simply doesn't exist anymore, at least not among residents of the Commonwealth. Those studying history must instead specialize, using the Hidden Lore skill (see p. CI147).

Judo *see p. B51*

Technically, the Judo-using torturers tend to trip people rather than throw them. The end result – a target flat on its back – is the same, and the game mechanics are identical.

The passing millennia have overwhelmed the scholars of Urth, and this overarching skill simply doesn't exist anymore, at least not among residents of the Commonwealth.

Navigation/TL *see p. B57*

With regard to navigation by stars: Even the "pole stars" move over long periods of time, an interesting factor for those who travel though time and expect to set their course by the heavens. See p. 48 for details.

Professional Skill (Torturer) *see p. B58*

This professional skill covers the knowledge of excruciation techniques, so when the judge orders a "noyade" or a "defenestration" one knows what to do and how to handle the wide variety of equipment available. It is *not* skill in Interrogation. Interrogation skill does allow using crude and straightforward torture. This professional skill turns torture into something of an art form, but a professional torturer who also wants to serve as an interrogator must purchase Interrogation separately without benefit of any default. (No matter how good the professional is at making someone want to talk, this skill doesn't provide any experience in separating fact from fiction through the conversational gambits that form the core of Interrogation.)

In an interrogation, the professional torturer may opt to roll against this skill – adding to the questioner's Interrogation roll twice the margin of a successful roll *or* subtracting twice the amount by which a roll failed – rather than have the interrogator take the standard +6 bonus for torture. A dungeon full of torture devices gives a +1 to +5 to the Professional Skill roll. The torturer and interrogator may be the same person.

The torturers on Urth ply their trade far more often as punishment rather than in assisting an interrogation.

Seamanship/TL *see p. B57*

To emulate the New Sun setting, waive the tech-level skill penalties (see p. B185) for Seamanship. Ultra-tech solar sails (see p. 46) are deployed much like TL4 sails, enabling low-tech seagoing crewmen to perform competently aboard a starship.

New Esoteric Skill

As explained on p. CI137, this category covers skills rarely or never seen in reality, and only in the hands of an expert.

Torturer's Grip (Mental/Very Hard) No default Prerequisites: 15-point Unusual Background, Judo at 12+, Physiology/TL5+ at 15+

This advanced body of subduing techniques resembles a combination of the Pressure Points (p. CI144) and Hand of Death skills learned by advanced masters of Eastern martial arts. It is not truly a *combat* technique, however, being intended for use on fleeing or panicking prisoners who aren't properly defending themselves.

Torturer's Grip requires a 15-point Unusual Background (Trained by the Torturers Guild), much as the advanced martial-arts techniques require Trained by a Master. Unlike those examples, Eidetic Memory does provide its normal benefits to learning Torturer's Grip, since the skill's mostly a matter of learning precise physiology. Severe penalties should be applied to attempts to use Torturer's Grip on alien lifeforms.

As noted for Hand of Death (p. CI140), this skill can unbalance many sorts of campaigns.

Three maneuvers are described for Torturer's Grip (see p. 57).

The skill requires utmost concentration. To use a Torturer's Grip, the practitioner *must* make an All-Out Attack using their Judo skill, opting for a +4 to their skill roll, per p. B105. If the Judo attack hits and the target fails its defense roll, on the same turn the attacker rolls his selected Torturer's Grip maneuver vs. the target's HT in a Quick Contest. The target adds to his HT any DR (including Toughness) on the specific body location.

Skill Restrictions

A few skills rarely are appropriate in the Age of the Autarch. These include: Black Powder Weapons, Computer Operation/Programming, Driving, Electronics Operation (Communications), Guns other than (Pyrotechnic Polearms) for the Commonwealth's main military arms and (Tangler) for the calivers used on starships, Motorcycle, Photography, Powerboat, Scuba, Speed-Load, and Telegraphy.

Other skills are the monopoly of one or more guilds by design or default.

New Maneuvers

These techniques are used in conjunction with the Torturer's Grip skill. More maneuvers may exist at the GM's discretion. Practitioners may improve these maneuvers normally, per p. CI164.

Humbaba's Stick (Hard)

Defaults to Torturer's Grip-4
Cannot exceed Torturer's Grip

This is a death grip. The torturer reaches into the victim's body, as it were, and manipulates his nervous system directly.

The torturer must use both hands to strike very specific points on the torso (treat as targeting the heart, at -4 to the initial Judo roll). A success on the ensuing Quick Contest induces rapid loss of hit points: 1 hit immediately and 1 hit every 2 seconds thereafter. This effect continues for 10 seconds times the margin by which the Quick Contest was won.

The victim rolls to retain consciousness and makes survival rolls normally as his loss of hit points mounts. The GM might rule that medical practitioners familiar with Humbaba's Stick can halt the process prematurely with an appropriate skill roll.

Convulsion Grip (Hard)

Defaults to Torturer's Grip-2
Cannot exceed Torturer's Grip+2

The torturer must pinch the victim's neck (-5 to initial Judo roll). A success on the ensuing Quick Contest induces seizures very much like Epilepsy (p. B28), lasting 15 seconds times the margin by which the Quick Contest was won.

Note that seizures can embarrass and quieten a rowdy prisoner upon coming out of them, where simply being knocked unconscious would not have the same emotional impact.

Paralysis Grip (Hard)

Defaults to Torturer's Grip
Cannot exceed Torturer's Grip+4

The torturer must pinch the appropriate arm or leg (-2 to initial Judo roll). A success on the ensuing Quick Contest induces paralysis, lasting 10 seconds times the margin by which the Quick Contest was won. Treat the limb as crippled for the duration.

Languages

Within the confines of the Commonwealth, the Common Tongue will serve most travelers fairly well. Outside the Commonwealth, or in its wilder regions, Common won't be.

Time-traveling adventurers might be surprised to encounter some interesting defaults between modern languages and those used in the Book of the New Sun . . .

Ancient Xanthic (Mental/Average)

This was the language of the Xanthic Lands in that distant time before they sunk below the sea to form isles. It is akin to Chinese, and was a major (if not *the* major) language of the First Empire period of the Age of the Monarch.

Ascian Tongue (Mental/Hard)

The Ascian Tongue is in a linguistic family different from that of the Common Tongue. The difficulty inherent in the language lies not so much in the mechanics (pronunciation, grammar, etc.) as in the psychology. In most languages, individuals communicate to one another through unique sentences made out of small building blocks (nouns, verbs, and so on). The Ascian culture denies the individual to such an extent that spontaneous communication like this is only allowed to children – adults must converse entirely through quotes from Approved Texts (see p. 31). In terms of language study, this means that an outsider must memorize thousands of phrases from Approved Texts before even beginning to sound like an adult.

Autochthonous Tongues (Mental/Average)

It seems likely that the various autochthon groups each have their own ethnic language, to a greater or lesser degree, in addition to the Common Tongue. Some may be Mental/Hard.

Common Tongue (Mental/Average)

This is the routinely used language of the Commonwealth.

Dawn Language (Mental/Average)

The language of Apu-Punchau's people in the Age of Myth, Dawn Language is based on Quechua. It might not have a written form beyond the knotted cords (see p. 123).

The Dead Language (Mental/Average)

This is the Latin-like language that appears from time to time, for example in the name "Terminus Est," and in phrases from the Atrium of Time. In the Age of the Autarch, Ancient Xanthic and the Dawn Language are both "dead" languages as well.

Teratoid Signs (Mental/Hard)

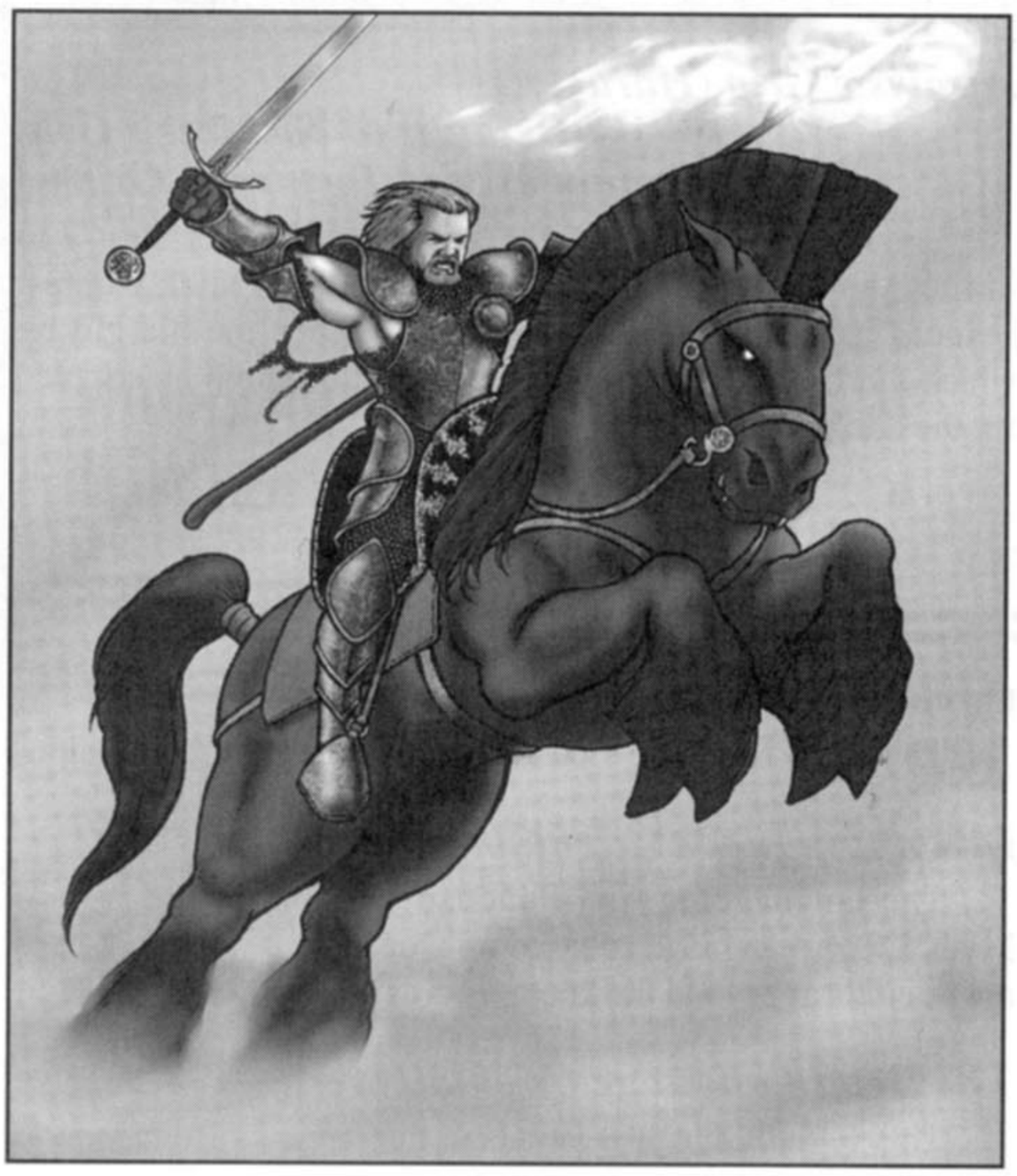
These are mysterious symbols written on the walls of ancient places where magic is present, like the mirror room of the House Absolute, the witches' tower, and perhaps the tunnels beneath the Old Citadel. They appear to be alien glyphs, perhaps the written language of the hierodules or the ancient Xanthians. The witches write these symbols in white, purple, and green.

Xanthic Tongue (Mental/Average)

The language spoken among the xanthoderms in the Xanthic Isles, this is a simplified version of Ancient Xanthic. They mutually default at -3.

Character Templates

A character template lists attributes, advantages, disadvantages, and skills that a player can use to quickly build a specific type of character without overlooking important abilities or getting bogged down in the rules. The point costs of the various listed abilities add up to the listed "template cost." The player pays this cost, chooses the options that he wants, writes those abilities on his character sheet, and spends any remaining points in customizing his character (see below).



Templates are never required, and mixing characters created with and without templates in a single campaign will have no impact on play. The templates simply provide an accounting convenience, with no in-play effect or "package deal" in their point costs. GMs and players may treat templates as nothing more than a refinement of the *Character Types* sections in earlier ***GURPS*** books.

Skills in Templates

In the following templates, *primary* skills reflect knowledge considered essential to the described profession, *secondary* skills include knowledge that it's hard to imagine that sort of character not having, and *background* skills reflect the sort of tangential knowledge often accrued in the template's pastime. Skill listings follow this format:

Skill Name *(Difficulty)* Relative Level **[Point Cost]**-Actual Level

Customizing Templates

Once a player purchases a template, he must customize it by spending any remaining character points. The template will not influence how these points are spent. If the template incorporates fewer points in disadvantages than the campaign permits, the player may take more disadvantages.

Templates rarely list quirks, and when they do the quirks are usually optional. The player should select his own set of quirks.

Altering Templates

Templates represent *guidelines*, not rules. Players may freely alter them. Subtracting items may result in a character regarded as incompetent by his peers, however.

Character Templates vs. Racial Templates

Character templates differ from racial templates (which begin on p. 79). Racial templates use attribute modifiers instead of attribute levels, include advantages that can only be taken as a racial feature, and list disadvantages that don't count against the normal -40-point limit. Racial templates *do* make a difference in play, and frequently contain 0-point features.

To combine the attributes of a racial template with a character template, simply add or subtract the racial modifier to the character-template level and pay the cost for both.

Templates in New Sun

This section describes some of the more important or common sorts of people to be found on Urth. These templates cover a bit more broad "classes" of people than described by character templates in many other ***GURPS*** books. Accordingly, they are a little more flexible.

Armiger — 65 points

These are the petty nobility of the Commonwealth, an open social class of warriors similar to the samurai of feudal Japan.

The women of this class are armigettes, and while it is not unusual for an armigette to take up the sword to go campaigning, it is not expected of them. Foila's story "The Armiger's Daughter" (in *The Citadel of the Autarch*, Chapter 13) is the tale of an adventuring armigette from the pampas who can fight with two blades at once, told by an adventuring armigette from the pampas who became wounded while serving with the Blue Huzzars. Lomer (prisoner in the antechamber), Nicarete (voluntary prisoner in the antechamber), Racho (seen at the Citadel and in the fiacre race), and Valeria are all of this class.

Attributes: ST 11 [10], DX 11 [10], IQ 11 [10], HT 11 [10].
Advantages: Legal Immunity [5] and Status 2 [10], plus a total of 20 points in Alertness [5/level]; Alcohol Tolerance [5]; Bionics [varies]; Charisma [5/level]; Combat Reflexes [15]; Fearlessness [2/level]; Fit [5]; Heir [5]; High Pain

Threshold [10]; Legal Enforcement Powers [5 or 10]; Military Rank 3 [15] or 4 [20]; Rapid Healing [5]; Reputation [varies]; Toughness (DR1) [10]; and Wealth [10 for Comfortable or a net 15 for Wealthy].

Disadvantages: Pick *one* of Code of Honor (Gentleman's) [-10], Secret (Dishonorable) [-10], *or* Reputation (Dishonorable) [-10]; and Primitive -3 (TL4) [-15], plus a total of -20 points chosen from Bad Temper [-10]; Duty (To Autarch, 9 or less) [-5] or (12 or less) [-10]; Compulsive Carousing [-5 or -10]; Compulsive Gambling [-5 to -15]; Impulsiveness [-10]; Intolerance [-5]; Jealousy [-10]; Lecherousness [-15]; Odious Personal Habit (Boasting) [-5 or -10]; Overconfidence [-10]; Semi-Literacy [-5]; Sense of Duty (To troops or companions) [-10]; Stubbornness [-5]; and Truthfulness [-5].

Primary Skills: Heraldry (M/A) IQ [1]-10; Riding (Destrier or Merychip) (P/A) DX+1 [4]-12; and Savoir-Faire (M/E) IQ+2 [free from Status]-13. Warrior armigers (i.e., most of the males) should also purchase Broadsword (P/A) DX+1 [4]-12 or Fencing (P/A) DX+1 [4]-12; Guns/TL7 (Pyrotechnic Polearms) (P/E) DX+1 [2]-13*; Lance (P/A) DX+1 [4]-12 or Spear (P/A) DX+1 [4]-12; Savoir-Faire (Military) (M/E) IQ+1 [2]-12; and Tactics (M/H) IQ [4]-11. Armigettes (and armigers who never really took to their knightly role) may instead apply 16 points to increasing any combination of skills in this template; this can include smaller-than-standard investments in the warrior's combat/weapon skills.

Secondary Skills: Dancing (P/A) DX [2]-11; Disguise (M/A) IQ [2]-11; Falconry (M/A) IQ-1 [1]-10; Gambling (M/A) IQ-1 [1]-10; and Law (M/H) IQ-1 [2]-10.

Background Skills: Invest a total of 6 points in the following: Accounting (M/H); Administration (M/A); Agronomy/TL4 (M/A); Animal Handling (M/H); Area Knowledge (type) (M/E); Bard (M/A); Beam Weapons/TL8+ (Laser) (P/E); Buckler (P/E); Carousing (P/A – HT); Crossbow (P/E); Gardening (M/E); Intelligence Analysis/TL (M/H); Intimidation (M/A); Leadership (M/A); Literature (M/H); Merchant (M/A); Needlecraft (P/A); Orienteering (M/A); Poetry (M/A); Politics (M/A); and Swimming (P/E).

* Bonus of +1 for IQ already applied.

Customization Notes: Loosely base the Gentleman's Code of Honor upon the description on p. B31 for men. The Urth version has mutated over untold centuries, and may be full of all sorts of situation-specific embellishments – the GM may always declare that, "In the midday watch at the Gate of Lemurpol, insults may not be answered with a challenge to a duel," or something even more arcane. The feminine version does not require dueling, but requires protecting one's virtue in other ways. Fighting armigettes may stick to the male code if they so desire. Note that an armiger must defend his honor, be looked down upon for failing to defend it, or hide the fact that he doesn't defend it.

A complementary set of background skills can further define the nature of an armiger. Those who have spent most of their time campaigning should invest in Leadership or Intimidation, Orienteering, Crossbow, and perhaps even Beam Weapons if their unit had access to ultra-tech arms. Those with large land holdings and managerial cares should consider Accounting, Administration, Agronomy, Animal Handling, and Area Knowledge of their own lands. Ne'er-do-wells and ladies' men will shirk their responsibilities for pleasant evenings spent boning up on Carousing and Politics (representing expertise at little intrigues) and perhaps Literature and Poetry.

An armiger must defend his honor, be looked down upon for failing to defend it, or hide the fact that he doesn't defend it.

Autochthon — 60 points

These are squat, brown, indigenous people, analogous to various South American Indian tribes. Autochthon groups include the island folk of Lake Diuturna, the enchors, the amphytrions, and perhaps the paralians. Other names might come from those early Greek myths about people who sprang up from the earth, or from things thrown on the earth.

Attributes: ST 11 [10], DX 11 [10], IQ 10 [0], HT 12 [20].

Advantages: A total of 45 points in Absolute Direction [5]; Acute Hearing [2/level]; Acute Vision [2/level]; Alertness [5/level]; Combat Reflexes [15]; Common Sense [10]; Danger Sense [15]; Disease-Resistant [5]; Fit [5]; Night Vision [10]; Sanctity [5]; Temperature Tolerance [1/level]; Unfazeable [15]; or any combination of increased attributes (ST, DX, IQ, and HT).

Disadvantages: Illiteracy [-10]; Poverty [-10]; Primitive -5 (TL2) [-25]; and Social Stigma (Barbarian) [-15]. Autochthons who live in Commonwealth society would usually have Status -2. The majority – who frequently interact with Commonwealth society as the campaign's "base" setting but live apart from it – pay for their tribal Status but keep the Social Stigma.

Note: If the GM doesn't allow Illiteracy to fall outside the usual -40-point cap along with the first three levels of Primitive (see *Disadvantages* on p. 54), this collection is worth only the "capped" -55 points, raising the template cost to 65 points.)

Primary Skills: Agronomy/TL2 (M/A) IQ [2]-10; Fishing (M/E) IQ+1 [2]-11; Language (Autochthonous) IQ [free as native]-10; Spear (P/A) DX [2]-11; Spear Thrower (P/A) DX [2]-11 *or* Spear Throwing (P/E) DX+1 [2]-12; Stealth (P/A) DX+1 [4]-12; Survival (Plains or Jungle) (M/A) IQ [2]-10; and Tracking (M/A) IQ [2]-10.

Secondary Skills: Area Knowledge (Home region) (M/E) IQ [1]-10; Boating (P/A) DX-1 [1]-10; Bolas (P/A) DX [2]-11; First Aid/TL2 (M/E) IQ [1]-10; Knife (P/E) DX [1]-11; and Naturalist (M/H) IQ-1 [2]-9.

Background Skills: Spend a total of 11 points in the following skills. Language (Common Tongue) (M/A) is strongly recommended, though not mandatory. Others include: Animal Handling (M/H); Augury (M/VH); Axe/Mace (P/A); Axe Throwing (P/E); Beverage-Making (M/E); Blowpipe (P/H); Bow (P/H); Camouflage (M/E); Featherworking (M/A); Gesture (M/E); Herbalist (M/H) (requires bringing Naturalist score to a minimum of 12); Meteorology/TL2 (M/A); Mimicry (Animal Sounds) or (Bird Calls) (P/H – HT); Musical Instrument (Flute, drums, rainstick . . .) (M/H); Netmaking (P/E); Poisons (M/H); Pottery (M/A); Running (P/H – HT); Singing (P/E – HT); Sling (P/H); Swimming (P/E); and Wrestling (P/A).

Customization Notes: An adventuring autochthon might consider the above a "background" template of life before he ventured into civilized lands. If enough points are available, simply add the appropriate template on top of this one to represent both sets of experience.

A female character might drop the primary and secondary skills related to spears and bolas, and spend the resulting 6 points on additional background skills.

Autochthon mages are shamans, perhaps using some variety of rune magic (see pp. M90-93) to perform their rumored shapeshifting into were-creatures (notably tigers). This could be handled as Magery 1 (very likely aspected in some way) with a suite of rune skills and the Activate Runes spell (see p. M92). Or it could be purchased as simply a Shapeshifter advantage (p. CI43-44).

Beast Handler 80 points

These strange, savage guildsmen are charged with capturing and training beasts for deathsports, and probably with tasks related to mounting the Autarch's cavalry as well. They also hold responsibility for defending the western wall of the Citadel (see p. 33) in case of attack, using the ancient spaceship weaponry mounted in their tower.

The Animal Empathy advantage most certainly is not appropriate, given the amount of bloodshed in their sporting events.

The guild's patron saint is Perpetua or Luke, but the rites resemble those of Mithra. In the beast handlers' elevation of masters, the journeyman stands beneath a grate that a bleeding bull then crosses, showering the candidate with blood. At some point in life, each beast handler takes a lioness or she-bear in marriage, after which he shuns human women.

The Book of the New Sun is cryptic about the beast handlers' normal routines. This templates assumes that they make forays into the field to collect their own specimens, and personally train their bestial gladiators. All in all, this makes for a very dangerous individual.

Attributes: ST 12 [20], DX 12 [20], IQ 11 [10], HT 10 [0].

Advantages: Administrative Rank 1 [5]; Patron (Guild on 9 or less) [15]; and Status 2 [10], plus a total of 15 points in Acute Hearing [2/level]; Administrative Rank 2 [5] or 3 [10]; Alertness [5/level]; Combat Reflexes [15]; Danger Sense [15]; and Fearlessness [2/level].

Disadvantages: Duty (To guild on 9 or less) [-5]; Odious Personal Habit (Mating preferences or disregard for animal suffering) [-5]; Poverty [-15]; Primitive -3 (TL4) [-15]; Reputation -1 (Honest but strange and ill-smelling) [-5]; and Vow (Loyalty to Guild and Autarch) [-5].

Primary Skills: Animal Handling (M/H) IQ+1 [6]-12; Broadsword (P/A) DX [2] -12; Naturalist (M/H)IQ-1[2] -10; Veterinary/TL4 (M/H) IQ [4] -11.

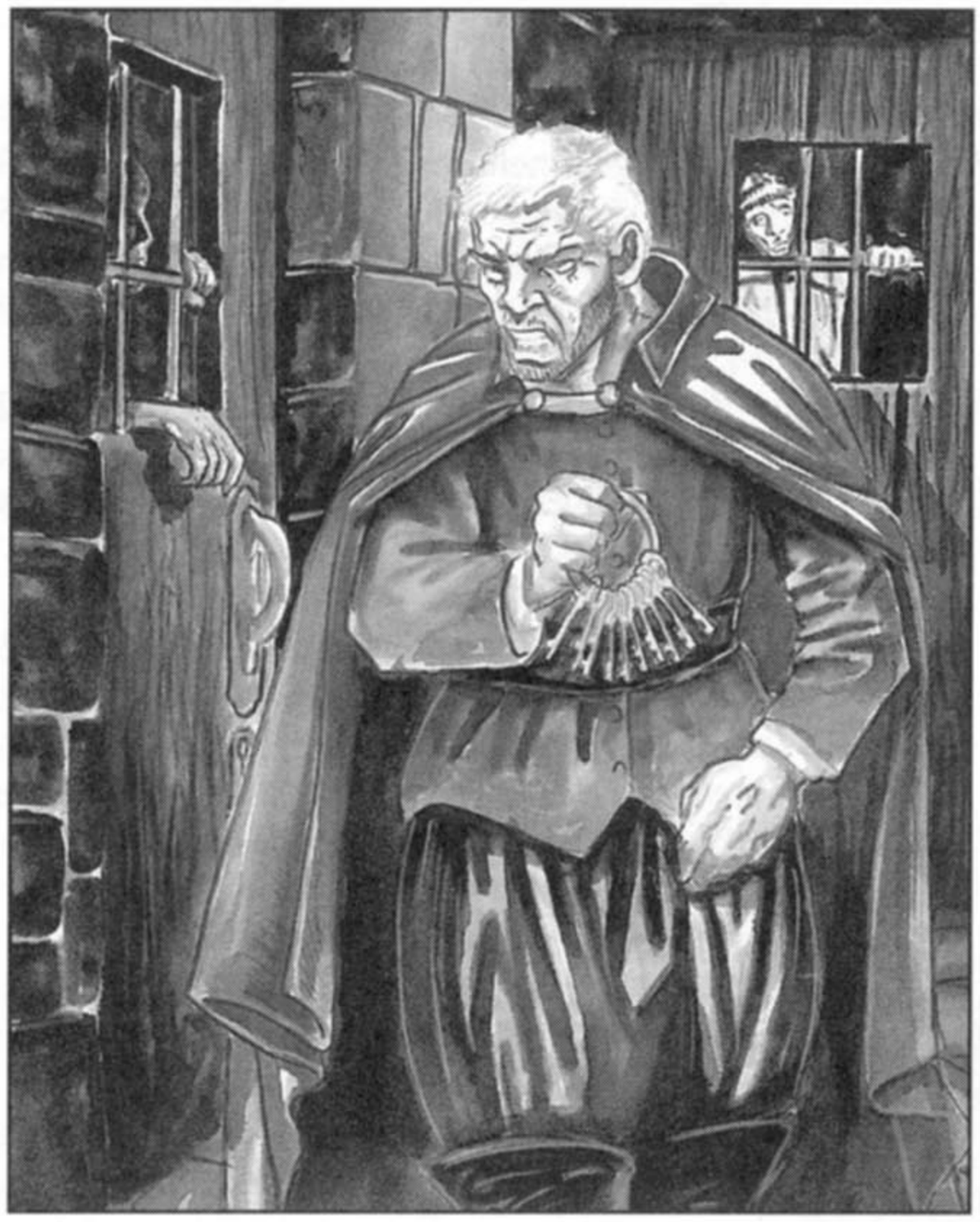
Secondary Skills: Area Knowledge (The Citadel or a wild region) (M/E) IQ [1]-11; First Aid/TL4 (M/E) IQ [1]-11; Gunner/TL (type; see p. 55) (P/A) DX-1 [1]-12*; Knife (P/E) DX [1]-12; Net (P/H) DX-1 [2]-11; Spear (P/A) DX [2]-12; Stealth (P/A) DX [2]-12; Teamster (Merychip) (M/A) IQ-1 [1]-10; Wrestling (P/A) DX [2]-12; and Zoology/TL4 (M/H) IQ-1 [2]-10.

Background Skills: A total of 6 points in Accounting (M/H); Administration (M/A); Armoury/TL4 (M/A); Blacksmith/TL4 (M/A); Camouflage (M/E); Detect Lies (M/H); Packing (M/H); Poisons (M/H); Riding (Destrier or Merychip) (P/A); Survival (type) (M/A); Swimming (P/E); Teaching (M/A); and Tracking (M/A).

* Bonus of +1 for IQ already applied.

Customization Notes: Administrative Rank higher than 1 requires a far greater investment in skills than shown in the template. See *Torturer* (p. 76-77) for more information on building younger, older, and former guild members, and on the nature of the Autarch's guilds in general.

A beast-handler who has spent an extraordinary amount of time in the field collecting specimens might develop an impressive set of survival and outdoors-related skills. One who's spent most of his time training deathsport creatures might be a very formidable combatant himself. The Book of the New Sun leaves the impression that a beast handler with a passion for poetry or the like would have to take a bad Reputation or be even tougher than his peers . . .



Clavinger 50 points

The jailers of the Commonwealth also serve as a sort of police detectives. Their large keys act both as emblems of their office and as clubs.

The vincula (provincial jail) of Thrax has a lictor as its leader. The clavingers' sergeant answers directly to the lictor.

Attributes: ST 12 [20], DX 11 [10], IQ 10 [0], HT 11 [10].

Advantages: Legal Enforcement Powers [5], plus a total of 20 points in Combat Reflexes [15]; Contacts [varies]; Favors [varies]; Legal Enforcement Powers to 10-point level [5]; Military Rank 1 [5] or 2 [10]; Patron (Lictor on 9 or less) [10]; or increased IQ [10/level].

Disadvantages: Duty (9 or less) [-5] and Primitive -3 (TL4) [-15], plus a total of -20 points in Alcoholism [-15]; Bad Temper [-10]; Bully [-10]; Enemy (Criminals) [varies]; Honesty [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Intolerance [-5]; Poverty [-10]; Reputation [varies]; Sense of Duty (To the public) [-10]; Stubbornness [-5]; and Truthfulness [-5].

Primary Skills: Broadsword (P/A) DX+1 [4]-12; Criminology/TL4 (M/A) IQ [2]-10; and Interrogation (M/A) IQ [2]-10.

Secondary Skills: Brawling (P/E) DX+1 [2]-12; Intimidation (M/A) IQ [2]-10; Law (M/H) IQ-2 [1]-8; and Streetwise (M/A) IQ-1 [1]-9.

Background Skills: Spend a total of 11 points on improving primary or secondary skills, or: Administration (M/A); Area Knowledge (type) (M/E); Crossbow (P/E); Detect Lies (M/H); First Aid/TL4 (M/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Leadership (M/A); Polearm (P/A); Riding (Destrier or Merychip) (P/A); Savoir-Faire (Military) (M/E); and Tracking (M/A).

Customization Notes: The quality of these law enforcers might be modified by the nature of their locale. Those out in the smaller cities and towns might be the equivalent of a corrupt, underpaid sheriff's deputy – or an untouchable, tough-as-nails Texas Ranger. Those in large cities such as Nessus may be sophisticated investigators, perhaps with access to ultra-tech equipment or techniques that they don't quite understand.

Colonist 5 points

New towns on the frontiers of the Commonwealth are usually founded by colonists from Nessus or other established cities. These people have a wide variety of skills, but they have at least one thing in common – the desire for a challenge to their rugged individualism. Frontier towns act as a magnet to all sorts of characters: armigers bruising for a fight or looking for a fiefdom, missionaries hoping to convert autochthons, merchants looking to set up shop, and so on.

This template is meant to "add on" to another template or character conception. It simply adds the advantages, disadvantages, and skills useful for practicing one's profession amid the dangers of colonial life. The core professional skills that will make the colonist productive will need be supplied by a "base" template or the player's character conception. This template only represents the basic tasks – dropping everything to bring in the crops, applying a bandage when the nearest doctor is three days away – that any competent colonist should be able to perform.

Advantages: Choose one of Absolute Direction [5]; Alertness +1 [5]; Disease-Resistant [5]; Fit [5]; or Rapid Healing [5].

Disadvantages: Choose one of Compulsive Behavior (Always seek new horizons) [-10]; Honesty [-10]; Impulsiveness [-10]; No Sense of Humor [-10]; Secret [-10]; Social Stigma (Exile) [-10]; or Vow (Leave old life behind) [-10].

Primary Skills: Agronomy/TL (M/A) IQ [2] and Scrounging (M/E) IQ+1 [2].

Secondary Skills: Administration (M/A) IQ-1 [1]; Animal Handling (M/H) IQ-2 [1]; First Aid/TL (M/E) IQ+1 [2]; Teamster (Merychip) (M/A) IQ-1 [1]; and Veterinary/TL (M/H) IQ-2 [1].

Customization Notes: As mentioned above, this template really is a customization of another template.

Cultellarii — 50 points

The "cutthroat" outlaws of the Commonwealth lead a dangerous existence – unless they can procure magical or ultra-tech aid of their own to combat that which they'll eventually encounter. This template covers every sort of bandit from romantic cavalrymen to brutish thugs stalking about at night looking for pilgrims sleeping by a campfire.

Attributes: ST 11 [10], DX 12 [20], IQ 10 [0], HT 11 [10].

Advantages: A total of 25 points in Alcohol Tolerance [5]; Alertness [5/level]; Combat Reflexes [15]; Danger Sense [15]; High Pain Threshold [10]; Night Vision [10]; Peripheral Vision [15]; Rapid Healing [5]; and Toughness [10/25].

Disadvantages: Primitive -3 (TL4) [-15], and a total of -30 points chosen from Alcoholism [-15]; Bad Temper [-10]; Code of Honor (Pirate's) [-5]; Compulsive Gambling [-5 to -15]; Enemy (Clavingers on 6 or less) [-15] or (9 or less) [-30]; Greed [-15]; Illiteracy [-10] or Semi-Literacy [-5]; Impulsiveness [-10]; On the Edge [-15]; Poverty [-10 or -15]; Reputation [varies]; and Social Stigma (Outlaw) [-15].

Primary Skills: Intimidation (M/A) IQ+1 [4]-11 *or* Sex Appeal (M/A – HT) HT+1 [4]-12, plus a total of 10 points in Broadsword (P/A); Crossbow (P/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Knife (P/E); and Spear (P/A).

Secondary Skills: Stealth (P/A) DX+1 [4]-13 and Survival (Woodlands, usually) (M/A) IQ [2]-10.

Background Skills: Spend 10 points improving primary or secondary skills and purchasing: Acting (M/A); Area Knowledge (type) (M/E); Armoury/TL4 (type) (M/A); Camouflage (M/E); Carousing (P/A – HT); Disguise (M/A); Fast-Talk (M/A); Fishing (M/E); Gambling (M/A); Holdout (M/A); Leadership (M/A); Merchant (M/A); Riding (Destrier or Merychip) (P/A); Savoir-Faire (Military) (M/E); Scrounging (M/E); Shadowing (M/A); Streetwise (M/A); Tactics (M/H); Teamster (Merychip) (M/A); and Tracking (M/A).

Customization Notes: Many bandits start out life in a law-abiding profession. Skills, and perhaps some advantages and disadvantages, reflecting that former experience would be appropriate.

Dimarchi — 60 points

The dimarchi (*dee-MARK-ee*) are the dragoons of the Autarch's armies. Usually they are used as mounted infantry – they ride their destriers to the front lines, then dismount to fight. When used in this mode they are organized as infantry – when they are expected to fight while mounted they are organized as cavalry.

Away from the front, they are used as mounted police of urban areas, as in Thrax.

Attributes: ST 11 [10], DX 12 [20], IQ 10 [0], HT 11 [10].

Advantages: Legal Enforcement Powers [5], plus a total of 25 points in Alcohol Tolerance [5]; Combat Reflexes [15]; Daredevil [15]; Fearlessness [2/level]; Military Rank [5/level]; Patron (Commanding officer on 9 or less) [10]; and Status 1 [5].

Disadvantages: Primitive -3 (TL4) [-15], and a total of -20 points chosen from Extravagance [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Impulsiveness [-10]; Odious Personal Habits (Boasting) [-5 to -10]; On the Edge [-15]; Overconfidence [-10]; and Poverty [-10].

Primary Skills: Broadsword (P/A) DX [2]-12 *or* Fencing (P/A) DX [2]-12; Guns/TL7 (Pyrotechnic Polearms) (P/E) DX [1]-13*; and Riding (Destrier or Merychip) (P/A) DX+1 [4]-13.

Secondary Skills: Crossbow (P/E) DX [1]-12; Spear (P/A) DX [2]-12; Savoir-Faire (Military) (M/E) IQ [1]-10; and Tracking (M/A) IQ+1 [4]-11.

Background Skills: Use 10 points to increase primary or secondary skills or add: Administration (M/A); Animal Handling (M/H); Armoury/TL4 (type) (M/A); Carousing (P/A – HT); Equestrian Acrobatics (P/H); Gambling (M/A); Lance (P/A); Leadership (M/A); Orienteering (M/A); Savoir-Faire (M/E); Savoir-Faire (Military) (M/E); Survival (Plains, usually) (M/A); Tactics (M/H); and Veterinary/TL4 (M/H).

* Bonus of +1 for IQ already applied.

Customization Notes: Purchase Status 1, Military Rank 3, and background skills such as Carousing and Savoir-Faire to represent a "Three Musketeers" sort of character, probably an impoverished armiger down on his luck and unable to afford monthly maintenance of his "true" Status 2.

Riding skill may be improved to represent true cavalry, intended to fight from the saddle in repeated charges; most cavalry troopers also should invest in Lance among the background skills.

Eclectic — 50 points

The mixed-blood offspring of colonists and autochthons, the eclectics culturally borrow from both sides – and are rarely fully accepted by either group.

A lifetime spent on the outside tends to make them into smart, resourceful individuals. They can be townsmen in the provincial cities or herdsmen on the pampas. As interlopers between two worlds, they can be invaluable guides, scouts, translators, and diplomats.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 11 [10].

Advantages: A total of 25 points in Combat Reflexes [15]; Contacts [varies]; Cultural Adaptability [25]; Fearlessness [2/level]; Language Talent [2/level]; and Unfazeable [15].

Disadvantages: Primitive -4 (TL3) [-20]; Social Stigma (Minority) [-10]; and Status -1 [-5], plus choose one of Honesty [-10]; Illiteracy [-10]; Low Self Image [-10]: Poverty [-10]; Reclusive[-10];or Selfless [-10].

Primary Skills: Diplomacy (M/H) IQ [4]-13; Fast-Talk (M/A) IQ [2]-13; Knife (P/E) DX [1]-10; Language (Common Tongue or Autochthonous, whichever isn't considered native) (M/A) IQ [2]-13; and Stealth (P/A) DX [2]-10.

Secondary Skills: Politics (M/A) IQ-1 [1]-12; Savoir-Faire (Servant) (M/E) IQ [1]-13; Scrounging (M/E) IQ+1 [2]-14; Streetwise (M/A) IQ [2]-13; and Survival (Plains, Jungle, or Urban) (M/A) IQ [2]-13.

Background Skills: Spend 11 points on any of: Animal Handling (M/H); Area Knowledge (type) (M/E); Axe/Mace (P/A); Axe Throwing (P/E); Blacksmith/TL3 (M/A); Blowpipe (P/H); Boating (P/A); Bolas (P/A); Brawling (P/E); Carpentry (M/E); Cooking (M/E); First Aid/TL3 (M/E); Fishing (M/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Holdout (M/A); additional Language skills (M/A normally); Merchant (M/A); Naturalist (M/H); Net (P/H); Netmaking (P/E); Packing (M/H); Polearm (P/A); Pottery (M/A); Riding (Merychip) (P/A); Savoir-Faire (Military) (M/E); Sling (P/H); Spear (P/A); Spear Thrower (P/A); Spear Throwing (P/E); Teamster (Merychip) (M/A); Tracking (M/A); and Veterinary/TL3 (M/H).

Customization Notes: Eclectics are . . . eclectic. Some spend their lives (and character points) refining the primitive skills of their tribal ancestor, whether or not said tribe accepts them. Some try to make their way in the civilization of the Commonwealth, though often looked upon with scorn and bigotry. Some neatly bridge their two worlds, profiting from a liaison role that only a fellow eclectic could fill.

To reflect this, even primary skills shouldn't be interpreted as "must haves" in this template. Feel free to remove or lower any skill, and introducing many more skills could be rationalized with GM approval. No two eclectics will have anywhere near the same skill sets, nor does any "standard" exist.

Entertainer — 50 points

Storytellers, musicians, actors, dancers, buffoons, acrobats, fortune-tellers, jugglers, and beast-baiters all fall into this category. Guilds for these groups are weak or simply non-existent in the Commonwealth, but the beasts used in fighting establishments (the best ones, at least) come from the beast handlers guild (see p. 60). Dr. Talos, Severian, Baldanders, Jolenta, and Dorcas form a traveling troupe in *The Shadow of the Torturer* and *The Claw of the Conciliator*.

Attributes: ST 10 [0], DX 12 [20], IQ 11 [10], HT 10 [0].

Advantages: A +1 to DX, IQ, or HT [10] plus a total of 20 points in Absolute Timing [5]; Alcohol Tolerance [5]; Attractiveness [5 for Attractive or 15 for Handsome/Beautiful]; Bardic Immunity [10]; Charisma [5/level]; Claim to Hospitality [1-10]; Empathy [15]; Musical Ability [1/level]; Pitiable [5]; Reputation [varies]; Sensitive [5]; and Voice [10].

Disadvantages: Primitive -3 (TL4) [-15], plus a total of -30 points chosen from Compulsive Behavior [-5 to -15]; Compulsive Lying [-15]; Dwarfism [-15]; Illiteracy [-10] or Semi-Literacy [-5]; Impulsiveness [-10]; Laziness [-10]; Lecherousness [-15]; Overconfidence [-10]; and Poverty [-10 or -15].

> A lifetime spent on the outside tends to make them into smart, resourceful individuals.

Primary Skills: Performance (M/A) IQ+2 [6]-13 and Scrounging (M/E) IQ+1 [2]-12, plus pick one set:

1. Bard (M/A) IQ+2 [4]-13 and Bardic Lore (M/H) IQ+1 [6]-12. Add *only* Poetry (M/A) IQ [2]-11 *or all three of* Acrobatics (P/H) DX-2 [1]-10; Juggling (P/E) DX-1 [1/2]-11; and Jumping (P/E) DX-1 [1/2]-11.
2. Spend 12 points among Dancing (P/A); Musical Composition (M/H); and Singing (P/E – HT).
3. Acrobatics (P/H) DX+1 [8]-13; Juggling (P/E) DX+1 [2]-13; and Jumping (P/E) DX+1 [2]-13.
4. Augury (M/VH) IQ-1 [4]-10 and Fortune Telling (M/A) IQ+3 [8]-14.
5. Acting (M/A) IQ+3 [6]-14; Bard (M/A) IQ+1 [2]-12; Bardic Lore (M/H) IQ-1 [2]-10; and Combat/Weapon Art (type) (P/A, usually) DX [2]-12.
6. Acrobatics (P/H) DX [4]-12; Animal Handling (M/H) IQ+1 [6]-12; and Whip (P/A) DX [2]-12.

Secondary Skills: Fast-Talk (M/A) IQ [2]-11 and Sex Appeal (M/A – HT) HT [2]-10.

Background Skills: Spend 11 points among primary and secondary skills and the following: Administration (M/A); Animal Handling (M/H); Carousing (P/A – HT); Choreography (M/A); Directing (M/H); Disguise (M/A); Equestrian Acrobatics (P/H); Escape (P/H); Fire Eating (P/A); Heraldry (M/A); Hypnotism (M/H); additional Languages (M/A, usually); Literature (M/H); Musical Instrument (type) (M/H); Packing (M/H); Pickpocket (P/H); Riding (Merychip) (P/A); Savoir-Faire (M/E); Sleight of Hand (P/H); Streetwise (M/A); Teamster (Merychip) (M/A); Theology (M/H); and Ventriloquism (M/H).

Customization Notes: The sets of primary skills above represent, respectively, a bard/jester, a singer/dancer, a juggler/acrobat, a fortune-teller/charlatan, an actor, or a beast-handler.

Extern 60 points

These are the Urth-born foreigners who are in the Commonwealth. The interstellar variety of aliens, the hierodules, is beyond the player-character power scale.

Externs include traders from the Xanthic Isles, Ascian slaves working the upper rivers, perhaps even diplomats from the Perischii, land of Erebus. Some will be honored guests; some will be treated worse than animals.

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 11 [10].

Advantages: A total of 35 points in Contacts [varies]; Cultural Adaptability [25]; Diplomatic Immunity [20]; Language Talent [2/level]; Status [5/level]; and Unfazeable [15].

Disadvantages: Primitive -2 (TL5) [-10], plus a total of -30 points chosen from Confused [-10]; Curious [-5 to -15]; Honesty [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Oblivious [-3]; Odious Personal Habits [-5 to -15]; additional Primitive [-5/level]; Social Stigma [varies]; negative Status [-5/level]; and Xenophilia [-5/-15].

Primary Skills: Language (Common Tongue) (M/A) IQ [2]-12.

Secondary Skills: Diplomacy (M/H) IQ-1 [2]-11 and Savoir-Faire (Military, Servant, or standard) (M/E) IQ [1]-12.

Background Skills: Use 30 points to increase the above skills and add skills from the following list: Accounting (M/H); Administration (M/A); Alchemy/TL5 (M/VH); Anthropology (M/H); Area Knowledge (type) (M/E); Gunner/TL (type; see p. 55) (P/A); Hidden Lore (type) (M/A); Intelligence Analysis/TL5 (M/H); Merchant (M/A); Packing (M/H); Physician/TL5 (M/H); Polearm (P/A); Politics (M/A); Research (M/A); and Teamster (Merychip) (M/A).

Customization Notes: The listed primary and secondary skills represent those that an extern would probably find crucial having spent a few years in the Commonwealth. The background skills represent either additional skills he might learn as a non-native, or the sorts of skills that would lead him to travel in the first place.

The character's actual profession will need to be crafted from the high background points given. The GM should allow the player to use those points on skills not listed as long as they fit into the extern's profession.

Exultant 100 points

The aristocracy of the Commonwealth, a living relic from the Age of the Monarch, exultants fill the ranks of leadership – in the military as officers, in the government as appointed officials, and in what remains of the church as bishops.

It is difficult for the common people to comprehend their power – their palaces and castles, their fliers and khaibits. They have land and vassals, but they are forbidden to have private armies, a rule they get around by hiring pandours into innocuous positions like "gamesman," "bodyservant," and the like. Thea, Thecla, and Vodalus are exultants. The women are addressed as "chatelaine," the men by their title or "my lord/liege," etc.

Attributes: ST 10 [0], DX 11 [10], IQ 12 [20], HT 10 [0].

Advantages: Legal Immunity [10]; Status 3 [15]; and Wealthy [a net 15], plus a total of 30 points in Alcohol Tolerance [5]; Alternate Identity [15]; Bionics [varies]; Claim to Hospitality [1-10]; Contacts [varies]; Fashion Sense [5]; Heir [5]; Legal Enforcement Powers [5/10/15]; Longevity [5]; Military Rank 5 [25]; Patron (Autarch or higher exultant) [varies]; Reputation [varies]; Sanctity [5]; additional Status [5/level]; Unusual Background (Ultra-tech heirlooms) [10+]; and additional Wealth [10 for Very Wealthy or 30 for Filthy Rich].

Disadvantages: A total of -35 points chosen from Alcoholism [-15]; Bad Temper [-10]; Bully [-10]; Code of Honor (Gentleman's) [-10] or (Chivalric) [-15]; Duty (To Autarch or higher exultant) [varies]; Enemy (Rival family, Autarch, etc.) [varies]; Fanaticism (Self) [-15]; Gluttony [-5]; Greed [-15]; Honesty [-10]; Intolerance (Racial or religious) [-5];

Megalomania [-10]; Paranoia [-10]; Primitive [-5/level]; Reclusive [-10]; Reputation [varies]; Self-Centered [-10]; Semi-Literacy [-5]; Sense of Duty (To Autarch or vassals) [-10].

Primary Skills: Heraldry (M/A) IQ+1 [2]-13; Riding (Destrier or Merychip) (P/A) DX-1 [1]-10; and Savoir-Faire (M/E) *IQ+3 [2]-15.*

Secondary Skills: Administration (M/A) IQ-1 [1]-11; Beam Weapons/TL8+ (Lasers) (P/E) DX-1 [1]-13*; Broadsword (P/A) DX+1 [4]-12 *or* Fencing (P/A) DX+1 [4] -12; Dancing (P/A) DX-1 [1]-10; Diplomacy (M/H) IQ-1 [2]-11; Falconry (M/A) IQ-1 [1]-11; Gambling (M/A) IQ-2 [1/2]-10; Guns/TL7 (Pyrotechnic Polearms) (P/E) DX-1 [1/2]-12*; Intimidation (M/A) IQ [2]-12; Law (M/H) IQ-2 [1]-10; Piloting/TL13 (Contragravity) (P/A) DX [2]-11; and Politics (M/A) IQ [2]-12. Female characters may omit any combat/weapon skill, spending the points on increasing primary, other secondary, or background skills.

Background Skills: A total of 12 points spent on: Accounting (M/H); Agronomy/TL (M/A); Alchemy/TL (M/VH); Animal Handling (M/H); Appreciate Beauty (M/VH); Area Knowledge (type) (M/E); Artist (M/H); Bard (M/A); Board Games (type) (M/E); Buckler (P/E); Carousing (P/A – HT); Detect Lies (M/H); Disguise (M/A); Gardening (M/E); Hidden Lore (type) (M/A); History (M/H); Intelligence Analysis/TL (M/H); Language (type) (M/A usually); Leadership (M/A); Lip Reading (M/A); Literature (M/H); Musical Composition (M/H); Musical Instrument (type) (M/H); Naturalist (M/H); Needlecraft (P/A); Philosophy (type) (M/H); Poetry (M/A); Poisons (M/H); Research (M/A); Savoir-Faire (Military) (M/E); Sex Appeal (M/A – HT); Strategy (type) (M/H); Swimming (P/E); Thaumatology (M/VH); Theology (M/A); and Whip (P/A).

* Bonus of +2 for IQ already applied.

Customization Notes: Exultants don't exceed Status 6. They use the *Exultant Height/Weight Table* (see p. 52). Literacy is expected, though not always accomplished. They have access to the finest education in the Commonwealth, but many are disdainful of it.

Many exultants have ultra-tech family heirlooms (most commonly a TL13 contragravity flier that requires a 20-point Unusual Background; see p. 50). It's not inconceivable that an exultant has the resources to maintain certain equipments at TLs 5-7. (Therefore these characters don't automatically buy Primitive -3 to TL4, though the great majority will have this disadvantage.) This does *not* mean that TL7 exultants may feel free to introduce lost technology such as the automobile; it simply means they can maintain a small high-tech workforce to maintain or replace any high-tech equipment they do have.

On a more personal level, a TL7 exultant will be more intimate with certain artifacts than his TL4 peers; he'll know how to read a digital clock, for one thing.

Forester — 50 points

Employed by landed armigers and exultants to maintain forests and manage resources (lumber, game, and so on), foresters guard against poachers of game, cultivate beasts for the hunt, or hunt predators despoiling the same. Bands of foresters are led by a wildgrave.

Attributes: ST 11 [10], DX 11 [10], IQ 11 [10], HT 11 [10].

Advantages: Legal Enforcement Powers [5], plus a total of 20 points in Absolute Direction [5]; Animal Empathy [5]; Acute Hearing [2/level]; Alertness [5/level]; Combat Reflexes [15]; Danger Sense [15]; Fit [5]; Legal Enforcement Powers to 10-point level [5]; and Military Rank 1 (Wildgrave) [5].

Disadvantages: Primitive -3 (TL4) [-15] and a total of -30 points chosen from Honesty [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Odious Personal Habits [-5 to -15]; Phobia (Crowds) [-15 or -30]; Poverty [-10 or -15]; Reclusive [-10]; Social Stigma (Former criminal) [-10]; and *both* Unnatural Feature (Scars from past whippings) [-5] *and* Appearance (Ugly) [-10].

Primary Skills: Crossbow (P/E) DX+2 [4]-13; Naturalist (M/H) IQ-1 [2]-10; Survival (Woodlands, usually) (M/A) IQ [2]-11; and Tracking (M/A) IQ [2]-11.

Secondary Skills: Area Knowledge (Region assigned) (M/E) IQ+1 [2]-12; Bolas (P/A) DX [2]-11; Broadsword (P/A) DX+1 [4]-12; First Aid/TL4 (M/E) IQ [1]-11; and Stealth (P/A) DX [2]-11.

Background Skills: A total of 9 points in: Animal Handling (M/H); Botany/TL4 (M/H); Camouflage (M/E); Climbing (P/A); Fishing (M/E); Gesture (M/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Herbary/TL4 (M/A) (Must raise Naturalist score to 12+ first); Knife (P/E); Law (M/H); Leadership (M/A); Meteorology/TL4 (M/A); Net (P/H); Orienteering (M/A); Riding (Destrier or Merychip) (P/A); Savoir-Faire (Military) (M/E); Savoir-Faire (M/E); Spear (P/A); and Veterinary/TL4 (M/H).

Customization Notes: Foresters may have pasts that they'd rather forget, so spending extra character points on thief/spy skills or the like wouldn't be out of the question.

A campaign incorporating a fulgurator would probably need to either center around his profession or assume he's left the guild. GMs should keep in mind that an ex-fulgurator likely will lose access to the equipment and supplies of his craft.

Fulgurator — 70 points

The fulgurators service the TL6 electrical system of Nessus, the House Absolute, and presumably a few other cities in the name of the Autarch. They belong to what amounts to a state-controlled electricians guild, which may be organized along the lines of a church.

The guild's patron saint is Vitus.

It appears that the fulgurators trade total commitment to their craft in exchange for access to relatively ultra-tech knowledge. Fulgurators are elusive in the Book of the New Sun, yet electrical service appears fairly extensive. This template assumes that the guild keeps each and every member busy for each and every waking minute, possibly due to the expense of training journeyman in higher-than-baseline technology.

A campaign incorporating a fulgurator would probably need to either center around his profession or assume he's left the guild. GMs should keep in mind that an ex-fulgurator likely will lose access to the equipment and supplies of his craft; a TL4 world doesn't produce many lightbulbs . . .

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0].

Advantages: Administrative Rank 1 [5]; Patron (Guild on 9 or less) [15]; and Status 2 [10], plus a total of 15 points from Administrative Rank 2 [5] or 3 [10]; Favors (from prompt service) [variable]; Less Sleep [3/level]; Lightning Calculator [5]; Mathematical Ability [10]; and Unusual Background (TL6 gadgets entrusted to character by the guild) [10+].

Disadvantages: Duty (To guild on 15 or less) [-15]; Primitive -1 [-5]; Poverty [-15]; and Vow (Loyalty to Guild and Autarch) [-5].

Primary Skills: Alchemy/TL6 (M/VH) IQ-1 [4]-12; Electronics/TL6 (Utilities specialization) (M/H) IQ+2 [8]-15; and Mathematics (M/H) IQ-1 [2]-12.

Secondary Skills: Area Knowledge (Wired areas of Nessus) (M/E) IQ+1 [2]-14; Electronics Operation/TL6 (Utilities) (M/A) IQ [2]-13; Engineer/TL6 (Civil) (M/H) IQ-1 [2]-12; Gunner/TL (type; see pp. 76-77) (P/A) DX-1 [1]-11*; Hidden Lore (Electrical power) (M/A) IQ [2]-13; and Mechanic/TL6 (Generators) (M/A) IQ [2]-13.

Background Skills: Invest 4 points in increasing a single primary or secondary mental skill (this will be a +2 to skill unless it's Alchemy, which would be +1). Then spend a total of 6 points in: Accounting (M/H); Administration (M/A); Physics/TL6 (M/H); Streetwise (M/A); Swimming (P/E); and Teaching (M/A).

* Bonus of +2 for IQ already applied.

Customization Notes: Administrative Rank higher than 1 requires a far greater investment in skills than shown in the template. See *Torturer* (p. 76) for more information on building younger, older, and former guild members, and on the nature of the Autarch's guilds in general.

Fulgurators deal with a specialization of Electronics not described in ***GURPS Basic Set*** – the installation and maintenance of routine power generation and transmission equipment. This "Utilities" specialization covers generators, electrical wiring, and the electronic tools required to support same. The mechanic specialization of "Generators" covers generators and likely large steam engines – Nessus' local river doesn't seem to flow quite fast enough to provide much hydro-generating potential.

Fulgurators may be able to take other specializations, depending on whether the GM decides the Autarch has the appropriate sort of equipment in use.

Monach — varies

These are the monks of Urth. They include anchorites (hermit monks), cenobites (communal monks), hieromonachs (ordained monks), and eremites (wandering monks). Caloyers (of St. Basil) are a type of cenobite, and sannyasins a form of eremite. Father Thyme is an eremite.

Hieromonachs should use the priest template and guidelines (see p. 70). Historically, on Earth the cenobites have developed liquors and steamed coffees, and pioneered in the science of plant genetics.

Anchorite — *50 points*

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 12 [20].

Advantages: A total of 20 points in Alertness [5/level]; Autotrance [5]; Blessed [varies]; Breath Holding [2/level]; Clerical Investment [5]; Disease-Resistant [5]; High Pain Threshold [10]; Higher Purpose [5]; Imperturbable [10]; Longevity [5]; Pious [5]; Single-Minded [5]; Strong Will [4/level]; and Temperature Tolerance [1/level].

Disadvantages: Discipline of Faith (Asceticism) [-15] and Primitive -3 (TL4) [-15], plus a total of -15 points in Bad Temper [-10]; Honesty [-10]; Odious Personal Habits [-5 to -15]; Pacifism [-15]; Paranoia [-10]; Reclusive [-10]; Skinny [-5]; and Stubborn [-5].

Primary Skills: Meditation (M/VH) IQ+1 [12]-13; Survival (type) (M/A) IQ [2]-12; and Theology (M/H) IQ+2 [8]-14.

Secondary Skills: None.

Background Skills: Spend 13 points improving primary skills and on purchasing: Agronomy/TL4 (M/A); Area Knowledge (Home region) (M/E); Breath Control (M/VH); Detect Lies (M/H); Fire Walking (M/E); Fishing (M/E); Herbary/TL4 (M/A) (Requires Naturalist at 12+); Language (type) (M/A, usually); Naturalist (M/H); Philosophy (Of appropriate type, often Stoicism) (M/H); Scrounging (M/E); and Writing (M/A).

Customization Notes: As often as not on Earth, this sort of monk is in retreat from his past life, and may have a well-rounded set of secular skills purchased with extra character points to reflect this. One may assume the same sort of personality is drawn to a life of solitary contemplation on Urth.

Cenobite — *50 points*

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 11 [10].

Advantages: Manual Dexterity +3 [9], plus a total of 20 points in Clerical Investment [5/level]; Collected [5]; Composed [5]; Contacts [varies]; Language Talent [2/level]; Less Sleep [3/level]; Pious [5]; Plant Empathy [5]; Sanctity [5]; Sensitive [5]; and Strong Will [4/level].

Disadvantages: Discipline of Faith (Ritualism) [-5] and Primitive -3 (TL4) [-15], plus a total of -25 points in Bad Sight [-10]; Honesty [-10]; Pacifism [-15]; Poverty [-10 or -15]; Selfless [-10]; Shyness [-5 to -15]; Vow [-1 to -15]; and Workaholic [-5].

Primary Skills: Calligraphy (P/A) DX+1 [4]-14*; Illumination (P/A) DX+1 [4]-14*; Singing (P/E – HT) HT+2 [4]-13; and Theology (M/H) IQ+1 [6]-13.

Secondary Skills: Agronomy/TL4 (M/A) IQ+1 [4]-13; Cooking (M/E) IQ [1]-12; and First Aid/TL4 (M/E) IQ [1]-12.

Background Skills: Spend 12 points to improve any primary or secondary skill, purchase any craft skill, or purchase: Accounting (M/H); Administration (M/A); Alchemy/TL4 (M/VH); Area Knowledge (Home region) (M/E); Bard (M/A); Beverage-Making (M/E); Botany/TL4 (M/H); Detect Lies (M/H); Distilling (M/A); Herbary/TL4 (M/A) (Requires Botany or Naturalist at 12+); History (M/H); Language (A dead language, usually) (M/A, usually); Merchant (M/A); Meteorology/TL4 (M/A); Naturalist (M/H); Research (M/A); Veterinary/TL4 (M/H); and Writing (M/A).

* Bonus of +3 for Manual Dexterity already applied.

Customization Notes: Most cenobites tend to be community-building one-man bands, with a few points in most of the dozens of skills required to keep a small community thriving. Said skills usually do not include combat/weapon skills – most cenobites don't subscribe to the theory of home defense as a necessary evil.

A few cenobites will instead specialize in a particular role, and can reach astronomical levels of skill via decades of doing nothing but praying and perfecting their craft.

Many cenobite orders will have stricter Disciplines of Faith than the minimal version presented.

All cenobites must be literate.

Most cenobites don't subscribe to the theory of home defense as a necessary evil.

A few cenobites will instead specialize in a particular role, and can reach astronomical levels of skill via decades of doing nothing but praying and perfecting their craft.

Eremite — *50 points*

Attributes: ST 11 [10], DX 11 [10], IQ 12 [20], HT 10 [0].

Advantages: A total of 20 points in Alertness [5/level]; Blessed [varies]; Charisma [5/level]; Claim to Hospitality [1-10]; Clerical Investment [5]; Common Sense [10]; Empathy [15]; Higher Purpose [5]; Pious [5]; Pitiable [5]; Sanctity [5]; Sensitive [5]; Serendipity [15]; and Voice [10].

Disadvantages: Poverty [-15]; Primitive -3 (TL4) [-15]; Vow (Celibacy) [-5]; and choose *one* from Honesty [-10]; Odious Personal Habit [-10]; Selfless [-10]; *or* Sense of Duty [-10].

Primary Skills: Bard (M/A) IQ+1 [4]-13; Staff (P/H) DX+1 [8] -12; Survival (type) (M/A) IQ+1 [4]-13; Teaching (M/A) IQ [2]-12; and Theology (M/H) IQ+1 [6]-13.

Secondary Skills: Cooking (M/E) IQ [1]-12; Detect Lies (M/H) IQ-1 [2]-11; First Aid/TL4 (M/E) IQ [1]-12; Law (M/H) IQ-2 [1]-10; and Scrounging (M/E) IQ [1]-12.

Background Skills: A total of 5 points in Area Knowledge (type) (M/E); Boating (P/A); Diagnosis/TL4 (M/H); Disguise (M/A); Meditation (M/VH); Packing (M/H); Physician/TL4 (M/H); Riding (Merychip) (P/A); and Singing (P/E – HT).

Customization Notes: Eremites wander Urth spreading the word of their faith, depending on the hospitality of strangers, and their own resources when said hospitality frequently fails to materialize. This might make them better informed on the geography and culture of the Commonwealth than the Autarch himself.

Many eremites will have a form of Pacifism, though many would be unafraid to give an animal, or human behaving like one, a good whack or two.

Eremites are nearly all literate.

Eremites wander Urth spreading the word of their faith, depending on the hospitality of strangers, and their own resources when said hospitality frequently fails to materialize.

Optimate — 50 points

This is the wealthy merchant class of the Commonwealth. Many have made their own fortunes, but more live on the wealth created by their ancestors.

Dorcas seems to have come from a family of optimates, and on the way to Thrax she and Severian traveled for a time with a caravan of tinkers and peddlers.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0].

Advantages: Status 1 [5] and a total of 25 points in Alcohol Tolerance [5]; Appearance [5 for Attractive or 15 for Handsome/Beautiful]; Charisma [5/level]; Contacts [varies]; Empathy [15]; Fashion Sense [5]; Heir [5]; Language Talent [2/level]; Merchant Rank [5/level]; Sensitive [5]; Strong Will [4/level]; Voice [10]; and Wealth [10 for Comfortable or 20 for Wealthy].

Disadvantages: Primitive -3 (TL4) [-15] and a total of -20 points chosen from Extravagance [-10]; Fat [-10 or -20]; Gluttony [-5]; Greed [-15]; Intolerance [-5]; Jealousy [-10]; Miserliness [-10]; Paranoia [-10]; Semi-Literacy [-5]; Unnatural Feature (Scars from past whippings) [-5]; and Workaholic [-5].

Primary Skills: Merchant (M/A) IQ+3 [8]-16 or Politics (M/A) IQ+2 [6]-15 and Savoir-Faire (M/E) IQ+3 [2]-16.

Secondary Skills: Merchant or Politics (whichever isn't a primary skill) (M/A) IQ-1 [1]-12. If Merchant is primary skill, then Accounting (M/H) IQ-1 [2]-12 and Administration (M/A) IQ [2]-13. Otherwise, Dancing (P/A) DX [2]-10 and Fast-Talk (M/A) IQ [2]-13.

Background Skills: Spend 12 points to improve primary and secondary skills (including those which weren't initially picked), and to purchase: Agronomy/TL (M/A); Appreciate Beauty (M/VH); Area Knowledge (type) (M/E); Artist (M/H); Beverage-Making (M/E); Board Games (type) (M/E); Carousing (P/A – HT); Diplomacy (M/H); Gambling (M/A); Gardening (M/E); Jeweler/TL4 (M/H); Law (M/H); Leadership (M/A); Musical Composition (M/H); Musical Instrument (type) (M/H); Needlecraft (P/A); Packing (M/H); Physician/TL4 (M/H); Politics (M/A); Riding (Merychip) (P/A); Sex Appeal (M/A – HT); Teamster (Merychip) (M/A); Theology (M/H); and Writing (M/A).

Customization Notes: An exemplary merchant prince doesn't have a life outside his commercial empire. He purchases Merchant Rank 1 and Wealthy (increasing both with left-over character points), takes Greed and Workaholic, follows the Merchant/Accounting/Administration track, and invests his background-skill points in increasing Merchant skill and purchasing Law, Leadership, Politics, Writing (essential for conveying orders effectively at TLs 2-5 and lower), and perhaps some Diplomacy. The prototypical layabout heir purchases Handsome Appearance, Fashion Sense, and Heir; takes Extravagance and Jealousy; follows the Politics/Savoir-Faire/Dancing/Fast-Talk path (with some minimal level of Merchant rubbing off from his environment); and spends his remaining points on increasing Dancing and Fast-Talk and purchasing Appreciate Beauty, Board Games (type), Carousing, Gambling, Sex Appeal, and Riding. Most optimates lie somewhere between the two extremes.

Pilgrim — 10 points

This is one of the rare opportunities outside of the military life for the different classes to mingle, and probably the only one before the grave in which all are equal.

As with Colonist (see p. 61), this is an "add-on" template representing current or former experience in taking a pilgrimage.

Primary Skills: A total of 4 points in Survival (M/A) of various types (most often Plains, Mountains, and Urban).

Secondary Skills: A total of 4 points in Area Knowledge (M/E) and Language (M/A, usually) skills, plus Riding (Merychip) (P/A) DX [2] *or* Scrounging (M/E) IQ+1 [2].

Customization Notes: More affluent pilgrims should lean toward Riding while the commonality would take Scrounging. Language skills would be a little uncommon, since most of the Commonwealth speaks a single tongue.

Pioneer — 50 points

These are the rugged men and women who, like Casdoe and Becan, carve a ranch or farm from the wilderness. Sometimes former colonists (see p. 61) or eclectics (see p. 63), they become llaneros (cowboys) or free farmers, adding to the bounty of the state granaries one year, needing emergency subsidies the next.

Attributes: ST 11 [10], DX 12 [20], IQ 11 [10], HT 10 [0].

Advantages: A total of 20 points in Animal Empathy [5]; Collected [5]; Composed [5]; Common Sense [10]; Disease-Resistant [5] or Immunity to Disease [10]; Fit [5]; Plant Empathy [5]; and Rapid Healing [5].

Disadvantages: Primitive -3 (TL4) [-15] and a total of -20 points chosen from Dependents [varies]; Illiteracy [-10] or Semi-Literacy [-5]; Honesty [-10]; Odious Personal Habits [-5 to -15]; Poverty [-10 or -15]; additional levels of Primitive [-5/level]; Reclusive [-10]; Stubbornness [-5]; and Workaholic [-5].

Primary Skills: Agronomy/TL (M/A) IQ+1 [4]-12 and Survival (Plains) (M/A) IQ [2]-11.

Secondary Skills: Area Knowledge (Home region) (M/E) IQ+1 [2]-12; Bolas (P/A) DX [2]-12; Crossbow (P/E) DX+1 [2]-13; First Aid/TL (M/E) IQ [1]-11; Lasso/Riata (P/A) DX [2]-12; Riding (Merychip) (P/A) DX [2]-12; and Teamster (Merychip) (M/A) IQ-1 [1]-10.

Background Skills: Spend 7 points on: Accounting (M/H); Administration (M/A); Animal Handling (M/H); Armoury/TL4 (type) (M/A); Brawling (P/E); Broadsword (P/A); Carpentry (M/E); Cooking (M/E); Diagnosis/TL4 (M/H); Fishing (M/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Leadership (M/A); Naturalist (M/H); Net (P/H); Packing (M/H); Prospecting (M/A); Savoir-Faire (Military) (M/E); Scrounging (M/E); Stealth (P/A); Swimming (P/E); Tracking (M/A); Veterinary/TL4 (M/H); and Whip (P/A).

Customization Notes: A farmer with no experience herding cattle probably would drop the Bolas and Lasso/Riata skills, but a cowboy would likely keep some level of Agronomy. Out in the country, just about everyone has to tend to crops from time to time.

Priest — 50 points

The Order of the Journeying Monials of the Conciliator, commonly called the Pelerines, is the most well-known group of priests (priestesses in this instance). They are a religious group of aristocratic women, escorted in their travels by guards (perhaps eunuchs) armed with scimitars. Wandering healers, in a sense very much like the modern Red Cross, the Pelerines possessed and protected the sacred relic the Claw of the Conciliator (see p. 95) though apparently unaware of its power.

This template reflects a Pelerine, whose members wear scarlet robes while their postulants (applicants or apprentices) wear brown.

See *Customization Notes* below for other varieties of priest.

> Scholarship has little organization on Urth, so any single scholar may be pursuing a strange mix of disciplines.

Attributes: ST 10 [0], DX 10 [0], IQ 12 [20], HT 12 [20].

Advantages: Clerical Investment [5] and Status 2 [10], plus a total of 20 points in Blessed [varies]; additional Clerical Investment [5/level]; Collected [5]; Composed [5]; Disease-Resistant [5] or Immunity to Disease [10]; Empathy [15]; Higher Purpose [5]; Patron [varies]; Pious [5]; Pitiable [5]; Reputation [varies]; Sanctity [5]; Sensitive [5]; and Unfazeable [15].

Disadvantages: Primitive -3 (TL4) [-15] and Vow (Celibacy) [-5], plus a total of -30 points in Combat Paralysis [-15]; Dependents [varies]; Honesty [-10]; Odious Personal Habit ("Saintly") [-5 to -15]; Pacifism [-15/-30]; Parthenomania [-10 or -20]; Semi-Literacy [-5]; and Sense of Duty (The needy) [-10], (All humanity) [-15], or (Every living being) [-20].

Primary Skills: Diagnosis/TL4 (M/H) IQ [4]-12; First Aid/TL4 (M/E) IQ+3 [6]-15; and Theology (M/H) IQ [4]-12.

Secondary Skills: Cooking (M/E) IQ [1]-12; Detect Lies (M/H) IQ [4]-12; and Diplomacy (M/H) IQ-2 [1]-10.

Background Skills: Spend 5 points on: Accounting (M/H); Administration (M/A); Area Knowledge (type) (M/E); Augury (M/VH); Bard (M/A); Exorcism (M/H); Gardening (M/E); Herbary/TL4 (M/A) (Requires Naturalist at 12+); Intimidation (M/A); Law (M/H); Naturalist (M/H); Needlecraft (P/A); Physician/TL4 (M/H); Politics (M/A); Savoir-Faire (M/E); and Surgery/TL4 (M/VH).

Customization Notes: For the Pelerines, a girl of Status 1 can (very rarely) gain entrance, if her family has had a long relationship with the order. Virginity is a strict requirement. Higher ranks include Domnicellae (*dahm-nee-KELL-eye*), Conexa, and mistress of postulants. The exact hierarchy is uncertain, but assume Clerical Investment 4, 3, and 2 respectively. For most other priests, the emphasis on medical skills would be reduced or disappear, Bard would become a primary or secondary skill, and Politics would be common if not required. High priestly ranks include Metropolitan (Clerical Investment 5) and Exarch (Clerical Investment 6).

Sage — 50 points

In this group are non-religious hermits like Master Ash, curators like those who maintain the Botanical Gardens of Nessus, librarians like blind Master Ultan, as well as other philosophers: acosmists, gymnosophists, philomaths, philosophists, and phrontiserions (leaders of phrontisteries – thinking shops).

Scholarship has little organization on Urth, so any single scholar may be pursuing a strange mix of disciplines.

See the *Customization Notes* to build sages belonging to the Autarch's curators guild.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0].

Advantages: A total of 30 points in Administrative Rank [5/level]; Collected [5]; Eidetic Memory [30]; Language Talent [2/level]; Less Sleep [3/level]; Patron [variable]; Pitiable [5]; Sanctity [5]; Single-Minded [5]; and Status [5/level].

Disadvantages: A total of -40 points chosen from Absent-Mindedness [-15]; Age [-3/level]; Bad Sight [-10]; Hidebound [-5]; Honesty [-10]; Pacifism [-15]; Poverty [-10]; 1-3 levels of Primitive [-5/level]; Reclusive [-10]; Shyness [-5 to -15]; Skinny [-5]; Weak Will [-4/level]; and Workaholic [-5].

Primary Skills: Research (M/A) IQ+2 [6]-15 and Hidden Lore (type) (M/A) IQ+1 [4]-14.

Secondary Skills: Alchemy/TL (M/VH) IQ-1 [4]-12; Language (a forgotten one, usually) (M/A) [2]-13; Literature (M/H) IQ-1 [2]-12; and Mathematics (M/H) IQ-1 [2]-12.

Background Skills: Spend 10 points on: Accounting (M/H); Administration (M/A); Anthropology (M/H); Astronomy/TL (M/H); Augury (M/VH); Botany/TL (M/H); Cartography/TL (M/A); Chemistry/TL (M/H); Diagnosis/TL (M/H); Gardening (M/E); Heraldry (M/A); Herbary/TL (M/A) (Requires Botany or Naturalist at 12+); additional Hidden Lore (type) (M/A); Law (M/H); Linguistics (M/VH); Meteorology/TL (M/A); Naturalist (M/H); Philosophy (type) (M/H); Physician/TL (M/H); Physics/TL (M/H); Poetry (M/A); Teaching (M/A); Thaumatology (M/VH); Theology (M/H); Writing (M/A); and Zoology/TL (M/H).

Customization Notes: Most sages are TL4, but not all, so the template does not automatically apply Primitive -3. All sages must be literate. To create a member of the Autarch's curators guild of library and museum officials, take Administrative Rank 1 [5]; Patron (Guild on 9 or less) [15]; and Status 2 [10] as the template advantages, then add Reputation +1 (Man of learning) [5]. Take the disadvantages Duty (To guild on 9 or less) [-5]; Poverty [-15]; Primitive -3 (TL4) [-15]; and Vow (Loyalty to Guild and Autarch) [-5], and add another -5 points worth from the list. This does not change the template's cost. See *Torturer* (p. 76) for information on building younger, older, and former guild members, and on the nature of the Autarch's guilds in general.

The librarians actually have their own subguild within the curators guild, called the archivists guild. They are charged with collecting, organizing, and lending books. There are only two librarians in Severian's time: Ultan (a 70-year-old, blind exultant) is the master archivist and Cyby (a 45-year-old commoner) is his apprentice.

Not far from the children's section of the Library there is the *Book of Gold* – children of the right temperament who wander into the main library and read this book will volunteer to join the guild. The librarians then come (like vampires, according to some, like fairy godparents according to others) and take the child away. The guild tinct is gray, but it may have originally been a white which became more dust-colored through the centuries.

If the GM is using 1-point increments of Status (see p. 21) to reflect guild status, the curators guild would require a 14-point investment for Status 2.8 – they rank among the highest guilds.

Sailor — 60 points

Those who sail across seas, space, and time are all called by the same professional name on Urth – and indeed, many individual sailors move between the high seas and the reaches of space, perhaps several times in their career.

Humans and androids (see pp. 80-81) mix in this group. Those who have sailed through space have had more access to ultra-tech than their Urth-bound mates – they may have relics of this exposure, in the form of bionics or artifacts.

Both sorts of sailor use the same template in a New Sun setting; to design a strictly low-tech mariner or ultra-tech starfarer, simply pick the appropriate advantages, disadvantages, and skills. There is nothing wrong with then placing a low-tech sailor on a starship or vice versa; this seems to be a common practice for replacing crew.

Attributes: ST 10 [0], DX 12 [20], IQ 11 [10], HT 10 [0].

Advantages: A total of 25 points in 3D Spatial Sense [10] or Absolute Direction [5]; Alcohol Tolerance [5]; Alertness [5/level]; Bionics [varies]; Breath Holding [2/level]; Combat Reflexes [15]; High Pain Threshold [10]; High Technology +1 [20]; Panimmunity [2/5/10]; Rank (Military or Administrative) [5/level]; Rapid Healing [5]; and Toughness (DR 1) [10].

Disadvantages: Poverty [-10] and a total of -20 points chosen from Chummy [-5] or Gregarious [-10]; Duty (On 9 or less) [-5] or (12 or less) [-10]; Impulsiveness [-10]; Overconfidence [-10]; Primitive [-5/level]; Semi-Literacy [-5]; and Sense of Duty (To shipmates) [-5].

Primary Skills: *Either* Climbing (P/A) DX [2]-12 and Meteorology/TL (M/A) IQ [2]-11 *or* Free Fall/TL (P/A) DX [2]-12 and Gesture (M/E) IQ+1 [2]-12, with all taking Knife (P/E) DX [1]-12; Sailor/TL (M/A) IQ+1 [4]-12; and Seamanship/TL (see p. 56) (M/E) IQ+3 [6]-14.

Secondary Skills: Boating (P/A) DX [2]-12 *or* Piloting/TL (type) (P/A) DX [2]-12, plus Freight Handling (M/A) IQ-1 [1]-10; Guns (TL7 Pyrotechnic or TL8 Caliver) (P/E) DX [1]-13*; and Survival (Island/beach or Radioactive) (M/A) IQ+1 [4]-12.

Background Skills: Spend 12 points on: Administration (M/A); Alchemy/TL (M/VH); Anthropology (M/H); Area Knowledge (Galaxy) (M/H); Area Knowledge (type) (M/E); Astrogation/TL (M/A); Astronomy/TL (M/H); Axe/Mace (P/A); Bard (M/A); Beverage-Making (M/E); Brawling (P/E); Broadsword (P/A); Carousing (P/A – HT); Carpentry (M/E); Cartography/TL (M/A); Cooperage (M/E); Crossbow (P/E); Engineer/TL (Vehicles) (M/H); Fast-Talk (M/A); First Aid/TL (M/E); Gambling (M/A); Gunner/TL (type; see p. 55) (P/A); Hidden Lore (type) (M/A); Knife Throwing (P/E); Language (type) (M/A, usually); Leadership (M/A); Merchant (M/A); Musical Instrument (type) (M/H); Navigation/TL (M/H); Savoir-Faire (Military) (M/E); Scrounging (M/E); Shipbuilding/TL7- (M/H) or Shipbuilding/TL8+ (Starship) (M/A); Shiphandling/TL (M/H); Shortsword (P/A); Singing (P/E – HT); Swimming (P/E); and Tactics (Naval) (M/H).

* Bonus of +1 for IQ already applied.

Customization Notes: Androids (see pp. 80-81) may invest the 55 template points assigned to attributes and advantages toward purchasing their robotic bodies instead, making this template cost 5 points for them.

Schiavoni — 60 points

This includes the spectrum of mercenaries in the Commonwealth: lancequenets (cavalry), irregulars at the front, bodyguards, neighborhood watchmen, roundsmen, and guards. They are led by a condottiere (Military Rank 3).

Attributes: ST 10 [0], DX 12 [20], IQ 11 [10], HT 11 [10].

Advantages: A total of 20 points in Alcohol Tolerance [5]; Combat Reflexes [15]; Fearlessness [2/level]; Legal Enforcement Powers [5 or 10]; and Military Rank [5/level].

Disadvantages: Primitive -3 (TL4) [-15], plus a total of -20 points chosen from Duty (9 or less) [-5]; Illiteracy [-10] or Semi-Literacy [-5]; Lecherousness [-15]; On the Edge [-15]; Overconfidence [-10]; Post-Combat Shakes [-5]; Poverty [-10]; Sense of Duty (Employer) [-10]; and Social Stigma (Former criminal) [-10].

Primary Skills: Broadsword (P/A) DX [2]-12; Guns/TL7 (Pyrotechnic Polearms) (P/E) DX+1 [2]-14*; and Spear (P/A) DX [2]-12. Distribute an additional 6 points among these skills (either +2 to any one skill or +1 to all three).

Secondary Skills: Carousing (P/A – HT) HT+1 [4]-12; Crossbow (P/E) DX+1 [2]-13; Tactics (M/H) IQ-1 [2]-10; Scrounging (M/E) IQ+1 [2]-12; and Survival (type) (M/A) IQ [2]-11.

Background Skills: Spend 11 points on improving primary and secondary skills, and the following: Administration (M/A); Armoury/TL4 (M/A); Brawling (P/E); Gambling (M/A); Lance (P/A); Leadership (M/A); Merchant (M/A); Orienteering (M/A); Packing (M/H); Politics (M/A); Riding (Destrier or Merychip) (P/A); Savoir-Faire (Military) (M/E); Tracking (M/A); and Veterinary/TL (M/H).

* Bonus of +1 for IQ already applied.

Customization Notes: See pp. 118-121 for a discussion of the varying arms and armor of Commonwealth forces.

> These are as varied as a camarilla in the House Absolute, strangler cults in Nessus, sorcerer villages in the mountains, and Vodalarii in the forests.

Secret Society Member — 60 points

These are as varied as a camarilla (a cabal, a small group of secret schemers) in the House Absolute, strangler cults in Nessus, sorcerer villages in the mountains, and Vodalarii in the forests. The organization can be like a guild or like a religion. Crime syndicates, anti-government guerrillas, perhaps even something benign can fall into this group.

Attributes: ST 10 [0], DX 11 [10], IQ 13 [30], HT 10 [0].

Advantages: A total of 30 points in Ally Group [varies]; Alternate Identity [15]; Contacts [varies]; Night Vision [10]; Patron (Cult or Secret Society, or just its leader) [varies]; Racial Memory (From use of analeptic alzabo; see p. 53) [15]; Rank (Military or Administrative) [5/level]; or IQ 14 [15] or 15 [30].

Disadvantages: Duty (To cult or secret society on 9 or less) [-5]; Primitive -3 (TL4) [-15]; and Vow (Secrecy) [-5], plus a total of -20 points in Delusions [-5 to -15]; Edgy [-5]; Extremely Hazardous Duty [replaces Duty for net -15]; Fanaticism [-15]; Intolerance [-5 or -10]; Illiteracy [-10] or Semi-Literacy [-5]; Obsession [-5 to -15]; Paranoia [-10]; Reputation [varies]; and Secret [-10 or -20].

Primary Skills: Acting (M/A) IQ [2]-13; Disguise (M/A) IQ [2]-13; Fast-Talk (M/A) IQ [2]-13; and Knife (P/E) DX+1 [2]-12.

Secondary Skills: Cryptography/TL (M/H) IQ-1 [2]-12; Heraldry (M/A) IQ-1 [1]-12; Hidden Lore (type) (M/A) IQ [2]-13; Holdout (M/A) IQ [2]-13; Intelligence Analysis/TL (M/H) IQ-1 [2]-12; Politics (M/A) IQ [2]-13; and Stealth (P/A) DX+1 [4]-12.

Background Skills: Spend 12 points on the following; if the secret-society member has a "day job" as cover, he may purchase the skills to perform it from these points as well: Administration (M/A); Armoury/TL (type) (M/A); Boating (P/A); Camouflage (M/E); Crossbow (P/E); Diplomacy (M/H); Falconry (M/A); Forgery/TL (M/H); Garrote (P/E); Guns/TL7 (Pyrotechnic Polearms) (P/E); Intimidation (M/A); Leadership (M/A); Lip Reading (M/A); Poisons (M/H); Riding (Destrier or Merychip) (P/A); Shadowing (M/A); Spear (P/A); Streetwise (M/A); Tactics (M/H); Theology (M/H); and Tracking (M/A).

Customization Notes: This represents a "thinker" in the society, someone plugged into its power structure (though at the very bottom unless some sort of Rank is purchased). Most secret societies also gladly recruit members of less intelligence, for use as enforcers, soldiers, and . . . expendables.

Servant of the Throne

60 points

Administrators and advisors to the Autarch in military and civil life fall under this heading. Almost all are commoners. Some are members of the examiners guild (see *Customization Notes*, below). Those outside the guild probably enjoy much greater compensation while lacking the insular job security.

All of the Autarch's guildsmen are technically servants of the throne as well, but the actual term is generally used to describe this class of subordinate.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT 10 [0].

Advantages: Status 2 [10], plus a total of 25 points in Administrative Rank [5/level]; Contacts [varies]; Favor [varies]; Legal Enforcement Powers [5/10/15]; Patron [varies]; and Wealth: Comfortable [10] or Wealthy [20].

Disadvantages: Duty (To Autarch or supervisor on 9 or less) [-5] and Primitive -3 (TL4) [-15], plus a total of -20 points chosen from Bad Sight [-10]; Bad Temper [-10]; Enemy (Competing bureaucrat on 9 or less) [-10]; Hidebound [-5]; Honesty [-10]; Intolerance [-5]; No Sense of Humor [-10]; Obdurate [-10]; Paranoia [-10]; and Workaholic [-5].

Primary Skills: Administration (M/A) IQ+2 [6]-15; Intelligence Analysis/TL4 (M/H) IQ [4]-13; and Politics (M/A) IQ+1 [4]-14.

Secondary Skills: Accounting (M/H) IQ-1 [2]-12; Diplomacy (M/H) IQ-1 [2]-12; Heraldry (M/A) IQ-1 [1]-12; Hidden Lore (Customs of the House Absolute, or equivalent governmental arcania) (M/A) IQ-1 [1]-12; Interrogation (M/A) IQ-1 [1]-12; Intimidation (M/A) IQ [2]-13; Savoir-Faire (Servant) (M/E) IQ [1]-13; and Writing (M/A) IQ-1 [1]-12.

Background Skills: Spend 10 points on: Detect Lies (M/H); Disguise (M/A); Economics (M/H); Knife (P/E); Law (M/H); Leadership (M/A); Lip Reading (M/A); Merchant (M/A); Physician/TL4 (M/H); Poisons (M/H); Research (M/A); Stealth (P/A); Teaching (M/A); Thaumatology (M/VH); and Theology (M/H).

Most secret societies also gladly recruit members of less intelligence, for use as enforcers, soldiers, and . . . expendables.

Customization Notes: All Servants of the Throne must be literate. The hierarchy of civil servants administering the Commonwealth includes advisors to the Autarch (Administrative Rank 6), provincial governors such as archons or tetrarchs (Ranks 5 and 6 respectively), and military and civil magistrates such as quaesitors and ablegates (Ranks 2-4). This Administrative Rank functions similarly to Status, *though only in dealings appropriate to the administrator's office*. Though their nominal Status will rarely exceed 2 (2.8 if using the guild Status option on p. 21), servants of the throne can wield enormous power and influence.

This vast administration is policed by the Autarch's examiners guild, who witness official events on behalf of the Autarch, examine things to ensure veracity, and perform the interrogations of the Autarch's prisoners. To create a member of the guild, take Administrative Rank 1 [5] and Patron (Guild on 9 or less) [15] among the template advantages. Rather than select from the provided list, take the disadvantages Poverty [-15]; Reputation -2 (Only among fellow servants of the throne) [-5]; and Vow (Loyalty to Guild and Autarch) [-5]. This lowers the template's cost to 55 points. See *Torturer* (p. 76) for information on building younger, older, and former guild members, and on the nature of the Autarch's guilds in general. Note that members of the examiners guild must meet high standards to exceed Administrative Rank 1, whereas non-guildsmen probably do not. Their patron saint is Expeditus.

Smuggler — 50 points

The more restrictive the laws become, the more burdensome the taxes become, the more profitable it is to circumvent both by smuggling. When Autarch Maruthas closed the roads to travel (around 70 years before the Book of the New Sun) it must have been a real boon to the smugglers. Even running clams from one end of Nessus to the other can earn double or better if they don't go bad.

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 10 [0].

Advantages: A total of 15 points in Absolute Direction [5]; Combat Reflexes [15]; Contacts [varies]; Danger Sense [15]; and Night Vision [10].

Disadvantages: Primitive -3 (TL4) [-15] and a total of -15 points chosen from Edgy [-5]; Enemy (Clavingers on 6 or less)[-15]; Illiteracy [-10] or Semi-Literacy [-5]; Poverty [-10]; and Social Stigma (Outlaw) [-15].

Primary Skills: *One of* Boating (P/A) DX+2 [8]-14; Riding (Merychip) (P/A) DX+2 [8]-14; *or* Teamster (Merychip) (M/A) IQ+3 [8]-15.

Secondary Skills: Freight Handling (M/A) IQ [2]-12 *or* Packing (M/H) IQ-1 [2]-11, plus Area Knowledge (Area of usual "run") (M/E) IQ+2 [4]-14; Merchant (M/A) IQ+1 [4]-13; and Streetwise (M/A) IQ [2]-12.

Background Skills: Spend 5 points on: Disguise (M/A); Fishing (M/E); Forgery/TL4 (M/H); Holdout (M/A); Knife (P/E); Language (type) (M/A, usually); Meteorology/TL4 (M/A); Navigation/TL4 (M/H); Orienteering (M/A); Stealth (P/A); Survival (type) (M/A); and Swimming (P/E).

Customization Notes: Most smuggling takes place via fast boats, because of the road closings mentioned above. But boats can only go so far, and the real money may be in transporting illicit goods from dock to consumer by horse or wagon in the dead of night.

Soldier — 60 points

This template represents a hardened veteran of the front lines, not one of the countless recruits sent in to staunch the bleeding.

Attributes: ST 12 [20], DX 12 [20], IQ 10 [0], HT 11 [10].

Advantages: A total of 20 points in Alcohol Tolerance [5]; Ally Group [varies]; Combat Reflexes [15]; Danger Sense [15]; Fearlessness [2/level]; Fit [5]; Legal Enforcement Powers [5 or 10]; Military Rank [5/level]; and Toughness (DR 1) [10].

Disadvantages: Duty (12 or less) [-10] and Primitive -3 (TL4) [-15], plus a total of -20 points chosen from Bad Temper [-10]; Illiteracy [-10] or Semi-Literacy [-5]; Impulsiveness [-10]; Lecherousness [-15]; On the Edge [-15]; Overconfidence [-10]; Post-Combat Shakes [-5]; Poverty [-10]; Social Stigma (Former criminal) [-10]; and Youth [-2/level].

Primary Skills: Broadsword (P/A) DX [2]-12; Guns/TL7 (Pyrotechnic Polearms) (P/E) DX+2 [4]-15*; and Spear (P/A) DX+2 [8]-14.

Secondary Skills: Crossbow (P/E) DX+1 [2]-13; Gesture (M/E) IQ [1]-10; Savoir-Faire (Military) (M/E) IQ [1]-10; and Tactics (M/H) IQ+2 [8]-12.

Background Skills: Spend 9 points on: Administration (M/A); Agronomy/TL4 (M/A); Armoury/TL4 (M/A); Brawling (P/E); Carousing (P/A – HT); First Aid/TL4 (M/E); Gambling (M/A); Gunner/TL (type; see p. 55) (P/A); Heraldry (M/A); Intelligence Analysis/TL4 (M/H); Intimidation (M/A); Knife (P/E); Leadership (M/A); Orienteering (M/A); Packing (M/H); Scrounging (M/E); Shield (P/E); and Survival (type) (M/A).

* Bonus of +1 for IQ already applied.

Customization Notes: See pp. 118-121 for a discussion of the varying arms and armor of Commonwealth forces.

Sorcerer — varies

No single template can encompass the wide variety of spellcasting in the Book of the New Sun. Hierodules like Father Inire and the Cumaean would be built on alien racial templates, and would only be appropriate in a very high-powered campaign. Holy monachs such as Father Thyme would add magical advantages and skills to the appropriate monach template (eremite in Father Thyme's case). Reclusive sorcerers like Decuman and Abundantius would likely build magical abilities from the sage template (as possibly would necromancers like Ceryx). Autochthon shamans like the uturuncu would add rune magic or were-forms to the autochthon template. Characters such as the Chatelaine Sancha would add a familiar (see pp. M115-116) to the exultant template.

The mysterious witches of the Citadel have their own template on p. 78.

See Chapter 9, *Thaumaturgy*, for more information on spell-casting. See ***GURPS Wizards*** for a variety of magic-using templates.

Southern Islander

60 points

These big, blond Viking-type inhabitants of the frigid far South (the Southern Isles) probably also form a sizable portion of the population in the neighboring Narrow Lands. The majority farm during the short growing season, fish year-round, and hunt walruses when they can. Life under such conditions is harsh, but things are made much worse by their close proximity to the ice demon Erebus (see pp. 43-44). His raiding ships come in behind fog to loot, plunder, and enslave – hence the common phobia of mist and fog among the Southern Islanders.

Many of them get their first taste of the mainland by signing on with the Autarch's armies – others might flee their homelands to avoid Social Stigma of one kind or another.

Attributes: ST 12 [20], DX 11 [10], IQ 10 [0], HT 12 [20].

Advantages: A total of 20 points in Alcohol Tolerance [5]; Alertness [5/level]; Combat Reflexes [15]; Daredevil [15]; and Fearlessness [2/level].

Disadvantages: Primitive -4 (TL3) [-20] and Semi-Literacy [-5], plus a total of -20 points chosen from Berserk [-15]; Code of Honor (Norse; see below, or ***GURPS Vikings*** for more detail) [-10]; Duty (To kin; 12 or less) [-10]; Honesty [-10]; Illiteracy [an additional -5]; Phobia (Mist or fog) [-15]; Poverty [-10]; and Social Stigma (Oath-breaker or kin-slayer) [-15].

Primary Skills: Broadsword (P/A) DX+1 [4]-12; Boating (P/A) DX+1 [4]-12; and Seamanship/TL3 (M/E) IQ+2 [4] -12.

Secondary Skills: Agronomy/TL2 (M/A) IQ [2]-10; Axe/Mace (P/A) DX+1 [4]-12; Brawling (P/E) DX+1 [2]-12; Harpoon (P/H) DX [4]-11; Knife (P/E) DX+1 [2]-12; Merchant (M/A) IQ [2]-10; and Meteorology/TL3 (M/A) IQ [2]-10.

Background Skills: Spend 5 points on: Animal Handling (M/H); Area Knowledge (Southern Isles or Southern Seas) (M/E); Armoury/TL3 (M/A); Bard (M/A); Beverage-Making (M/E); Blacksmith/TL3 (M/A); Carousing (P/A – HT); Fishing (M/E); Gambling (M/A); Intimidation (M/A); Leadership (M/A); Riding (Merychip) (P/A); Skiing (P/H); Survival (Arctic, usually) (M/A); Tactics (M/H); Tactics (Naval) (M/H); Tracking (M/A); and Veterinary/TL3 (M/H).

Customization Notes: The Southern Islanders' Code of Honor resembles that of the ancient Vikings (see p. VI26). The ideal warrior must be courageous but not foolhardy, tenacious, cheerful, true to his word, hospitable, open-handed, and loyal. He must avenge wrongs, protect friends and family, live well, and die well. Unlike in ***Vikings*** campaigns, the -10 cost of Code of Honor *does* count against any cap on disadvantages.

Thaumaturge — 100 points

These are men of science, recovering or discovering elements of the lost knowledge of previous ages. Often it seems that in their pursuit of empirical Truth they are willing to perform heinous experiments – the ends justify the means for them, and they grow indifferent to suffering (or is their scientific research just a mask for inherent Sadism?).

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: A total of 50 points in Bionics [varies]; Gadgeteer [25]; High Technology +1 [20] or +2 [50]; Legal Immunity [5/10/15]; Single-Minded [5]; Status [5/level]; Unfazeable [15]; and Wealth [10/20/30/50].

Disadvantages: A total of -30 points chosen from Bad Temper [-10]; Fanaticism [-15]; Intolerance (Superstitious people) [-1]; Loner [-5]; Manic-Depressive [-20]; No Sense of Humor [-10]; Obsession [-5 to -15]; Odious Personal Habit (Skepticism) [-5]; Reclusive [-10]; Paranoia [-10]; Primitive [-5/level]; Reputation [varies]; Sadism [-15]; Self-Centered [-10]; Solipsist [-10]; and Workaholic [-5].

Primary Skills: Alchemy/TL (M/VH) IQ-2 [2]-12; Chemistry/TL (M/H) IQ-2 [1]-12; Engineer/TL (Primitive Machines, Vehicles, Clockwork, or Guns usually) (M/H) IQ-1 [2]-13; and Hidden Lore (Past technology) (M/A) IQ+1 [4]-15.

Secondary Skills: Biochemistry/TL (M/VH) IQ-2 [2]-12; Electronics/TL (Medical or Weapons, usually) (M/H) IQ-2 [1]-12; Genetics/TL (M/VH) IQ-1 [4]-13; Mechanic/TL (related to primary Engineering skill) (M/A) IQ-1 [1]-13; and Research (M/A) IQ+2 [6]-16.

The guild of Seekers of Truth and Penitence was established at the beginning of the Age of the Autarch by Ymar the Almost Just, who reformed the guild of jailers into the guilds of witches and torturers. By the time of Severian, very few outside of the Citadel of the Autarch believe that the torturers guild still exists - commoners, armigers, even exultants think that it was reformed or abolished centuries ago.

Background Skills: Spend 12 points on improving primary and secondary skills, and on: Administration (M/A); Electronics Operation/TL (type) (M/A); Gunner/TL (type; see p. 55) (P/A); Intimidation (M/A); Language (usually a dead one) (M/A, usually); Metallurgy/TL (M/H); Naturalist (M/H); Physician/TL (M/H); Physics/TL (M/H); Savoir-Faire (M/E); Surgery/TL (M/VH); and Thaumatology (M/VH).

Customization Notes: The leading example of a thaumaturge in the Book of the New Sun – Baldanders – appears to specialize in Genetic Engineering (itself a TL9+ specialization of the Genetics skill, see p. B61), applying his own research to his own physique. The result is that his physical attributes rival his IQ. Other thaumaturges may also be genetically engineered supermen, even researching normally off-limit racial advantages. Baldanders himself has the ability to breathe water (see pp. 114-115). A thaumaturge should be literate.

Torturer — 95 points

The guild of Seekers of Truth and Penitence was established at the beginning of the Age of the Autarch by Ymar the Almost Just, who reformed the guild of jailers into the guilds of witches (see p. 78) and torturers. By the time of Severian, very few outside of the Citadel of the Autarch believe that the torturers guild still exists – commoners, armigers, even exultants think that it was reformed or abolished centuries ago.

The torturers are men of science, in their own way. They consider themselves good men performing necessary evil, and purge any tendency toward Sadism or related traits from their membership.

The evils they perform include torture as punishment or aid to interrogation, imprisonment of important (often political) prisoners, and executions. Note that torturers don't actually perform *interrogations* – that duty falls among those of the examiners guild (see *Servants of the Throne*, p. 73). Even though the torturers aren't supposed to listen to the interrogation, more than a few seem to gain some concept of the skill during their lifetimes. They are also charged with defending the Citadel's (see p. 33) western wall in event of attack, using the spaceship weaponry mounted in their ex-spaceship Matachin Tower.

Torturers on duty wear masks of plain leather (journeymen) or velvet (masters), with boots, pants, and wool cloaks of fuligan, the "blacker than black" color of soot. They wear no shirts.

Their patron saint is Holy Katharine.

As with most of the Autarch's guilds, torturers are raised by their guild from infancy or very early childhood. (In the torturers' case, the guild takes only the very young male children of "clients" who have died in their care.) This allows them to reach proficiency at their craft at a very young age; this template would represent one roughly 20 years old. They lead very sheltered lives, almost monastic – for example, something as mundane as Area Knowledge other than of The Citadel would be restricted to those who have had a year or more of life as a journeyman. A torturer begins as an apprentice (from infancy to around age 20), takes the guild vow to become a journeyman (generally age 20 to 30), and later becomes a master (after gaining skills in Administration, Teaching, etc.). In the case of the torturers, the guild vow is one of strict obedience to the throne: to perform the mysteries only at the direction of the Autarch or his local representative. A journeyman torturer can become a carnifex (town, village, or itinerant) or a lictor (provincial capital, city, town, or village), but by Severian's day most seem to stay on at the Matachin Tower.

This background (and the further information in *Customization Notes*, below) generally applies to the Autarch's other guilds, including the beast handlers (see p. 60), examiners (see p. 73), fulgurators (see p. 66), curators (see pp. 70-71), and witches (see p. 78). All guild members must be literate.

Attributes: ST 10 [0], DX 12 [20], IQ 13 [30], HT 10 [0].

Advantages: Administrative Rank 1 [5]; Patron (Guild on 9 or less) [15]; Status 2 [10]; and Unusual Background (Trained by the Torturers Guild) [15], plus a total of 10 points in Acute Vision [2/level]; Administrative Rank 2 [5] or 3 [10]; one of Collected [5] *or* Composed [5]; Fearlessness [2/level]; Less Sleep [3/level]; Strong Will [4/level]; and Temperature Tolerance [1/level].

Disadvantages: Duty (To guild on 12 or less) [-10]; Poverty [-15]; Primitive -2 (TL5) [-10]; Reputation -4 (Torturers, only "believed in" on 10 or less) [-10]; and Vow (Loyalty to Guild and Autarch) [-5]. Sadism and related disadvantages are strictly forbidden, which shouldn't be a problem since this template reaches the usual -40-point cap on disadvantages.

Primary Skills: Intimidation (M/A) IQ-1 [1]-12; Judo (P/H) DX [4]-12; Physician/TL5 (M/H) IQ-1 [2]-12; Physiology/TL5 (M/VH) IQ+2 [16]-15; Professional Skill (Torturer) (M/A) IQ-1 [1]-12; Torturer's Grip (M/VH) IQ-1 [4]-12; and Two-Handed Sword (P/A) DX [2]-12.

Secondary Skills: Gunner/TL (type; see p. 55) (P/A) DX-1 [1]-13*; Mechanic/TL5 (Engines of agony) (M/A) IQ-1 [1]-12; Performance (M/A) IQ-2 [1/2]-11; Savoir-Faire (Servant) (M/E) IQ-1 [1/2]-12; Surgery (M/VH) IQ-3 [1]-10; Whip (P/A) DX-2 [1/2]-10; and Writing (M/A) IQ-2 [1/2]-12.

Background Skills: Spend 5 points on: Accounting (M/H); Administration (M/A); Alchemy/TL5 (M/VH); Area Knowledge (The Citadel) (M/E); Detect Lies (M/H); Interrogation (M/A); Knife (P/E); Swimming (P/E); and Teaching (M/A).

* Bonus of +2 for IQ already applied.

Customization Notes: This template represents a journeyman who's recently been promoted from apprentice. A master (Administrative Rank 2) should have Accounting, Administration, and Teaching at 12+ each, and all primary skills at level 15+. Any grandmasters (Administrative Rank 3) must have all secondary skills and Accounting, Administration, and Teaching at 15+. An apprentice would purchase only Status 1, no Administrative Rank, and has yet to take the guild Vow. Most apprentices also have the Youth disadvantage.

The guild Vow differs from the Duty in that, even when not "on call," the journeyman or master should conduct his affairs with the best interests of guild and Autarch in mind. For instance, the torturers' Vow prohibits them from using their Torturer's Grip and similar skills in their private affairs – doing so would harm the guild's reputation.

Given this is one of the Autarch's guilds, the torturers hand out hard cash to members only upon need, but guarantee the minimal sustenance provided. (Given the capricious, hard nature of life in the Commonwealth, this is a fair exchange.) Though the guild doesn't really require poverty, a guildsman would need a very unusual character concept (or should be an *ex*-guildsman) to buy off his Poor disadvantage.

Any ex-guild member would lose his Administrative Rank, Patron, and Status advantages, as well as his Duty and Vow disadvantages, and would be able to buy Wealth up normally during his subsequent career. If he left under less than amiable circumstances (which is usually the case) he may gain a powerful Enemy as well.

The journeyman or master should conduct his affairs with the best interests of guild and Autarch in mind. For instance, the torturers' Vow prohibits them from using their Torturer's Grip and similar skills in their private affairs - doing so would harm the guild's reputation.

Uhlan — 50 points

These troops guard the Autarch's highways, stationed in redoubts every 150 miles. They are under orders to kill any trespassers who do not have safe-conduct passes, and may loot the bodies of those they kill.

Attributes: ST 12 [20], DX 12 [20], IQ 10 [0], HT 10 [0].

Advantages: Legal Enforcement Powers [10] and Legal Immunity [5], plus a total of 10 points in Acute Vision [2/level]; Alcohol Tolerance [5]; and Military Rank 1 [5] or 2 [10].

Disadvantages: Duty (9 or less) [-5] and Primitive -3 (TL4) [-15], plus -20 points *either* as Illiteracy [-10] and Secret (Illiterate; will lose Legal Enforcement Powers and Duty and add Poverty [-10] if revealed) [-10]; *or* chosen from Bad Temper [-10]; Bully [-10]; Poverty [-10]; and Reputation -2 (Legalized bandit) [-10].

Primary Skills: Intimidation (M/A) IQ+1 [4]-11; Lance (P/A) DX+1 [4]-13; and Riding (Destrier or Merychip) (P/A) DX+1 [4]-13.

Secondary Skills: Area Knowledge (Patrol region) (M/E) IQ+2 [4]-12 and 4 points in Broadsword (P/A); Crossbow (P/E); and Guns/TL7 (Pyrotechnic Polearms) (P/E).

Background Skills: A total of 5 points in: Administration (M/A); Armoury/TL4 (M/A); Brawling (P/E); Carousing (P/A – HT); Detect Lies (M/H); Gambling (M/A); Knife (P/E); Savoir-Faire (Military) (M/E); Spear (P/A); Survival (type) (M/A); and Tracking (M/A).

Customization Notes: Given their right to loot, an uhlan might be able to justify an Unusual Background representing ultra-tech gear picked up from an unwary traveler's corpse. The skill to *use* the gear will be a different issue. Literacy is required.

Witch — 90 points

Little is known about this shadowy guild of the Autarch that lives in the Citadel. They make their apprentices of the young female children of those who die in the torturers' tower. Thus, only women may belong to the guild and on Urth it appears that Magery – at least the moon-aspected version of the witches – can be taught to most anyone, like other advantages such as Literacy and Combat Reflexes.

They reside in the oldest tower of the Citadel, and strange lights burn in the upper reaches at night, accompanied by the bloodcurdling screams of the witches themselves.

Their patron saint is Mag.

Even the torturers send no male anywhere near puberty to their door.

Attributes: ST 10 [0], DX 10 [0], IQ 14 [45], HT 10 [0].

Advantages: Administrative Rank 1 [5]; Moon-Aspected Magery 3 [18]; Patron (Guild on 9 or less) [15]; and Status 2 [10], plus a total of 15 points in Administrative Rank 2 [5] or 3 [10]; Autotrance [5]; one of Collected [5] *or* Composed [5] *or* Imperturbable [10] *or* Unfazeable [15]; Second Sight [2]; Single-Minded [5]; Strong Will [4/level]; and Voice [10].

Disadvantages: Duty (To guild on 9 or less) [-5]; Poverty [-15]; Primitive -3 (TL4) [-15]; Reputation -2 (Witch, but only "believed in" half the time) [-5]; and Vow (Loyalty to Guild and Autarch) [-5], plus a total of -10 points in Bad Sight [-10]; Lunacy [-10]; Nightmares [-5]; and Odious Personal Habits [-5 or -10].

Primary Skills: Alchemy/TL4 (M/VH) IQ-2 [2]-12 and Thaumatology (M/VH) IQ-2 [2]-12.

Secondary Skills: Augury (M/VH) IQ-2 [2]-12 and First Aid/TL4 (M/E) IQ [1]-14.

Spells: All of the following are (M/H) IQ+1 [1] except Enchant which is (M/VH) IQ+1 [2]: Beast-Soother-15; Create Earth-15; Create Water-15; Crystal Ball (Magic mirror)-15; Death Vision-15; Divination (Crystal-gazing via magic mirrors)-15; Earth to Stone-15; Earth to Water-15; Enchant-15; Flesh to Stone-15; History-15; Icy Weapon-15; Itch-15; Purify Air-15; Purify Water-15; Seek Earth-15; Seek Plant-15; Seek Water-15; Shape Earth-15; Seeker-15; Sense Foes-15; Sound-15; and Trace-15.

Background Skills: Spend a total of 6 points in: Accounting (M/H); Administration (M/A); Area Knowledge (The Citadel) (M/E); Detect Lies (M/H); Dreaming (M/VH); Herbary/TL4 (M/A) (Requires Naturalist at 12+); Hidden Lore (type) (M/A); Knife (M/E); Language (type) (M/A, usually); Naturalist (M/H); Physician/TL4 (M/H); Poisons (M/H); Teaching (M/A); and Theology (M/H).

Customization Notes: Administrative Rank higher than 1 requires a far greater investment in skills than shown in the template. See *Torturer* (p. 76) for more information on building younger, older, and former guild members, and on the nature of the Autarch's guilds in general.

As mentioned, very little is known about the witches. The GM should maintain an aura of mystery about them whenever possible.

This template assumes that the basic qualification for a journeyman witch is the ability to cast the equivalent of a crystal-gazing Divination using a magic mirror (see p. 95). These mirrors are treated as equivalent to crystal balls in all respects, except that they're mirrors and they also form the basic component for much more powerful spells.

The majority of the remaining spells are chosen simply to fulfill the prerequisites for this Divination spell and Enchant. A PC witch could choose five different Earth and Water spells each, should they choose. The spells Enchant and Crystal Ball (which actually is used to enchant magic mirrors) should be retained throughout any modifications.

A master witch would begin adding powerful gate and necromantic spells to her repertoire. Other spells likely to be among the witches' grimoires include Minor Healing, Curse, Hex, Divination, and advanced spells from the Mind Control, Body Control, and Necromantic colleges. See Chapter 9, *Thaumaturgy*, for more information.

GMs should keep in mind that in the Book of the New Sun, powerful magical potential seems to be fairly common, but widespread spell knowledge does not. No spell is "common knowledge" in a world that doesn't believe in magic for the most part. Even a guildmaster witch would likely have only a handful of powerful spells and the minimum prerequisites for them.

Racial Templates

The following entries consist of four bioengineered races, two robotic varieties of character, and humanity's future evolutionary form if all goes well.

The anthropomorphic races are all servants of the Autarch, especially created to serve his needs. It is unknown whether or not they reproduce naturally at this point, or whether the Autarch somehow maintains enough TL9+ technology to keep producing specimens. None of these races mingle with the commonality on Urth, and the common folk would greet them with amazement if encountered.

Man-Apes *-15 points*

Troglodyte-like creatures with big eyes and long fangs, these guardians of the Autarch's mines wear crude clothes of animal fur that glow with phosphorescent mold. Their simple bludgeons are often plated with gold. They probably have their own language, but cannot readily communicate in common tongues.

Man-apes avoid strong light, though they can function normally within it when they have to.

Weight is normal for ST, but height is 2" shorter due to their slightly stooped posture.

Man-apes get ST +2 [20], DX +1 [10], and IQ -2 [-15]. They have the advantages of Acute Hearing +3 [6] and Night Vision [10], and the disadvantages Agoraphobia [-10], Primitive -6 [-30], and Ugly Appearance [-10]. They have the racially learned skill of Broadsword at DX+1 [4] to use their crude clubs.

Mastiff-Men *35 points*

Safeguarding the Autarch's interests, whether it be monitoring the gate traffic from inside the honeycombed Wall of Nessus or guarding a shipment of gold to the front, these hybrids of dog and man meld the best and worst features of unshakable loyalty.

Their faces can appear human-like given certain angles and lighting, anything but from other angles. They average the same height and weight as a human of the same ST. Their personality is gruff at best with outsiders, and more than the average human soldier they're unafraid to shoot first and sort it all out later.

Most mastiff-men serve the Autarch as crack troops; almost assuredly they are created for this purpose. They often boast ultra-tech weapons and the skill to use them.

Mastiff-men get ST +1 [10], DX +1 [10], IQ -1 [-10], and HT +2 [20]. They have the advantages of Acute Taste & Smell +4 [8], Discriminatory Smell [15], Combat Reflexes [15], Fearlessness +2 [4], Fur [4], Night Vision [10], Sharp Teeth [5], and Strong Will +1 [4]. They have the disadvantages Bad Temper [-10], Fanaticism (The Autarch's needs) [-15], Primitive -3 (TL4) [-15], Shyness (Severe) [-10], and Ugly Appearance [-10].

Woman-Cats — *40 points*

These creatures have been seen acting as servants in the House Absolute. Probably they also function as discreet bodyguards. As with mastiff-men, their Fanaticism probably is bred into them.

Woman-cats have DX +2 [20], and the advantages Acute Vision +1 [2], Appearance [15], Claws [15], Fur [4], and Night Vision [10]. They have the disadvantages Fanaticism (The Autarch's needs) [-15] and Primitive -3 (TL4) [-15]. They also have the racial skill of Acrobatics at DX [4].

Savoir-Faire (Servant) probably is very common, though not listed as a racial skill. Combat Reflexes may be common as well. The existence of male counterparts to the woman-cats is unknown.

Anpiels — *35 points*

The elite aerial forces of the Autarch, anpiels look like angelic women with rainbow-colored wings. Stories about angels (in the brown book, for example) might be based upon the anpiels. They generally wear no clothing nor armor and fight with laser pistols in each hand.

Their aeries might be found in the crowns of mountains or in the upper reaches of the Wall of Nessus.

Anpiels have ST +1 [10] and DX +3 [30]. They have the advantages Acute Vision +3 [6], Beautiful Appearance [15], Flight (Winged) [30], and Strong Will +1 [4]. Their disadvantages include severe Claustrophobia [-30], Fanaticism (The Autarch's needs) [-15] and Primitive -3 (TL4) [-15].

Silver-Class Android — *85 points*

The TL10 metal men of Briah crew the star-sailing ships in their long journeys through time and space. By their own lore they evolved from the vacc suits and exoskeletons of the early Age of the Monarch.

This is the smaller class of android used to crew starships and occasionally found stranded on Urth. It features a human shape but metallic skin and features. Other than the sentient brain, this is a very basic model; these androids are intended to use human tools, weapons, etc.

Note that while the base cost to play a silver-class PC is reasonable, it assumes that the android has no means of disguise and cannot move among Urth society. It also does not include the 100 points of High Technology +3 advantage that most of these metal men possess.

The android's brain isn't complex enough to be made sentient under the standard ***GURPS Robots*** rules. This might represent that their creators had advanced expertise in robotics, or it might reflect that these androids were created at a higher TL, and with lack of proper support have effectively de-evolved over the centuries!

The silver-class is quite capable of fitting into the battlesuit station within its iron-class colleague.

Brain: Standard brain with sentient option and +2 reflex booster (10 lbs., 0.2 cf, $22,500, 100 points), Complexity 5.

Sensors: Basic Sensors with night vision (0.5 lbs., 0.01 cf, $2,525, 10 points).

Communicator: Basic Communicator with no radio or cable jack (0.2 lbs, neg. volume, $100, 0 points).

Arm Motors: Two ST 18 arm motors (each 1.8 lbs., 0.036 cf, $3,600, 0.09 kW).

Drivetrain: Leg drivetrain with two legs and 0.3 kW motive power (9 lbs., 0.18 cf, $1,800, 0.3 kW).

Power System: Power requirement 0.48 kW. Nuclear power unit with 0.48 kW output (2.88 lbs., 0.029 cf, $20,000, 20 points). Endurance 2 years (10 points).

Subassemblies: Two arms (left and right); head; two legs.

Arm Design: Each arm houses ST 18 arm motor (0.036 cf) and empty space (0.104 cf). Totals 0.14 cf each.

Head Design: Houses sensors (0.01 cf), communicator (neg.), and empty space (0.34 cf). Totals 0.35 cf.

Body Design: Houses brain (0.2 cf), power unit (0.029 cf), and empty space (1.171 cf). Totals 1.4 cf.

Leg Design: Houses leg motor (0.09 cf) and empty space (0.33 cf). Totals 0.42 cf each.

Surface Area: Arms 2 each, head 4, body 8, and legs 4 each. Total 24 sf.

Structure: 48 lbs., $2,400.

Hit Points: Arms, head, and legs 6 each; body 12.

Armor and Threat Protection: PD 3, DR 15 metal armor (21.6 lbs., $432, 120 points), 1,000 PF radiation shielding (48 lbs., $480, 6 points), and sealed ($960, 20 points).

Biomorphics: Sculpted (2.4 lbs., $480).

Statistics: 146.18 lbs. (0.073 tons); 2.87 cf (5'6" tall); $58,877. Body ST 18, arm ST 18 (90 points); DX 12 (20 points); IQ 10 (0 points); HT 12 (20 points). Ground speed 8 (10 points). Floats; water Speed 2. Legality Class 4. Point cost: 85 points.

Iron-Class Android — *119 points*

This larger class of TL10 star-crew android generally takes on petty-officer roles to the silver-class' officer functions. This is actually a sentient armored vacc suit, but the average iron-class android hasn't been asked to accommodate an occupant in centuries, and would likely resent the request.

Like its smaller silver-class cousin, this is a very basic model appearing to be a large, armored man and perfectly capable of using human tools and weapons. It also shares its relation's exemption to the rule that only computers of Complexity 6+ may be sentient.

Unlike its smaller relation, the iron-class android might be able to move in Urth society for short periods posing as an *armored* human with the quirk that he never takes his helmet off!

In all circumstances, the iron-class androids possess the reaction bonuses and penalties of a human with the Gigantism disadvantage (p. B28).

Brain: Small brain with sentient option and +2 reflex booster (0.5 lbs., 0.02 cf, $1,500, 100 points), Complexity 4.

Battlesuit: For 175-lb. pilot, usually not present (35 lbs., $1,625).

Sensors: Basic Sensors with night vision (0.5 lbs., 0.01 cf, $2,525, 10 points).

Communicator: Basic Communicator with no radio or cable jack (0.2 lbs, neg. volume, $100, 0 points).

Arm Motors: Two ST 36 arm motors (each 3.6 lbs., 0.072 cf, $7,200, 0.18 kW).

Drivetrain: Leg drivetrain with two legs and 0.6 kW motive power (18 lbs., 0.36 cf, $3,600, 0.6 kW).

Accessories: Life support for 12 hours (25 lbs., 0.5 cf, $250).

Power System: Power requirement 0.96 kW. Nuclear power unit with 0.96 kW output (5.76 lbs., 0.058 cf, $20,000, 20 points). Endurance 2 years (10 points).

Subassemblies: Two arms (left and right); head; two legs.

Arm Design: Each arm houses ST 36 arm motor (0.072 cf) and battlesuit system (0.175 cf). Totals 0.247 cf each.

Head Design: Houses sensors (0.01 cf), communicator (neg.), and battlesuit system (0.4375 cf). Totals 0.4475 cf.

Body Design: Houses brain (0.02 cf), power unit (0.058 cf), life support (0.5 cf), battlesuit system (1.75 cf), and empty space (0.547 cf). Totals 2.875 cf.

Leg Design: Houses leg motor (0.18 cf), battlesuit system (0.425 cf) and empty space (0.2575 cf). Totals 0.8625 cf each.

Surface Area: Arms 2.5 each, head 4, body 12, and legs 6 each. Total 33 sf.

Structure: 66 lbs., $3,300.

Hit Points: Arms 8 each, head 6, body 18, and legs 9 each.

Armor: PD 4, DR 30 metal armor (59.4 lbs., $1,188, 190 points), 1,000 PF radiation shielding (66 lbs., $660, 6 points), and sealed ($1,320, 20 points).

Statistics: 283.56 lbs. (0.142 tons); 5.5415 cf (7'4" tall) (-10 points); $44,468. Body ST 36, arm ST 36 (178 points); DX 12 (20 points); IQ 9 (-10 points); HT 12/18 (50 points). Ground speed 8 (10 points). Floats (*only* when unoccupied!); water Speed 3. Legality Class 4. Point cost: 119 points.

Green Man — *10 points*

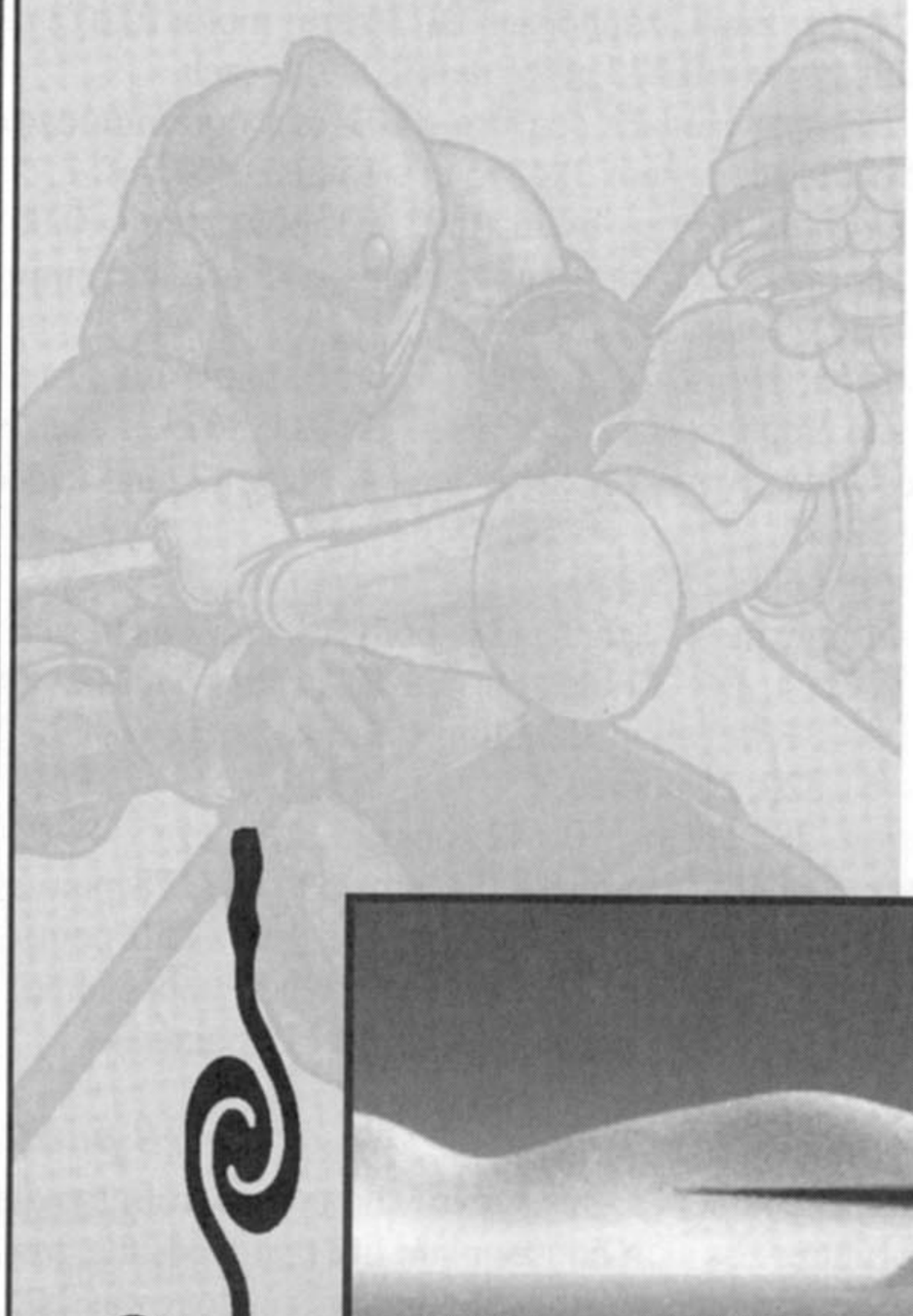
Severian encounters a green man who comes from the distant Ushas future. His skin houses plant life that feeds the green man with mere sunlight, presumably through photosynthesis!

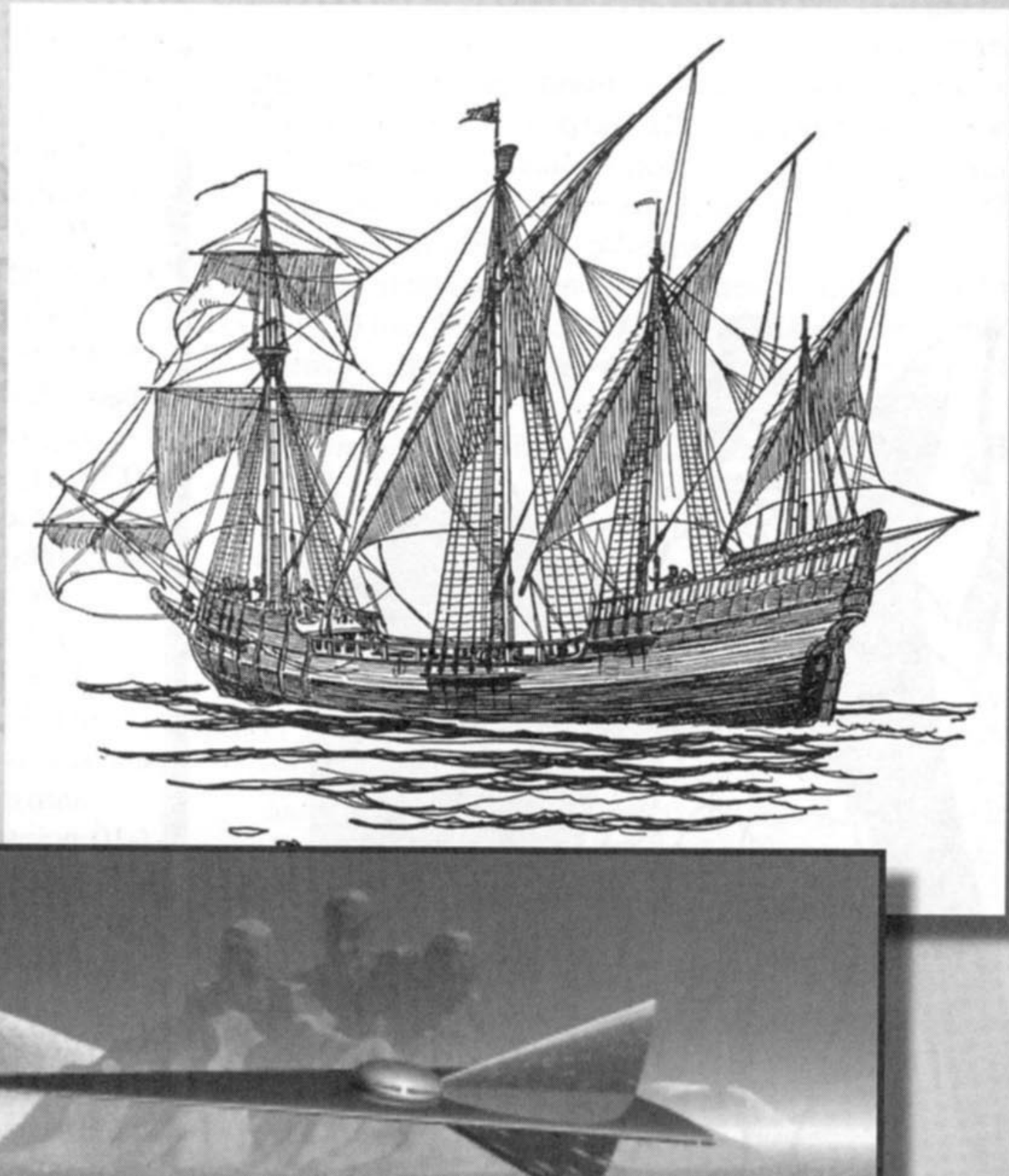
An Ushas-era character would have the Doesn't Eat or Drink [10] advantage. On Urth, the green skin would require the Unnatural Feature [-5] disadvantage, which in the one instance known led to enslavement as a freak-show attraction.

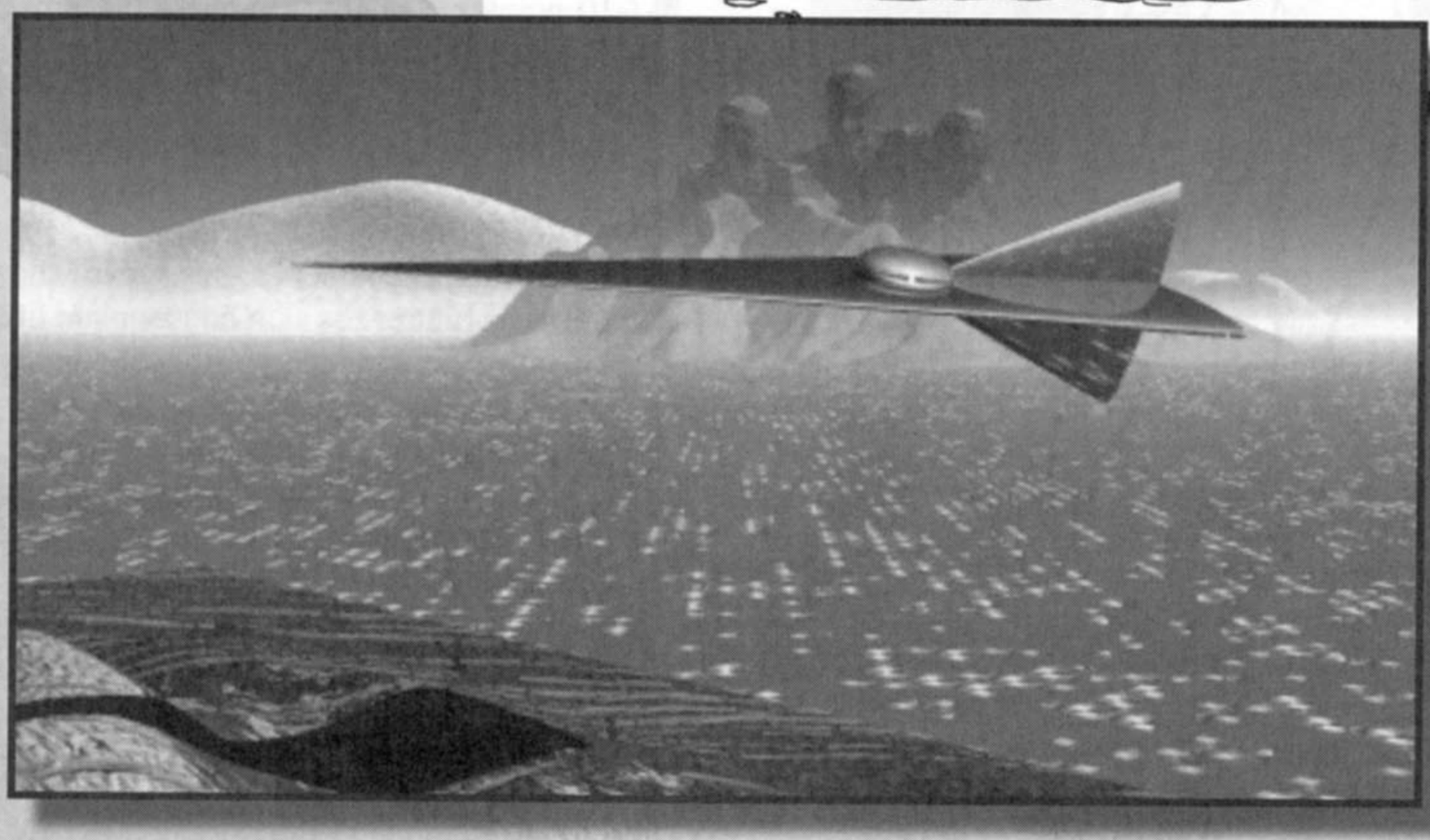
This particular Green Man displayed powerful powers of divination, teleportation, and time-traveling in connection with his apparent mastery of the corridors of time (see p. 20). Whether these powers are magic, ultra-tech, or psionic is unknown; in any case simply chaining him seemed to nullify the teleporting and timeporting abilities. Whether these powers are routine among Ushas' distant denizens also is unknown.

8. The Arsenal of the Autarch

This is an overview of important technology seen in fairly common use in New Sun, and that which is conspicuously absent. For examples of unique magic or ultra-tech items displayed in New Sun, see the next chapter, *Thaumaturgy*.







As discussed on p. 46, a New Sun campaign will span TLs 1 through 13+, with a major node at TL4 (the current TL of Urth), and significant examples of TL 5-7 technology.

The GM shouldn't worry too much about comparative pricing and such; most high- and ultra-tech won't be for sale. Nor should the GM treat this list as comprehensive. Introducing other examples of ultra-tech can enhance a New Sun campaign. It can be amusing to let the players work out the identity of something such as "a cube of unsmeltable metal, its corners worn by the ages, possessing twin apertures suggestive of the jointwork in a southern ship's hull, through which may be glimpsed springworks in regimented rows." Whether or not they'll have the electrical service to make toast afterward is another question.

Weapons

The Book of the New Sun portrays the following armaments, many of which incorporate pyrotechnic features akin to advanced napalm or phosphorus.

Presumably this ammunition can be manufactured at TL4, or the Autarch maintains mass ultra-tech production resources for it. The latter would likely be the service of one of his guilds, and a closely held secret.

Melee Weapons

Most of the melee weapons described in ***GURPS Basic*** are in evidence on Urth. A list of exotic Urthian names for these weapons can be found on p. 126; some of these names correspond to variant weapons found in ***Compendium II*** and probably do represent slight design modifications on Urth as well.

Unique melee weapons include:

Energized lash – a crude (but probably TL7) electric whip used by young exultants tormenting the prisoners of the antechamber. It looks like braided copper wire. The handle contains a B cell which lasts for 10 hits, each doing 1d+2 electrical burning damage in addition to any normal whip effects. It has a reach of 1 or 2.

Shotel – a very strange sickle-sword, used by the Ascian tall men (humanoid mounts; see p. 31). Double-edged, its extreme curvature allows it to strike around shields (-2 to target's Block). Examples range up to 30 inches from base of hilt to point, and up to 39 inches measured along the curve. Only those trained in the Physical/Hard Shotel skill (defaults to Broadsword-3) can use it very well.

Terminus Est – this particular greatsword illustrates the nature of very fine weapons on Urth. She is a very fine carnificial sword crafted by the legendary Jovinian. She has a 4′ blade, square-tipped and double-edged (one edge is used for men, the other for women). A hollow channel at her core contains hydrargyrum (mercury), making her weight shift backward when she is raised and rush forward when swung.

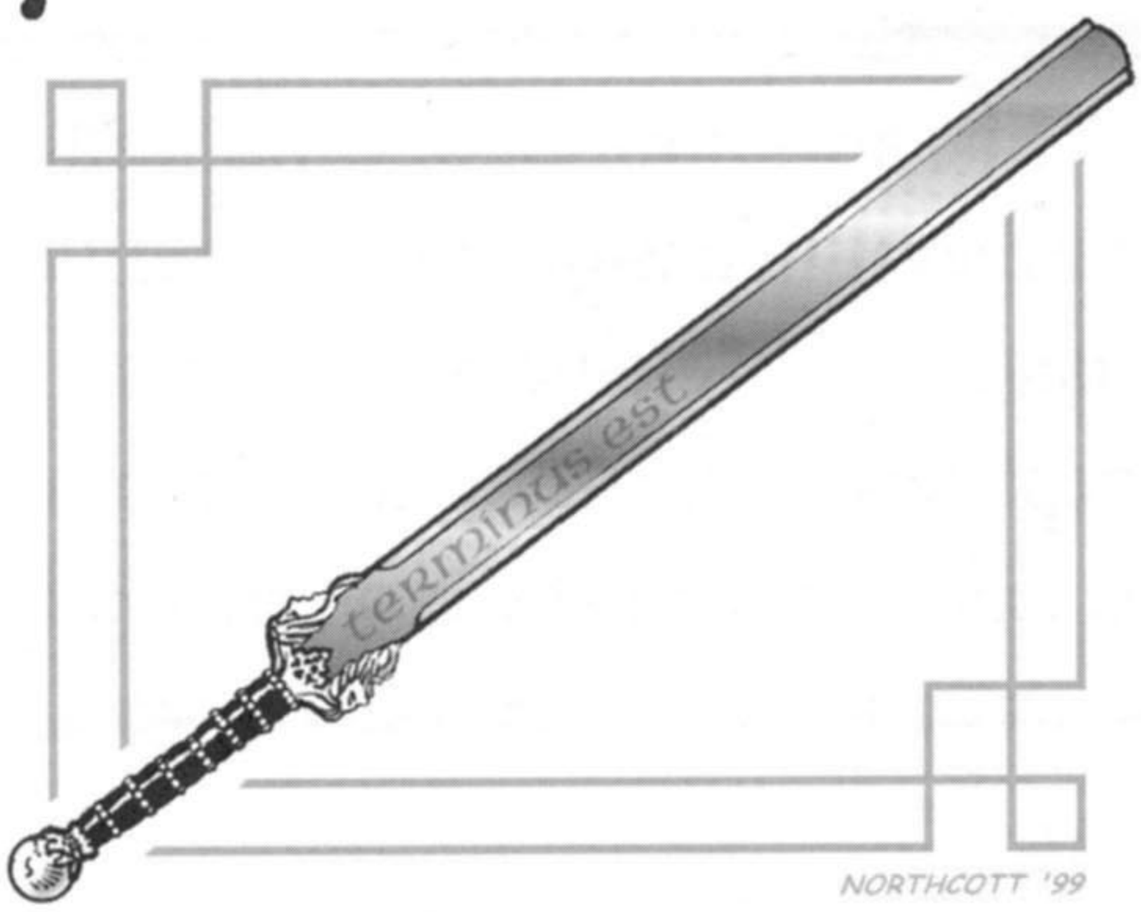
She is deadly and beautiful, adorned with an opal in her pommel and her name along her blade. Agilus offers six chrisos for her, but later admits that Terminus Est is "an heirloom worth a villa." It is unknown how many other weapons were crafted by Jovinian or masters of his stature.

Slings

Slings are in common use, their performance enhanced by pyrotechnic ammunition. These "shooting stars" are self-ignited in the process of throwing. The ammo does normal sling damage plus 1d of fire damage. They may also ignite the target – armor won't ignite, but clothing will on a 1-in-6 chance. Paper or other readily combustible materials ignite on a 3-in-6 chance. Each round of shooting-star ammo costs $10 and weighs 1 oz.; it can easily be distinguished from regular sling ammo.

Crossbows

Crossbows (usually called arbalests) are the "second-line" missile weapon of choice on Urth, issued to troops who can't afford or don't merit pyrotechnic polearms. These generally fire pyrotechnic bolts, which self-ignite upon firing and add 1d fire damage to the normal crossbow damage. See *Slings*, above, for rules on igniting targets. The pyrotechnic bolts cost $12 and weigh 1 oz.; they are easily distinguished from regular quarrels. Repeating crossbows are in use on Urth.



Pyrotechnic Polearms

The main military weapon on Urth, these are flamethrowers of very advanced function. (Though arbitrarily TL7, they far exceed ***GURPS*** flamethrowers of *any* TL in mass-to-performance ratio, and must incorporate magic or radical new design elements. They could as easily be judged TL3 or TL15.) They usually also double as a staff, spear, or polearm to provide utility once the limited flame ammunition is expended.

In the ready-state, the polearm is "kindled" with a pilot-light flame at the tip. If the weapon is dropped, the pilot-light goes out – this is a safety feature. It almost always will go out if the weapon is used in melee combat, as well.

The flamethrower is fired much like a rifle; pulling the trigger releases one or several jets of flame with ranges up to 50 yards. The pyrotechnic fuel burns hotter than napalm, but can be extinguished with water. The weapons have a strong recoil.

As a flamethrower, use the Guns (Pyrotechnic Polearms) skill. As a melee weapon, use Polearm, Staff, or Spear skill as appropriate. Both skills suffer a -1 for using a "combination" weapon (see p. HT43). The melee skill will suffer an additional -1 (to -2 total) if the weapon still has any fuel; the melee skills are practiced with empty weapons (since they'll be used in combat with empty weapons . . .), and the balance shifts considerably when the pyrotechnic fuel is loaded.

Some common models include:

Contus – a simple flame-throwing staff.

Hastarus – a flame-spewing spear, the basic model.

Demilune – polearm that shoots flame in an area-effect fan.

Korsekes – polearm with one main flame and two smaller jets.

Ransieur – polearm with one main flame and two medium jets.

These flame jets perform similarly to Earth flamethrowers: Damage from multiple hits in a burst is added together before subtracting DR. Only sealed armor protects fully; unsealed armor gets only one-fifth DR. Once it hits, the fire sticks and continues to burn for 10d turns, doing 1d per second with armor protecting as above. Only total immersion in water or similar measures will extinguish it. Flame damage has almost no penetrating ability against cover; *double* the target's PD.

> The armor of Urth is basically medieval in design, but modern in materials. Metallic resources are depleted on Urth, so most armor is leather where any is worn at all.

Slug Throwers

No one in New Sun uses technology even resembling bullet-firing firearms.

Caliver

The tangle gun used on the starship *Tzadkiel* is for all intents and purposes a TL8+ tangler as described on p. UT51. The only difference is cosmetic; calivers shoot a long, thin round that wraps about the target much like a bolas. The caliver has a correspondingly slender appearance in comparison to the standard ***GURPS*** tangler. Use Guns (Tangler) skill normally.

Beam Weapons

The Commonwealth does possess energy rifles, which are reserved for elite forces. Treat these (known as the arquebus, jezail, fusil, and probably by other names) as TL9+ blasters as described on p. UT51. Laser pistols are sidearms (and symbols of rank) for officers and exultants. Treat these as the TL8+ laser pistol and heavy laser pistol found on p. UT49.

Most personal weapons have a nonremovable power cell recharged via solar energy. This gives the weapon half as many shots as normal, and requires adding a solar panel of equivalent size to the power cell (see p. UT12). Solar recharging can require a great deal of time, particularly in Urth's weak sunlight. As a rule of thumb, a panel takes 20 hours in Urth sunlight to recharge a power cell of the same size. Divide 20 by the weapon's number of shots to determine how long it takes to recharge a single shot.

Many other Urth gadgets use solar panels as well.

Ship's Weaponry

Both the Commonwealth and Ascia possess a relatively small contingent of ultra-tech field artillery. The spaceships converted into towers at the Citadel also still possess their original beam weapons.

The nature of these weapons is unclear other than they don't appear to be lasers and might be of mixed types. Some of the energy weapons seem to fire "bars" of energy in indirect fire, though this isn't explained. The best explanation may be that in this setting blasters, flamers, and the like fire plasma discharges of sufficient mass and slow enough velocity to allow curved trajectories.

Ignoring the indirect-fire question, some good candidates include disruptors (TL8+), blasters or charged-particle beams (TL8+), and flamers (TL9+). Blasters or flamers might be the best choices for indirect fire. The GM will have to decide who has what sort of weapon. A harnessed team of animals might pull into battle a disruptor doing 6d×38 damage with Acc 19, 1/2D 2,100 and Max 6,300; a blaster doing 6d×53 with Acc 20, 1/2D 3,000, and Max 9,000; or a flamer doing 6d×33 with Acc 20, 1/2D 1,800, and Max 5,400. These statistics would also serve for a small spaceship-mounted weapon.

Artillerymen on both sides of the war, and members of certain guilds in the Citadel, will be trained in the appropriate Gunner specialization to fire their armaments.

Dream

This is a hallucinogenic gas, usually delivered in a TL8+ grenade (see p. UT67), and one of the less common weapons. For every turn spent in the cloud, a character must roll against HT-4 modified by Strong or Weak Will. If he makes the roll, he takes 1 point of fatigue. If he misses, he is beset by debilitating visions that cause him to writhe around on the ground for 40-HT minutes. The gas is TL10+ and used by hierodules, who pay $50 for a grenade. Each weighs 1 lb.

Armor

The armor of Urth is basically medieval in design, but modern in materials. Metallic resources are depleted on Urth, so most armor is leather where any is worn at all. Exultants and elite troops can be found in armor made of TL5-9 materials. See p. B211, pp. UT73-74, and pp. UTT73-75 for examples. Examples on Urth won't normally be full, sealed suits, but rather an ultra-tech breastplate with leather attachments or a similar mix. A notable exception:

Catoptic armor weighs 66 lbs. and is priceless – any non-guard in possession of a suit will eventually find himself in trouble, probably sooner rather than later.

Catoptic Armor – The Praetorian Guards of the House Absolute – and most emphatically they *alone* – wear this TL10 mirror armor of stellar origin. It makes the wearer virtually invulnerable (PD 6, DR 65 on torso, PD 4, DR 50 on limbs, PD 4, DR 35 on hands and feet, PD 5, DR 45 on head except for helmet visor which is PD 2, DR 35) and invisible (-10 to vision rolls or visually aimed attacks if wearer is motionless, or -6 if moving). The gauntlets subtract -1 from DX for skills requiring fine control (including combat skills), so they are often not worn – making the hands appear to be free-floating entities, like sparrows fluttering around. Treat the armor as Heavy Combat Armor (see p. UTT75) with an Intruder Suit surface (see p. UT86). Catoptic armor weighs 66 lbs. and is priceless – any non-guard in possession of a suit will eventually find himself in trouble, probably sooner rather than later. Legality Class 0.

Shields

Shields don't appear to be in widespread use, probably because the main military weapons are two-handed. Those who do use shields often have access to TL7+ transparent examples. These weigh half as much as their low-tech equivalents, and a transparent large shield doesn't inflict a -2 on the user's weapon skill.

Other Equipment

The ***GURPS Basic Set*** provides a list of goods commonly seen at TL4, on p. B212. Additional gear includes:

Cloak of Air

These necklaces are TL13 refinements of the TL11 life-support belts from p. UT27. Their low-power deflector field retains air and heat with a battery and air-rebreathing endurance of four hours. The enclosed air is automatically refreshed whenever exposed to the proper atmosphere, and heat loss is negligible. In all other ways treat as a life-support belt. Cost at TL13 is $700 and weight 12 oz.

Clothing

The following Urth names will spice up the basic Ancient/Medieval clothing on p. B210:

Coats – balmacaan (short, rough overcoat); capote (long, shaggy overcoat with a hood; worn by soldiers, sailors, and travelers); fearnought (thick heavy overcoat made of wool); jelab (hooded cloak of Morocco); and surtout (a man's great-coat or overcoat).

Robes – camisia (the long shirt of the Arab world) and dolman (Turkish long robe, open in front with narrow sleeves).

Hats – chechia (Arab hat, like a fez) and petasos (low-crowned broad-brimmed hat of ancient Greece; worn by travelers).

Communications

Radios don't appear to be in regular use in the Commonwealth, although the Ascians appear to use them and the Autarch may be forgoing their advantages in his military simply to preserve their secrecy. Some technologies in use:

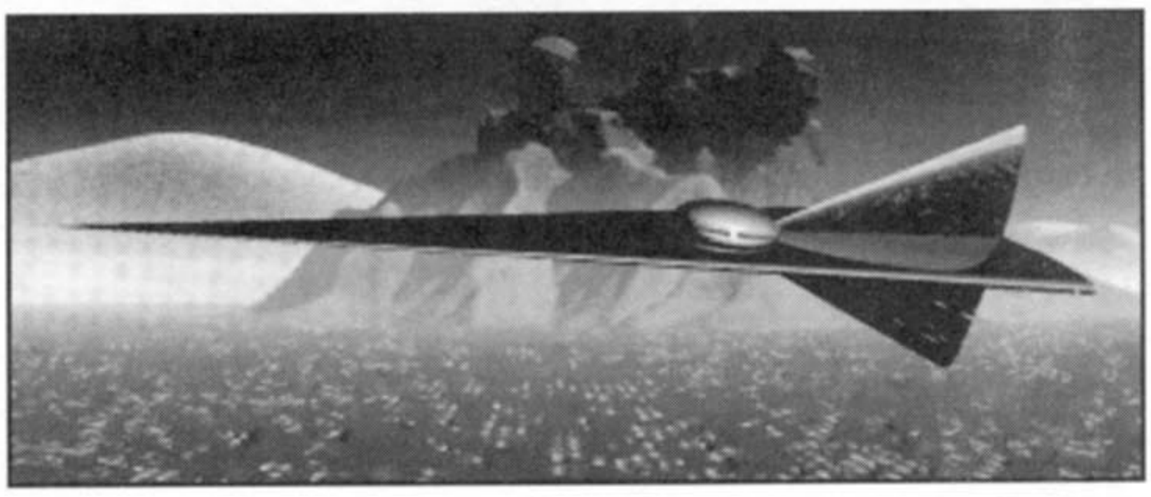
Signal fans (TL4) – These foil-covered fans act as simple yet compact heliographs for signaling. Maximum range under optimum conditions is less than a mile, unless the viewer is using a spyglass (telescope). $2, 2 lbs. See pp. HT55-56 for details of use.

Carrier Pigeons (TL4) – Baldanders and the hetman of Murene used these. See p. HT56 for details.

Land and Air Vehicles

Fiacre – a small, TL4 four-wheeled carriage that is the taxi-cab of the Commonwealth. The driver sits in front. The carriage typically is drawn by two onagers; seats two normally, more in a pinch. Cost: $500.

Flier – These are relics of an earlier age: TL12 contragravity vehicles. Most of them look like a silver dart with a retractable dome over the passenger area. The majority are handed down as priceless heirlooms from generation to generation in exultant families (20-point Unusual Background to possess one).



They never land – when not in use they hover at anchor like kites in the sky. (This is to extend their lifespans. Single atoms of atmosphere seep into the antimatter core of their contragrav units, minutely degrading performance over the centuries. "Parking" at a reduced partial pressure in the upper atmosphere slows this process.)

Fliers of standard size can carry 12 passengers. They have a cruising speed of about 1,000 mph and maximum speed of 1,200 mph, and can reach orbit within an hour. Piloting (Contragravity) skill is required to fly one.

Watercraft

The ships of the Commonwealth are of an early TL4 construction and design (Elizabethan, for those using ***GURPS Swashbucklers***, with a Mediterranean flavor).

Argosy – the biggest merchant ship; a galleon. They cost at least $200,000.

Caique – a light boat or skiff propelled by one or more rowers. These are used as ferries on the Acis at Thrax, and sometimes among the rowers can be found Ascian slaves of the Autarch. Caiques can be fitted with one mast, with a square sail and mizzenmast lateen or bowsprit with sails. Cost: $500.

Carrack – a big square-rigged merchant ship, a three-masted (two square, one lateen) precursor to the galleon. Carracks regularly sail up the River Gyoll. Cost: $200,000+.

Dhow – a one- or two-masted ship of 150 to 200 tons, with lateen sails. Cost: $75,000+.

Felucca – a small vessel propelled by oars or lateen sails, used mainly for coasting voyages. Cost: $40,000.

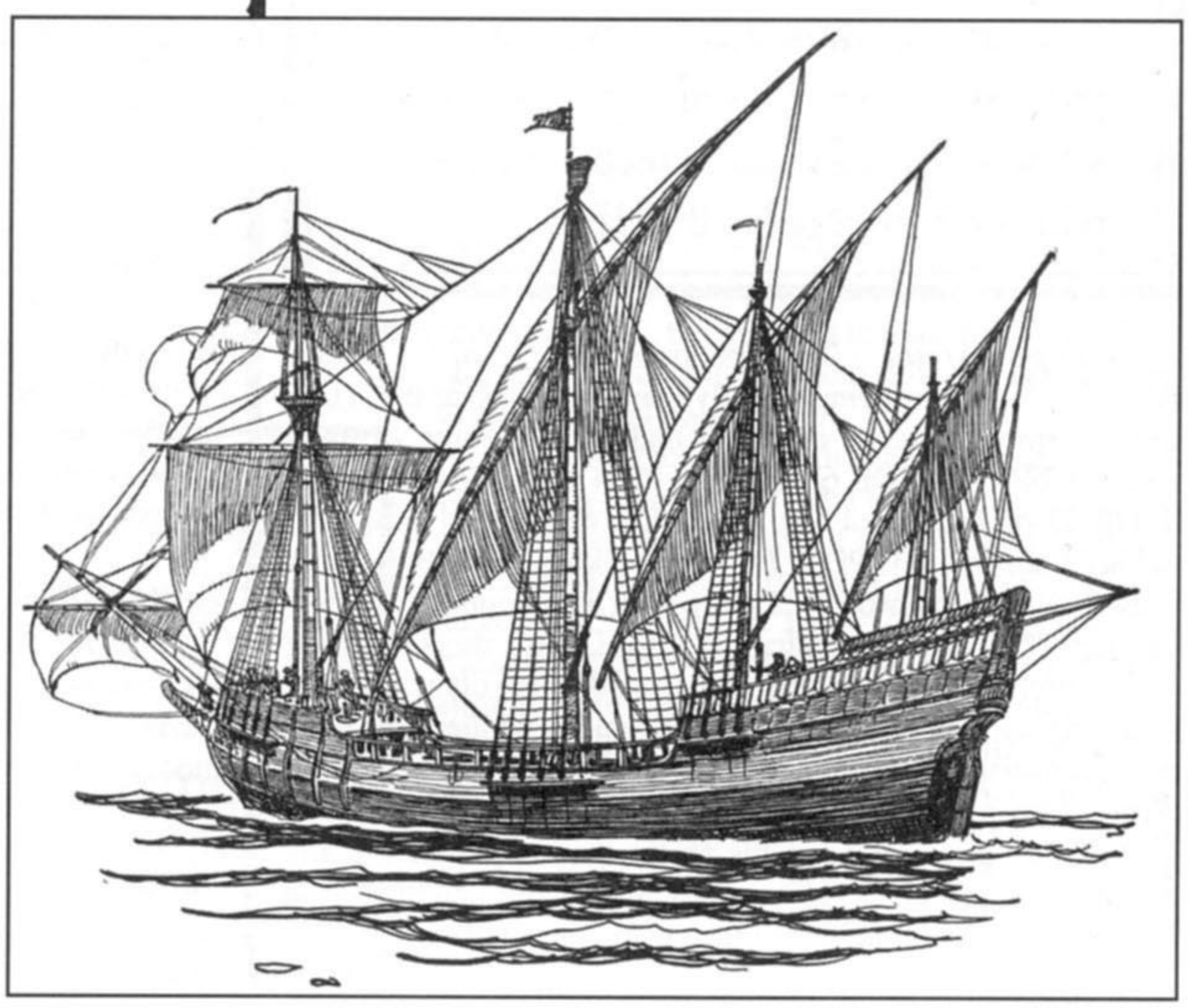
Galleass – usually a warship with four masts and four banks of oars manned by 50-200 oarsmen plus at least 50 others (to fight and man sails and ship's weapons). Cost: $800,000+.

Lugger – two-masted, low of freeboard, and narrow of beam, this ship has square sails and sometimes three masts. Ship of choice for smugglers and privateers. Cost: $75,000+.

Shallop – usually a two-masted ship with lugsails (cost: $75,000), or a small open boat propelled by oars or sails used mainly in shallow waters (cost: $40,000).

Thalamegus – pleasure barge used primarily by the nobility. Big, richly decorated, slow moving, this is perfect for luxurious water travel, ceremonies, floating parties, and such diversions. Cost: $7,000+.

Xebec – a small two- or three-masted vessel, usually lateen-rigged but with some square sails. Useful both as a ship of war and as a merchant ship. Can be found on the Gyoll as far inland as Thrax. Captain Hadelin's ship *Alcyone* is a xebec. Cost: $100,000.



Weapon Table

Melee Weapons

Weapon	*Type*	*Damage*	*Reach*	*Cost*	*Weight*	*Min ST*	*Special Notes*
Shotel	cut	sw	1	$700	5 lbs.	11	-2 to target's Block.
Terminus Est	cut	sw+5	1, 2	$30,000+	7 lbs.	12	A very fine square-tipped greatsword.
	crush	thr+2	2				

Missile Weapons

Weapon	*Type*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Cost*	*Weight*	*Min ST*	*Special Notes*
Repeating arbalest	imp	thr+4	12	3	ST×20	ST×25	$375/$2	7.5 lbs.	9	Max. dam. 3d.

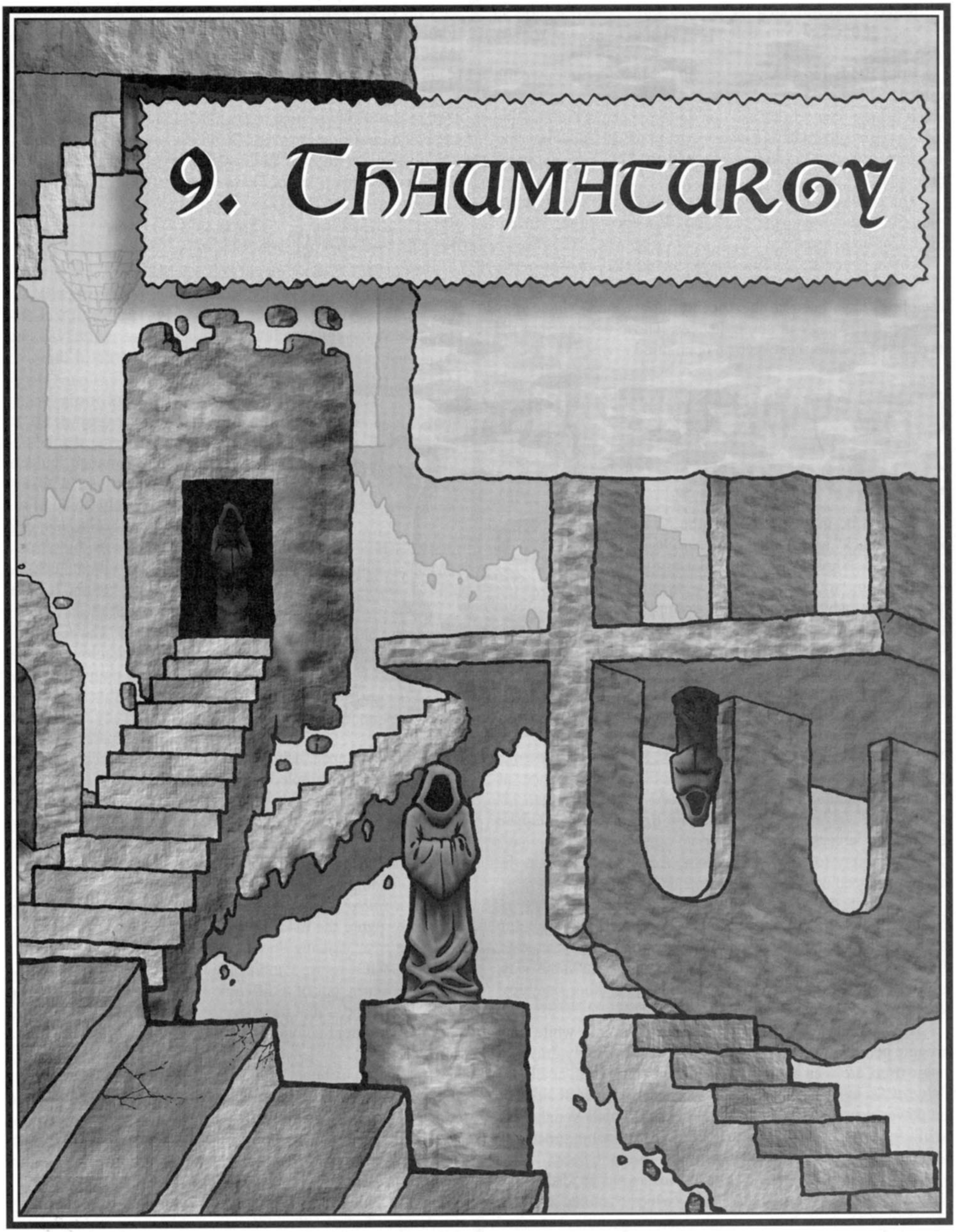
Magazine holds five bolts. Must be cocked normally; bolt reloads automatically.

Pyrotechnic Polearms

Weapon	*Malf*	*Damage*	*SS*	*Acc*	*1/2D*	*Max*	*Wt.*	*RoF*	*Shots*	*ST*	*Rcl*	*Costs*	*Notes*
Contus	16	2d/sec.	8	7	25	35	6	1	3	8	-3	$400/$4	Treat as staff in melee.
Hastarus	16	2d/sec.	8	7	25	35	7	4	4	9	-3	$600/$4	Treat as spear in melee.
Demilune	16	2d/sec.	8	7	25	35	13	4	8	11	-3	$700/$4	Treat as glaive in melee.
Korsekes	16	3d/sec.	8	7	35	50	14	4	4	12	-4	$900/$6	Treat as poleaxe in melee.
Ransieur	16	3d/sec.	8	7	35	50	20	4	8	13	-4	$950/$6	Treat as halberd in melee.

Weight is loaded weight. Empty weight is identical to equivalent melee weapon. Costs are for weapon/shot of ammunition.

9. Thaumaturgy



Magery and forgotten technology form powerful tools in the Book of the New Sun, dangerous to both target and wielder alike.

Both fields represent arcane arts. Most Commonwealth residents shrug at "magical" effects that they can't explain but which fit into their worldviews, or scoff at a claimed effect that does not. But supernatural powers exist in a pure and unmistakable form, whether through magic, advanced psionics, or weird ultra-tech.

The recognizable scientific research in this age consists primarily of digging up the past's long-lost knowledge, reinvention rather than discovery.

Often, observers confuse magic for science, or vice versa. This may serve to conceal that – in some applications – the two disciplines have become inextricably intertwined. Magic may augment technology in some devices. Those delving into the shadows of science must keep an open mind . . .

The Nature of Power

It could be that the Book of the New Sun portrays "black" and "white" magic – ultimately linked to black holes and white holes as the universe's mana sources, perhaps – as well as "black" and "white" science. For example, one might view Baldanders as a "black" scientist in the tradition of Faustus and Frankenstein, and see Father Thyme as a "white" magician (though he is still feared as the Grim Reaper).

Whether this division (if the division indeed exists) lies external to the user or manifests internally remains unclear. Some episodes suggest an internal struggle – to control one's darker emotions, for instance, as when the Conciliator accidentally raised a storm through his anger. Some suggest separate dark and light forces are tapped for mages/scientists of the appropriate outlook, as in Severian's wavering ability to tap his white-hole mana source and in the emphasis placed on callous experimentation in science.

It might be the struggle between "black" and "white" styles is internal, and the magic-user unconsciously shifts to tapping the appropriate external power as he leans one way or another. From one perspective, scientists would work the same way, leaning toward torturous experimentation and other unethical practices as they embrace the "black" side.

Even though conflicting schools of black and white may struggle behind the scenes, the visible effect is simply gray. All magic users are seen as mysterious, when believed in at all (see *Cultural Skepticism,* p. 50). And many flirt with both sides of the power structure; the Cumaean works with both Vodalus (an "evil" force) and the witches of the Old Citadel (supposedly Servants of the Throne, i.e., "good").

Furthermore, in a world with a soul as old as Urth's, the dividing lines between "black" and "white" become unclear. The men of Os were brave enough to face a zombie, but when the Conciliator gave the same zombie his soul back in resurrection, this divine magic proved more frightening than the necromantic art (having far outstripped their concept of "routine" magic effects) and all the men fled.

The GM may want to precisely define whether magic and science are differentiated as "white" and "black" in his Urth campaign, and if so how so. Or he may leave the situation as murky as in the Book of the New Sun. PC mages and scientists can determine the truth for themselves . . . the hard way.

Tempting Fate

Regardless of how magic and science work, the Book of the New Sun seems to suggest that either power imperils the sanity of the wielder if used improperly. The sentiment that power corrupts, and absolute power corrupts absolutely, seems to hold especially true in the Urth setting.

Those who routinely wield awesome powers may tend to develop disorders such as Fanaticism, Megalomania, Sadism, Delusions, Phobias, and Overconfidence. Conversely, some of the characters that tread most delicately in New Sun are those with the most power at their disposal, such as the Autarchs (both Severian and his predecessor) and Tzadkiel.

To model this, the GM can require Will rolls whenever a mage or scientist wields magic or ultra-tech. This requires discretion, and would be modified by how much harm it does another party and other context. For instance, using a spell to sweep a horde of hungry rats away from a crippled child wouldn't require a roll, even though it "harms" the rats by denying them lunch. Incinerating the rats might require a roll at +3, if less harmful methods are available. Incinerating the rats in front of the horrified child might make it +0. Dismembering the child in order to facilitate the rats' feeding would be at -5.

On a *failed* attempt to accomplish a goal with magic or ultra-tech, figure the modifier normally, then add +5. Harming the object of an existing Phobia (p. B35) would be at +2 for this purpose, +6 if a severe Phobia. (The mage or scientist has mental-health issues, but of a different sort . . .) Any violence – no matter how lurid – that the mage or scientist honestly believes is the *least*-violent solution to a problem should not require a roll.

In addition, subtract 1 for every 3 points of fatigue spent to cast the spell (round in caster's favor), or subtract TL-4 for a device or process wielded by a scientist *who invented or reintroduced the technology himself.* This reflects the thrill of harnessing extraordinary power, the "playing with matches" effect that increases as the matches get bigger.

If the Will roll is failed, roll 3d and add the margin by which the roll was missed. Consult the following table:

Corruption Table

Margin of Failure	*Effect*
4-7	User gloats, cackles, or just feels all warm inside until an unmodified Will roll is made. Treat as stunning.
8-12	Per above, till a Will roll with the same penalties as the initial roll is made.
13-17	As 8-12, plus user gains a quirk of a "black" nature.
18-22	As 8-12, plus user gains a -5-point "black" disadvantage.
23-28	As 8-12, plus user gains -10-point disadvantage.
29-35	As 8-12, plus user gains -15-point disadvantage.
36+	As 8-12, plus user gains huge disadvantage (-20 points+).

Any disadvantage gained does lower the character's point value. Those that are appropriate (i.e., of a "black" nature) include disadvantages that glorify the self (Fanaticism for one's self and Megalomania are prime examples) or those that simply enjoy harming others (Sadism, Pyromania, etc.) The GM chooses the exact disadvantage inflicted.

If the player seemed to be manifesting an appropriate motive, the new disadvantage should reflect this. For instance, some players tend to portray characters that are Bloodthirsty; others portray Paranoid whether they intend to or not. If their PCs don't already have Bloodthirsty or Paranoid as disadvantages, these should be inflicted.

If the player didn't display any antisocial motive behind using his character's power, the GM can rule that its use awakened dark tendencies in the PC anyway, or simply waive the result of the Will roll!

Eventually, a careless PC's nature will become monstrous. Once he reaches roughly -40 points in "black" disadvantages, the Great Lords might look to recruit him. Short of that, one could always enlist with one of the various sub-groups: the stranglers of Nessus, the sorcerers of Mount Typhon, etc.

Divine Magic

Divine magic almost certainly exists in the New Sun setting as a power unrelated to technology or psionics. It might even be the *only* form of real magic, with "secular" magic-users actually tapping into dark forces with advanced psionic potential. (This would help legitimize the above rules for corruption.)

Given that it's not very well-defined, the GM should feel free to allow any mechanics to represent this. Characters might purchase Blessed (see p. CI 34) with attached Knacks and the like. Power Investiture (see p. CI42) offers a more wide-ranging ability. ***GURPS Religion*** can provide a great deal of insight.

Psionics

In places, the Book of the New Sun suggests that what is seen as "magic" is actually ultra-advanced psionics. If so, Urthian psionics deal in realms traditionally reserved solely for magic, most prominently the necromantic pursuits. The GM may include the psionics rules as one of the options for modeling New Sun magery, though if so he will need to determine how psi and magic mechanics interrelate, being as they're supposed to represent similar forces. Or the GM may decide that psionics exist, but distinct from magery. In either case, Commonwealth observers will view psionic powers as "magic," having no other reference point for nature-defying feats.

The Thaumaturgic Arts

The following describes magery and science as it exists on Urth, in the classifications that would be used in the setting. (Though only a small fraction of Commonwealth residents know enough about thaumaturgy to be subdividing the topic.) The best illustration of the confusion between magic and science on Urth is the term "thaumaturge" itself – which applies to a sort of scientist who is least likely to believe in magical powers!

On Urth, the thaumaturgic ("wonderworking") arts can be divided into five non-exclusive groups: alchemy, mechanology, anthroposophy, chicanery, and thaumaturgy.

> The sentiment that power corrupts, and absolute power corrupts absolutely, seems to hold especially true in the Urth setting.

Alchemy

Historically and on Urth, this area of study has served as a sort of mystical Chemistry skill. As mentioned on p. 55, on Urth it might have become a prerequisite for many technical skills. (Does this mean "pure" scientific knowledge has been lost except for the shards still lodged in the mysticism of Alchemy, or that Urthian science has inextricably fused with its thaumaturgy? Only the GM knows . . .)

The standard ***GURPS*** alchemical potions (see pp. M100-102) may exist, but would be rare and secret, each and every one. More likely, alchemy consists of attempting to revive ages-old wonder drugs (see the ***GURPS Ultra-Tech*** books).

Alchemical potions unique to Urth include:

The Analeptic Alzabo

The user drinks this potion, eats the flesh of a (fairly well-preserved) corpse, and then experiences the life of the dead person as his own. This causes the Split Personality disadvantage for the period (6-8 hours) that it takes. Another side-effect is that it quells all need for social activity, especially female companionship, for a month.

Habitual users can suffer Split Personality as a permanent disadvantage; users with Eidetic Memory seem especially vulnerable. (Roll vs. Will with each usage, at -3 for first-level Eidetic Memory or -6 for full Eidetic Memory. On a critical failure, the Split Personality is permanent, with the new personality being that of the subject of that usage. Additional usages can inflict additional personalities.)

After the first use of analeptic alzabo, most users gain the 15-point version of Racial Memory (see p. CI42), with regards to people whom have been the subject of their analeptic alzabo rituals only. The user may also manifest any passionately held mental advantages or disadvantages of the subject. (The GM should call for a Will roll to resist.) Users with Eidetic Memory gain the 40-point version of Racial Memory.

This potion is illegal and addictive (but not in the sense covered by the Addiction disadvantage; see p. 54). Potion only. Formula only known by Grand Masters of the apothecary guild. $300 in legal materials *plus* a gland from the skull of the dread alzabo (see p. 97); 4 weeks; -1 to skill. Cost: $3,000.

The Autarch Elixir

A more refined version of the analeptic alzabo (see above), the Autarch elixir's formula is known to very few – perhaps only Father Inire (p. 44) himself. After drinking the potion, the subject must eat the frontal lobe of the previous Autarch's brain within minutes of his death. If successful, the subject gains the Autarch Mind advantage (see p. 53) and becomes the new Autarch. Note that this ritual is the central arcanum of the Phoenix Throne. Very few people are aware of it. Potion only. 10 weeks. $5,000.

Apothecaries

The guild of apothecaries (not described in this book, but the GM could base them upon the *Sage* character template on pp. 70-71) controls pharmacy, from simple pills through alchemical potions. Apprentice apothecaries are called "gallipots."

Mechanology

Mechanology represents most high-tech engineering and applied sciences on Urth. It primarily involves the art of Gadgeteering (see p. CI25), since it often seems pursued not for the sake of knowledge but for the sake of ultramysterious equipment that gives the mechanologist an edge.

Some equipment examples from the Book of the New Sun include:

Natrium-Slug Sling

This weapon was crafted by Baldanders (pp. 114-115) using Chemistry/TL5 ideas. It is a slingshot that fires spheres of natrium (what we call sodium). When the natrium comes in contact with water it explodes, producing a fireball and steam which propels the slug out of the water in a random direction, like a skipping stone that explodes on every skip.

The slug usually runs out of natrium on the fourth explosion. Damage is 4d on the first skip, 3d on the second, 2d on the third, and 1d on the fourth. After determining where the first shot lands, roll 1d each for direction and number of hexes for each subsequent skip.

Belt of Weightlessness

To make this harness, Baldanders probably attained Contragravity/TL13 knowledge. Though less likely, the device may have been enchanted with a flight-spell variant. The device may be a prototype contragravity belt (see p. UT116) or use some of the paranormal lift technology described on p. V41.

Energy Mace With Fear Generator

Baldanders' energy mace may represent a primitive application of TL11 force-sword technology (see p. UT63). It does 5d crushing damage with its yellow-white head of shining energy.

It also has the strange property of projecting a fear effect. This might be a powerful "always on" enchantment of the Fear spell (p. M65) with about a two-hex area of effect, or it might be some ultra-tech device.

Mist Machine

This is a TL8 version of the holo projector (see p. UT38). When first activated, it generates a thick mist to project the holograms onto, filling up to a 30' by 30' room as quickly as a

smoke grenade. As the room fills with mist, the holograms can be seen. Characters of lower TLs will take the holograms more seriously than more sophisticated viewers.

Fulgurators

The guild of electricians (see p. 66) may represent the most organized effort at mechanology on Urth. Their ability to maintain TL6 electrical service through large portions of TL4 Nessus suggests large reservoirs of knowledge in Electrical Engineering and related skills required to service and support infrastructure.

Anthroposophy

This is the biological and medical equivalent of mechanology, the science of reclaiming the lost arts of curing and perfecting the human form.

Bionics

When Severian first meets Jonas, he mistakenly believes that the sailor is a man with a mechanical hand – it isn't until much later that he discovers that Jonas is a mechanical man with biological prosthetics! This indicates that bionic parts are not so uncommon as to be particularly noteworthy in the Commonwealth.

Treat character-point cost for bionics normally. Availability probably is limited to exultants and sailors under normal circumstances. Cost should be a plot device, since the commodity that a TL4 commoner can offer to compensate a TL8+ mechanologist will vary widely.

Khaibit Construction

Khaibits are clones, the product of a TL8+ technique by which an identical body is grown from an individual's cells. There are no rejection problems when you have an organ or limb transplant from a cloned body, so any lost limb, or even an eye, can be replaced.

Cloning facilities are only available to the exultant aristocracy and those thaumaturges who create their own. See p. UT101 for more information on cloning. GMs should feel free to alter the ***GURPS*** standard treatment; the Book of the New Sun does not really specify whether individual parts can be grown, or whether "force-growing" is viable, etc. The setting does not appear to allow brain transplants – Typhon must graft his head onto another body (with its own head still in place . . .) instead.

Homunculus Construction

Homunculus is the low-tech term for synthetic men or replicants, available with Genetic Engineering/TL9+ (see pp. 75-76). Growing times and costs are as per cloning, but rather than the perfect copy that cloning offers, homunculus construction means designing a unique creature from the ground up. In essence, this means that the thaumaturge outlines the new character he is trying to create; then the GM rolls to see if the attempt is successful. Flaws in the nature of the homunculus may be hidden for some time. See ***GURPS Bio-Tech*** for more information.

Transformational Surgery

This is the technique by which Baldanders shapes the monsters of his tower, as well as himself. (His size, IQ, ST, and ability to breathe water all apparently stem from transformational surgery.) It is also probably the way that exultants grow to be so tall.

See *Biomods* in ***GURPS Bio-Tech*** for extensive information on transformational surgery and its increasing sophistication at higher TLs. GMs should note that the examples given in the Book of the New Sun seem to carry heavy Limitations; the process is not nearly so clinical nor carefree as in more standard settings.

Example: *Using transformational surgery, Dr. Talos (p. 120) transforms a plain-looking waitress virtually overnight into the very beautiful actress Jolenta. The process includes weaving "silk" threads into her scalp, grafting in new glands, and strategically adding weight to her body through biological and mechanical means.*

Afterward, Jolenta suffers chronic fatigue (perhaps due to her lack of recovery time), and dies shortly after Dr. Talos abandons her because he is no longer there to administer the proper drugs and/or hypnotic suggestions to keep her going. What would be a simple bodysculpt (see p. UT101) process in a standard TL8+ setting is a complicated life-threatening procedure requiring ongoing medical attention afterward.

Leeches

While "leech" may be a slang term for all medieval surgeons (who traditionally employed leeches in their bloodwork), those surgeons who know such advanced techniques as blood transfusion (TL6) definitely qualify as men of science. The leech who tended Severian in the jungle ziggurat disdained the use of the analeptic alzabo, yet seemed to derive some power from child sacrifice.

Chicanery

While not technically a discipline promoting magic or science, this profession serves to conceal "real" research from the masses, and blur the line between what is and is not believed.

Charlatans and Mountebanks

Unless all the skeptics are actually delusional, there must be a lot of tricksters successfully pretending to be magic users on Urth. Sleight of Hand, Hypnosis, Ventriloquism, Acting, and related skills would be required.

From a practical point of view, it costs fewer skill points to be a fake, there is far less of the danger associated with real magic, and more profits might be derived from a good scam or stage show.

Should PCs begin believing every magic user they come across, throw them off-balance with some charlatans – and if they take to beating up mountebanks, GMs can send in a real magic-user.

Thaumaturgy

Finally, there is the magic that really is magic – raising the dead, casting light spells, calling up storms, etc. As mentioned, the Book of the New Sun suggests that its magery actually represents an ultra-advanced psionics. This could mean that ***GURPS Psionics***-style powers and skills actually represent primitive precursors to ***GURPS Magic***-style Magery and spells!

(In a prequel series, Wolfe reinforces this concept. *The Book of the Long Sun* suggests that Monarch Typhon discovered a method of telepathic possession based upon what we would recognize as the computer analogy: The human brain is a computer, the personality is just software, and the eyes are the modem connecting the computer to the rest of the world. Typhon created a technique by which he could transmit his personality into the eyes of another person – and possess their bodies. In the course of *The Book of the Long Sun*, the AI "gods" of the *Whorl* possess various people via computer terminals. These displays of psionic-like powers occur a long, long time prior to the more mystical manifestations seen on Urth.)

Spells of Urth

The most striking feature of Urthian magic is the seeming lack of blatant offensive spells. This may mean that Fireball and Lightning simply aren't known spells, or magic-users may have developed the habit of not using them because of the corruption rolls (see pp. 88-89) that often result. (After all, how often is a Stone Missile the *least* violent way of dealing with a problem?)

The absence of obvious offensive spells is only *seeming* because it might be that corruption-roll fearing mages simply manifest these spells in different ways. For instance, the pyrotechnic weaponry (see pp. 83-84) in common use among Commonwealth soldiers may incorporate a Flame Jet-like spell. As long as the enchanting mage doesn't use the pyrotechnic weapons himself, he doesn't risk corruption rolls in creating them . . .

The following list names all the spells that appear to be displayed in the Book of the New Sun. It certainly does not imply that other spells are not known.

Air: Breathe Water, Clouds, Rain, and Windstorm.

Water: Create Water, Frost, Snow, Hail, and Umbrella.

Communication and Empathy: Sense Foes, Sense Emotion, Truthsayer, Mind-Reading, Mind-Search, Mind-Sending, Telepathy, Persuasion, Control Person, and Possession.

Note: *In this setting, Telepathy continues to follow the computer analogy described earlier, in that telepathic intruders often leave behind personality fragments that work like computer viruses. It may be that such fragments are only the chips off of a Strong Will or Megalomania. It's unknown whether they are left behind accidentally or on purpose.*

Whatever the reason, these traces are like seeds in the mind and can grow into a Split Personality – based on the telepathic invader!

Healing: Minor Healing, Major Healing, Cure Disease, Restoration, Instant Restoration, Instant Regeneration, and Resurrection.

Note: *Resurrection isn't all that easy an experience. Those drawn back to Urth from death seem to suffer from a kind of shock that can last from only a day or two (like Miles, Severian, and Cornet Mineas) to several months (Dorcas). The duration is probably linked to the amount of time they have been dead (Dorcas had been dead for 40 years). Initially they have total amnesia, but gradually they reawaken to their Urthly lives. Strong Will and/or Megalomania might reduce the amnesia stage considerably.*

Illusion and Creation: Create Warrior and see *New Spells* on p. 93.

Knowledge Spells: These tend to involve the corridors of time (see p. 20). A version of Seeker is used in which the caster spiritually enters the corridors. For game mechanics, treat it as a standard Seeker spell, except that there may be a bonus if the subject has a powerful aura. Divination also tends to employ the corridors as a peephole into the future.

Making and Breaking: Find Weakness, Weaken, and Shatter.

Gate: This college is very prominent in the New Sun setting, and likely most of its spells are known to some being or another, with the noted exception of Timeslip, Blink, and other spells that rely on quick, relatively tiny effects. Plane Shift generally links to Yessod (see pp. 42-43), possibly Abaddon as well. Also see *New Spells*, p. 93.

Note: *Plane-shifting is one of those dangerous things like letting the genie out of the bottle or visiting the land of heart's desire. Things wished for seem to lead to unforeseen consequences. A pet cat dropped into the mirrors (see p. 95) is teleported outside of the universe, and when it is brought back by Father Inire it is no longer a cat; it is a miniature humanoid who acts as its mistress' familiar. Likewise, when Jonas stepped into the mirrors in order to become sane and repaired so that Jolenta would accept him exactly what happened next is unclear, but he seems to have turned up later within a fully biological body (much more conducive to biological love), only to find that Jolenta had died while he was away.*

Generally, all timeporting and teleporting involves the special effect of entering the corridors of time (see p. 20) and wandering up or down the timestream or "across" to a different locale on Urth.

Note: *Teleporting mages enter the corridors of time (which are like a model of reality), then "fly" at the speed of thought to the desired location. Once at the desired location in the corridors, the caster steps out onto the desired location on Urth. So, while it seems like no time has elapsed on Urth, the spell isn't* ***exactly*** *instantaneous from the point of view of the caster.*

Timeporting has the added special effect that going *further* from one's native point in time is *easier*. (One's native point in time is the period in which one would exist at any given time had no time-traveling ever been done. This constantly moves forward, of course.) Use the following table in lieu of the p. G46 table in a New Sun campaign. Calculate the difference between the caster's native point in time and the time period he is going to, regardless of what period of time he's currently in:

New Sun Time Modifiers

Time	*Cost*	*Modifier*
10,000+ years	4	0
1,000-10,000 years	6	-1
100-1,000 years	8	-2
10-100 years	10	-3
1-10 years	12	-4
40 days to 1 year	14	-5
4 to 40 days	16	-6
10 hours to 4 days	18	-7
1-10 hours	20	-8
10 minutes to 1 hour	22	-9
1-10 minutes	24	-10
Within 1 minute	26	-11

Maybe the gods of time have ordered it this way, recognizing that the worst paradoxes occur when travelers visit near-time rather than far-time or deep-time. Talking to yourself, killing your own grandmother, and the like are the province of extremely talented time-travelers.

Note: *Father Thyme, a pioneer in exploring the corridors later named after him, has the curious affliction of aging whenever he travels west and growing younger whenever he travels east. People and objects traveling with him also go through acceleration/regression: A bottle of wine will turn sour; a girl will grow into a woman and then into a crone as they walk west; a crone will regress into an infant as they walk east. This sounds like a rather unique disadvantage gained in a critical miss while Timeporting.*

Necromantic: Zombie.

Note: *When Ceryx the Necromancer creates a zombie out of Zama's body, he uses a few magic ingredients – a corpse candle in a brass candlepan, and the sacrifice of both a kitten and a small bird.*

Technological: Steal Power/TL, Draw Power/TL.

New Spells

These spells are seen in the Book of the New Sun and differ enough from ***GURPS Magic*** and ***GURPS Grimoire*** offerings to warrant their own writeups.

Create Eidolon (VH) Regular; Resisted by IQ

This spell is a techno-psionic ghost-beamed-into-the-brain spell used by thinking engines, but possibly available to human spellcasters as well.

When the spell is first cast, it searches the subject's thoughts to find the most influential dead figure from his life. This is treated as a non-maintainable version of Mind-Search (see p. M29), resisted by IQ and with the same modifiers.

If the spell overcomes resistance, it then creates an illusion modeled on that figure (typically a deceased parent or guardian) directly in the target's mind. It is a "ghost" that no-one else can see. Treat this as a Complex Illusion for all other purposes – the caster must concentrate to make it speak, etc.

Create Eidolon belongs to both the Communication and Empathy and the Illusion and Creation colleges.

Duration: 1 minute.

Cost: 7 to cast; 1 to maintain.

Time to cast: 30 seconds.

Prerequisites: Mind Search, Complex Illusion.

Create Aquastor (VH) Regular; Resisted by IQ

An aquastor is an eidolon taken one step further – it has a physical body. Others can see it, touch it, hear it. It is the remembered person, for all practical purposes, but when no longer maintained by the caster it dissolves into thin air.

Create Aquastor is cast just like Create Eidolon, except that overcoming the target's resistance results in the physical creation of the aquastor instead of an internally visualized eidolon.

An interesting side effect is that if the aquastor is maintained for 5 minutes, it becomes more enmeshed in reality and will *not* fade away when the caster stops the mana flow. It will be an independent creation at that point, and can live its life out. The caster has no special influence over its actions.

This spell might be one very much subject to the corruption rolls discussed on pp. 88-89. Potential abuses are countless.

Duration: 1 minute.

Cost: 10 to cast; 6 to maintain.

Time to cast: 1 minute.

Prerequisites: Create Eidolon, Create Warrior.

Summon Mirror Creature — *Special*

This spell requires the use of magic mirrors of one kind or another, and is like a combination of Summon Demon, Summon Elemental, Planar Summons . . . and fishing (the caster sets up the magic mirrors and waits for a nibble).

Chances are high that if he doesn't do anything special, the Fish an otherworldy creature the *won't* be drawn out to this plane will form in the mirrors (Cost: 0). If the caster knows what he is looking for (or has a demonic name to use as bait, perhaps), he can try to draw out an imp treat as very minor demon (Cost: 4), a pteriope (see p. 102) (Cost: 8), a notule (see p. 101), a salamander (see p. 102), a slug (see p. 102), or similary fantastic creature (Cost: 20 each).

The Fish seems innocuous enough, but who really knows? The imps can be pretty mischievous – a Contest of Wills to control the creature might be required. This is rolled as a contest of the caster's spell skill + Will vs. the creature's ST + IQ.

Summoning anything larger than an imp will definitely require a Contest of Wills. Pteriopes seem quite solid and stable once they are under control, but the other monsters seem more like demons willing to obey one command in exchange for being returned to their home dimension.

Cost: variable.

Duration: usually until a task is done or one hour, whichever is less; otherwise, only the GM knows how long a creature might stay.

Time to cast: 5 minutes.

Prerequisite: Magery, and at least one spell from each of 10 different colleges.

Item: The magic mirrors require enchanting prior to being used for this spell. Treat them as crystal balls (see p. M47) for cost of materials and fatigue expenditure.

Magic Architecture

These places are centers of magical power on Urth, and may very well have higher mana as well.

Atrium of Time

This strange place seems to be the "unmoving center" of Urth. It does not show up on any maps of the Citadel, nor can it be found through flier-assisted surveying. One can only get to the Atrium of Time by walking a special path in the dark tunnels beneath the Citadel. It exists slightly out of phase with the time around it. Perhaps it defines Absolute Now (see p. 48).

Botanic Gardens

Father Inire's marvel bends time and space for public amusement (see p. 37). Each garden is in the far past, perhaps reflecting the lower energy requirements of distant time travel compared to closer time travel (see p. 93). Skeptics will think it is all an elaborate trick, of course.

Last House

In this case, the ground floor seems to be like a time-window dragging through time in the Age of the Autarch. When there is a new moon, the Last House materializes for three days, then it skips ahead to the next new moon. So if a PC were to spend the evening at the Last House on the third night, when he left in the morning he would find he has stepped out into next month – and lost a month of time!

The Ragnarok potential future is strengthened as a concrete reality by having an observer there to witness it (see "Observer Effect" in ***GURPS Time Travel***). Removing Master Ash from the Last House seems to be a necessary step in avoiding that future – but when Severian tries it Master Ash fades away. Where *does* he go when he dissolves?

Magic Users

Here are the different magic users to be found in the Book of the New Sun, some of them practicing "white magic," others practicing "black magic," and many of them practicing something between these poles.

Necromancers

The necromancers use zombies in gross perversion of the Conciliator, attempting to seize the scepter of the Increate. These people have all the outward attributes of "evil" – there's nothing very subtle about them in that respect.

Religious

The Pelerines have Truthsayer abilities – but even then most display skepticism with regard to miracles. Most of the ancient sages (Sage, Basil, Thyme, etc.) seem to have been holy eremites.

Sorcerers

The Sorcerers of Mount Typhon specialize in mind-control spells and wouldn't hesitate to commit human sacrifice to further their goals. Enemies of the New Sun, they want to usurp his attributes and rule in his place.

Thaumaturges

These are the scientists who really do seem capable of creating magical effects, but do it through technological means. Baldanders (see pp. 114-115) and Dr. Talos (see p. 120) are excellent examples of the type – intensely curious, brilliant, dauntless in the pursuit of knowledge, they are also fanatical about science, rejecting anything that hints of religion as being mere, unenlightened superstition. See pp. 75-76 for a character template.

Time Travelers

The Green Man comes from Ushas, the potential distant future where the New Sun has arrived to repair the Old Sun. He runs forward and backward in the corridors of time, but became stranded in Severian's time, an endpoint he cannot run beyond.

Master Ash is more like a scientist traveling in a vehicle blinking forward through time in 25-day intervals. Ash is from Ragnarok, the potential distant future where the Great Lords have triumphed and kept the New Sun from coming. Like the Green Man, Ash is limited in his exploration of the past and cannot go further back than the Age of the Autarch.

Ossipago, Barbatus, and Famulimus are hierodules flying through the corridors of time in a saucer-shaped vehicle, tracing history backward in time from the court of Autarch Severian. So they are from a potential near future (2-10 years ahead) where Severian sits on the Phoenix Throne. They have no limitations and ultimately travel all the way back to the Age of Myth.

Uturuncu

These are a class of autochthon shamans said to be able to shape-change into tigers.

Witches' Guild

Sister-guild to the torturers but still very enigmatic, the witches are probably moon-aspected, having full power only when the moon is new (see p. CI39). They likely have some knowledge spells and a few necromantic spells. See p. 78 for a character template.

Magic Equipment

These devices seen in the Book of the New Sun certainly have more-than-ultra-tech natures.

Magic Mirrors

The *presence chamber* of the House Absolute has a permanent installation of magic mirrors, shaped as an octagonal room, lit with a powerful blue-white energy source. It is not movable. The Fish materializes regularly under Father Inire's watchful eye. Jonas stepped in and was teleported to another universe. One time a cat suffered the same fate – Father Inire went on a long journey to bring it back, and what he brought back was . . . changed, into a sort of magical familiar.

The Book of Mirrors is 5' tall, 36" wide, and kept in a special cabinet-sized slip case with an eclipse carved in its door. While more movable than the presence chamber, it must weigh more than 50 lbs. When it is opened, a teleportational field develops above the pages. Within this field, Severian saw a butterfly-winged woman swimming through space, and *she saw him*. One can go straight to hyperspace plane-shifting via this device, but it is not a frivolous thing.

Hethor's mirrors are never seen, but they would seem to be more compact than any other type weighing no more than 25 lbs., perhaps even as low as 5 lbs. With them Hethor is capable of summoning notules, slugs, salamanders, pteriopes, and worms of white fire. See *Summon Mirror Creature* on p. 94.

The Rod of the Cumaean

This is a simple-looking device that enables the Cumaean (see p. 44) to make FTL contact with an ancient creature in the Fish's Mouth (Fomalhaut) system. Perhaps it sends a stream of tachyons in real space, or in the corridors of time. In any event, to use it on Urth she swallows it like a dagger, and it glows faintly from inside her – at the same moment in the corridors of time she looks like a 100-eyed reptile coiled around the glowing rod.

The Claw of the Conciliator

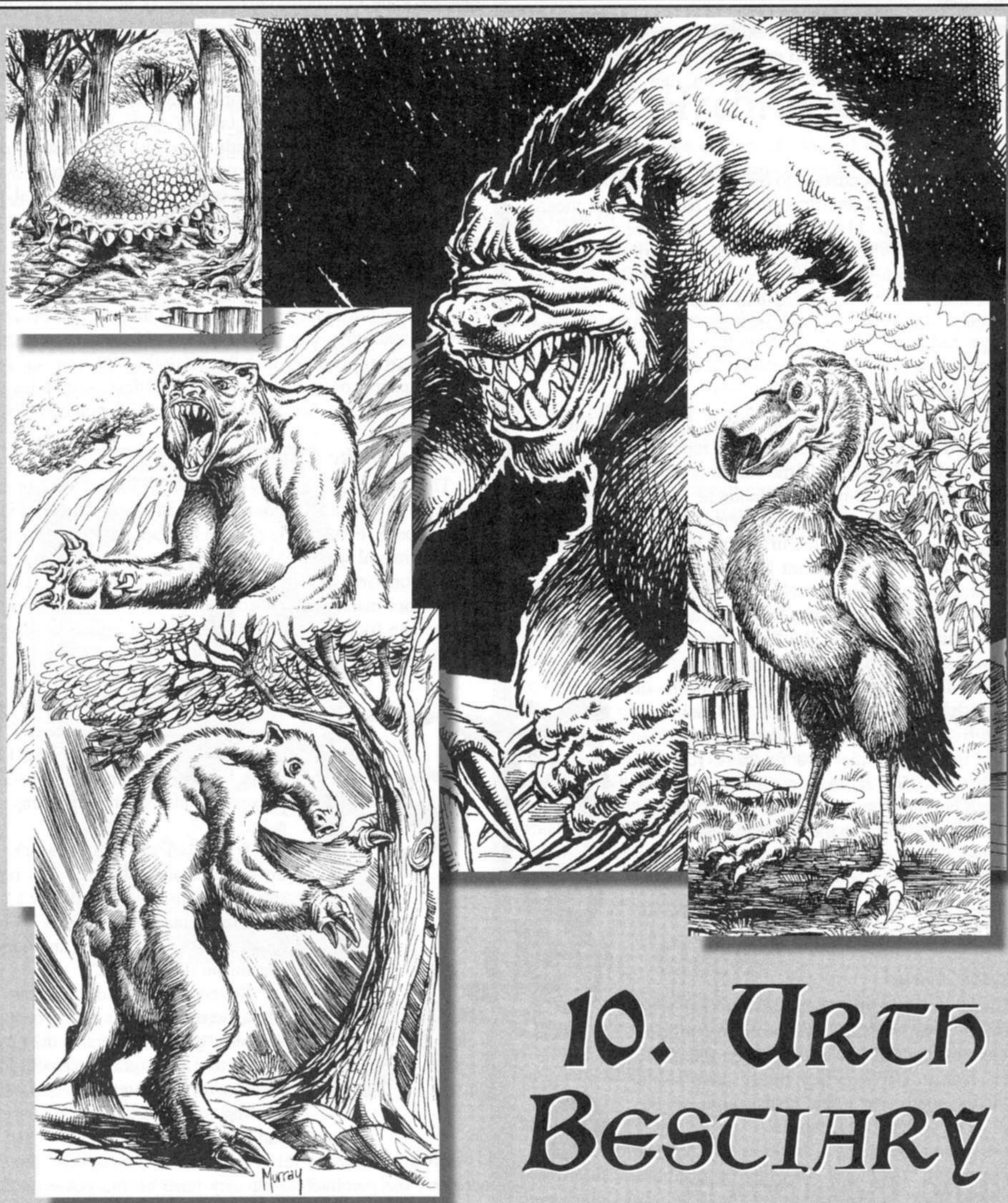
This looks like a blue gem. It was an inert altar piece for around 1,000 years before it came into Severian's possession and began performing miracles.

It doesn't always work for Severian, though whether this represents willfulness on the Claw's part, Severian's lack of expertise in handling it, or some random unreliability remains in some doubt.

Severian eventually shatters the Claw, revealing a simple thorn inside the false "gem" that retains the Claw's power to cast Light, Beast-Soother, Plant Growth, Water to Wine, Minor Healing, Major Healing, Cure Disease, and Resurrection.

Given the Claw's relative reliability before and after this accident, the gemlike casing may have been a powerful dedicated Powerstone (p. M47). Regardless, the Claw may be linked to the White Fountain (see p. 17), perhaps drawing mana from it as a powerful mana basin (see p. MI12) and/or proving unreliable because it is star-aspected (see p. CI40).

At least one time, the Claw appeared to cure a disease by giving it to Severian as the caster! Since the Claw doesn't kill or cripple Severian at other usages, this may represent the result of a critical miss on Severian's part.



10. Urth Bestiary

The conquest of space not only stripped Urth's mineral resources, but also led to the extinction of countless animals. The only ones spared were those which had utility to humankind. Then the repopulation began.

Most of Earth's barnyard animals still exist: chickens, pigs, doves, geese, sheep, cats, dogs, dairy cows, beef cows, goats, etc. But modern horses are absent – aside from the bioengineered destriers, common mounts include the pony-sized merychip and the unbelievably large baluchiter.

Nature hates a vacuum, and Urth was reseeded. But from where (and perhaps "from when") did these new creatures come? Some (like the destrier) were created in the laboratory. Some, like the dreaded alzabo, were brought from extraterrestrial worlds. Still others may have accidentally entered Urth from time portals like the Botanical Gardens (we know that some plants have escaped from that prehistoric garden and are now living in Cobblers Common). Finally, there are creatures from other universes, from Yesod as well as Abaddon.

Key to Animal Descriptions

ST, DX, IQ, and HT. These stats may differ from those of ***GURPS Dinosaurs*** creatures of the same name. The Urth version may be a bioengineered reconstruction with some variance in its stats, a completely different creature mistakenly labeled as a prehistoric revival, or a perfect example of the prehistoric creature snatched back through time travel.

Animals with IQ 3+ make all Sense rolls at 14, and enjoy Common Sense at an effective IQ of 12 (see p. CI174). Animals with an IQ of 6 or less usually have Combat Reflexes.

HT will often have two numbers separated by a slash. The first number is "health" – the attribute for rolling against; the second is "hit points" – the statistic against which damage is tallied. ST and HP are usually given as a range. DX, IQ, and HT rarely vary from the species' norm, and very rarely more than a point in either direction.

Size refers to size in hexes.

Habitat is abbreviated as follows:

A: Arctic/Antarctic
D: Desert and dry areas
F: Forest (temperate)
J: Jungle or tropical
P: Plains, including grasslands, steppes, etc.
S: Swamp
FW: Fresh-water aquatic
M: Mountain
SW: Salt-water aquatic

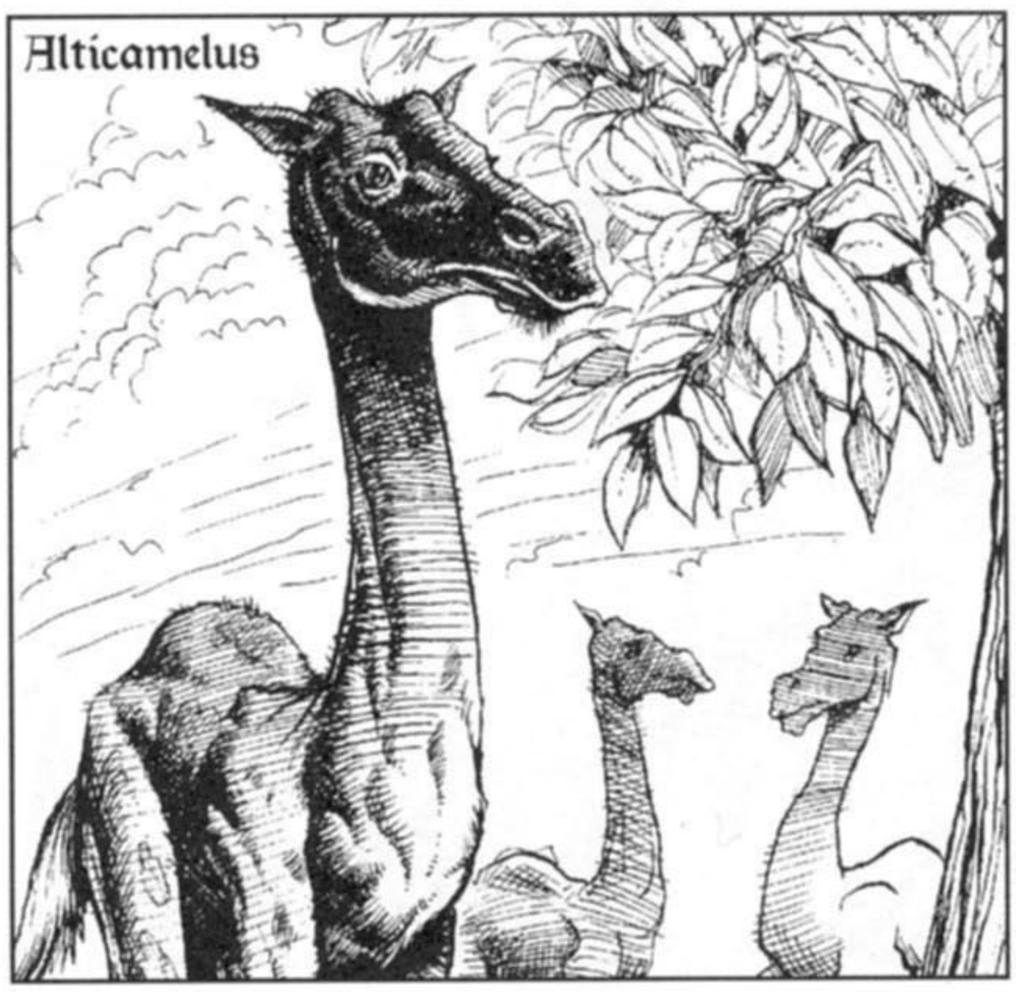
* means a special ability or attack – see text
\# indicates exceptions to the given entry – see text
– means that the heading does not apply

Commonwealth Creatures

Alticamelus

ST: 35-42 **Speed/Dodge:** 6/4 **Size:** 3
DX: 9 **PD/DR:** 1/1 **Weight:** 1,000-1,200 lbs.
IQ: 4 **Damage:** 1d+1 cr# **Habitats:** P, F
HT: 14-17 **Reach:** C, 1

This prehistoric giraffe-camel's head reaches 10' above ground. It has one hump. Found in groups of up to 15, alticamelus more commonly forms herds of roughly half a dozen individuals. Like most herbivores, they will usually flee humans. They can bite for 1d crushing damage and trample for 1d+1 crushing damage.



Alzabo

ST: 25-30 **Speed/Dodge:** 7/6 **Size:** 3
DX: 13 **PD/DR:** 1/2 **Weight:** 1,200 lbs.
IQ: 5* **Damage:** 2d-2 cut# **Habitats:** M, P
HT: 16/22-28 **Reach:** C

This is the dreaded grave-robber, the ghoul-bear introduced to Urth from another world. It seeks out human corpses, and in eating them, temporarily gains their memories.

It is reddish in color, roughly the size of a destrier, with jaws large enough to bite a man's head as a man bites an apple (2d-2 cutting). For digging and killing it has claws larger and coarser than those of a bear (2d-2 crushing).

Normally a scavenger, once it has an active human mind in current memory it goes on a killing spree. The alzabo has an excellent vocal organ and can speak with the voice (or voices) of its victims. In its scavenger state it has a certain degree of cunning, but while enhanced by human minds it is extremely dangerous – it can argue convincingly, plead, cry, and so on to lure potential new victims away from safety (increase IQ to an average of the alzabo's native 5 and the victim's, rounding down).

The length of time before digested minds begin to fade is unknown, but at least a few days seems certain, and it may maintain these captive memories for a week or more. Alzabos have not been seen practicing their victims' skills, but it's not out of the question that they could do so while they retain their memories.

The unique gland of this terrible creature is used by apothecaries (alchemists) to make both the analeptic alzabo and the autarchial elixir (see p. 90).

Arctother

ST: 32-38 **Speed/Dodge:** 7/6 **Size:** 3#
DX: 13 **PD/DR:** 1/2 **Weight:** 1,000-1,600 lbs.
IQ: 5 **Damage:** 2d-2 cr# **Habitats:** M, F
HT: 16/22-28 **Reach:** C, 1

A prehistoric bear of North and South America, arctotherium was larger than the Kodiak. In the Commonwealth it is raised (and trained) by the beast handlers and used in deathsports. If encountered in the wild, make a reaction roll at -3 to see if the arctother is hungry/aggressive to attack or just gets out of the way.

Arsinoither

ST: 125-150 **Speed/Dodge:** 14/7 **Size:** 10
DX: 9 **PD/DR:** 2/3 **Weight:** 1-2 tons
IQ: 4 **Damage:** 2d+1 cr **Habitats:** P
HT: 17/40-50 **Reach:** C

Measuring 11' from nose to rump, this gigantic prehistoric herbivore has four horns – two on the nose and two over the eyes. They are used for deathsports in the Commonwealth, and the Daughters of War (see p. 120) mount them in battle. A Daughter of War rides in a howdah on the creature's back, and it charges on command, trampling all in its never-swerving path. In a way, this military unit is like the rook of chess made real.

Baluchiter

ST: 300+ **Speed/Dodge:** 9/5 **Size:** 20
DX: 10 **PD/DR:** 2/3 **Weight:** 5-8 tons
IQ: 3 **Damage:** 3d cr **Habitats:** P
HT: 17/65-90 **Reach:** C

Also known as paraceratherium, this is the largest known land mammal of all time – 18' high at the shoulder, 30' from snout to rump. The Vodalarii (see p. 113) have one they use as a beast of burden. Baluchither is a diurnal herd animal, attacking (only if provoked) by trampling for 3d crushing damage.

Barylambda

ST: 40-80 **Speed/Dodge:** 8/4 **Size:** 3
DX: 8-9 **PD/DR:** 1/1 **Weight:** 1/2-1 ton
IQ: 4 **Damage:** 1d+1 cr **Habitats:** P
HT: 14-17 **Reach:** C

A large, primitive herbivore of prehistoric times, this is about the size of a cow, with five-toed limbs and a powerful tail that is almost dinosaurian in appearance. While it has no horns, it can still trample and tail-swing (both 1d+1 crushing).

Destrier

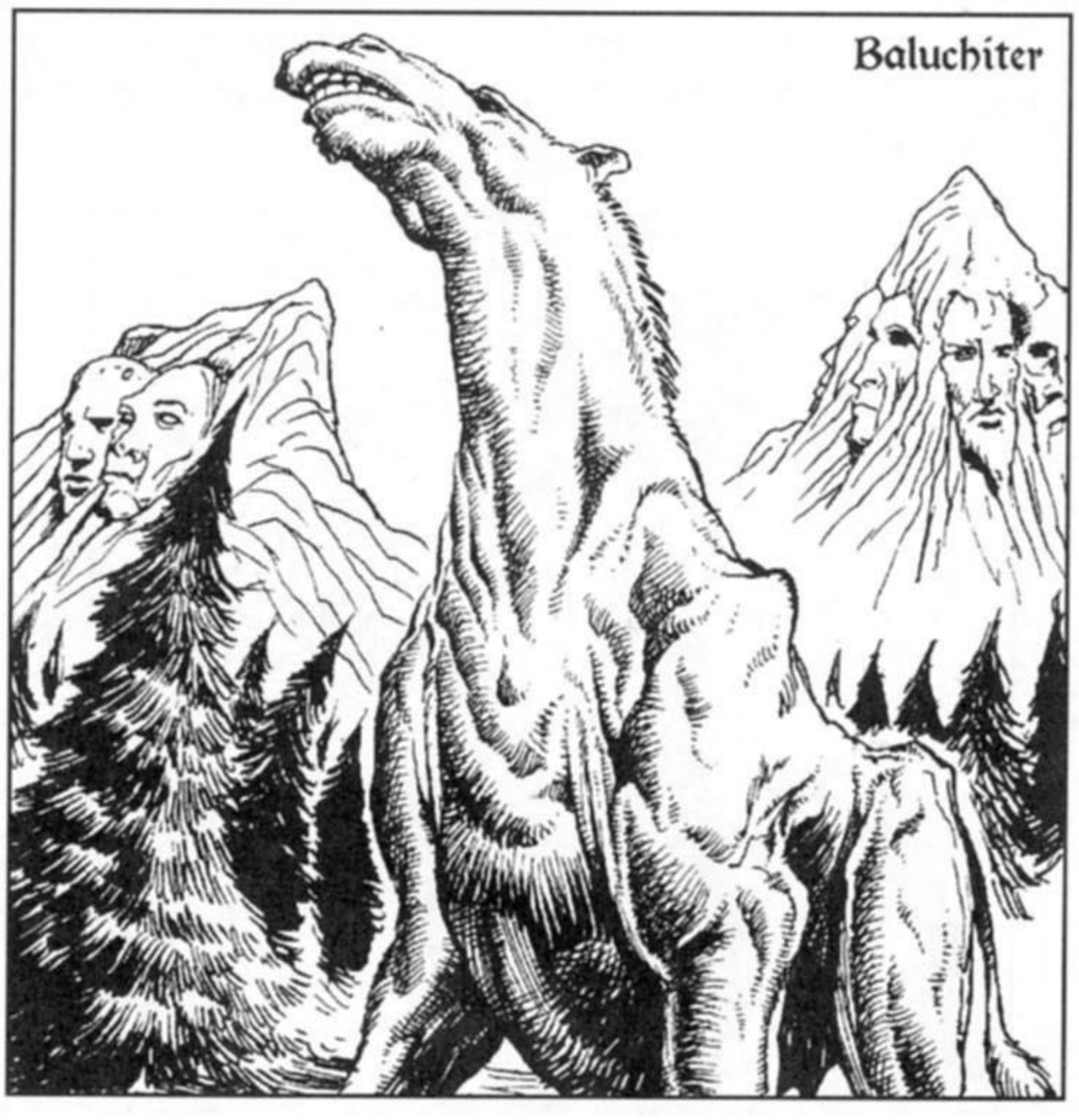
ST: 40 **Speed/Dodge:** 18/9 **Size:** 3
DX: 9 **PD/DR:** 0/0 **Weight:** 1,000-1,500 lbs.
IQ: 4 **Damage:** 1d+3 cr# **Habitats:** Domesticated
HT: 15 **Reach:** C, 1

The destrier is a bioengineered war machine of an earlier age. It is in many ways a "super horse," combining the speed of a racehorse with the strength of a warhorse. It also has a few unhorselike features, including non-retractable claws for traction, long canine teeth, and an omnivorous diet.

Optimum performance requires a grain and meat diet, where the meat makes up one-quarter to one-third of the total weight: Every day a 1,000-pound destrier would need 20 lbs. of mixed grain and hay, plus 7-10 lbs. of meat (beef at the low end, chicken at the high end). A daily 64 pounds of grass could be substituted for the grain and hay; see p. BE100 for further details.

The destrier bites for 1d cutting damage, kicks for 1d+3 crushing damage, and tramples for 1d+3 crushing damage. It is aggressive by nature, and does not require war training to exhibit a killer instinct.

A fully trained destrier costs roughly $5,000.



Diatryma

ST: 30-38 **Speed/Dodge:** 14/7 **Size:** 1
DX: 14 **PD/DR:** 1/1 **Weight:** 500-700 lbs.
IQ: 3 **Damage:** 2d+1 imp# **Habitats:** P
HT: 16/24-30 **Reach:** C, 1

Prehistoric flightless birds (imagine killer ostriches) standing 7' tall, with huge claws and a massive parrot beak. The beast-handlers of the Bear Tower breed them for death sports and outfit them with steel spurs and beaks before combat. In the wild, they hunt in groups.

Fennec

ST: 2-3 **Speed/Dodge:** 10/7 **Size:** 1
DX: 14 **PD/DR:** 0 **Weight:** 2-4 lbs.
IQ: 5 **Damage:** 1d-4 cut **Habitats:** D
HT: 12/4-6 **Reach:** C

A small fox of Africa that has very long ears, the fennec are nocturnal scavengers, but will often hunt and kill their own prey. They live in sand burrows and can dig so rapidly that they have a reputation for being able to sink into sand. An entire pack will flee even a lone human.

Glyptodon

ST: 25-35 **Speed/Dodge:** 3/4 **Size:** 11
DX: 9# **PD/DR:** 4/7 **Weight:** 1,500-2,500 lbs.
IQ: 3 **Damage:** 2d-2 imp **Habitats:** P
HT: 17/25-30 **Reach:** 1

The prehistoric glyptodont is a giant armadillo, 6′ high, 6′ wide, and 15' long (the last 4' being a knobby tail). It resembles a dinosaur, but it is a mammal, with a head that looks like a cross between that of a cat and a turtle.

Glyptodons will never attack. If threatened, their usual reaction is to withdraw into their shells and swing their tails (1-hex reach into all back hexes) until left alone. For most purposes, their DX is 9; for the tail-swing, however, DX is 12.

They are solitary nocturnal animals. They have powerful claws (used only for digging) and have only molars – no biting teeth.

Maned Wolf

ST: 8-10 **Speed/Dodge:** 9/7 **Size:** 1
DX: 14 **PD/DR:** 1/1 **Weight:** 40-50 lbs.
IQ: 5 **Damage:** 1d-2 cut **Habitats:** F, P
HT: 11-13 **Reach:** C

Also known as the "giant fox," the maned wolf is a rare nocturnal animal that ranges from Brazil to Argentina. It looks like a red fox on stilts. It is solitary. In the Commonwealth it can be seen on rare occasions in the Algedonic Quarter, perhaps hunting smaller creatures.

Megathere

ST: 80-100 **Speed/Dodge:** 3/4 **Size:** 13
DX: 9 **PD/DR:** 1/1 **Weight:** 7-9 tons
IQ: 3 **Damage:** 3d cut **Habitats:** J, F
HT: 16/50-60 **Reach:** C, 1, 2

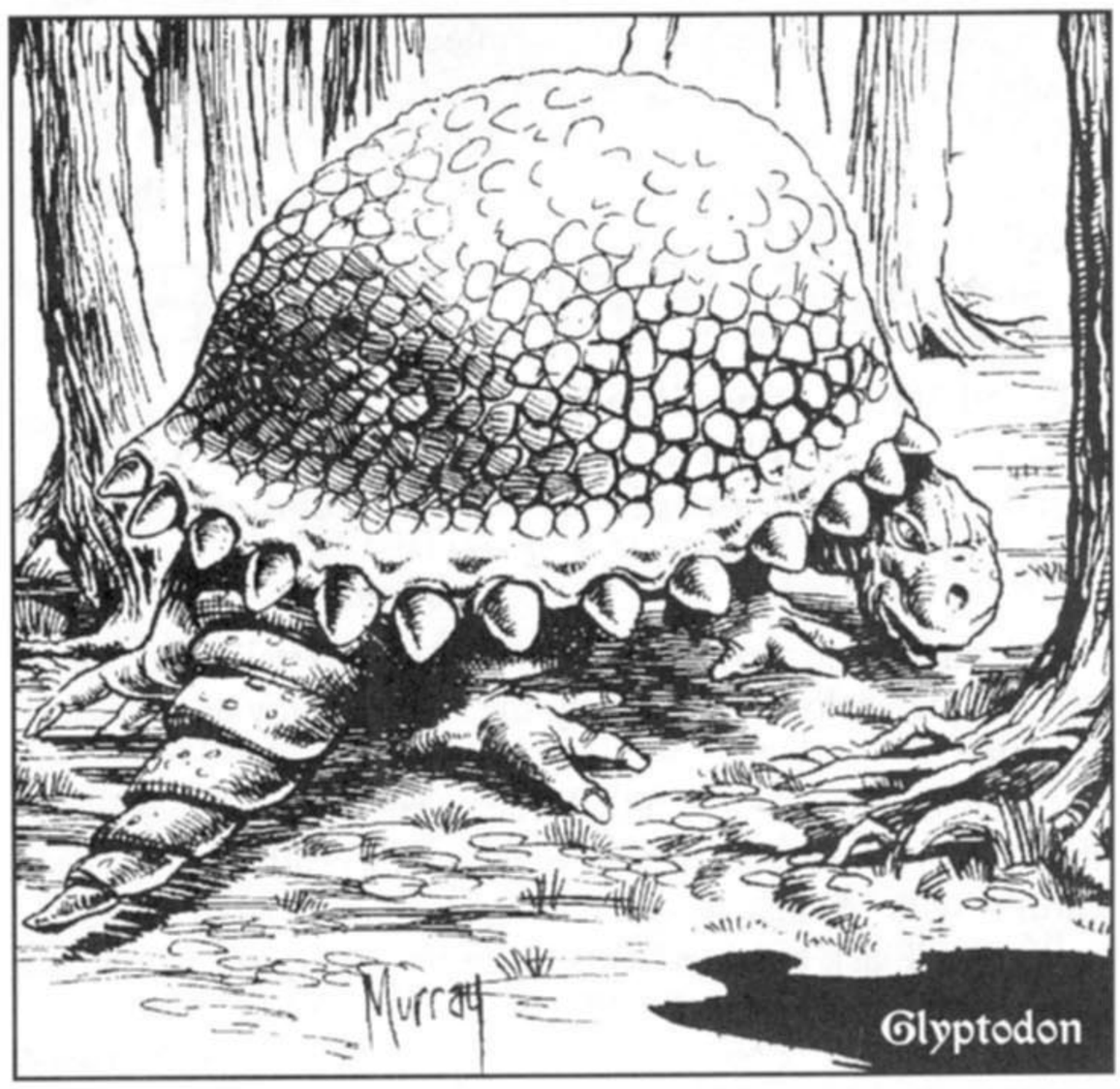
Also called Megatherium, the giant ground sloth of the Ice Age was bigger than an elephant. It has huge claws on its fore feet and can rear up to reach leaves 20' off the ground. It has no biting teeth, only molars, but it can use its claws to defend itself.

Megathere can be trained – a green one (dyed fur or natural?) was seen performing with an acrobat/gymnast at a House Absolute thiaus.

Merychip

ST: 30 **Speed/Dodge:** 13 **Size:** 2
DX: 10 **PD/DR:** 0/0 **Weight:** 800 lbs.
IQ: 4 **Damage:** – **Habitats:** Domesticated
HT: 13 **Reach:** –

A pony-sized prehistoric precursor to the horse, the merychip has a long neck and walks on each middle toe. When running fast the side toes do not contact the ground. A trained mount costs about $1,500.



Metamynodon

ST: 125-150 **Speed/Dodge:** 14/7 **Size:** 3
DX: 9 **PD/DR:** 2/3 **Weight:** 1-2 tons
IQ: 4 **Damage:** 2d+1 cr **Habitats:** P
HT: 17/40-50 **Reach:** C

This hippo-like prehistoric hornless rhino is from North America in the Oligocene. At least semi-domesticated in the Commonwealth, it is a common sight on the streets of Nessus, serving as a mount or beast of burden.

Phenocod

ST: 20-25 **Speed/Dodge:** 7/5 **Size:** 2
DX: 10 **PD/DR:** 1/1 **Weight:** 500-600 lbs.
IQ: 4 **Damage:** 1d cut **Habitats:** F, J, M
HT: 10-13 **Reach:** C

A prehistoric carnivorous mammal, 66" long, this scavenger is seen skulking around battlefields in Orithyia, eating the dead. Fore and hind feet have five digits ending in small hoofs. It is adapted to moving in forests and on soft ground, but performance on the open plains would be inferior to that of a gazelle or donkey.

Platybelodon

ST: 250-300 **Speed/Dodge:** 8/0# **Size:** 10+
DX: 12 **PD/DR:** 1/2 **Weight:** 5-7 tons
IQ: 6 **Damage:** 3d cr# **Habitats:** J, P
HT: 17/40-50 **Reach:** C, 1, 2

A prehistoric shovel-tusker elephant, 9-10' tall at the shoulder, the platybelodon is used by the Ascian army as a beast of burden.

Shovel-tuskers have broad, flat, shovel-like tusks growing out of their lower jaws. They use these powerful tools to upend earth – with all that weight behind it, that "shovel" must be more like a jack-hammer! Otherwise they are just like modern elephants.

They attack by trampling (3d crushing damage), or with the trunk which can reach up to 2 hexes and has ST 12 – treat it as two-handed for lifting, carrying, throwing, etc. The trunk may strike (1d crushing) or grapple, and can be used to pick up and throw things – double the trunk's ST for determining distance.

Elephants have no Dodge, except for their trunks, which Dodge at 6. The skull has DR 4 due to its thickness. If domesticated, an elephant will not carry more than Medium encumbrance (10 × ST) on its back.

Ratus libros

ST: 1 **Speed/Dodge:** 6/6 **Size:** <1
DX: 13 **PD/DR:** 0/0 **Weight:** 3-6 lbs.
IQ: 8+? **Damage:** 1d-5 crush **Habitats:** Library
HT: 17/2 **Reach:** C

These very enigmatic rodents live among the books of the Library (see p. 33). They apparently make multilevel homes for themselves by stacking and arranging books (like makeshift doll houses). They have a written language.

Smilodon

ST: 26-32 **Speed/Dodge:** 8/6 **Size:** 2
DX: 12 **PD/DR:** 1/1 **Weight:** 400-600 lbs.
IQ: 4 **Damage:** 2d+1 imp **Habitats:** P, F, D
HT: 14/20-24 **Reach:** C

Smilodons (also known as sabertoothed tigers) are more solitary than lions, and will bite repeatedly rather than biting and holding. Otherwise, treat them as lions. Their serrated teeth measure up to 11" long and do extra damage for their ST – 2d+1 impaling in close combat. Like picks, they can get stuck (p. B96), or break if they hit bone. In "The Tale of the Boy Called Frog" the smilodon-man is called "the Butcher."

Thylacine

ST: 6-9 **Speed/Dodge:** 9/7 **Size:** 1
DX: 14 **PD/DR:** 1/1 **Weight:** 60-80 lbs.
IQ: 5 **Damage:** 1d-2 cut **Habitats:** F, P
HT: 11-13 **Reach:** C

The Tasmanian wolf, also known as the "zebra wolf" because of the distinctive black stripes on its back, is collie-sized, with brown fur, a long rigid tail, a wolf-like head with short ears, and strong jaws. A nocturnal hunter, the thylacine preys upon animals up to the size of small kangaroos. It is marsupial. Mostly solitary, sometimes it hunts in pairs or small family groups. It trots relentlessly after its prey until the victim is exhausted, then rushes in for the kill.

In the Commonwealth it can be found roaming the streets of Nessus. (Not in the better parts of town, of course.)

Uintather

ST: 200 **Speed/Dodge:** 9/5 **Size:** 12
DX: 10 **PD/DR:** 2/3 **Weight:** 3-5 tons
IQ: 3 **Damage:** 3d cr **Habitats:** P
HT: 17/55-70 **Reach:** C

This is a prehistoric giant herbivore mammal, up to 10' long. Knobby projections on its head and long canine teeth make it a dangerous animal to challenge. A diurnal herd animal, reacting to humans with cautious observation, it attacks only if provoked.

White Wolf

ST: 7-9 **Speed/Dodge:** 9/7 **Size:** 1
DX: 14 **PD/DR:** 1/1 **Weight:** 70-150 lbs.
IQ: 5 **Damage:** 1d-2 cut **Habitats:** Second House
HT: 10-12 **Reach:** C

These creatures infest the Second House (see p. 25) like rats in the walls of a lesser house. Are they really "natural," or were they designed? Hunting parties periodically course through the maze, searching them out.

Creatures of Fantastic Nature

Apport

These are the creatures that sometimes materialize onboard the starship *Tzadkiel*, probably drawn into existence by the mirrored surface of her sails. The best way to model them is as a randomly summoned demon (see p. M113). They continue to evolve through time, however, and may end up shifting shape into something else every day or two. The one seen in *The Urth of the New Sun* started out as a frightened teddy-bear-like creature, then shifted into a mute dwarf humanoid, and finally became a 6′ humanoid.

Notule

ST: 1 **Speed/Dodge:** 18/0# **Size:** <1
DX: 13 **PD/DR:** 0/0 **Weight:** neg.
IQ: 5 **Damage:** * **Habitats:** Mirrors
HT: 10-16 **Reach:** C

Creatures used on an alien world for ritual murders, these are called "notules" by sailors because they usually come after dark.

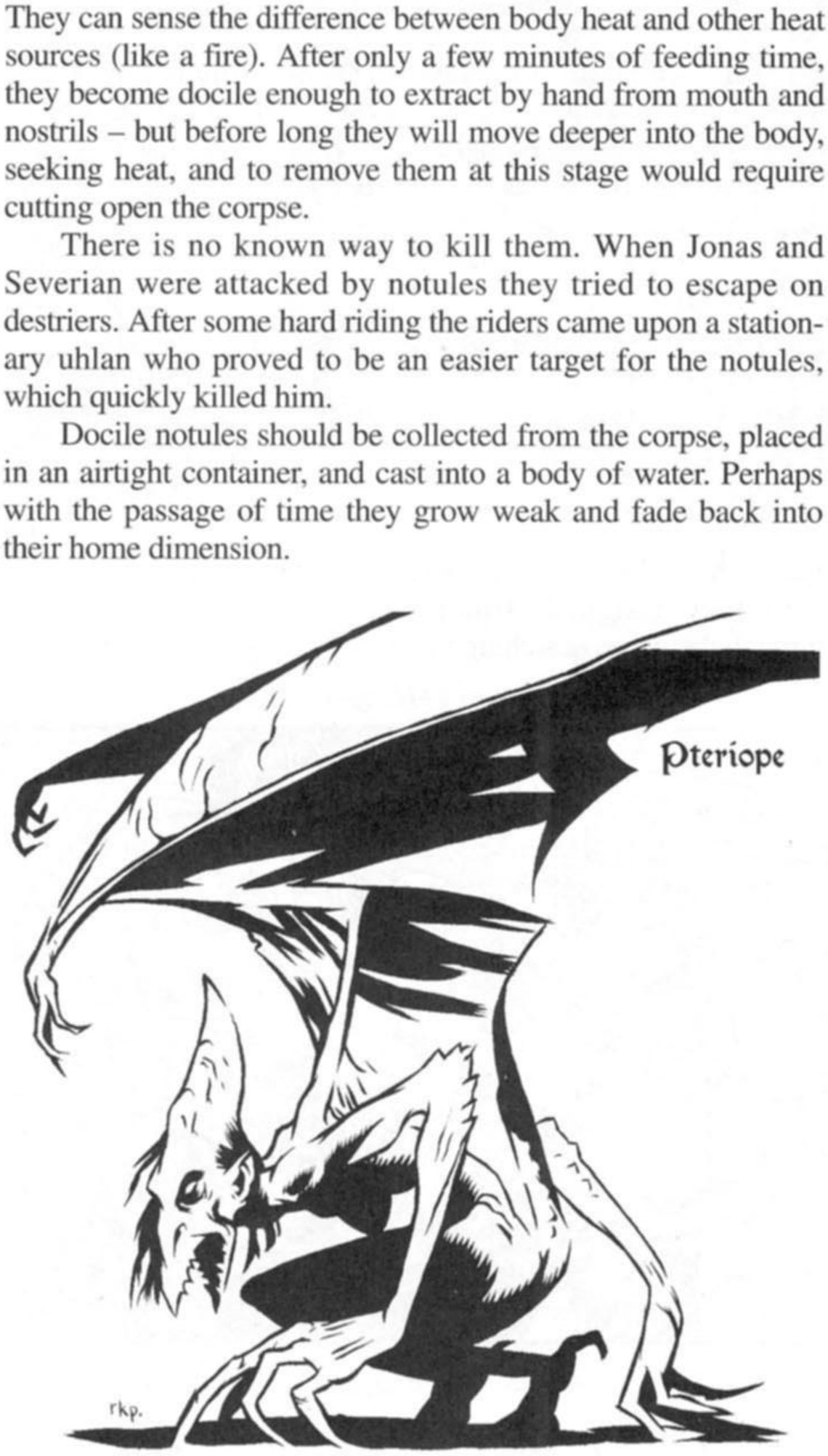
The bigger the notule, the faster it flies. But it is easily torn by branches, swords, etc. Fragments have a life of their own, but fly more slowly. Every hit taken splits it in two, giving off a wash of otherworldly heat. Eventually it becomes a slow but deadly swarm.

The notule attacks by smothering – it must hit the victim's face in the mouth/nose region. Once they latch on, they flow into the body and the victim immediately begins suffocating (p. B122). At this point there is no known cure.

Notules feed off of life-force in the form of body heat. They can sense the difference between body heat and other heat sources (like a fire). After only a few minutes of feeding time, they become docile enough to extract by hand from mouth and nostrils – but before long they will move deeper into the body, seeking heat, and to remove them at this stage would require cutting open the corpse.

There is no known way to kill them. When Jonas and Severian were attacked by notules they tried to escape on destriers. After some hard riding the riders came upon a stationary uhlan who proved to be an easier target for the notules, which quickly killed him.

Docile notules should be collected from the corpse, placed in an airtight container, and cast into a body of water. Perhaps with the passage of time they grow weak and fade back into their home dimension.



Pteriope

ST: 45-55 **Speed/Dodge:** 13/7 **Size:** 16
DX: 13 **PD/DR:** 1/2 **Weight:** 700-900 lbs.
IQ:9 **Damage:** 1d+3 imp **Habitats:** Mirror
HT: 13/20-28 **Reach:** C, 1

These creatures feature leather wings with a 30' span and the pale, skeletal face of a hag, with a large bill lined with sharp teeth, and a head crowned with a miter of bone (which might be some kind of antlers). Their bony hands are rock hard and three times human size. Their hides are scaly.

Hethor summoned several of these nightmarish creatures. They can carry a human rider and pluck another from the ground and still fly off.

Salamander

ST: 8-12 **Speed/Dodge:** 4/0 **Size:** 1
DX: 10-12 **PD/DR:** 0/0 **Weight:** 200 lbs.
IQ: 8-12 **Damage:** 8d heat# **Habitats:** Mirror
HT: 10 **Reach:** C, 1-5#

Small and shuffling, on a dark road the salamander might easily be mistaken for a hunched old man in a robe. It can project a cone of intense energy as a weapon. One turn is required for it to ready itself: Its front expands and opens like a rose, and as the gauzy petals open the waves of other-worldly heat increase. There are no flames, but there is a bright light that is dazzling at 500', blindingly bright (-3 DX) at less than 30'. This weapon does damage in a cone in front of the salamander: 8d at close range, 7d at 1 hex, 6d at 2 hexes, 4d at 3 hexes, 2d at 4 hexes, and 1d at 5 hexes away. Treat the effect like an explosion, in that it doesn't have to be targeted.

The salamander has excellent hearing, but it cannot see very well on Urth – in fact, it is practically blind. This hardly matters in combat given its natural weapon.

Pyrotechnic weapons have no apparent effect on salamanders, nor do laser weapons (they may have immunity to energy-related damage or simply a very high DR against it). The one documented tactic that has proven successful is to somehow lure it into falling down a cliff.

Slug

ST: 8 per hex **Speed/Dodge:** 2/0 **Size:** 1-4
DX: 15 **PD/DR:** 0/0# **Weight:** 50 lbs. per hex
IQ: 5 **Damage:** 3d acid **Habitats:** Mirror
HT: 12/7 per hex **Reach:** C

Anyone caught by this black amorphous blob of protoplasm must make a DX saving throw or be enmeshed, with a hit location eaten at 3d a turn. Armor will protect until it is eaten away. The slug is difficult to kill: Melee weapons have no effect, but fire seems to work. Energy weapons would probably work, as would magic.

The slug is very quiet and leaves a slimy trail behind it.

Undine

ST: 200-250 **Speed/Dodge:** 8/5 **Size:** 60+
DX: 11 **PD/DR:** 0/4 **Weight:** 3-4 tons
IQ: 13 **Damage:** * **Habitats:** Deep water
HT: 16/38-46 **Reach:** C, 1-5

The water women, concubines to Abaia, are minor goddesses in their own right. They are big – Juturna is 60' (20 hexes) long, with hands like rafts, and a face nearly 8' wide. They are albino, but their white hair is dyed green by algae. Fingers and toes are webbed.

Undines use water magic and may even be able to give others the ability to cast certain spells. At one point, Juturna offers Severian Breathe Water, but she may have been bluffing. Basic damage from these beauties is at least 21d thrusting, 23d swinging.

The undines can swim the Corridors of Time, even so far as to the Brook Madgregot and Yesod. But they can't come very far out of the water – their own weight will crush them.

11. Campaigns

New Sun offers an infinite variety of campaign settings. In Severian's adventure we see glimpses of the torturer's dank world of dungeons and death, the armiger's life of swords and steeds, the actor's way of travel and performance, grand space opera, gutter brawls, and much more.

Each one forms a solid base for a campaign. Mixing them as effectively as in New Sun can create something special.

Crossovers

Given its width and breadth, a New Sun campaign can easily mine most other ***GURPS*** sourcebooks. The most convenient vehicle for mixing genres is the Botanic Gardens (see p. 37), which could transport Urth inhabitants anywhen and where. A few usages for other worldbooks include:

Arabian Nights

This worldbook can inspire the GM to explore Urth's "lost" region, which includes the current Middle East. Perhaps it too has formed a TL4 culture shaped by its own legends and memories. Given the potency of spells creating eidolons and aquastors (see p. 93), real *djinn* could be as thick as 40 thieves!

Aztecs

The Book of the New Sun already includes extended forays into a culture much like the Incas. See pp. 122-123 to tweak ***Aztecs*** into an Inca setting for further adventures in a particularly important part of Urth's prehistory.

Bio-Tech

What other marvels – or horrors – serve the Autarch deep in the House Absolute? Thaumaturges might unleash monstrosities or climb to divine form inspired by the processes described herein. To stay true to the New Sun setting, all the potential nasty side effects in ***Bio-Tech*** should be magnified by about a factor of 100 . . .

Black Ops

Any sequence of events threatening the end of the world really shouldn't evade the Company's attention. Maybe a crack team of translators finds some cryptic Incan prophecies leading to a special portal. A team of jaded ops plunked onto Urth would have a hard time making sense of it all – this is a pretty interesting culture-clash. If they cross the praetorian guards, they'll get all the fight they could possibly want.

Bestiary and Fantasy Bestiary

Not every bioengineered, time-transplanted, or extraterrestrially imported creature on Urth is described in New Sun. Fresh beasts of mysterious ability and exotic name can be mined from within these books.

China and Vikings

These worldbooks can flesh out the known "other" cultures of Urth, located on the Xanthic and Southern isles respectively.

Continued on next page . . .

Balancing the Epic Setting

This sort of scope requires a campaign to span tech levels and genres, which can be unbalancing if not handled with care. In any multi-TL and/or -genre setting – including New Sun – the GM need consider the following factors.

The TL Fulcrum

The first priority is to set a "median" TL for the campaign as a whole, which might not even be the TL of any specific region in the campaign! The GM should keep in mind that the High Technology advantage will only extend three TLs past that base TL, placing a ceiling on PC (though not NPC) potential TL.

TL7 – the base TL of ***GURPS New Sun*** – generally makes an excellent choice for this median TL. Beyond TL7, ***GURPS*** technology improves exponentially, and places real power to impact his environment in the hands of a single scientist or electronics operator. TL8+ characters should pay for that privilege in the form of expensive High Technology levels. This also creates a PC "ceiling" of TL10, sufficient for star travel if desired but just shy of really powerful force technology. In the meantime, while some technology drops off radically below TL7, a TL6 or TL5 lone combatant can still hold his own pretty well, and therefore not shortchange himself by taking the relatively small Primitive disadvantage.

Everyday Wonders

Ultra-tech characters will still overpower low-TL characters in a "realistic" campaign, despite a 5- to 130-point differential in High Technology and Primitive investments. The low-TL characters wouldn't know what to protect themselves against. (What would nerve gas seem like to one of Napoleon's soldiers, much less a laser strike?) And even if they did, they usually wouldn't have access to the resources to compete effectively. (How many TL4 clerks does a single TL8 computer replace?)

A more playable model is that seen in the New Sun setting. Low-TL characters are fairly familiar with high- and ultra-tech – they might not understand the first thing about how it works, but they have a basic grasp of what an energy cannon or contragravity flier can and cannot do. They know enough to duck for cover or expect that craft to be a thousand leagues away by sunset. They also have *access* to ultra-tech goods, though they probably will be rare and/or expensive. Keeping in mind that physical skills can be learned at any TL, nothing would keep a band of Southern Islanders from learning how to use a cache of blaster rifles (except the body count from poorly handled research).

This sort of setting more smoothly melds a span of TLs, allowing low-TL characters to hold their own in a world they don't begin to understand.

Hit-And-Miss Tech

A powerful way to balance ultra-tech is to limit its breadth, as in New Sun, where no one of any TL seems to have access to a computer or a variety of other "standard" ultra-tech. The campaign backstory might be better served by providing only the *hint* of a rationale for why these technologies disappear. The hints can become hooks. For instance, a fantastic New Sun campaign might be created by giving a PC hidden lore dating back to the Age of the Monarch, describing these thinking engines that took on a life of their own (see pp. 8-9). The PCs could set off on a quest to explore the mysteries of computers in the Age of the Autarch.

Plausible Threats

Another tool the GM can use to keep multiple-TL campaigns functioning is the concept of plausible threats. Facing off against a battleaxe with a laser pistol and monocrys armor rarely is combat – it's murder. The laser-wielder's society will treat it as such, unless his culture is intolerant or otherwise deeply flawed. Characters who fight with a technological edge will often find themselves in deep legal and/or social trouble. Enforcing this will downplay the role of violent conflict in a campaign. Regardless, a mixed-TL setting probably should be approached as one in which violence plays a secondary role . . . unless the low-TL characters can pull an ace out of the hole.

Mixing Magic and Motors

Adding magic to the multi-TL mix can further enrichen a genre-spanning campaign, and give low-TL characters a place to spend all those points they didn't spend on High Technology.

GURPS Technomancer provides an excellent example of mixing magic and high-tech, to the point where each "discipline" covers the weaknesses of the other.

Complementary Ignorance

In a mixed-TL campaign, after deciding whether or not low-TL characters are familiar with ultra-tech, the GM will have to decide whether high-TL characters are familiar with magic! Leaving each end of the TL span ignorant of the other's "special powers" can be fairly balanced, *provided* magic use is fairly common in the low-TL culture. This sort of setting can actually lean toward the low-tech culture's advantage; while they can envision ultra-tech as an "alternate" magic, the high-tech characters should refuse to believe that magic is behind their missing that ignorant savage with the last 500 rounds from their electromag rifle.

Crossovers (Continued)

Greece and Imperial Rome

These provide background for prehistoric periods of secondary, but still substantial, importance in Urth's prehistory.

Martial Arts

Given that the torturers maintain a simple but effective body of knowledge, other guilds or military units may have elaborate schools of combat – perhaps even combining martial with magical expertise to get an edge over the Ascian hordes. An Autarch's guild of martial artists isn't out of the question – and who knows what dread Trained by a Master tricks are kept hidden by secret societies?

Robots

Other examples of robotic sentience might exist in the House Absolute or elsewhere in Briah. Given all the quirks and personality that intentionally sentient robots display in New Sun, an earlier model that *accidentally* became sentient might make a fascinating character study – or psychotic demigod that needs to be shut down.

Technomancer

This setting could provide the perfect rationale for the far history of Urth – perhaps magic has been an applied science for most of Urth's prehistory! If so, the development of timeporting spells in the Technomancer setting would eventually give a hint of the Urth future, especially if the reversed New Sun further-is-easier rules are used (see p. 93). Perhaps chimeras are the ancient ancestors of the man-beasts of legend, and/or the Autarch's bestial servants. Perhaps the dragons slumber away in some forgotten land.

Voodoo

This acclaimed magic system might provide the foundation for a good New Sun system, definable as either magic or psionics. The background information can also be mined for flavor, though of a different, darker sort than seen in the Book of the New Sun. The various dark creatures of voodoo lore might make good models for exploring Abaddon's inhabitants.

Warehouse 23

This sourcebook basically sets the tone for tech research on Urth: dark and mysterious and full of buttons you really shouldn't have pushed. The Commonwealth probably houses a variety of low-tech Warehouse-23 equivalents, full of strange artifacts that even the curators dread . . .

Low (Tech) Tactics

No matter what mitigating circumstances the GM inserts into a multi-TL campaign, it comes down to this: Lasers beat swords. TL8+ combat armor is a sweet thing when the best your opposition can muster is crossbows.

This doesn't mean the low-TL combatant must roll over and play dead. The savvy warrior will adapt and overcome. Some steps in that process:

● Head for the bush. Low-tech forces should take to heavy woods, jungles, or similar terrain, and refuse to meet ultra-tech opposition where long sightlines allow their weapons' huge ranges to come into play. Cover-filled terrain also plays havoc with sensors, especially swamps and jungles. Swamps have the extra advantage of providing special challenges to heavy infantry toting 70+ pounds of armor, weapons, and supplies.

● Get nose to nose. Once the ultra-tech forces engage the low-tech warriors within their cover, the low-tech forces should close as swiftly as possible to close combat. An infantryman in unpowered TL8 combat dress has very little to no advantage over a TL3 warrior in leather when the duel comes down to Wrestling moves – especially since the TL3 warrior should have more points to invest in ST, DX, and Wrestling skill . . .

● Appropriate hardware. Every ultra-tech opponent downed should deny his side one suit of armor and energy weapon and supply the low-tech forces the same. The GM shouldn't make it *too* hard for low-tech combatants to figure out how to use ultra-tech gear that's been repeatedly used against them.

● Be creative. Much of the fun of playing swords-vs.-lasers is figuring how to overcome the seemingly insurmountable odds. GMs should be liberal in allowing low-tech PCs to surprise ultra-tech adversaries with their tactics. After all, how many steel-and-ceramic-encased blaster-toting soldiers are going to take a bunch of half-naked savages seriously? This shouldn't go too far and puddle into a worst-of *The Return of the Jedi* showcase, but real innovation and derring-do should be rewarded.

That said, nothing prevents a TL10 character from learning magic as easily as a TL3 character once the ultra-techer can no longer deny its existence. A GM could easily introduce such a provision, perhaps requiring a character have one level of Primitive for each level of Magery. While ***GURPS New Sun*** assumes differently, the Book of the New Sun could be interpreted this way, with high-TL characters incapable of believing in magic sufficiently to learn it, and the low-TL commonality capable of comprehending ultra-tech as simply prehistoric magic.

The disadvantages to allowing high-TL characters to invest in magic is that it strips away the "leveling of the playing field" created by low-tech-only magery. Some spells – the technological colleges in ***GURPS Grimoire*** – can do even worse, *accelerating* the difference between the technological haves and have-nots. GMs should consider at least a small barrier to high-TL magic-use, if nothing more than an Unusual Background.

Scope

Epic settings can seem to "require" epic storylines to fill them, and eventually most campaigns will reach a level of considerable grandeur. Despite this, the Book of the New Sun provides an excellent example of interjecting more personal subplots into a larger-than-life story arc.

For instance, *The Shadow of the Torturer* at first seems heroic in scope, with Severian encountering monsters and adventure in his relatively mundane travels. In subsequent books it becomes clear that the fate of the world (or the galaxy . . . or the universe!) hangs in the balance, and New Sun is a full-blown mythic quest of biblical proportions. Despite that, Severian's countless sidetrips often focus back down to the most personal level. With the fate of the world on his shoulders he stops to heal a peasant girl and unravel his family tree.

A nice change might be to take simply *The Urth of the New Sun* as a model. It begins on an epic note, but quickly devolves into a series of seemingly minor errands and intrigues that eventually ravel back into a mythic-level plotline spanning all of time.

Exploring Urth

The following provides some ideas for expanding into areas of Urth described in the Book of the New Sun.

Adventures in Nessus

A great deal can be done in a campaign that is centered in the sprawling metropolis of Nessus – after all, *The Shadow of the Torturer* chronicles a journey that takes place entirely within the city limits!

The Citadel of the Autarch

The Old Citadel is a self-contained little world of its own, full of mysterious places and enigmatic groups. Within the curtain wall reside the torturers, of course, but also the witches, the examiners, the fulgurators, the librarians, the curators, the matrosses, the beast handlers, and the healers. They may have their quarrels with one another, but they all share a certain bureaucratic elevation as servants of the throne, as well as a physical elevation on Citadel Hill that gives them an almost monastic isolation from the sea of slums that surrounds them.

The denizens of the Citadel cling to their ancient traditions and the glory of service, ignoring the fact that the city has long since moved north beyond them – that an autarch hasn't even visited the Citadel in living memory. The entire complex is a relic, a live-in museum of curiosities, a living fossil of things long forgotten. And nobody is more completely forgotten than the torturers.

A campaign centered on the Citadel would be like a large intricate "dungeon" that the characters actually live and sleep in. PCs would belong to one guild or different ones, but guild politics would be very strong. Although the guilds keep pretty much to themselves, it would be interesting to dream up situations requiring co-operation between various allied guilds – for example, the torturers, the beast-handlers, and the fulgurators – to solve a problem.

Searching the Ruins

People go into the dead city section of Nessus for all sorts of reasons – fleeing the law (like Cyriaca of Thrax), searching for missing persons (as Dorcas did), scavenging for antique furniture (like the merchants from Thrax), etc. From time to time, an adventurer down on his luck will find a map to treasure buried in the dead city – it happened to Eata the smuggler and Simulatio the optimate in "The Map." But the dead city is a dangerous, lawless place, full of bandits and desperadoes with a hint of the cannibal about them.

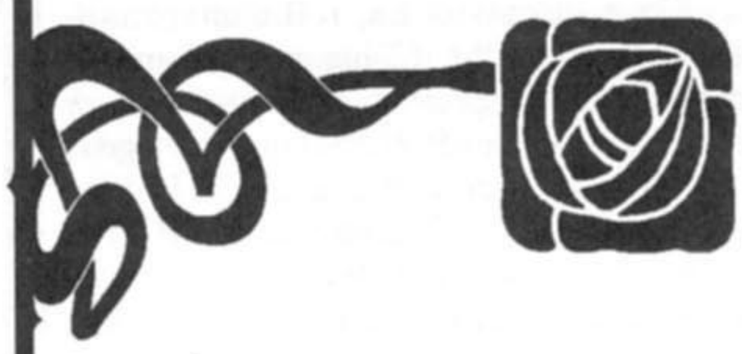
Climbing the Social Ladder

This campaign offers the most traditional framework for civilized adventuring: PCs begin as young adventurers from various social levels and climb the slippery ladder to become full-fledged armigers at Status 2. This is similar to the milieu of *The Three Musketeers*, but with the addition of pyrotechnic polearms, laser weapons, fliers, and averns.

Playing the Torturers

A campaign set among the torturers during Severian's time presents a number of limitations. First, the torturers are hated by nearly everyone. Second, their activities in Severian's time have been restricted to the Citadel – before Severian's exile to Thrax, a journeyman had not been sent out to become a lictor in decades. Third, torturers do not have a lot of room for initiative – they mainly obey the orders handed down by judges and perform their horrific craft.

One way around the second limitation would be to base the campaign in the glory days of the guild, hundreds of years before Severian's time. In this setting, journeymen would routinely be sent out to serve as lictors in provincial capitals around the Commonwealth, and masters might be installed at the House Absolute as guild representatives or as practitioners of the craft. (Dr. Talos' play depicts torturers at work in the House Absolute).



An even more intriguing campaign might be set after Severian becomes Autarch. He resolves to place the torturers in their own cells for a while – to give them a taste of their own medicine – then make something more humane out of them. He may have started these reforms but not brought them to speed before *The Urth of the New Sun*, in which he appears to question someone about the guild's fate after decades of absence.

This creates a fascinating 50-year window for the guild. What would they become? Super-intelligence agents or police? Badlands rangers? An elite military unit? A religious military order like the medieval Knights Templar? A wandering order of healers, to replace the Pelerines (who seem to have been wiped out at Orithyia)? A new class of inspectors (prisons, human rights, etc.)? Ombudsmen? Book printers to help Severian's dream of promoting literacy?

Keep in mind that the guild considers itself good men doing a nasty job. If their Autarch decides they need redemption (and as an ex-member wouldn't *he* know?), they'd likely go after it with a vengeance.

The Art of Lopping

Regardless of the torturers' fate, *someone* will still be responsible for parting the heads from the bodies of those judged to deserve it. Executions often play pivotal roles in the Book of the New Sun. Here's how to handle them:

A torturer will always use a two-handed sword to perform an execution. A common carnifex will more likely use a two-handed axe. The torturer reserves one side of his blade for males, the other for females. Likely the carnifex shows no such sensitivity.

The victim's head is placed on a chopping block. The executioner strikes at the neck (-5 to hit) with an All-Out Attack at an *additional* +4 for enjoying an extra second to "aim" at an immobile target (see p. B125). This means an executioner can strike at skill-1 doing +2 damage *or* skill+3 doing normal damage. Generally, executioners of base skill less than 15 will take the to-hit bonus; those of 15+ will take the damage bonus.

On a successful hit, roll damage normally, applying the +2 bonus if taken. No armor should be present, but Toughness or natural DR will count. Remaining damage is multiplied by 2 for a cutting attack. If damage exceeds HT, the victim makes a HT roll to keep his head. Since the head is braced against the block, this is more severe than the standard roll on p. CII53 – the victim must roll at -1 for every 2 points by which damage exceeded his HT. A failed roll means a severed head and instant death. (Well, not necessarily *instant.* Historically, headsmen have reported that many heads retain consciousness for a few seconds, registering horror and attempting to speak. This should require a Fright Check at a hefty penalty for unforewarned novice executioners.)

Example: *Artis the journeyman torturer is preparing to ply his craft on a burly highwayman (HT 12 and Toughness +1). Artis boasts a fairly stout arm (ST 12), mastery of his blade (Two-Handed Sword-16), and a fine weapon. He takes the +2 to damage, giving him a modified to-hit of 15. He rolls a 12, then rolls 3d+1 for damage. He gets a 9, reduced to 8 by the Toughness and modified to 16. The highwayman must roll vs. HT-2 (for taking 4 hits past his HT) to avoid decapitation. He rolls an 8; his head's still perched on his shoulders if a bit worse for wear!*

Executioners find it extremely embarrassing if they either miss or fail to part the head with a single blow, but historically neither is all that uncommon. This *will* impact professional status.

Continued on next page . . .

Support

To maintain Status, one must spend the cost associated with that social level – and to climb, one must spend even more. In addition it is strongly recommended that a would-be armiger at Status 1+ have a lackey (see the hireling rules on pp. B194-195) to answer the door, deliver messages, run errands, etc. A lackey will typically have 20 to 30 points. The job is one or two wealth levels lower than the PC's wealth level, and while the PC may become attached to his lackey, he is not bound to protect him and is not penalized if the lackey dies.

Places to See and Be Seen At

Cafes, taverns, and inns are the easiest meeting places, but even then there is a hierarchy involved: The Inn of Lost Loves is located in a wealthy part of town and serves monomachists (mainly armigers). Gentlemen's clubs are more restrictive, having minimum Status requirements as well as costly dues. Perhaps a Status 0 club would cost $40 a month; a Status 1 club for optimates would be $75 a month; an armigers' club would begin at $150 a month. The villas of armigers and exultants are the most restrictive of all: by invitation only.

There are also the daily events at the Sanguinary Field and seasonal tournaments (see p. 38).

Toadying

All is not glorious combat and escapades, of course – characters may gain Status and access to higher social levels by being seen in the company of their betters (who likewise benefit by the cultivation of sycophants). Toadying ("schmoozing," "networking") confers upon participants something like a temporary Patron advantage/Dependent disadvantage without the cost in points or the serious obligations. But it isn't free – the toady will have to pay cash for his portion of the carousing and will owe his host at least a favor.

Gambling

Characters may (and probably should) gamble at clubs, bawdy houses, or arenas like the Lion Pit and the Sanguinary Field. Social gambling, like social drinking, is not frowned upon at all – one need not have the Compulsive Gambling disadvantage to occasionally (or even frequently!) gamble. And since social climbing requires lots of money, gambling offers an opportunity to make more without risking life and limb.

Female Companionship

Armigers and would-be armigers must have some sort of female companionship at least once a month. Aside from their own physical needs, their reputation depends on it. To fulfill this obligation, the character can acquire a mistress or visit a bawdy house.

Mistresses require courting, and that means money. A simple country maid might be wooed with the gift of a bolt of cloth, but an optimate's daughter would require more, an armiger's daughter much more, and an exultant's daughter . . . well. During courtship, expect to spend an amount equal to her monthly cost of living every week. At the end of the week, determine if she has been won over (by a reaction roll or GM whim). The greater the difference between the social levels, the greater the challenges involved for the social

climber – a penalty of -4 to the reaction roll for every level she has over him (so a commoner wooing an armigette would be at -8). By the same token, the challenge for a higher level man seeking a lower level mistress is trivial (+3 to reaction rolls per social level of difference) and often enough results in exultant bastards.

If using reaction rolls, a "Good" or better result indicates that she has become his mistress, a "Bad" or worse result usually means he should leave her alone ("Very Bad" or "Disastrous" suggests a duel of some kind, with a relative or outraged suitor!), and other results are more or less "keep trying."

Once she is won, a mistress requires a certain amount of time (at least one visit per month) and money (equal to her monthly cost of living, per month now) to be spent on her. Mistresses of higher Status can offer influence, access to high society, even cold cash to their paramours.

Bawdy Houses

For those who lack (or are "in between") mistresses, there are the bawdy houses where simple cash buys wine, women, and gambling. As criminal enterprises, bawdy houses are usually located on the fringes of respectable society – fiacre drivers always know where they are, and some earn extra money by carrying prostitutes looking for work. The Algedonic Quarter has a brothel called Echopraxia – the manager there, an old eunuch, nightly creates the House Azure as a burlesque of the House Absolute. His meretrices are of "excellent" grade (perhaps surprising considering the neighborhood). They charge a few asimi each and their highest level of clientele is probably optimate.

Dallying with doxies can lead to disease. Generally the risk declines as the price increases.

Dueling is usually about honor, and has many causes: members of two unfriendly military groups meeting unexpectedly; a disagreement over a mistress; or various forms of insult. But there are also those who use dueling as a form of legal thievery.

Loans

An expensive lifestyle may deplete a character's finances, and he may turn to moneylenders for temporary assistance. Payment plus 10% interest is due in six months. There are also pawnshops and rag shops where quick cash can be raised on short notice by the pledging or selling of jewelry, heirlooms, etc.

The Art of Lopping
(Continued)

Many communities provide a concave block (i.e., with a trough that form-fits the neck). A moment's reflection would reveal why this is a bad idea when a sword might be used for the job. A proper block is convex, bowing outward in the center like a giant wooden model of a worn pencil eraser. A concave block will shatter an average sword on *any* missed roll 1 time in 3 (1-in-6 for fine swords; it just dings a very fine sword and ruins the headsman's day). Many also make their blocks of very hard wood; this has the same effect on both swords and axes. A very hard concave block would require two rolls to avoid breaking a sword on a missed roll.

Performing this job requires nerves of steel. Executioners should make a Will roll before performing. A missed roll inflicts a penalty to the "attack" equal to the amount by which the Will roll failed. A critical failure means he simply can't perform; likely he breaks out in a cold sweat and shakes with weapon poised. If a PC forces the issue even after his nerves fail to this extent, apply a -10 to hit and -2 to damage.

Dueling

Dueling is legal and sanctioned in the Commonwealth. The referees of the Sanguinary Field in Nessus are called ephors (judges); they would stand over even the Autarch if he were to enter the rolls.

Dueling is usually about honor, and has many causes: members of two unfriendly military groups meeting unexpectedly; a disagreement over a mistress; or various forms of insult. But there are also those who use dueling as a form of legal thievery.

Duels can be to first blood (ending when either monomachist is wounded), to first serious wound (1/2 HT damage in Basic Combat, or any wound to the brain, head, body, or vitals if using hit locations), or to the death. Weapons include most swords and exotic items like the avern (see below) – lasers and pyrotechnic polearms do not seem appropriate. The avern is used only in duels to the death.

The rules are simple enough: The monomachists fight with the agreed-upon weapons until the agreed-upon conclusion is reached. There are no "seconds," but of course it is wise for the monomachist to have friends and/or medics on hand to help afterward. "Gentle Right" is the rule which allows a fallen monomachist to stand up and rearm before his opponent attacks again.

In the case of a duel to the death, the victor can take the arms and armor of the loser.

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Duelling
(Continued)

Refusing a duel will at the very least cause the refuser to be labeled as a coward. It may also, in more serious cases, allow the other party to hire assassins to kill the refuser.

Averns

The avern is undoubtedly the most exotic and deadly of the many weapons used on the Sanguinary Field, especially considering that it is a flower!

The extraterrestrial plant consists of a long stem (from 12" to 60" depending on age) lined with sharp, dark leaves and topped with a strange, geometrically precise flower. Depending on size, they are wielded as one- or two-handed swords. (I.e., use Knife, Shortsword, Broadsword, or Two-Handed Sword skill as appropriate.) Generally enough bare space is present at the base to provide sufficient grip.

The flower doesn't appear to do any damage (no thrusting attacks), but the razor-sharp leaves are lined with an extremely potent toxin that is instant death to humans and other Urth-based metabolisms. On any swinging hit they'll penetrate up to DR1 and slay the target. Furthermore, the leaves can be plucked (takes one turn and roll vs. DX to avoid cutting oneself), then thrown like shuriken! This will generally be at Throwing-2, but dueling specialists probably have Shuriken skill (see p. CI135) to improve their performance.

An avern averages one leaf per inch of length. Plucking more than 50% of the leaves allows an opponent to attempt a hand parry if struck with the plant itself (parries with the target's own avern are always OK). It also creates a 1-in-6 chance that a leaf won't hit the opponent on a successful strike, in which case the relatively soft stem doesn't even do crushing damage. This increases to 2-in-6 with 60% of the leaves gone, 3-in-6 with 70% gone, etc.

Tactics vary between swinging away with the plant itself, or holding the avern in the off-hand and throwing leaves at the opposing duelist.

Even gathering an avern is a very risky task, since it has a hypnotic aura that makes it seem out of reach one second, then too close for comfort the next. Roll vs. HT+3, plus or minus Strong or Weak Will, to avoid a fatal mishap.

Important Personalities

The following consist of succinct character writeups for the major personalities in the Book of the New Sun. Characters with ultra-tech and magic abilities may need modifying to conform with the GM's vision of how these work in his campaign.

Influence

Influence is that nebulous, slippery force that greases the vast social machine of the big city. It is measured more or less by Status and the informal yet binding credit network of Favors given and owed. Can you ask a favor of that highly placed person? Would you do a chore, perhaps some dirty work, in exchange for the promise of a future favor? Favors from the high and mighty can get you out of prison, maybe even out of the oubliette of the Matachin Tower (well, the exultant prisoners seem to hope so). A socially superior mistress can be a source of favors (but only about one a year or she will become exasperated).

Glory at the front can cancel a reputation for cowardice – the good officer's salary can help pay off debts. In desperate situations, a character could simply go to the front and join in.

Military Groups

Obtaining an officer's posting can provide a fast track to armiger status. Four different military groups are described within Nessus in the Book of the New Sun. The highest-ranking is the xenagie of the Blue Dimarchi at the fortress near the Sanguinary Field. Next is the lochus of peltasts guarding the bridge near Cobbler's Common. City guards, known also as roundsmen, patrol the streets. Finally, there are lansquenets, mercenary cavalry.

Undoubtedly many more are present, keeping the peace and enforcing the laws. Groups are rotated in and out – the Blue Dimarchi might suddenly get the order to march, and another xenagie move in to rest at the fortress. All of these groups offer fitting jobs for armigers and their imitators, and all (with the exception of the city guards) can be called up to serve at the front.

Nothing offers promotion opportunities like battle against the Ascian armies in the north, and to the armigers Military Rank is quite important. Glory at the front can cancel a reputation for cowardice – the good officer's salary can help pay off debts. In desperate situations, a character could simply go to the front and join in.

Noble Living

Characters who finally reach armiger status, or exultant PCs, will find a whole new set of challenges awaiting in the noble lifestyle.

The life of a noble is like that of an aspiring armiger, only more so. Their chief pastimes seem to be tournaments and parties. Somehow they make money, and periodically they go off to war. The pinnacle of this courtly lifestyle is found at the House Absolute.

Retinues

The issue of Patrons is a familiar enough one in ***GURPS***, but patron-client relationships worthy of the Patron advantage form but a small part of a high-Status person's following. Hirelings fill out most of their retinue, which can and should reach impressive headcounts as Status increases.

The following table, based upon historical figures and titles, gives a rough indication of how many people should be employed by a person of a given Status. The employer will serve as a Patron to a small percentage of this figure.

Status		*Number of Attached Persons*
7	King	200-500
6	Duke	30-50
5	Count	10-30
4	Earl	5-25
3	Baron	5-15
2	Knight	1-10
1	Leading Citizen	5-50
0	Guildsman	1-10
–	Large Farm	1-10
–	Professional Office	1-5

The religious sector also employs a large number of people. One-third to two-thirds of them will be actual clergy, with the rest being servants of one kind or another. A bishop would be expected to have 40-200 attached people, a cathedral would have 20-50 people, and a monastery would have 20-100 people.

Castle Retinues

The castle is usually a military installation in a rural location. Urth has its equivalent structures. Historically, its resident population would be comprised of bailiffs, constables (often barons), earls, house carls, marshals (barons/earls), men-at-arms, monks, pages, priests, seneschals (judicial administration, usually a baron or earl), sheriffs, squires, stewards (usually earls), and women.

The titles may differ on Urth; the jobs will still need filling.

Palace Retinues

The palace is usually a non-military dwelling place built by the local aristocracy in the city they control. Its resident population historically would include chamberlains (earls), chancellors (earls), chaplains, footmen, huzzars, ladies in waiting, majordomos, satraps, secretaries, and viceroys. Again, Urth will feature new titles for some of the positions.

Both the castle and the palace are likely to have ambassadors, body servants, heralds, and pursuivants (apprentice heralds).

Severian the Torturer [200 Points]

Height 6'1"; Weight 175 lbs. He has dark hair, dark eyes, and a pale complexion. His face is long, rather bony, with a high square forehead, moderately high cheekbones, and a strong chin.

This is Severian as a young (22-year-old) journeyman, just sent away from the Citadel for his crime against the guild (and thereby losing the Patron advantage found in the guild template on p. 76).

ST 13 [30], **DX** 13 [30], **IQ** 14 [45], **HT** 11 [10]
Speed 5.75, Move 5
Dodge 5, Parry 6/7

Advantages: Administrative Rank 1 [5]; Eidetic Memory (Mental Fugue limitation, -30%) [42]; Literacy [0]; Natural Spellcasting [15]; Status 2 [10]; Unusual Background (Trained by the Torturers Guild) [15]; White-Fountain Aspected Magery-3 [18].

Disadvantages: Duty (To guild on 12 or less) [-10]; Primitive -2 (TL5) [-10]; Reputation -4 (Torturers, only "believed in" on 10 or less) [-10]; Vow (Guild) [-5]; and Wealth (Poor) [-15].

Quirks: Writes detailed record of his affairs [-1]; Usually honest [-1]; Skeptical [-1].

Skills: Administration-14 [1/2]; Alchemy/TL5-12 [1/2]; Area Knowledge (The Citadel)-15 [1/2]; Detect Lies-13 [1/2]; Gunner/TL (type; see p. 55)-14* [1]; Interrogation-14 [1/2]; Intimidation-15 [1]; Judo-13 [4]; Knife-14 [2]; Mechanic/TL5 (Engines of agony)-14 [1/2]; Performance-14 [1/2]; Physician/TL5-14 [1]; Physiology/TL5-15 [3]; Professional Skill (Torturer)-15 [1]; Riding (Merychip)-11 [1/2]; Savoir-Faire (Servant)-15 [1/2]; Surgery (M/VH)-12 [1/2]; Swimming-13 [1]; Torturer's Grip (M/VH)-16 [4]; Two-Handed Sword-15 [8]; Whip-12 [1]; and Writing-15 [1].

* Bonus of +2 for IQ already applied.

Spells: None yet, but perhaps his Natural Spellcasting is why his dreams tend to send him to the corridors of time (see p. 20), where he usually sees an aquastor of Master Malrubius, a torturer who died when Severian was a boy.

Equipment: Fuligin cloak (made of vicuna wool), sabretache (containing 3 asimi, a copy of the brown book, a torturer's mask, and a whetstone), breeches and hose, boots, *Terminus Est* (see p. 83).

Note: Magery aspected to the white fountain (a "white hole" destined to revitalize the Sun) works akin to other-aspected magery. When the bulk of the Urth is between the caster and the white fountain, he cannot tap its energy. This is basically a 12-hours-on, 12-hours-off cycle, but the exact time period will shift as the fountain moves closer and the seasons change.

Severian the Great [366 Points]

This is Severian as Autarch, a 33-year-old about to set sail on the *Tzadkiel* to save Urth.

Life has been hard along the way. He has picked up a large facial scar and a crippling laser-burn wound to his leg. He now has two major personalities – Severian and Thecla – as well as the memories of all past autarchs. When the Thecla personality manifests, the skills from her writeup on p. 121 that Severian doesn't already have are gained, but IQ drops to 13 and he gains her Impulsiveness quirk.

ST 13 [30], **DX** 13 [30], **IQ** 14 [45], **HT** 11 [10]
Speed 5.75, Move 2
Dodge 2, Parry 7

Advantages: Autarch Mind [40]; Eidetic Memory (Mental Fugue limitation, -30%) [42]; Literacy [0]; Natural Spellcasting [15]; Status 7 [30]; Unusual Background (Trained by the Torturers Guild and Autarch's Ultra-Tech) [65]; Wealth (Filthy Rich) [50]; White-Fountain Aspected Magery-3 [18].

Disadvantages: Appearance (Unattractive) [-5]; Crippled Leg [-15]; Primitive -2 (TL5) [-10]; Reputation -4 (One-time torturer, only believed on 10 or less) [-10]; Sense of Duty (To Urth) [-15]; and Split Personality [-10].

Quirks: Writes detailed record of his affairs [-1]; Usually honest [-1]; Skeptical [-1].

Skills: Administration-15 [1]; Alchemy/TL5-12 [1/2]; Area Knowledge (House Absolute)-16 [1] (Second House) -16 [1] (The Citadel)-16 [1]; Beam Weapons/TL9 (Lasers)-14* [1/2]; Detect Lies-14 [1]; Gunner/TL (type; see p. 55) -14* [1]; Hidden Lore (The New Sun)-17 [2]; Interrogation-15 [1]; Intimidation-15 [1]; Judo-14 [8]; Knife-14 [2]; Mechanic/TL5 (Engines of agony)-14 [1/2]; Performance-15 [1]; Physician/TL5-14 [1]; Physiology/TL5-15 [3]; Professional Skill (Torturer)-15 [1]; Riding (Destrier)-13 [1 1/2] (Merychip)-13 [2]; Savoir-Faire (Servant)-15 [1/2]; Surgery (M/VH)-12 [1/2]; Swimming-13 [1]; Torturer's Grip (M/VH)-16 [4]; Two-Handed Sword-15 [8]; Whip-12 [1]; and Writing-17 [2].

* Bonus of +2 for IQ already applied.

Spells: Severian has no idea what he's doing, so his prerequisites are a mess. So far his Natural Spellcasting has resulted in Clouds-15; Cure Disease-15; Hail-15; Instant Regeneration (VH)-14; Light-15; Rain-15; Restoration (VH)-14; Snow-15; Timeport (VH)-14; Umbrella-15; and Windstorm-15 [11].

Equipment: Fine clothes, laser pistol.

Tournaments

These are the public spectacles in which the members of the military classes fight against each other in the name of fun: jousts by individuals, and group battles of up to 40 on a side (with either blunted weapons or no restraints). A tournament might last as long as a week and on great occasions two weeks.

The opening day is spent matching and seeding the participants, followed by days set apart for jousts, for group battles, for a rest day before the final tourney – all interspersed with feasting and parties. These occasions are the great sporting events of the Commonwealth, attracting crowds of spectators from optimates to common artisans, mountebanks, food vendors, prostitutes, and pickpockets. About 100 armigers usually participate, each accompanied by two mounted underlings, an armorer, and six servants in livery.

The expense of it all could easily bankrupt an armiger, but he might also come away richer since the loser in combat has to pay a ransom and the winner is awarded his opponent's destrier and armor. These spoils can be sold to anyone, but traditionally the first offer goes to the one who originally lost them.

Ridottos, Fetes, Masques

These are the various parties that armigers and exultants are constantly going to, held at a villa or palace. Often enough they are masques, where the party-goers don disguises. Because of this, anybody seen on city streets in unusual garb will be assumed to be an armiger or exultant on the way to a party – especially if the person is above average height.

The Court of the Autarch

All of the armiger and exultant social interplay intensifies once poured into the "dungeons and gardens" atmosphere of the House Absolute. In the Well of Orchids the Autarch keeps a harem of exultant women, held as hostages to ensure the good behavior of their families. Only the great families of the exultant clans can send such a representative (most are afraid or cannot afford it), but even so there are 500 women, each with her own khaibit. Of these there are perhaps 20 whom the Autarch actually visits, an inner circle of the most powerful noble houses in the Commonwealth.

There are festivals and tournaments. There is the Second House within the House Absolute, a meeting place for lovers and schemers for centuries. The antechamber has prisoners which the young exultants occasionally torment with electrified whips.

In and around the House Absolute can be found the Praetorian Guards in their catoptic armor (see p. 85), the barbarian Septentrion Guards (a cavalry unit), and the Companions (an exultant military group), while the uhlans guard the roads nearby. No doubt there are rivalries and alliances among these different groups.

Vodalus, the Liege of Leaves

Not all exultants are loyal to the Autarch – some secretly plot against him, hoping to reestablish the monarchy of Typhon, and some go so far as to openly rebel. Such is the case with Vodalus the bandit lord and his mistress Thea, who was once a member of the inner circle among the Autarch's concubines in the Well of Orchids.

Vodalus uses the analeptic alzabo (see p. 90) in his initiation ceremony to bind his followers (known as Vodalarii) closer to him. And what better flesh to serve at such a banquet than that of a dead Vodalarius? The ingested memories will further reinforce loyalty to Vodalus. In this way, Vodalus is a sort of vampire-king.

Raiders of Mount Typhon

Commonwealth merchants are usually wary of gold coins, especially if they are fresh and new looking. The reason is that a lot of counterfeiters are at work, but there is also the danger of sudden fluctuation of monetary value caused by adventurers cashing in formerly hidden treasures. And there are assumed to be treasures out there. Captain Hadelin says, "I'm a sailor; we see coins from extern lands. Then too, there's some from tombs, sometimes. Plenty of tombs up in the mountains, I suppose?"

Considering that each mountain is a carved idol to a long-forgotten autarch, it is a safe bet that the mountains are littered with tombs, sepulchers, mausoleums, and the like. Mount Typhon, the oldest one, has transportation and security systems still in operation. There is certainly a lot of room for "dungeon" type adventures here, though perhaps more along the lines of *Raiders of the Lost Ark* and *King Solomon's Mines*.

Soldiers at the Front

There's always the war with Ascia as a place and reason for adventure. The exultants have to lead the battles; the armigers are drawn by the need to prove themselves in battle; commoners may be escaping failed love affairs and/or trying to pay off overdue debts; rural citizens may be innocents led to the slaughter. Warfare is one of the few conditions where the normally separate social classes mingle – so the front offers another opportunity for PCs of differing social levels to meet and adventure together, even though they wouldn't normally move in the same circles of even a provincial town.

Agia [75 Points]

5'8''; 140 lbs. This shopkeeper turned adventuress is 23 years old, with elongated brown eyes, long brown hair, and fair skin.

ST 10 [0], **DX** 12 [20], **IQ** 13 [30], **HT** 10 [0]
Speed 5.5, Move 5
Dodge 5, Parry 7

Advantages: Appearance: Attractive [5]; Literacy [0]; Status 1 [5]; and +2 Strong Will [8].

Disadvantages: Greed [-15] and Primitive -3 (TL4) [-15].

Skills: Area Knowledge (Cobbler's Common)-13 [1]; Area Knowledge (Botanic Gardens)-13 [1]; Area Knowledge (Sanguinary Field)-13 [1]; Fast-Talk-14 [4]; Holdout-15 [6]; Knife-14 [4]; Knife Throwing-14 [4]; Merchant-14 [4]; Sex Appeal-13 [8]; and Streetwise-14 [4].

One morning as Agia was opening up her rag shop, Severian approached. He appeared to be an armiger in costume for a party, but her Merchant skill told her that both his costume and sword were more elaborate than most, and her Streetwise told her that he was in unfamiliar territory. She and her twin brother Agilus set up a con job meant to fleece the naive of his heirlooms, challenging Severian to a death duel to frighten him into selling his equipment at a discount.

The plan went awry; Severian accepted the challenge. Agia tried again to scare him off with a reckless fiacre race, which ended when their cab crashed into the tent-cathedral of the Pelerines. Again, Agia was quick to seize the opportunity by stealing the priceless Claw of the Conciliator from the ruined altar. She planted it in Severian's sabretache.

The con-job on Severian was now small game, and she now knew he was really a torturer and subsequently feared for her brother meeting him in the duel. Her several attempts to derail the duel failed, but Agilus won by cheating – only to see Severian rise from his mortal wound. Agilus panicked and fled, killing several bystanders in the process. He was tried and convicted, and Severian carried out the execution himself.

Agia swore to have her revenge on Severian, enlisting her aged suitor Hethor in the quest . . .

The Autarch [225+ Points]

5'3"; 140 lbs; an 80-year-old who appears half his age, with short white hair and blue eyes. This is the Autarch at the time that Severian is a torturer.

ST 10 [0], **DX** 10 [0], **IQ** 14 [45], **HT** 10 [0]
Speed 5, Move 5
Dodge 5

Advantages: Autarch Mind [40]; Charisma +1 [5]; Status 7 [30]; Unusual Background (Autarch's Ultra-Tech) [50]; and Wealth (Filthy Rich) [50].

Disadvantages: Eunuch [-5]; Duty (To Commonwealth on 15 or less) [-15]; Secret (Multiple alternate identities) [-10].

Skills: Acting-15 [4]; Administration-15 [4]; Area Knowledge (House Absolute)-15 [2] (Second House)-15 [2] (The Citadel)-15 [2]; Beam Weapons/TL9 (Lasers)-13* [2]; Detect Lies-16 [8]; Hidden Lore (The New Sun)-14 [2]; Merchant-13 [1]; and Piloting/TL12 (Contragravity)-12 [8].

* Bonus of +2 for IQ already applied.

This represents a very sketchy portrait of the Autarch; he doubtless has hidden attributes, advantages, disadvantages, and skills. He is a man who keeps his cards very close to his chest.

His many roles outside the Autarch's office include manager of the Echopraxia brothel (a criminal profession), spy for Vodalus (also criminal, though treason against himself . . .), third bursar of the House Absolute (Status 2, Administrative Rank 4), a bull/minotaur in the corridors of time, and others.

The Autarch was apprentice to the honey steward of the House Absolute decades before the events of New Sun. The yellow robe he wears in most of his roles is similar to the formal robe of the alcalde of Saltus, suggesting that yellow robes are gowns of office. As a criminal he monitors the populace, as a spy for Vodalus he keeps track of the rebellion, and as third bursar he observes the House Absolute.

Baldanders [325 Points]

9'; 520 lbs; perhaps the grandest thaumaturge on Urth, this giant of a physical specimen is more than 200 years old, with matted black and gray hair.

ST 20 [110], **DX** 12 [20], **IQ** 14 [45], **HT** 13/17 [50]
Speed 6.25, Move 6
Dodge 6

Advantages: Gadgeteer [25]; Gills (No gills or other unusual feature, +30%) [13]; High Technology +2 [50]; Literacy [0]; Longevity [5]; Single-Minded [5]; Status +1 [5]; and Wealth (Comfortable) [10].

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Sailing the Xanthic Sea

The ships that sail down the long and winding meanders of the River Gyoll eventually reach the sea. From there they can head west into the Xanthic Sea, where hundreds of isles are all that remains of what was probably the birthplace of the First Empire, now sunken beneath the waves. The trade routes between Nessus and the Xanthic Isles likely are tightly controlled by the merchant princes among the optimates.

Exploring the Rest of Urth

We don't know anything about what lies beyond the shores of the Commonwealth save that Ascia is to the north and the Xanthic Isles are to the west. This is only the area of the Americas and the South Pacific – what might the rest of the world be like?

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Time Travel

Travel through time seems dangerously easy with the Botanic Gardens of Nessus (see p. 37) open to the public. The corridors of time (see p. 20) also provide ample opportunity. But time travel into the future also happens to a greater or lesser extent whenever sailors travel between the stars, and should they visit Yesod, where time flows differently, they may find themselves whole ages in the past on their return to home port. See Chapter 6, *Space and Time*, for more details.

Other Worlds

Adventuring need not be limited to Urth at all. Even an exultant's flier might be able to make the journey to Lune, and with a small spaceship one could visit the other worlds of the solar system.

Lune

Severian always wanted to visit the forests of Lune where "there are enough trees to hide Nilamon," as Rudesind the curator says. Lune's terraforming became possible at TL12 or TL13, long after Mars and even Venus had been transformed.

Verthandi

The first terraformed world, Verthandi is the planet we know as Mars. What is Verthandi like in the Age of the Autarch? With a name meaning "the Present," Verthandi is probably a bit better off than tired old Urth (meaning "the Past"). Maybe her seas have dried up, leaving a network of green canals to carry water across an arid landscape, reminiscent of Barsoom. Or perhaps they are frozen over in an ice age as the energy of the Old Sun continues to decline – a precursor of the "Ragnarok" ice age of Master Ash's future timeline. An early Wolfe short story that deals with a terraformed Mars is "Mountains Like Mice" (in *Worlds of If* 5-1966, collected in *Young Wolfe* by United Mythologies Press). ***GURPS Terradyne*** gives a detailed look at a TL8 terraforming plan for Mars, for those whose time-tripping leads them to this early era.

Skuld

Our planet Venus, a hellish world, has been engineered through TL10 science and technology into a pleasant world with a new name meaning "Future." It's probably more Earthlike than Urth, as far as climate goes. Typhon's original capital was probably on Skuld – one can only speculate as to how the world reacted to the break-up of the short-lived Second Empire.

Abaddon

The texts are ambiguous about the world called Abaddon. It might be the planet Mercury or, more probably, it might be a planet/ship in subspace (like the planet/ship Yesod is in hyperspace). Either way, it is said to be a world of intense heat and cinder cones, and it is named after the angel guarding the pit of Hell.

Outer Worlds

Beyond Verthandi await Serenus (Jupiter), and the world known among the hierodules as Aratron (Saturn). The outermost world is Dis, presumably our Pluto since "Dis" is a Latin god of the underworld.

The Whorl of the Long Sun

The *Whorl* is the generation starship launched as an expression of imperial power by Monarch Typhon. It is like a tin can in space, rotating to provide simulated gravity – but the diameter of this "can" is greater than 60 miles. Lighting is provided by a huge bar (like a super fluorescent tube) at the axis – this device is called the Long Sun.

While the *Whorl* does not have contragrav technology, they do have hovercraft. Needlers and slug guns are common; a type of force sword called "azoth" is available but very expensive and rare. Money on the *Whorl* is measured in bits and cards cannibalized from broken (or simply inactive) computers. The gods of the *Whorl* are AI entities based upon Typhon, his family, and his court. The computer-mountain Mainframe is to their world what Mount Olympus was to the ancient Greeks.

Baldanders *(Continued)*

Disadvantages: Berserk [-15]; Fanaticism (Against superstition) [-15]; Gigantism [-10]; and Sadism [-15].

Quirks: Acts mentally dull (IQ 7) [-1] and Usually moves slowly [- 1].

Skills: Acting-14 [2]; Alchemy/TL9-13 [4]; Axe/Mace-14 [8]; Biochemistry/TL9-12 [2]; Chemistry/TL9-14 [4]; Electronics/TL9 (Medical)-12 [1]; Engineer/TL9 (Holographics)-13 [2]; Genetics/TL9-12 (Genetic Engineering)-18 [4]; Hidden Lore (Past technology)-15 [4]; Mechanic/TL9 (Holographics)-13 [1]; Physician/TL9-14 [4]; Research-16 [6]; and Surgery/TL9-12 [2].

Baldanders is a man of science turned earth titan, who would (and nearly does) seize the Phoenix Throne. At some point in his studies he found the secret of the exultants and pushed it even further, inducing Gigantism in himself (he was around 5'2" naturally) to increase his brain-size/intelligence and gain Longevity.

His gadgeteering results in a variety of devices (see p. 90) of his own design and he also barters with the hierodules for even more advanced wares. Through his medical experiments involving the hideous mutilation of prisoners, he achieved the skill to create Doctor Talos, to induce Gigantism into the nameless boy found in his bedchamber, and to give himself the ability to breathe water.

Ceryx the Necromancer [100 Points]

ST 12 [20], **DX** 12 [20], **IQ** 13 [30], **HT** 11 [10]
Speed 6, Move 6
Dodge 6

Advantages: Literacy [0] and Magery 3 [35].

Disadvantages: Bully [-10]; Fanaticism (Self) [-15]; Megalomaniac [-10]; and Primitive -3 (TL4) [-15].

Skills: Acting-13 [2] and Sleight of Hand-12 [4].

Spells: Death Vision-14; Divination (Crystal-gazing)-15; Create Air-14; Create Earth-14; Create Water-14; Earth to Stone-14; Find Weakness-14; Fog-14; Ignite Fire-14; Lend Health-14; Lend Strength-14; Purify Air-14; Purify Water-14; Sandstorm-14; Seek Earth-14; Seek Water-14; Shape Air-14; Shape Earth-14; Shape Water-14; Shatter (VH)-15; Summon Spirit-14; Weaken-14; Windstorm-14; and Zombie-15 [29].

An inhabitant of Typhon's era, Ceryx wears a robe of purple and green when he is offering to read the future for people, or he wears raw manskin and carries an iron-shod staff topped with a rotting human head when he does his necromancy.

Dorcas [25 Points]

5'2"; 100 lbs; an enigma in the guise of an attractive young woman appearing 16 years old, with blonde hair and blue eyes.

ST 9 [-10], **DX** 11 [10], **IQ** 12 [20], **HT** 11 [10]
Speed 5, Move 5
Dodge 5

Advantages: Appearance (Attractive) [5] and Status 1 [5].

Disadvantages: Amnesia [-10]; Primitive -3 (TL4) [-15]; and Thalassophobia [-10].

Quirks: At any opportunity she will put a fresh flower in her hair [-1] and Skepticism [-1].

Skills: Artist-13 [4]; Merchant-15 [8]; Needlecraft-13 [8]; and Savoir-Faire-15 [2].

Dorcas was resurrected by the Claw when Severian dove into the Lake of Birds to retrieve *Terminus Est*. Her amnesia results from the shock of resurrection (see p. 92). Agia calls her a beggar girl, but Hildegrin (a Vodalarius) says she looks high-born; as her memory returns, she will recall that she was born into the optimate class. She is the mother of Ouen (40-year-old waiter at the Inn of Lost Loves) and the grandmother of Severian.

Hethor [60+ Points]

5'6''; 135 lbs; this sailor/sorcerer is small of stature and wears large gray clothes that make him seem even smaller. His weak chin is covered with stubble; a receding hairline has left him with a cockscomb-like crest. He has gaps between his rotten teeth and dark, dull eyes as dry as pebbles and akin to those of a corpse. He is about 60 years old.

ST 9 [-10], **DX** 9 [-10], **IQ** 16 [80], **HT** 12 [20]
Speed 5.25, Move 5,
Dodge 5

Advantages: Literacy [0] and Magery 1 [15].

Disadvantages: Appearance (Unattractive) [-5]; Lecherousness [-15]; Odious Personal Habit (Tends to stutter and "talk crazy" with spittle flying from his snaggle teeth) [-10]; Primitive -3 (TL4) [-15]; Sadism [-15]; and Secret (His original era and name) [-10].

Quirks: Perverse patriotic platitudes [-1].

Skills: Acting-16 [2]; Area Knowledge (Starship *Tzadkiel*)-16 [1]; Boating-9 [2]; Free Fall/TL12-9 [2]; Freight Handling-14 [1/2]; Gesture-15 [1/2]; Guns/TL7 (Pyrotechnic Polearms)-12* [2]; Knife-11 [4]; Language (Ancient Xanthic)-16 [2] (Common Tongue)-16 [2]; Meteorology/TL4-15 [1]; Navigation/TL4-14 [1]; Sailor/TL4-15 [1]; and Seamanship/TL4-16 [1].

* Bonus of +2 for IQ already applied.

Continued on next page . . .

Campaigning in Different Eras

With its rich history, and penchant for time travel, Urth offers a variety of exotic historical periods in which to base a campaign.

Age of the Monarch

This period in Urth's history can be explored for a campaign of a decidedly different tone.

Birth of the Empire

What is the truth behind "The Tale of a Boy Called Frog" (see p. 8)? In the Roman version (the story of Romulus and Remus), the Empire Builder went on to become a minor god. But first there was an empire to build, and then the monarchs that followed. What happened to the humanoid animals who helped shape the first emperor who was once a boy called Frog: Wolf, She-wolf, the Butcher, He-Who-Laughs, and Black Killer? A campaign resembling a sort of epic version of *The Jungle Books* could be built on this scenario.

The Era of Typhon

This fragment of history offers a variety of styles.

The Black Worm

Somehow a black hole is introduced into the heart of the Old Sun. It seems to be related to Typhon's magical experimentation or the Rebellion that toppled him from the throne. A campaign wielding star-shattering technology (or is it technomagery?) could be forged from this episode.

The Followers of the Conciliator

Herena (the girl from Vici), Declan (the old man from Gurgustii), the unnamed mate, and the female cook of the xebec *Alcyone* together formed the earliest Church of the Conciliator. How did it happen? Canog wrote their *Book of the New Sun* after overhearing the Conciliator speak to them – what happened to him? And what about the fusiliers that captured the Conciliator at Saltus: Eskil, whose neck was broken and then healed, and his comrade Tanco? The shirt and cloak stolen from the Conciliator undoubtedly became relics . . . what stories might they have?

Guardians of the Claw

The Conciliator converted nine praetorian guards (one of them a chiliarch, another a vingtner named Gaudentius) on Mount Typhon and gave them the Claw before he vanished into thin air. What happened to them in the chaotic years before Ymar established the rule of the autarchs? Their chiliarch told the Conciliator that they would join the rebels against Typhon . . . a very complicated proposition, since the rebels are led by Typhon's children (and Scylla is later listed as a Great Lord, enemy of the New Sun). Eventually the guardians of the Claw were wiped out and the relic was passed on to the battlefield nurses who became the Pelerines. How did these groups get along with the followers of the Conciliator and the emerging church?

Before Severian Became Autarch

The period just prior to or during Severian's journey chronicled in the Book of the New Sun may offer the most opportunities. A campaign set there would take place in the world as Severian knew and described it, but prior to the epic transformations wrought by his travels.

Quest to Find the House Absolute

While Thecla was imprisoned in the Matachin Tower, she requested clothing from the House Absolute. Four journeymen were sent out to find the House Absolute, obtain the chatelaine's wardrobe, and return with it. Who were they, and what adventures did they have while Severian became a journeyman and began his own adventure?

The Other Stories

Did Beuzac the traveling merchant ever find his way out of the Second House? When Severian set free the prisoners of the antechamber, what happened to Lomer and Nicarete, let alone the descendants of the crashed starship crew? Jader's nameless sister was healed by the Claw in Thrax and was the prophet at the House Absolute when the deluge came – what happened to Jader? Dr. Talos continues to wander around. After Agia takes the place of Vodalus, what do she and her followers (who perhaps now call themselves "Agian") do?

During the Reign of Severian

This 10-year period of sweeping changes and upheaval provides great opportunity for adventuring.

The Guild Unraveled

See *Playing the Torturers* on p. 107 for the potential this period offers Severian's old guild. But what if he breaks up the guild or some guild members refuse to go along with his reforms? What happens to the 20 journeymen: Odo, Mennas, Eigil, Brother Cook, Brother Porter, Drotte, Roche, Gildas, Corbinian the Apothecary, Aybert, and the others?

Then there are the apprentices. What happens to them? We know the story of one: Eata became a smuggler, was arrested and sentenced to rowing a galley, then escaped and lived in the Xanthic Isles for several years before returning to the Commonwealth with gold sewn into a silk cestus (boxing glove). Eata was one of the few to survive the drowning of Nessus. But whatever happened to Timon, and Eusignus, and all the others?

Severian the Ascian Slave

Severian spent one of the early years of his reign as a slave of the Ascians. The Claw did not work at all during this time. A campaign set in this environment – perhaps with praetorian-guard PCs sent to rescue the Autarch – would encounter an exotic and often mystifying culture.

During the Regency of Valeria

Here is a 40-year block of time during which Severian struggles to return from Yesod, his wife Valeria rules in his place, and the war with Ascia continues. Agia and her followers (see above) may play a pivotal role as well.

Hethor
(Continued)

Spells: Conceal Magic-15; Death Vision-15; Detect Magic-15; Itch-15; Find Weakness-15; Lend Strength-15; Recover Strength-15; Seek Earth-15; Seek Water-15; Seeker-15; Sense Foes-15; Simple Illusion-15; and Summon Mirror Creature-16 [14]. Probably many more.

Equipment: Magic mirrors (see p. 95).

No one knows what Age this seasoned sailor originally came from, or even his real name. In Nessus he is pining after Agia, and once she "surrenders" Hethor is hers to command. She does, and he begins to track Severian immediately, in fact introduces himself on the night before the execution of Agilus, and tries to join Dr. Talos' troupe (as a stagehand) two days later.

His secret name might be something from ancient Xanth. Or maybe he was one of the original sages in the company of Father Thyme (there were also Sage, Acacia, Fennel, Basil, Lichen, Eglantine, Orchis, and many more). Could Hethor be "Heather" gone bad?

If Agia and Hethor are still alive and together at the time of the deluge transforming Urth into Ushas, they probably escape into the corridors of time.

Jolenta [0 Points]

5'9"; 150 lbs; a 20-year-old actress with green eyes and red hair.

ST 9/8 [-13], **DX** 9 [-10], **IQ** 11 [10], **HT** 12/8 [0]
Speed 5.25, Move 4
Dodge 4

Advantages: Appearance (Very Beautiful) [25] and Charisma +2 [10].

Disadvantages: Addiction (Dr. Talos' drug and/or hypnotic regimen – cheap, legal, totally addictive) [-10]; Primitive -3 (TL4) [-15]; and Reduced Move -1 (Heavy, sexpot thighs too large for her frame) [-5].

Quirks: Patriotic platitudes [-1] and Skepticism [-1].

Skills: Area Knowledge (Cobbler's Common)-11 [1]; Detect Lies-9 [1]; Fast-Talk-10 [1]; Performance-10 [1]; and Sex Appeal-14 [6].

One day a nameless waitress in Nessus, the next day she's a knockout sexpot bound for the House Absolute. Men fall in love with her – so do women! But there is a price for the transformations enacted by Dr. Talos . . .

Jonas [280 Points]

5'6", 146 lbs; an android sailor with biological bionics to replace his damaged robotic parts; appears 45 years old, much older when tired.

ST 18 [0], **DX** 12 [0], **IQ** 11 [10], **HT** 12 [0]
Speed 8, Move 8
Dodge 8, Parry 6

Advantages: Biological Prosthetics [These give Jonas very crude biomorphics, adding 127 points to his model cost!]; High Technology +3 [100]; Literacy [0]; and Silver-Class Android Body [85] (see p. 80).

Disadvantages: Previous damage and his biological bionics have cost Jonah his Absolute Timing [5]; Doesn't Sleep [20]; Eidetic Memory 2 [60]; Night Vision [10]; and sealed body [20], which pro-rates to a total [-58]. He is essentially a biocomputer (see p. RO9). He also has Secret (Is android) [-10]; Unusual Feature (Mechanical hand) [-5]; and Wealth (Struggling) [-10].

Quirks: Sailor talk [-1].

Skills: Archaeology-10 [2]; Astrogation/TL10-12 [4]; Free Fall/TL10-12 [2]; Freight Handling-10 [1]; Gesture-12 [2]; Guns/TL8 (Caliver)-13* [1]; Knife-13 [2]; Language (Ancient Xanthic)-11 [2] (Teratoid)-11 [4]; Literature-12 [6]; Piloting/TL13 (Contragravity)-12 [2]; Sailor/TL10-12 [4]; Seamanship/TL10-14 [6]; and Survival (Space)-12 [4].

Jonas is a silver-class android from a much earlier age – he seems to remember when the Xanthic Lands were not submerged. He was damaged by a crash landing in the Commonwealth sometime in the Age of the Autarch. His self-repair routines (probably programs giving him Mechanics (Robotics) and Electronic Operations (Computer), with the proper tool kits installed in his empty spaces) were crippled in the process, and he was repaired with biological material (his head and left arm) salvaged from a dead shepherd at the site.

After wandering across Urth for decades (or perhaps hundreds of years) he fell in love at first sight of Jolenta, but she was already used to that sort of thing happening and furthermore was not impressed by his worn clothing. Jonas was Severian's companion for an extended period, assisting at the executions and traveling with him to the House Absolute – where Jonas stepped into the mirrors in the presence chamber and was teleported out of Briah.

Mass Combat

Great battles can be handled easily with the mass-combat rules from pp. CII112-129. The following guidelines and units are used with those rules in an Urth campaign.

Mixed-TL Units and Armies

The Commonwealth and Ascia routinely field armies with units of varying TLs. Furthermore, the units themselves will sometimes be equipped with gear of varying TLs.

To determine the effective TL of an Urth unit, average the TL of its primary weapons and armor, then subtract 1 if the troops themselves are of lower TL than either (to reflect lack of maintenance, field repair, and full grasp of the equipment's potential). Round up.

In the case of weapons, pyrotechnic polearms (see p. 85) are a special case. Although TL7, they don't increase a low-tech unit's TL and add only +2 as ranged weapons due to their limited range and ammunition. Pyrotechnic ammunition adds +1 to the TS value of slings or crossbows.

To determine the overall TL of an Urth army, average the head count (*not* the TS values) of units at each TL, rounding to the closest number. For instance, an army with 4,500 TL5 peltasts and 500 TL10 praetorian guards is TL [(4,500×5)+(500×10)]/5,000 or 5.5, rounded to 6, even though the guards will represent *well* over 10% of the army's TS.

Organization

The Commonwealth's military organization is a patchwork of ancient and medieval patterns. GMs should feel free to add types as necessary, using Macedonian and/or modern units and ranks. The Ascians are less well-defined, but seem to be a similar mix of ancient and medieval organization.

Infantry Units

A squad of 10 soldiers is commanded by a sergeant (Rank 1).

A double-squad of 20 soldiers is commanded by a vingtner (Rank 1).

A lochus (or "hundred") of 100 infantry is led by a lochage (Rank 3).

A maniple is 300 infantry, led by a captain (Rank 4).

A cohort is 300-600 men, or three maniples, led by a senior captain (Rank 4).

A column of 1,000 men is led by a chiliarch (Rank 6).

A mora of 1,000-4,000 men is led by a polemarch (Rank 6).

A legion is 4,800 to 5,120 men plus two baceles of Light Cavalry. It is led by a legate (Rank 7).

Cavalry Units

A cornet of 10 cavalry is led by a cornet (Rank 1).

A bacele of 50-60 cavalry is commanded by a lancer or a mercenary condottiere (both Rank 3).

An ile of 200 cavalry is led by an ilarch (Rank 4).

A squadron is two or more iles, led by an ilaiarch (Rank 5).

A xenagie of 500 cavalry is led by a hipparch (Rank 6).

Infantry Types

Praetorian Guards (HI): These are the household troops of the Autarch, guardians of the House Absolute, and the most formidable forces likely to be encountered. That said, they are too valuable to be deployed on a battlefield except in the most dire circumstances. They are equipped at TL10 with catoptic armor and energy rifles (probably blasters; see p. 84). TS value 47, but these will always be elite troops with an adjusted TS value of 94.

Septentrion Guard (HI): TL9 household troops of the House Absolute. TS value 29, but these will always be veterans (TS value 44) or elites (TS value 58).

Antepilani (HI): These TL4 front-line soldiers are armed with a hastarus. TS value 7, but they rarely exceed green quality (TS 6) given the casualties they suffer.

Hoplites (MI): Second-line soldiers, each having a helmet, shield, and hastarus at TL4. TS value 6.

Dimarchi (MC): – TL4 mounted medium infantry; they ride to the front and dismount before fighting with pyrotechnic weapons. TS value 8.

Peltasts (MI): – These wield transparent shield and hastarus at TL5. TS value 6.

Kelau (LI): – "Shooting star" (see p. 83) slingers at TL3-4. TS value 5.

Erentarii (LI): – TL3-4 skirmishers armed with melee weapons and little or no armor. TS value 3.

Piquenaires (MI): – TL3-4 troops armed with non-pyrotechnic pikes. TS value 4.

Mastiff-men (MI): – Elite TL9 special forces used to guard gold shipments, etc. See p. 79 for racial template. TS value 21 but always elite (TS 42).

Man-Apes (MN): – TL2 miners. Perhaps used in siege, tunneling, and other subterranean operations. TS value 2 in open battle, 6 in sieges. Miners at TS 6 can comprise no more than 10% (for forces of up to TS 1,000) or 5% (for forces exceeding TS 1,000) of the TS of a siege force. Miners over this value are TS value 2.

The Commonwealth's military organization is a patchwork of ancient and medieval patterns. GMs should feel free to add types as necessary, using Macedonian and/or modern units and ranks. The Ascians are less well-defined, but seem to be a similar mix of ancient and medieval organization.

Cavalry Types

Cataphract (HC): Both rider and mount are fully armored at TL4; rider is armed with a pyrotechnic polearm. TS value 10.

Demilancer (MC): Half-armored TL4 horse and rider, with pyrotechnic polearm. TS value 8.

Tarentine cavalry (LC): These TL3 horsemen wear no armor and are equipped with bows (with pyrotechnic arrows) and lancegays (light lances – treat as spears). Each wears a small copper shield bound to his upper left arm. They use battle magic (which may or may not have any effect) and are supported by the shaggy Tarentine infantry (who seem to be irregular TL3 man-beast LI of TS value 2). TS value 7.

Merryn [100 Points]

4'10''; 80 lbs; a young witch (see p. 78) with dark hair and eyes. She is beautiful despite her stooped frame. Her pale, parchment-like skin is drawn tightly over bones warped from years spent huddled in the haphazard architecture of the Witches' Keep.

ST 9 [-10], **DX** 11 [10], **IQ** 14 [45], **HT** 9 [-10]
Speed 5, Move 5
Dodge 5, Parry 6

Advantages: Administrative Rank 1 [5]; Appearance (Beautiful) [15]; Language Talent +3 [6]; Literacy [0]; Moon-Aspected Magery 3 [18]; Patron (Guild on 9 or less) [15]; and Status 2 [10].

Disadvantages: Duty (To guild on 9 or less) [-5]; Overconfidence [-10]; Primitive -2 (TL5) [-10]; Reputation -2 (Witch, but only "believed in" half the time) [-5]; Vow (Guild) [-5]; and Wealth: Poor [-15].

Quirks: Acts as if she were much older [-1].

Primary Skills: Alchemy/TL5-13 [4]; Augury-12 [2]; Diagnosis/TL5-12 [1]; Forensics/TL5-12 [1]; Intelligence Analysis/TL5-13 [2]; Knife-12 [2]; Language (Ascian)-16 [1]; Linguistics-14 [1]; Lip-Reading-14 [2]; Naturalist-13 [2]; Physician/TL5-14 [4]; Sex Appeal-10 [4]; Teaching-13 [1]; and Thaumatology-13 [4].

Spells: Create Water-15; Crystal Ball (Magic mirror)-15; Death Vision-15; Earth to Stone-15; Earth to Water-15; Enchant (VH)-15; Flesh to Stone-15; Divination (Crystal-gazing via magic mirrors)-15; Icy Weapon-15; Purify Water-15; Seek Earth -15; Seek Water-15; Seeker-16; and Shape Earth-15 [16].

Merryn is the most visible witch in the Book of the New Sun and may be considered representative of their guild. (Note that the above writeup takes a slightly different perspective than the witch template on p. 78. This assumes that the witches are more of an intelligence-gathering agency for the Autarch – something like the U.S. National Security Agency – and adds several thief/spy skills to the mix. The GM should feel free to alter any template in this way to reflect his own tinkering with the techno-magic-cultural formula.)

Merryn is seen accompanying the Cumaean on her errand to raise Apu-Punchau at the Stone Town, where she displayed a considerable factual knowledge of advanced medicine, and she also appears in the corridors of time. There is a hint that she might be Severian's twin sister.

Doctor Talos [100 Points]

5'2", 120 lbs; a physician/playwright, later vagabond, with a close-kept secret. He appears 40 years old, with fiery red hair and fair skin.

ST 8 [-15], **DX** 12 [20], **IQ** 13 [30], **HT** 10 [0]
Speed 5.5, Move 5
Dodge 5, Parry 8

Advantages: Doesn't Sleep [20]; High Technology +1 [20]; and Literacy [0].

Disadvantages: Honesty [-10]; Secret (Homunculus) [-10]; and Sense of Duty (To Baldanders) [-5].

Quirks: Wants no money [-1]; Lops heads off flowers [-1]; and Skepticism [-1].

Skills: Alchemy/TL8-14 [12]; Acting-14 [4]; Fast-Talk-13 [2]; Fencing-12 [2]; Hypnotism-14 [6]; Literature-13 [4]; Performance-13 [1]; Physician/TL8-15 [8]; Surgery/TL8-14 [12]; and Writing-13 [2].

Created by Baldanders as his private physician, Dr. Talos engages in the same sort of medical experiments on others that Baldanders does. After Baldanders takes to the sea, Dr. Talos wanders throughout the Commonwealth, leaving little stacks of money near bodies of water where Baldanders might find them.

Huzzar (MC): Hungarian-style cavalry, TL4, with swords and pyrotechnic polearms. TS value 8.

Hobilers (MC): A TL4 group of vassals called to war on their own destriers. They would be light troops save solely for the quality of their mounts. TS value 6.

Cherkaji (LC): Persian-style TL3-4 cavalry having slender lances and forked swords. Used with daughters of War (at the Third Battle of Orithyia there were 2,000 cherkaji screening 12 daughters of War). These units are from a Commonwealth province that is Persian in local culture. TS value 4.

Daughters of War (WE) An arsinoither (see p. 98) with a driver and a howdah in which is a Daughter of War (a voluptuous woman). Like a small war elephant, but only makes straight-ahead trampling charges into enemy lines and carries no archers. TL3. TS value 50.

War Mastodon (WE): A howdah with trilhoen (mounted TL9 energy gun) and crew. Treat as TL5. TS value 130.

Artillery

These will all be drawn by beasts of burden on a gun carriage with a crew of six (teamster, gunner, and four "handlers" to shove the dismounted weapon about at need). They are usually TL8-9 weapons, but treat as TL7 given the crude transport and crews. Even the largest will be "light" by more conventional TL8-9 standards.

Carronade (MA): Heavy energy cannon. TS value 100.

Culverin (MA): Medium energy cannon. TS value 75.

Sacar (MA): Light energy cannon. TS value 50.

Air Forces

Anpiels (LC): Elite winged women, armed with TL9 laser pistols and wearing no armor. Treat as TL6. Used for scouting and special missions. TS value 13, but never less than seasoned quality (TS 16).

Contragravity flier (LC): Too valuable to engage in battle too often, but if so they usually have one or two TL8-10 energy guns mounted. TL12. TS value 62 (one gun) or 112 (two).

Contragravity air-galley (HC): Larger and better-armored and -armed than fliers, this is the exclusive property of the Autarch. TS value 300.

Ascian Forces

The Ascian forces are very similar in composition to those of the Commonwealth. Melee weapons and pyrotechnic weapons form the vast majority of issued arms, with energy weapons reserved for elite groups.

The following are units specific to Ascian forces. Ascian troops are *never* elite, very rarely veteran, and usually green or raw.

Evzone (HI): TL10 troops armed with jezails and wearing heavy armor. TS value 47.

Pentadactyl (MC): A TL12 contragravity flying vehicle, looking like a starfish, bristling with weaponry. It may be capable of spreading fear through either a gas weapon or a fear-aura generator like that found in Baldanders' energy mace (see p. 90). TS value 350.

Pteriopes (MC): Pterodactyl-like creatures (see p. 102) from the magic mirrors. TL0. TS value 25.

Tallman riders (LC): These two-man teams consist of tall blind men armed with a baton in one hand and a shotel (see p. 83) in the other, each ridden by a dwarf armed with a bow and pyrotechnic arrows. TL4. As a *pair*, TS value 7.

Walking tower (SE): This is like a Martian tripod death machine, though probably looking more medieval and using pyrotechnic weaponry. TL5. TS value 50.

Sample Units

The following illustrate possible force organization and equipment in the Commonwealth's armies.

The Blue Dimarchi

Seen at a fortress near the Sanguinary Field, this unit is organized as horse-mobile infantry with the following personnel: 1 chiliarch, 3 captains, 10 lochages, 50 vingtners, and 1,000 dimarchi. Average quality. TS value 8,512.

Peltasts

Seen guarding the bridge to the living city in Nessus, this unit includes 1 lochage, 5 vingtners, and 100 peltasts. Green quality. TS value 509.

Dimarchi at Thrax

Used as mounted police and frontier guards, these dimarchi are organized as cavalry with 1 archon, 7 ilaiarchs, 14 ilarchs, 280 cornets, and 2,800 cavalry. Average quality. TS value 24,816.

18th Bacele of the Irregular Contarii

This is the mercenary cavalry unit Severian joined and fought with at the Third Battle of Orithyia. The condottiere is named Guasacht, the second-in-command is Erblon. They are irregular in training, have no armor, and each is armed with a contus and two sabres. Average quality. TS value 4 each, usually about 2,000 total.

Chatelaine Thecla [80 Points]

6'10"; 160 lbs; an exultant hostage to the Phoenix Throne; 25 years old, with violet eyes, black hair, and fair skin.

ST 9 [-10], **DX** 11 [10], **IQ** 12 [20], **HT** 10 [0]
Speed 5.25, Move 5
Dodge 5

Advantages: Appearance (Beautiful) [15]; Literacy [0]; Status 5 [20]; and Wealth (Very Wealthy) [30].

Disadvantages: Primitive -3 (TL4) [-15] and Teratophobia [-15].

Quirks: Disdainful of education [-1]; Impulsive [-1]; and Skepticism [-1].

Skills: Area Knowledge (House Absolute)-12 [1] (Second House)-12 [1]; Artist-10 [2]; Dancing-12 [4]; Diplomacy-10 [1]; Heraldry-14 [4]; Hidden Lore (Occult Legends)-11 [1]; Literature-12 [4]; Politics-13 [4]; Riding (Merychip)-10 [1]; Savoir-Faire-16 [4]; and Theology-10 [1].

As a member of the inner circle of the Autarch's concubines, Thecla knows the House Absolute's Well of Orchids area very well. Unfortunately, her half-sister Thea took up with the rebel Vodalus, so Thecla was secretly arrested and sent to the Matachin Tower on spying charges, an attempt by unnamed servants of the throne to pressure Vodalus through his girlfriend.

Appendices

1. The Urth Cycle

The core of Gene Wolfe's Book of the New Sun consists of four volumes. They are:

The Shadow of the Torturer. Severian is banished from the torturers guild for having fallen in love with a client. He travels north across the vast city of Nessus.

The Claw of the Conciliator. Severian travels in exile from Nessus to Thrax, visiting Saltus, the House Absolute, and the Stone Town along the way.

The Sword of the Lictor. Severian abandons his position at Thrax and goes further north, visiting Mount Typhon and Lake Diuturna.

The Citadel of the Autarch. Severian goes to the front lines and returns to Nessus as Autarch.

The series also includes:

The Urth of the New Sun. A sequel to the Book of the New Sun, this describes Severian's journey on the starship *Tzadkiel* to Yesod, his testing there, and his long voyage home through many different times and places.

Other Wolfe works related to Urth include:

"The Boy Who Hooked the Sun," *Weird Tales* 290 (Spring 1988). This is a tale (see p. 26) about a boy in Atlantis who catches the Sun while fishing one day.

Empires of Foliage and Flower. A novella from the brown book about two empires locked in bloody warfare for centuries, this features Father Thyme, an eremite time-traveler. This story is mentioned by the Cumaean in the Stone Town of Claw.

Endangered Species. This book of short stories contains two set on Urth. "The Map" is an adventure in the dead city section of Nessus with the smuggler Eata during the reign of Autarch Severian. "The Cat" is a ghost story set within the corridors of the House Absolute.

The Old Woman Whose Rolling Pin Is the Sun. Tribal lore of a group of autochthons, this might be set in the Age of the Monarch, the Age of the Autarch, or the Age of Ushas. It's about the nature goddess Fauna and her unnamed husband.

Reference books written on the Book of the New Sun include:

The Castle of the Otter. This was published on its own and within *Castle of Days*.

Plan[e]t Engineering. This contains a map of the Commonwealth and the article "Books in the Book of the New Sun."

The Book of the Long Sun

This is a series of books tangentially related to the Urth Cycle. The series is set on a generation starship launched by Monarch Typhon during his reign (over 1,000 years prior to the events of the Book of the New Sun) and populated by people who don't grasp that they're on a starship. It includes *Nightside the Long Sun*, *Lake of the Long Sun*, *Calde of the Long Sun*, and *Exodus from the Long Sun*. The hero is Patera Silk, a sort of pagan detective who ends up discovering much about his world and the cybergods that rule it while fighting each other. By the third novel, the transportation of colonists from the *Whorl* to the planet Blue has begun.

The Book of the Short Sun

This planned trilogy sequel will tell something of what happens to the colonists on Blue and Green, the planets of the star system where the *Whorl* ended up. Severian may reappear in this series. Titles are to include *On Blue's Waters*, *In Green's Jungles*, and *Return to the Whorl*.

2. The Incas

Apu-Punchau is a figure from Incan mythology, and this Inca-like age figures prominently in the Book of the New Sun. Given the frequency of time travel in the setting, it seems appropriate to offer a terse description of the Incan Empire. Mixing the below specifics with general information from ***GURPS Aztecs*** will create a fairly authentic, and possibly crucial, subsetting to a New Sun campaign.

Society and Language

Sapa Inca (meaning "the only emperor") was considered the child of the Sun. Upon taking the throne he had to marry his oldest sister who then became coya (queen) – their first son would inherit the throne. The Sapa Inca was the only person allowed to have many wives, but only the coya's son was eligible for the throne. The Sapa Inca was also the only one allowed to wear clothing made from vicuna-wool cloth.

The Sapa Inca had a semi-harem in the form of the sun virgins (acllas) and a secret police called tokoyrikoq ferreting out tax evasion and sedition. As new territories were conquered, the Inca sent loyal colonists (called mitmaqs) in to settle the area and teach the barbarians the Inca way of life.

Social Levels

8	Sapa Inca.
7	Imperial family.
6	High priest, army commander-in-chief.
5	The four apus (viceroys).
4	Generals, governors.
3	Temple priests, administrators.
2	Captains.
1	Musicians, quipucamayoc (messengers), artisans, haravecs (poet/bards who roam the empire, enter taining people with fabulous tales and song).
0	Farmers, fishermen, herders, conscripts.
-1	Sorcerers.
-3	Slaves (yanacuna).

Administrative Ranks

Hunu kamayoq – governor of a province with 10,000 families.
Waranq kamayoq – head of 1,000 families.
Pichqa pachaq kamayoq – head of 500 families.
Curaca – head of 100 families.
Pichqa chunka kamayoq – head of 50 families.
Chunka kamayoq – head of 10 families.
Pichqa kamayoq – head of five families.
Pureq – head of one family.

Language

The Incas speak Quechua. It has no written form, though the knotted-cord writing called Quipus may serve as a writing-like device when supplemented with oral notes and context. Quipu interpreters (quipukamayus) memorize most of the information related to the cords, which makes them more of an outline than complete text, but scholars have yet to decipher Quipus.

Crime and Punishment

Capital Crimes: for murder, insulting the Inca, or blaspheming against the gods the criminal is cast off a cliff; for adultery with sun virgins, the couple are bound hand and foot and hung by their hair to starve to death.

Corporal Crimes: lesser crimes are punished by exile, the cutting off of hands and/or feet, or gouging out the eyes. These mutilated criminals then become state-subsidized beggars.

Technology

The following technology represents the Incan cutting-edge, basically TL2. Age of Myth characters active in a time-traveling New Sun campaign would buy the Primitive disadvantage to reflect this.

Weapons

Incas used spears with bronze blades, bronze halberds, bronze arrowheads, and war clubs with "gear shaped" bronze heads. They had slings. They wielded no bronze swords, just wooden swords with serrated edges.

Armor

When used, this was quilted cotton and wood. Helmets were of wood or cotton. Back plates (round wooden shields worn on the back) and rectangular medium shields were used.

Cities

Since people were taxed heavily (one third of their grain to the Sun, one third to the Sapa Inca) Imperial granaries were everywhere. Aqueducts brought water to terraced farmland. A very impressive road network connects cities. Garrisons are present in every city and Acropolis-type fortresses are common.

Religion

The high priest in Cuzco, head of all the priests in the empire, was usually a brother of the Sapa Inca. The high priestess was chosen from among the sun virgins and sworn to a life of chastity. Priests were also the official healers, capable of diagnosis and limited surgery.

Sacrifices

These were usually llamas or guinea-pigs, but occasionally human victims were offered up in the most important temples. None of this was on the scale of the Aztec practices.

Inca Gods

Viracocha – creator god. His place in the heavens is the dark region of the Milky Way called the Coal Sack.
Inti – Sun god, son of Viracocha. Also known as Apu-Punchau. White llamas are sacrificed to him.
Mamaquilla – Moon goddess. Wife of Inti, daughter of Viracocha.
Pacha-mama – earth mother.
Sara-mama – maize mother.
Illapa – thunder god. Llamas with multicolored (i.e., "rainbow") coats are sacrificed to him.

Seasonal Festivals

September: Feast of the Moon (Coya Raymi); a spring festival of the moon and the queen. Warriors dance with torches.

December: The Magnificent Festival (Capac Raymi); the summer event where the Sapa Inca leads the people in Sun worship while dressed in his finest clothes.

March: Earth Ripening (Pacha-puchuy); in autumn the Sapa Inca sacrifices a black llama to atone for the sins of the people.

June: Feast of the Sun (Inti Raymi); at mid-winter the Sapa Inca prays for the Sun to return in summer.

Sun Virgins

The acllas, or sun virgins, are selected in their youth, us ally from nobles' daughters. They are raised in an acllahuasi, a sort of convent, next to the Sapa Inca's palace. Each important town has one. Mamacuna, or nuns, teach the girls religion and domestic duties including spinning, weaving, cooking, and beer brewing. About age 13 the girls go to the capital, Cuzco, for the Festival of the Sun. There, the Sapa Inca chooses some as his concubines and some as wives to Imperial family members. The remainder serve in shrines or as mamacunas.

3. Onomastics: The Study of Names

The following will aid GMs and players in naming New Sun characters.

Androids

Some mechanical men are named after the word "iron" in various languages (those marked with an asterisk are used in the Urth Cycle), some after silver, and some don't seem to follow the convention (perhaps this is only the case when they're trying to conceal the nature of their identity). See pp. 80-81 for more information on android characters. Some sample names: Barsel, Besi, Chuma, Demir, Eisen, Fer, Ferro, Fier, Hadid*, Hierro*, Ijzer, Jarn, Jern, Rauta, Sidero*, Tetsu, Vas, Zelazo*, Zelezo, Zhelyeso.

Man-beasts

Man-beasts are not named anywhere in the Urth Cycle (unless those animals in "The Boy Called Frog" are actually man-beasts), but the following patterns offer a safe bet:

Bird: Asfour, Ave, Burung, Fagel, Fugl, Kus, Lintu, Madar, Ndege, Oiseau, Pasare, Passaro, Pouli, Ptak, Ptica, Ptitsa, Tsipor, Tori, Uccello, Vogel.

Cat: Chat, Chatul, Gata, Gato, Katze, Kat, Kedi, Kissa, Kocka, Kot, Koshka, Kutjing, Macka, Macska, Neko, Paka, Pisica, Qit.

Dog: Andjing, Cane, Cao, Chien, Ciine, Hond, Hund, Inu, Kalb, Kelev, Koira, Kopek, Kutya, Mbwa, Pas, Pes, Perro, Pies, Sabaka, Skilos.

Humans

Humans in the Commonwealth are often named after saints with names that are unusual by 20th-century standards. For example (the following names are not used in the Urth Cycle):

Male: Acestes, Bellatanus, Cyriacus, Deyniolen, Egelnoth, Fidelis, Glunshallaich, Hydroc, Illtyd, Jarlath, Kanten, Lebuin, Meinulph, Nestabus, Orsisius, Pyran, Quadragesimus, Romuald, Serapion, Tasso, Ulched, Vulmar, Waccar, Xystus, Yarcard, Zebinus.

Female: Adalsindis, Buriana, Cunera, Diemut, Elfleda, Febronia, Godeleva, Hildeltha, Ita, Jutta, Kennocha, Lydwina, Milburga, Noyala, Obdulia, Photina, Quiteria, Radegund, Sigolena, Tydfil, Ulphia, Verena, Waldrada, Xantippa, Ytha, Zita.

Enemies of the New Sun

The Great Lords of the Other People are named after pagan gods and monsters (Abaia is a watersnake god, Erebus is a god of darkness, Typhon is a monster of smoke and wind, etc.).

Villages

Commonwealth villages are named after their terrain (Saltus means "wooded valley," Murene means "water snake") or an attribute (Famulorum means "place of servants," Quiesco means "resting"). The following Latin names are not used in the Book of the New Sun:

Name	*Meaning*	*Name*	*Meaning*
Ager	farm	Palus	swamp, marsh
Campus	plain, prairie	Praedium	farm
Crista	crest	Rupes	crag
Collis	hill	Scopulus	crag, cliff, ruin
Convallis	vale	Silva	forest
Fundus	farm	Valis	dale
Iuba	crest	Vicanus	village
Metallum	mine	Triticum	wheat
Pagus	village		

Towns

Commonwealth towns are named after terrain (Os means "river mouth"), buildings (Gurgustii means "huts"), or other features in Latin. The following do not appear in the Book of the New Sun:

Name	*Meaning*	*Name*	*Meaning*
Aedicula	shrine	Mercatura	trade
Argilla	clay	Moenium	wall
Commercium	trade	Oppidum	town
Delubrum	shrine	Parietinae	ruins
Fabrica	manufacture	Praesidium	garrison
Infimus	foot of mountains	Sacellum	shrine
		Sedulitas	industry
Macellum	market	Tugurii	huts/hovels

Cities

Commonwealth cities are named in Latin after mythological characters (Nessus was a centaur who fought Heracles) or regions of the Byzantine Empire (Thrax is Latin for "Thrace"). Other centaur names are Ancius, Agrius, Chiron, Hylaeus, Oreus, and Pholus.

Names for Worlds

English	*Common*	*Hierodule*
Sun	Old Sun	Och
Mercury	–	Ophiel
Venus	Skuld	Hagith
Earth	Urth	–
Moon	Lune	Phul
Mars	Verthandi	Phaleg
Jupiter	Serenus	Bethor
Saturn	–	Aratron
Uranus	–	–
Neptune	–	–
Pluto	Dis	–

A dash indicates the name is unknown, not that it doesn't exist.

4. Commonwealth Glossary

abacination: to blind a client with hot irons.
aes: a small provincial coin of brass, bronze, or copper.
agamite: a sexless being.
agathodemon: a good divinity or minor spirit.
alcalde: a magistrate of a town, a sheriff or justice.
alfange: a dagger.
algophilist: a sadist.
alraune: female demon of Teutonic myth.
amadou: a type of liquid tinder, stored in syringes.
anacrisis: interrogation with torture.
anagnost: a reader, a prelector – one who reads lessons in church.
analeptic: restorative, comforting.
anchorite: a holy hermit.
ancilla: a maidservant, handmaid.
android: a mechanical man.
antepilani: front-line soldiers.
apocatastasis: restoration, reestablishment, renovation.
apotropaic: designed to avert or avoid evil.
apport: a being teleported to a ship by its mirror sails.
archimage: high priest of fire worshipers, or a great mage.
archon: the ruler of a town or city.
armiger: a social class above optimate but below exultant.
armigette: a female armiger.
assize: periodic session of a superior court.
astara: the Hindu boomerang.
atelier: a workshop, or artist's studio.
athame: a magician's sword.
atole: cornmeal eaten as mush or drunk as a thin gruel.
aubade: a song played to herald the arrival of dawn.
autochthons: indigenous people.
badelaire: a short, heavy broadsword.
balmacaan: a short, rough overcoat.
barbute: a bullet-shaped helmet.
batardeau: a dagger.
berdiche: a staff mounted axe.
bordereau: a list of documents.
bosquets: pleasant thickets.
braquemar: a sword with a wide, short, double-edged blade.
burginot: a helmet having a rounded, longitudinal crest.
bursar: a court official in charge of paying out coin.
cacogen: "born of filth" – an ethnic slur against off-worlders.
cayoler: a monk.
camisias: the long shirt worn by Arabs and other Moslems.
capote: a long shaggy cloak or overcoat with a hood.
cariole: a light four-wheel, one-horse carriage.
carnifex: an executioner (professional or amateur).
cataphract: a soldier in full armor, typically mail.
cenobite: a member of a religious order living in a community.
chatelaine: polite title for an exultant female.
cherkaji: light cavalry (Persian).
chiliad: 1,000 years.
chiliarch: (*KILL-ee-ark*) commander of 1,000 men.
cithara: ancient triangular harp, like a lyre.
clava: a staff or cudgel.
clave: a key.
clavinger: a jailer/detective.
client: a prisoner at the Matachin Tower, or a customer at a brothel.
cohort: one-tenth of a legion, i.e., 300-600 men.
commonality: the common folk.
condottiere: the leader of a troop of mercenaries.
contarii: a unit of contus (see p. 84)-bearing soldiers.
coutel: a short knife or dagger.
craquemarte: a cutlass of the largest size.
cultellarii: cut-throats.
curtelaxe: a short axe.
defenestration: an execution performed by throwing the client from a high window.
delator: an informer or accuser.
dimarchi: (*dee-MARK-ee*) dragoons, also used as police.
demilancer: light cavalry.
eclectic: in the Commonwealth, the offspring of an autochthon and a colonist.
eidolon: a phantom, specter.
eremite: a hermit, or a quasi-religious mendicant, vagabond.
erentarii: light infantry.
estafette: a courier on horseback.
estrapade: a torture in which a rope or chain is tied to some part of the client's body (most often the wrists) and the client is dropped from a height, falling until stopped by the rope.
estoc: a small stabbing sword.
ethnarch: a ruler over a province.
evzone: a member of an elite infantry corps (Greek).
exarch: an ecclesiastic rank between patriarch and metropolitan.
extern: a foreigner, born on Urth outside of the Commonwealth.
exultant: a closed social class, the aristocracy.
falchion: a broad curved single-edged blade, wide near point.
famula: a female servant of a scholar or magician.
fantassin: a foot-soldier.
gligua: a worker of black magic.
graisle: a trumpet used in signaling.
gymnosophist: one of an ascetic sect of philosophers.
hanger: any sword worn from a strap on a sword belt.
harena: arena.
hastarii: a unit of hastarus (see p. 84)-bearing soldiers.
hatif: a familiar spirit or daemon.
hieromonach: a monk who is also a priest.
hipparch: the commander of a xenagie.
homunculus: an artificial or synthetic man, plural homunculi.
hoplite: a heavy-armed foot-soldier.
huzzar: horseman of light cavalry.
hydraknife: a multi-bladed throwing dagger.
ile: a squadron of cavalry.
Inquisitor: the examiner who asks the questions during an anacrisis and directs the torturer. The Inquisitor is never a member of the torturers guild.

jacal: a crude house or hut.
jiber: a mutinous sailor or stowaway.
kelau: light infantry armed with the sling (Aramaic).
lancegay: a light lance, occasionally used as a dart.
lansquenet: mercenary cavalry.
lictor: provincial officer, administrates criminal justice in the Commonwealth.
litch: a body, corpse.
llanero: (*yaw-NAY-row*) a cowboy.
lochage: (*LOCK-ij*) leader of a lochus, 100 men.
maniple: one-third of a cohort, or 200 men.
manskin: leather made from human skin.
matross: a rank below gunner in a train of artillery.
meretrix: a prostitute, plural meretrices.
midinette: a shop girl.
Moira: one's personal Fate or Destiny.
monach: a monk.
mora: a military unit of around 1,200 men.
nocturne: a song played to signal the arrival of night.
noyade: execution by drowning.
optimate: social class of wealthy merchants, above commonality. Often referred to with the title "Goodman."
palfrenier: a groom.
palmer: a pilgrim.
pandours: soldiers of unusual size and strength. In the Commonwealth they are the unofficial soldiers selected by exultants from among their own private guards, gameskeepers, and the like.
peltast: a medium-armed footsoldier, with shield and javelin.
petasos: a low-crowned broad-brimmed hat worn by travelers in ancient Greece.
pharmacon: a medicine, drug, or poison.
philomath: a lover of learning, a student.
philonoist: a searcher for knowledge.
pilete: a simple spear, non-pyrotechnic.
piquenaires: pikemen.
planetaration: using food as a torment.
pseudothyrum: secret door.
pursuivant: a messenger with some limited authority to negotiate.
quaesitor: a judicial official.
roundsman: one who makes the rounds, a patrol man.
sabretache: cavalry officer's leather satchel, belt mounted.
schiavoni: mercenaries.
seneschal: a bailiff, steward, or majordomo.
servitrix: a female servant.
shotel: a sickle-shaped sword.
sieur: "sir," form of address for members of the Commonwealth aristocracy, but often misapplied by ignorant commoners to anybody perceived to be above Social Level 0.
sommelier: a servant under the wine steward.
soubrette: a maid-servant or lady's maid.
spado: a eunuch.
spadrone: a two-handed sword.
spadroon: a sword much lighter than a broadsword, for cut-and-thrust work.
spahis: a Turkish horseman.
spathae: a broad, two-edged sword used as a cavalry weapon.
spelaeae: general term for cave-dwelling creatures.
sweepsmen: rowers using long oars that require them to stand.
thalamegus: large, richly decorated barge.
thaumaturge: a wonder worker.
thiasus: a party to celebrate the festival of a god.
urticate: to flog with fresh stinging-nettles.
vingtner: a sergeant commanding 20 infantry-men.
watch-and-watch: every other watch.
xenagie: (*zen-AGGIE*) a cavalry unit of about 500 men.

5. English/Commonwealth Glossary

blowpipe: cerbotana, sabarcane.
bolas: achico.
boomerang: astara.
broadswords: athame, badelaire, braquemar, craquemarte, falchion, hanger, shotel, spadrone, spadroon, spathae.
cavalry: cherkaji, dimarchi, demilancer, hipparch, huzzar, ile, lancegay, lansquenet, spathae, spahis, xenagie.
crossbow (pyrotechnic): arbalest.
fencing: estoc.
flail: scorpion.
knife: alfange, batardeau, coutel, hydraknife, misericorde.
mercenaries: lansquenet, schiavani.
off-worlder: cacogen, extrasolarian, hierodule.
official: alcalde, archon, bursar, ethnarch, exarch, lictor, pursuivant, quaesitor.
officer: chiliarch, condottiere, hipparch, lochage, vingtner.
pyrotechnic polearms: berdiche, contus, demilune, glaive, hastarus, kheten, korsekes, voulge.
religious: anchorite, cayoler, cenobite, eremite, exarch, hieromonach, monach, palmer.
servant: ancilla, famula, palfrenier, seneschal, servitrix, sommelier, soubrette.
social classes: armiger, commonality, exultant, optimate.
soldier: antepilani, contarii, demilancer, erentarii, evzone, fantassin, hastarii, hoplite, lansquenet, matross, pandour, peltast, piquenaires, spahis.
torturer terms: abacination, anacrisis, assize, client, carnifex, defenestration, delator, estrapade, Inquisitor, lictor, noyade, planetration, urticate.

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POSTHISTORIANS:

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Cover by
DON MAITZ
Maps by
MARK COOK and IAN R. MALCOMSON

FIRST EDITION
PUBLISHED DECEMBER 1999

ISBN 1-55634-416-3

51995

9 781556 344169

$1995

SJG01995 **6096**

Printed in the U.S.A.